

Holy Foley

Cheat Sheet

Punches, Fighting and Hits

You might think of punching and immediately grab your friend to “help you” but punching is most often made through food.

Punching watermelon for a nice meaty wet slap or snapping a cucumber for that bone breaking moment. That sounds like a lot of mess though so weve provided some cleaner examples for you today.

- Slapping your hands together like you might expect is a good start
- Wearing thick gloves and punching gives a deeper heavier sound
- The phone book wrapped in tape provides a weighty sound for a heavy body blow
- Beating up a pillow is a good way to get a lot of different sounds try hitting it in different ways with different things
- Pay attention to what the characters doing, weapons don't make sounds like skin

Walking and Running

Something that most people probably don't think of but try to think about how often a character is moving especially in action scenes.

What is going on with their feet, are they walking on glass or wood or sand or grass, it all sounds as different as walking and running.

Pay attention to what they're standing on and pick a material that you think works best and try out a bit of everything.

- Walking around can be copied by using your hands or even a pair of shoes or other similarly heavy object to hit the ground
- Sand can be replicated through what else but sand, it can also be replicated with salt for a heavier crunchier sound
- Leaves sound just like shredded paper or plastic

Weapons

No we wont be giving you real weapons but neither do professional foley artists, guns being fought over sounds are made from something like grabbing a door lock and shaking it around.

This is your time to shine so be creative and have fun but don't hit anyone not even yourself.

Pay attention to the weapon and what it's made of and what its interacting with.

- Wooden tools like rulers can sound just like a wooden weapon when swinging it through the air.
- Using the wooden tools on pillows, the ground, or the desk all changes how it sounds, think about how hitting a pillow sounds like hitting skin or hitting wood with wood might sound like hitting a tree.

Voice acting

We don't expect many actors out of you but feel free to add any grunts and grrs as you feel like the video needs it