

The Hobbit Recording Chart

Sound Effect	Mics	Quality	Location	Materials Used	Label/ Track # <small>All Hobbit files are in Folder 2</small>	Used in Film	Complete
Coins Footsteps	1	Kind of muffled but could still hear all of the intended sounds	Bedroom	Bottle tabs and caps	03 Coin Footsteps- Tr1	n	<input checked="" type="checkbox"/>
	2	Extremely distant and kind of crackly, a lot more room noise than what is generally heard for this mic	Bedroom	Bottle tabs and caps	Tr2	n	<input checked="" type="checkbox"/>
	3	Very Crisp	Bedroom	Bottle tabs and caps	Tr3	y	<input checked="" type="checkbox"/>
	4	More room noise, Sounded distant but clear	Bedroom	Bottle tabs and caps	Tr4	y	<input checked="" type="checkbox"/>
Coin Sliding/ Falling	1	Smaller sound accented but mostly muffled and dirty	Bedroom	Bottle tabs and caps	04 Coins Falling- Tr1	n	<input checked="" type="checkbox"/>
	2	Muffled and distant	Bedroom	Bottle tabs and caps	Tr2	y	<input checked="" type="checkbox"/>
	3	Not as clear as the mic usually is	Bedroom	Bottle tabs and caps	Tr3	n	<input checked="" type="checkbox"/>
	4	Picked up Higher frequencies really well	Bedroom	Bottle tabs and caps	Tr4	y	<input checked="" type="checkbox"/>
Smaug Breathing	1	Very airy, didn't have any depth to it	Bedroom	Breathing	05 Heavy Breathing- Tr1	n	<input checked="" type="checkbox"/>
	2	Very low and solid tone	Bedroom	Breathing	05, 06 Tr2	y	<input checked="" type="checkbox"/>
	3	Too much wind was picked up on the exhale	Bedroom	Breathing	05,06 Tr3	n	<input checked="" type="checkbox"/>
	4	Very clear breath, everything was picked up	Bedroom	Breathing	05,06 Tr4	y	<input checked="" type="checkbox"/>
Growling	1	A little muffled, but was good for the deeper growl effect desired	Bedroom	Deep breathing through the nose	10 Growling-Tr1	y	<input checked="" type="checkbox"/>
	2	Clear. Picked up the lower frequencies	Bedroom	Deep breathing through the nose	Tr2	y	<input checked="" type="checkbox"/>
	3	Was not as clear in the distinction in frequencies	Bedroom	Deep breathing through the nose	Tr3	n	<input checked="" type="checkbox"/>
	4	Clear but picked up slightly higher frequencies than desired	Bedroom	Deep breathing through the nose	Tr4	n	<input checked="" type="checkbox"/>
All Coins	1	Dull doesn't pick up much with clarity	Bedroom	Bottle tabs and caps, a plastic jug	07 All Coins- Tr1	n	<input checked="" type="checkbox"/>
	2	Distant but clear	Bedroom	Bottle tabs and caps, a plastic jug	Tr2	y	<input checked="" type="checkbox"/>
	3	Clear but not distinctive	Bedroom	Bottle tabs and caps, a plastic jug	Tr3	n	<input checked="" type="checkbox"/>
	4	Clear, Sharp	Bedroom	Bottle tabs and caps, a plastic jug	Tr4	y	<input checked="" type="checkbox"/>
Resonance	1	Kind of dull but picked up the lower resonances well	Bedroom	Wine glass, water	09 Resonance-Tr1	n	<input checked="" type="checkbox"/>
	2	Clear, bright, picked up the frequencies nicely without being too pitchy	Bedroom	Wine glass, water	Tr2	y	<input checked="" type="checkbox"/>
	3	Recorded on same track as 4, more room noise picked up, very present but a bit too much for the desired sound	Bedroom	Wine glass, water	Tr34	n	<input checked="" type="checkbox"/>
	4	Recorded on same track as 3, more room noise picked up, very present but a bit too much for the desired sound	Bedroom	Wine glass, water	Tr34	n	<input checked="" type="checkbox"/>