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AES Audio Engineering Society - Pacific Northwest Section

Around the Puget Sound, Seattle, Washington, U.S.A.

May 2022 Meeting Notice
Reality is Boring:
Expressing Feelings and Movements
through
Impressionistic Foley.
Presented by Joanna Fang - Senior Foley
Artist at Sony Interactive Entertainment LLC
and the
AES PNW Section
ZOOM MEETING 6:00PM PDT (UTC -7)
Friday, May 6th, 2022

In filmmaking, **Foley** is the reproduction of everyday sound effects that are added to films, videos, and other media in post-production to enhance audio quality. These reproduced sounds, named after sound-effects artist Jack Donovan Foley, can be anything from the swishing of clothing and footsteps to squeaky doors and breaking glass. Foley sounds are used to enhance the auditory experience of the movie. Foley can also be used to cover up unwanted sounds captured on the set of a movie during filming, such as overflying airplanes or passing traffic.

Places where the Foley process takes place are often referred to as a Foley stage or Foley studio. Foley artists recreate the realistic ambient sounds that the film portrays. The props and sets of a film often do not react the same way acoustically as their real life counterparts, requiring filmmakers to Foley the sounds. The best Foley art is so well integrated into a film



that it goes unnoticed by the audience. It helps to create a sense of reality within a scene. Without these crucial background noises, movies feel unnaturally quiet and uncomfortable.[1]

How do we craft sound effects for a warm embrace, a desperate walk, or a fluttering heart? Filmmakers, game developers, and musicians often try to render meaningful and empathetic performances through sound design and Foley. But what is the implication for Foley artists in a world that's exponentially recorded and archived? Where is the line between "cheating" a sound for an audience's emotional response, and achieving forensically accurate sound reproduction in increasingly augmented or fully virtual productions?

About Joanna Fang

Joanna Fang is an Emmy Award winning Foley artist and sound editor. An alumna of NYU Film, Joanna spent the first 12 years of her career performing custom Foley and sound effects for film and TV in New York with Alchemy Post Sound. Having transitioned into interactive work, Joanna was recently brought on to co-lead and develop Sony Playstation's in-house Foley team. Her Foley can be heard in films (The Texas Chainsaw Massacre), games (Horizon Forbidden West), and music videos (Mitski's Working for the Knife).

To Attend

This is a Zoom virtual meeting. We use Eventbrite as a way of tracking online reservations and to dispense the Zoom Link. You need to [RSVP here](#)

More info?

- AES PNW Website [Section Website](#).
- [Joanna's Facebook Page](#)

[1] Foley (filmmaking) Wikipedia. [https://en.wikipedia.org/wiki/Foley_\(filmmaking\)](https://en.wikipedia.org/wiki/Foley_(filmmaking))

THIS EVENT IS FREE, OPEN TO ALL, AND AES MEMBERSHIP IS NOT REQUIRED

Coming Meetings

In the coming months, we look forward to presenting the following meetings.

- June Meeting. Topic and date are TBD
Section business meeting and elections

If you have a pet topic you'd like to see presented, or if you'd like to present a topic, please contact Section Chair.

PNW AES Zoom Meetings and zoom URL

We started holding our meetings via Zoom beginning with the April 2020 meeting. Zoom has dramatically increased our reach, well beyond our Section's geographic area. Since doing this, we've had attendees from Canada, and as far away as Indonesia, and Australia. Zoom gives the ability to record our meetings, and those recordings will be posted in our past meetings Archive. For now, video from our Zoom meetings can be found (mostly) at Dan Mortensen's [YouTube channel](#).

We use EventBrite to manage our free tickets to meetings. You need to RSVP for yours via the following link. EventBrite sends an email with the Zoom link 2-days, the morning of the event, and 2-hours before the event. Set your email program to recognize the email so it doesn't get shoved into your spam folder.

[RSVP here](#)

When you register at EventBrite and when you enter the Zoom meeting, please use your real first and last names so we can get to know each other. You do NOT need to create an EventBrite account to register.

Please Note

In order to maintain decorum and avoid interruptions, even unintended ones, we have established a few ground rules for meeting attendees:

1. We want to see your full name on display in Zoom at the meeting.
2. All audience audio and video will be muted for the duration of the event.
3. The presenter will determine if they can accept questions during the presentation, or wait until specific Q&A times, and that will be announced at the beginning of the meeting. (We often use the "chat" feature to allow attendees to ask questions when they think of them, with moderators passing them on to the presenter at the appropriate time.)
4. Based on our experience with no-shows, we reserve the right to issue more tickets than available slots. We don't want to turn people away based on inaccurate estimates of attendance, but we do have budgetary limits to the number of slots we can make available. If we reach capacity before you log in, we regret that we have no way to expand capacity at the last minute.
5. It would be good if you watched the chat stream during the meeting. Not only is it a way to submit questions to the presenters, but it's also a way for others to contact you personally. You have the option there to direct your comment to anyone who is part of the meeting as well as to one person in particular.

Finally, in the rare instance of behavior by an attendee that moderators believe is disruptive, we reserve the right to immediately eject such attendees.

Greg Dixon

AES PNW 2021-2022 Section Chair

n.b. *The material presented at our meetings is the opinion of the presenter and not necessarily that of the Society. You are encouraged to conduct your own research and to form your own opinions before adopting the presented material as Truth.*

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