

## Microphone Information Chart

MICS*	#	Zoom Mic Classification	Type	Polarity	Best Used For	Results in Location: Bedroom	Results in Location: Sound Lab
SENNHEISER EVOLUTION 906	1	Tr1	Dynamic	Cardioid	Lower frequencies such as the growling and the lower resonance	This mic was a little muffled for all of the recordings. There were a couple where it did record some nice sounds for the lower frequencies like the growl and the lower resonance.	This mic sounded very distant on every track recorded. All mics were placed and equal distance away from the two tubs that were being used for effects, maybe even slightly closer and still all sound captured were lower and muffled.
SHURE BETA 57A	2	Tr2	Dynamic	Cardioid	Basic recording in any type of location, but really good for a location with lots of background noise does really well at cutting out most of the noise	This mic worked relatively well. There were a couple of recordings where it was slightly muffled and distant but a majority turned out great. It did really well at picking up the resonance. Even though some of the tracks sounded distant it worked out well because that's partially what was necessary for some of the coin tracks.	This mic worked really well for picking up the water noises. It didn't provide as much clarity as Mic 3 but it was clear and added depth to the sounds.
SHURE SM81	3	Tr3	Condenser	Cardioid	Recording Water	This mic surprisingly was not great in the bedroom. A lot of the recordings didn't have the clarity that was needed for the sound effects. A lot of the recorded sound also had lower frequencies that it didn't pick up as well.	This mic was fantastic for recording the water. Though it did pick up a decent amount of room noise the quality of the sound was great. It was used for almost every track that was used for the video.
RODE NT5	4	Tr4	Condenser	Cardioid	In a controlled location, good for picking up clear high frequencies	This mic was wonderful. It picked up a big range of frequencies and everything was clear and sharp, which was especially great for recording coin sounds. The room was pretty well dampened so there wasn't much room noise to pick up but it did manage to capture more than all of the other mics.	This mic is over all a pretty good. The biggest issue with recording in this space was that because it pick up so clearly and a big range of frequencies it also picked up a heavy amount of room tone. It is something that can be worked around but for this location and for the easy of editing I would not use this mic in this setting again.

\*All Mics were recorded using a Zoom H6. All mics were recorded at the same time at an equal distance away from the objects they were recording. All levels for the four channels were set to 5 at all instances of recording.

## 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"/>

## Moana Recording Chart

Sound Effect	Mics	Quality	Location	Materials Used	Label/ Track # <small>All Moana files in folder 3</small>	Used in Film	Complete
SHELLS	1	Soft, distant	Sound lab	Ceramic Mugs	01 Shells -Tr1	n	<input checked="" type="checkbox"/>
	2	Good but didn't pick up the higher frequencies well enough to represent the shells	Sound lab	Ceramic Mugs	Tr2	n	<input checked="" type="checkbox"/>
	3	Clear, sharp	Sound lab	Ceramic Mugs	Tr3	y	<input checked="" type="checkbox"/>
	4	Clear, full of volume	Sound lab	Ceramic Mugs	Tr4	n	<input checked="" type="checkbox"/>
MOANA INTERACTING WITH WATER	1	Muffled, Distant	Sound lab	Bucket of water (2), faucet, hands	02 Moana Water-Tr1	n	<input checked="" type="checkbox"/>
	2	Clear	Sound lab	Bucket of water (2), faucet, hands	Tr2	n	<input checked="" type="checkbox"/>
	3	Crisp, Every movement can be heard	Sound lab	Bucket of water (2), faucet, hands	Moana Water 01	y	<input checked="" type="checkbox"/>
	4	Clear, a little less than mic 3	Sound lab	Bucket of water (2), faucet, hands	Moana Water 0102	y	<input checked="" type="checkbox"/>
FISH FLOPS	1	Distant, Picked up more room noise than actual effect	Sound Lab	Bucket of water, French fries stress ball	05 Fish Flop- Tr1	n	<input checked="" type="checkbox"/>
	2	Clear, perfect	Sound Lab	Bucket of water, French fries stress ball	Tr2	y	<input checked="" type="checkbox"/>
	3	Too clear it picked up too much of the water sounded more like small splashes than the fish	Sound Lab	Bucket of water, French fries stress ball	Tr3	n	<input checked="" type="checkbox"/>
	4	Picks up room noise, very loud	Sound Lab	Bucket of water, French fries stress ball	Tr4	n	<input checked="" type="checkbox"/>
RANDOM WATER	1	Ok, a little distant, picked up more of the lower frequencies especially when the water hit the sides of the buckets	Sound Lab	Bucket of water (2), straw, hands, egg shaker	06 Random Water-Tr1	n	<input checked="" type="checkbox"/>
	2	Really nice, clear	Sound Lab	Bucket of water (2), straw, hands, egg shaker	Tr2	y	<input checked="" type="checkbox"/>
	3	Really nice overall tone, less room noise but still present	Sound Lab	Bucket of water (2), straw, hands, egg shaker	Tr3	y	<input checked="" type="checkbox"/>
	4	Too much room noise but did really well at picking up shaker when it was under water	Sound Lab	Bucket of water (2), straw, hands, egg shaker	Tr4	n	<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"/>
MOANA INTERACTING WITH WATER 2	1	Distant, picked up a lot of the lower background sounds like the buckets but no room noise	Sound Lab	Bucket of water (2), hands, faucet	03 Moana Water 2-Tr1	n	<input checked="" type="checkbox"/>
	2	Clear, water sound very distinct no noise is picked up from the buckets and little room noise	Sound Lab	Bucket of water (2), hands, faucet	Tr2	y	<input checked="" type="checkbox"/>
	3	Lots of room noise, picked up the water nicely but lots of background noises	Sound Lab	Bucket of water (2), hands, faucet	Moana Water 0201	n	<input checked="" type="checkbox"/>
	4	The most room noise, water is very present but every tiny movement can be heard	Sound Lab	Bucket of water (2), hands, faucet	Moana Water 0202	n	<input checked="" type="checkbox"/>
MOANA BUBBLES FINAL	1	No room noise but could barely hear any of the bubble sounds	Sound Lab	Bucket, Straw	06 Moana Bubbles-Tr1	n	<input checked="" type="checkbox"/>
	2	Bubbles were picked up well	Sound Lab	Bucket, Straw	Tr2	n	<input checked="" type="checkbox"/>
	3	Bubbles were clear, the room noise was not terrible and the sound of the bubbles drowned out most of it	Sound Lab	Bucket, Straw	Tr3	y	<input checked="" type="checkbox"/>
	4	Room noise was very loud, bubbles did sound clear but all small movements and breaths were picked up	Sound Lab	Bucket, Straw	Tr4	n	<input checked="" type="checkbox"/>