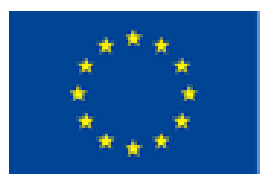


# Module II. Technical

## Video concept course

### Topic 3. Camera Flow

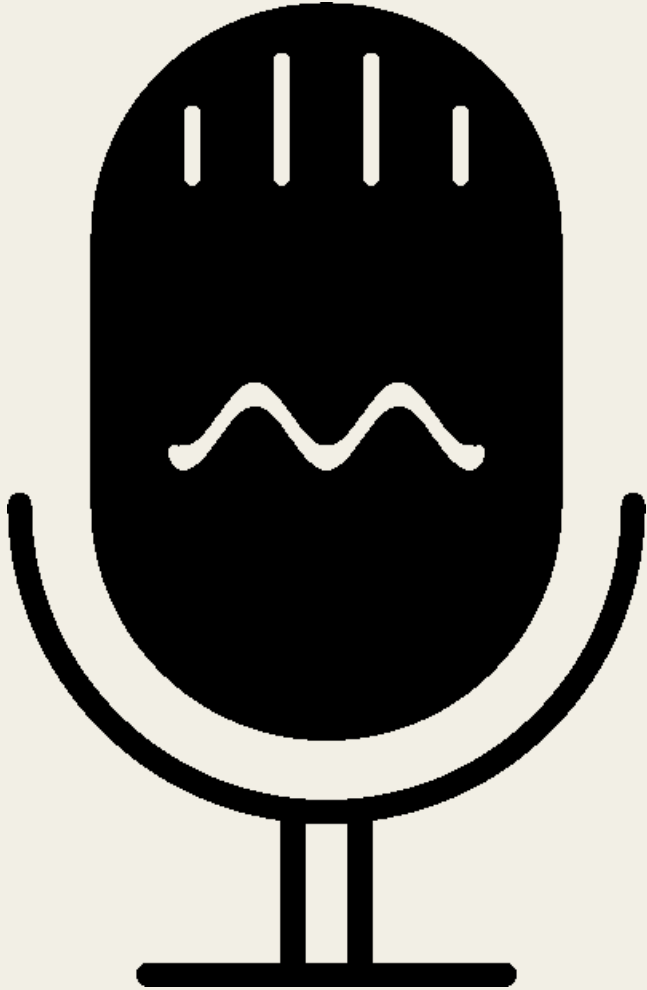
#### Activity T3.L3.1. Sound



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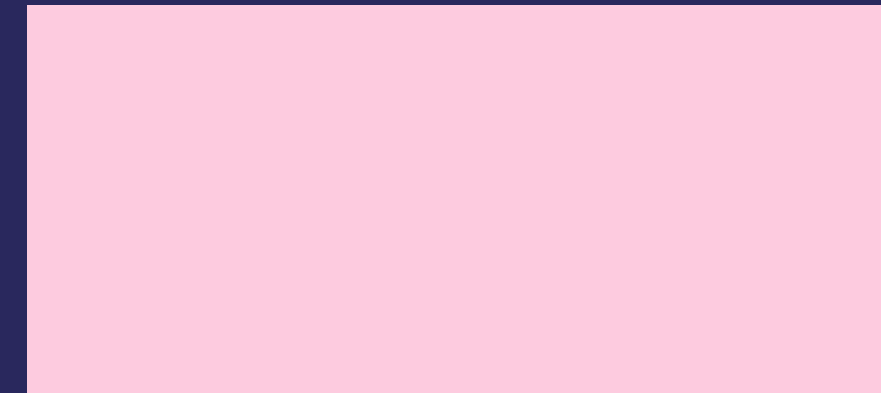


# Camera Flow



Sound

**You are going to get the audio resources required for your video, that is, voice-over recording, ambient sound and music**





THINK ABOUT THE SPACE WHERE YOU  
ARE GOING TO MAKE THE RECORDING  
AND DOWNLOAD THE APPLICATION  
VOICE RECORD PRO.

REMEMBER: BEFORE YOU START  
RECORDING, YOU NEED TO PRACTICE  
THE READING OF THE SCRIPT.

VOICE-OVER



IDENTIFY THE AMBIENT SOUND TO BE INCLUDED YOUR VIDEO AND RECORD IT WITH OUR MOBILE PHONE. YOU MUST MAKE SURE THAT YOU AVOID POSSIBLE INTERRUPTIONS AND TRY TO RECORD EXACTLY WHAT YOU ARE LOOKING FOR. AMBIENT SOUND WOULD BE IMPORTANT ALSO FOR THE DESCRIPTION OF THE HERITAGE ELEMENT.

AMBIENT SOUND





Once we have listened to different music genres, you must think about the possible connections between the music and your heritage element. If you think that the combination of the melody and the element match, you have found the right musical connection between them.

MUSIC

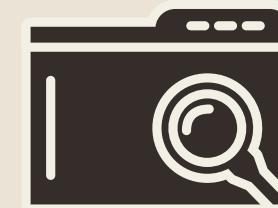
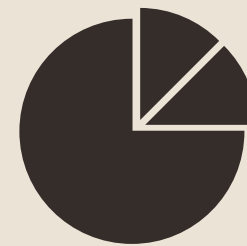
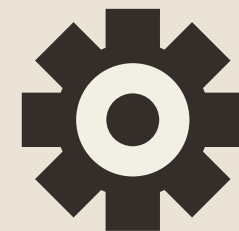
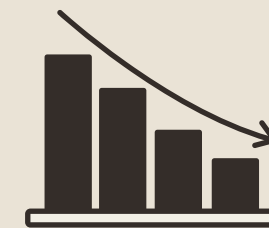
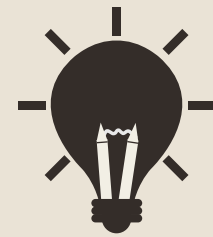
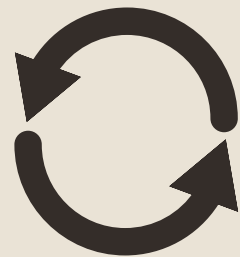
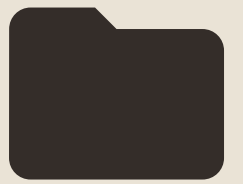
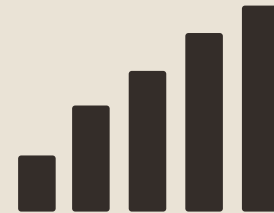
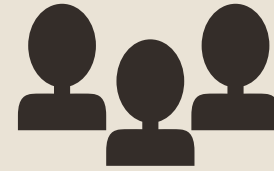


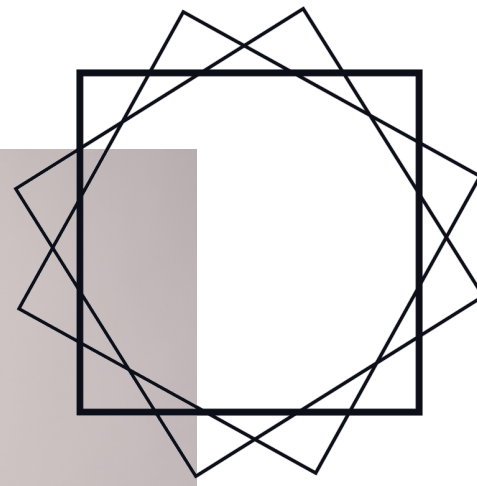
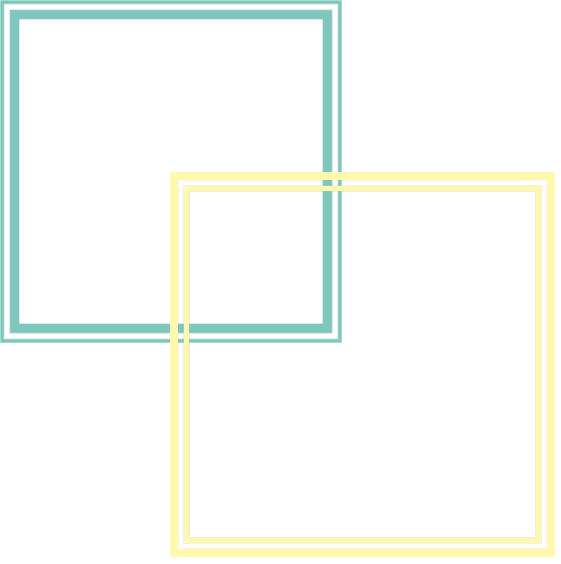


# Activity

Sound:

In this activity you will have to define which sounds will be necessary for the video, the characteristics of the locution and to choose the music that will be used in the background in the audiovisual project.





**OCITY**

Creativity + Innovation & Technology

