Contents

Foreword		vii
Introduction		ix
Preface		xiii
Part1 ●	What We Do and Why	1
CHAPTER 1	Holy Foley: The Evolution of a Craft	3
CHAPTER 2	Noise vs. Sound: Foley As It Is Used in the Various Genres and Styles of Film, Animation, and Games	17
CHAPTER 3	Single or Married: Foley Used Independently or Combined with Sound Effects	27
Part 2 •	The Protocols, Conventions, and Hierarchy	33
CHAPTER 4	Fire in the Hole: The Players and Their Responsibilities	35
CHAPTER 5	Let's Go Ahead and Go Back: Spotting and Cueing	43
CHAPTER 6	Scene Change: The Foley Stage, Mixing Booth, and Prop Room	53
Part 3 ●	The Art and Craft of Foley	73
CHAPTER 7	Walking in Their Shoes: Performing the Footsteps	75
CHAPTER 8	What We Use For : Performing the Props	89
CHAPTER 9	Hang It as a Unit: The Knack for Sync	103
CHAPTER 10	Magic Wind: Unusual Foley Requests	109
CHAPTER 11	Mix and Match: The Foley Mixer	117
Part 4 •	Editing and Mixing	129
CHAPTER 12	l Miss Mag: Editing Foley	131
CHAPTER 13	Fix It in Post: The Dub	139
Part 5 •	Looking Forward	147
CHAPTER 14	The Ivory Tower: The Film School	149
CHAPTER 15	Checkski: Final Thoughts of Experts	163
Part 6 ●	Appendix	169
	"Post" Script: An Homage to Our Tutor	171
Glossary		177
Index		183
About the Auth	or	196
About the DVD		198