

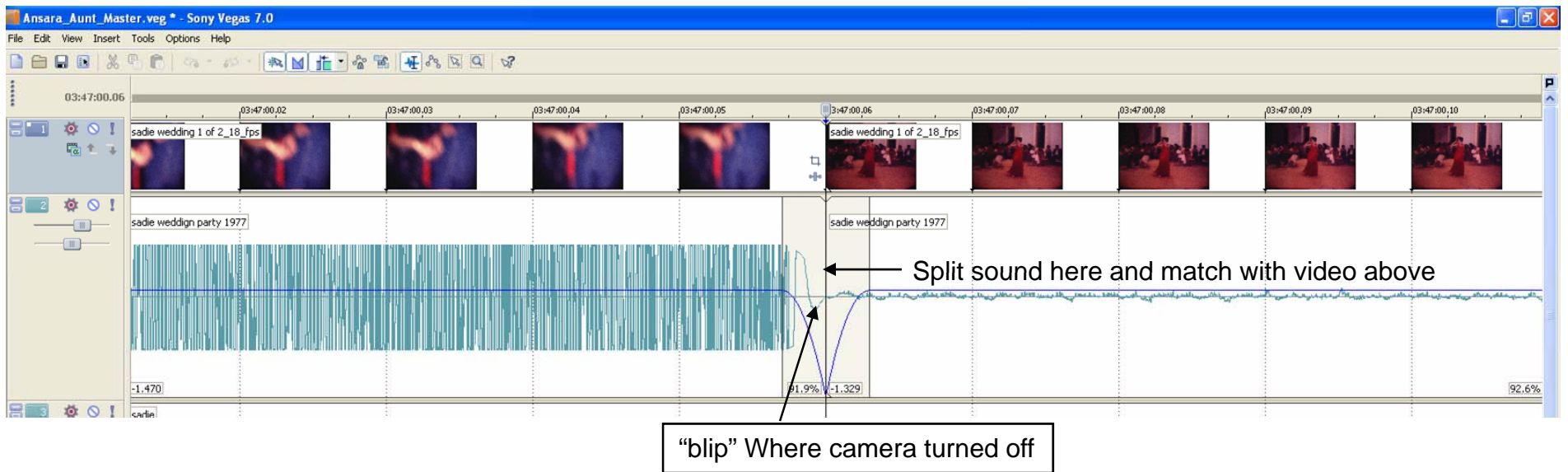
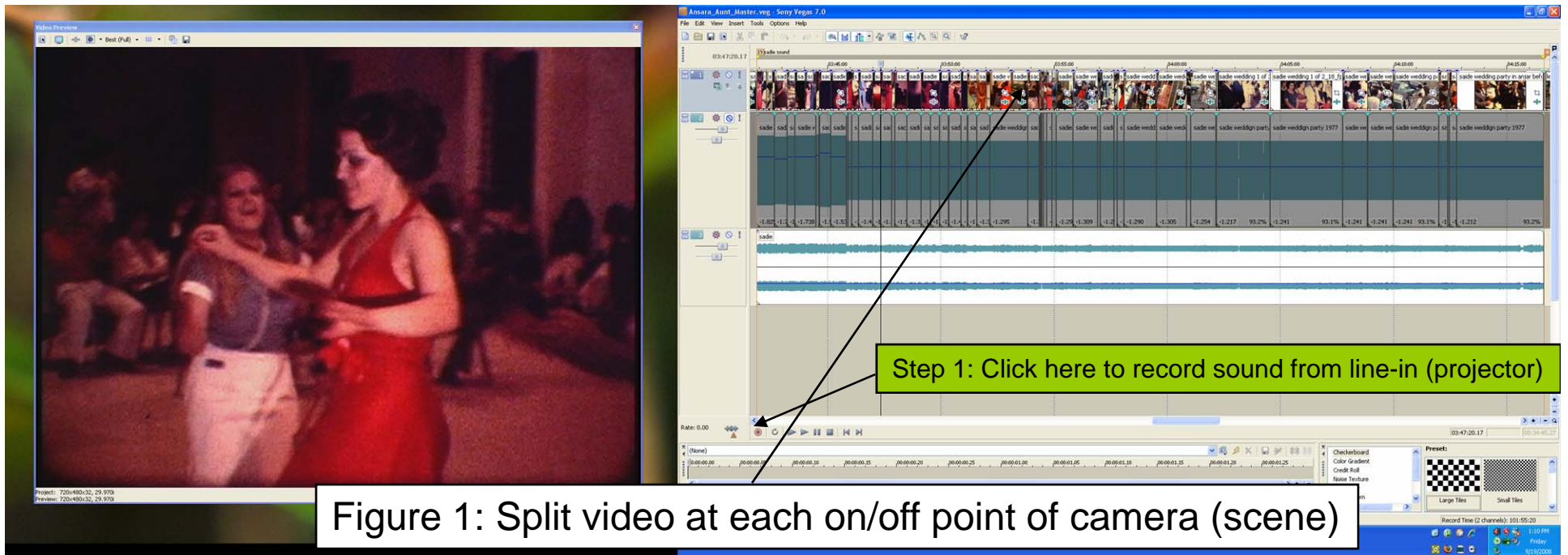


blue cloud video

www.bluecloudvideo.com

Sound Transfer Process

1. Capture the sound with a sound projector straight into the computer using Vegas 8 out of the headphone jack.
2. We record it at 24fps and re-sync to 18fps film speed to save time
3. We find the where the frames stop and start with each section in the video and split the video in figure 1.
4. This will match the sound film in the blips shown in figure 2 and split in figure 3.
{When the S8mm camera is turned off, there is a sharp end of sound.
When turned back on, there is a lag. So we line up the sound with the sharp end.}
5. Re-pitch the sound in Vegas in figure 4.
6. Clean up the sound figure 5.



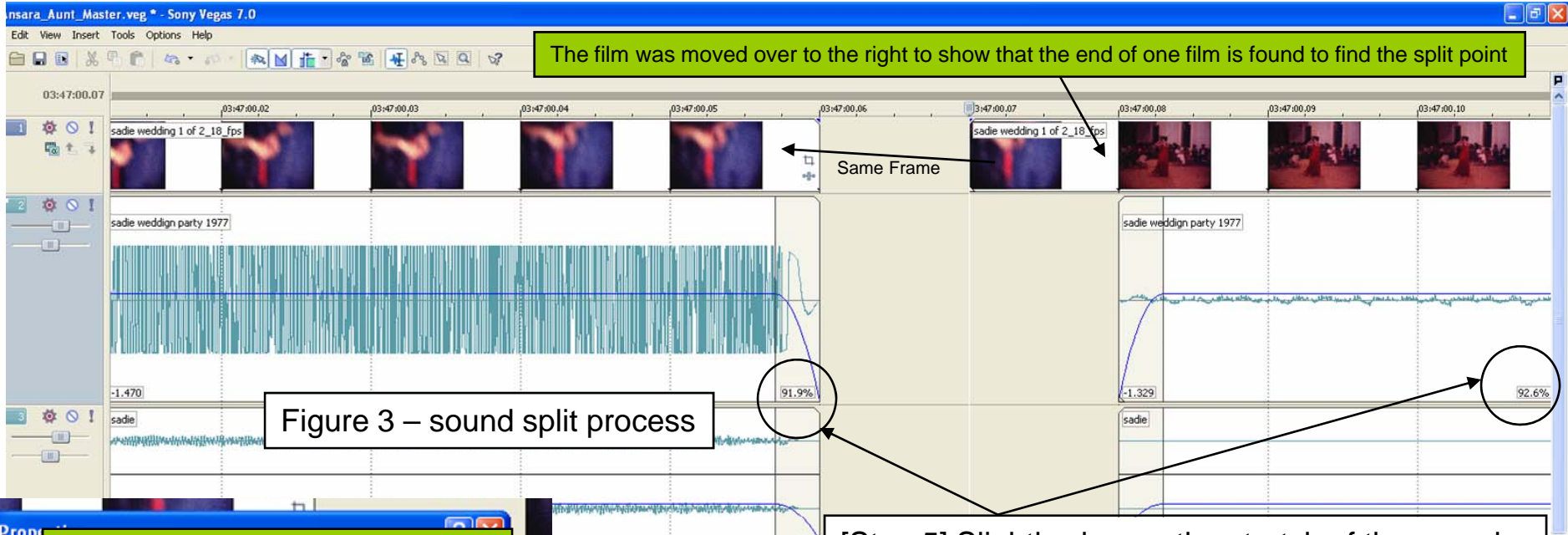


Figure 3 – sound split process

[Step 5] Slightly change the stretch of the sound by holding in ctrl and dragging edge, then go in to properties and select lock to stretch...then split. [not shown]

Split the sound at the point of the blip, or as close as one can get.

At the other end of the (dancer) clip, do the same thing, then hold in ctrl and drag the sound to match the stretch of the film.

To compensate for sound projector variation, notice the 91.9% and 92.6%. This happens because the sounds are stretched to match it exactly to each scene.

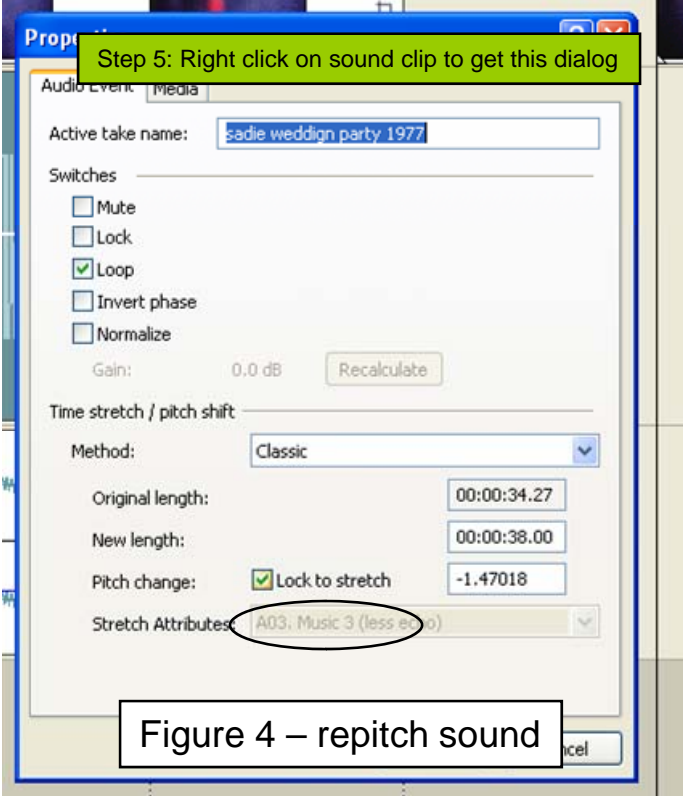


Figure 4 – repitch sound

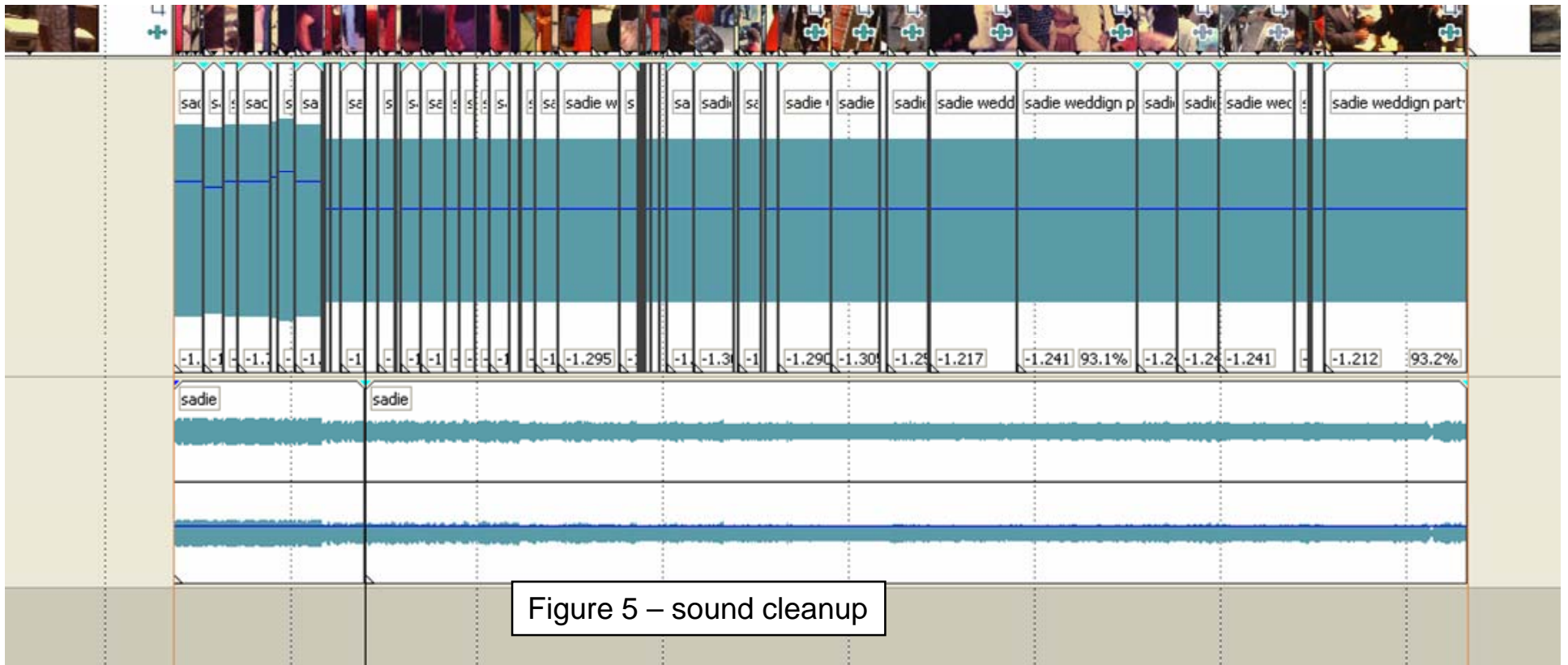


Figure 5 – sound cleanup

Step 6: Clean up the sound.

We use Adobe Soundbooth to clean up the hiss, crackle and some background noise in the film.

That is why there are two sound files in the image above. We keep the old one hidden when it renders, but keep it around in case an error is made.

If the sound is recorded over top of the film, then this process doesn't work.

You have to project onto a wall and record with a camera to find out where the sync points are.

Then you just match the video to video, and repitch the sound to match the new video speed.