

SOUND SCRIPT

FOR

UNDER *the* WEATHER

First Scene

Quiet city ambience background noise fades on - Quiet footsteps as character walks to emphasise distance (Soft walking sounds) - 4 different sounds for each step looped.

Shot zooms in - Footsteps get louder. Character footsteps come to a stop as small raindrops appear from sky (5 different sounds) - Character looks up as full rain pours down (Quick splash as it hits the ground and then fades to normal rain sound).

Character turns head 4 times looking around (Slight whoosh sounds to express quick movement) 4 Different sounds - Idea sound (Microwave ding or lightbulb/Some subtle noise to express realisation) - Quick whoosh sound when character moves to next scene.

Second Scene

Quiet city ambience background noise continues throughout shot - Quick footsteps (running) as character runs onto stage (5 steps in total, soft noises) - Rain pouring from cloud sound fades from quiet to loud as the character makes his way to the stage.

When exchanging money a soft sound will activate showing movement and placement of the money (One sound). Character places hat onto head (Accurate sound of placing object on head) - Rain continues - extra sound activates (Sound of rain hitting umbrella from above).

Sudden change of weather happens - Rain gets louder and more violent through editing - extra sound added of wind, another extra sound added for water splashing off hat and onto ground. - Movement sound of arms as they move in time with the wind. - Suddenly comes to a stop and back to original rain sound.

Character takes hat off head (Simple sound of movement of the object) - Quick sound to express him throwing the hat to the ground - Hat hits the ground and creates a thud sound (Plastic). Movement sounds in time with head activates again - realisation sound (microwave ding?) activates - Quick whoosh sound as character moves to next scene.

Third Scene

City ambience continues through out scene - Character footsteps run onto stage (4-5 sounds) - Rain fades from quiet to loud as character reaches stage. Cloud stretch/movement subtle sound as it goes into tree. - Tree rustles and water splashes onto ground (subtle). - Pause for silence - Rain pours down dramatically and violently. - Character runs out from underneath tree soaked (water splashes - movement of drenched clothes sound?) Cloud comes out of tree at same time - resumes to original raining sound - raindrops fall from character sound (taken from scene one).

Characters head movements x4 sounds (taken from both first and second scene) - Whoosh sound as character moves to next scene.

Fourth Scene

City ambience continues throughout scene - Microwave ding as character notices balloon? - Rain continues to fall as character looks up. - Whoosh sound as characters arm moves to grab balloon. - Balloon stretch sound (Whoosh sound to show movement of character jumping) - Small sound activates expressing the capture of the rain cloud. - Rain fades off as balloon stretches and captures it. - Thud sound to express character landing from jump.

Sound of success activates as character smiles (TADA sound?) - Jolly sound footstep sounds (4) as character moves along scene. - Character stops, Balloon starts to squeek (sound like a small hole has appeared) along with water sound spitting out of hole. - Sound gets more quiet as character tries to prevent balloon from bursting. - Pause for silence - Balloon explodes (water gushes out and hits the ground) Water splash back sound activates to express water falling. - Original rain sound continues.

Orange characters eyes movement (clink, clink sound) - subtle - character reaches to balloon. - Grabs onto end (Rubber ballon movement sound (small subtle)) - Water squirts out and stops when hole gets closed. - Character woosh sound as he runs towards Orange character (Subtle movement sound as they hug).

Rain and city ambience continues as scene zooms out and black background appears and throughout credit card. - Fades off at end of film.