

What you see is what you hear?

Posted by donkpow - 13 Nov 2015 14:13

Just doing a little web surfing on the topic of multi-sensory integration and the ilk. Since audio/video material is limited to two perceptual senses, it is reasonable to consider the importance of the concept and the principles involved. Actually the "McGurk Effect" is what got me started. A little video on that:

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Re: What you see is what you hear?

Posted by jwrl - 13 Nov 2015 23:02

That effect is the reason why people who are partially deaf can often appear to hear more clearly when they can see the person speaking to them that when they can't. It's a well known effect, but I never knew the name of it before today.

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Re: What you see is what you hear?

Posted by donkpow - 14 Nov 2015 00:23

I had the TV on today and saw a scene that had a speaker addressing a small crowd. The only audio was the speaker's dialog. The cut was from the speaker to a listener. The listener, in the crowd, showed a negative reaction and I lost all sense of what the speaker had intended.

What then takes precedence? In this case, the strong emotion of the listener superseded the dialog. If there is dialog in the presence of competing elements, the face of the speaker being present in the scene will ensure the dialog will hold its position. Voice over can only take precedence in the lull between stronger elements.

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Re: What you see is what you hear?

Posted by jwrl - 14 Nov 2015 02:44

That technique is often used by drama editors to emphasize the emotional content of a scene. Cutaways under dialogue can often heighten emotion (or hose it down, for that matter).

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Re: What you see is what you hear?

Posted by frandesouza - 15 Nov 2015 02:56

Back in the 90s I bought a CD by an uruguayan band. Wen I listened to the album's main song I tought that the sound of the bass was too low in a specific passage of the music, compared to the videoclip of the same song (the video clip that lead me to buy the album in the first place). The next time I watched the videoclip I realized why: in that specific part of the music there was a close up of the bassist's performance.

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Re: What you see is what you hear?

Posted by donkpow - 15 Nov 2015 17:07

If we are able to create reasonable certainty with the coincidence of image and sound, we should be able to create reasonable uncertainty.

One might suppose that inclusion of dissonance in the score during that time would heighten the influence of the scene. I submit dissonance in the score would undermine the affect of the scene by communicating the intent. Perhaps an unsettling air in the sound track would serve the scene better.

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Re: What you see is what you hear?

Posted by lghtwrks - 15 Nov 2015 23:39

o.t.

"mother tongue"

if you speak german, that sounds funny (EN sng -> DE/AT "slang").

there should be some (DE/AT sng. -> EN) examples too?

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Re: What you see is what you hear?

Posted by donkpow - 16 Nov 2015 00:32

Funny. 😊

Not limited to across languages. "Misheard lyrics."

I suppose it would be the mind drawing conclusions not intended.

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Re: What you see is what you hear?

Posted by lghtwrks - 16 Nov 2015 00:46

😊
ah,ok.

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Re: What you see is what you hear?

Posted by jwrl - 16 Nov 2015 01:20

donkpow wrote:

Not limited to across languages. "Misheard lyrics."

Often called "mondegreens" in English. The term is supposed to come from an old folk song where the phrase "...and laid him on the green" was mis-heard as "...and Lady Mondegreen".
