

**The creative instinct:** Watch the video <https://www.youtube.com/watch?v=0GPGfDCZ1EE> and complete the sentences with the words in the box, according to what you hear.

splash	props	detail	thuds	wrapped	Foley
squeaky	footsteps	sound	bird	skateboard	hoarder
feather	unexpected	purpose	aquatic		

- John Roesch is a/an \_\_\_\_\_ artist.
- John highlights that an important characteristic of his job is \_\_\_\_\_.
- The warehouse where the material for his job is stored looks like a/an \_\_\_\_\_ 's garage.
- The building where he works was built on \_\_\_\_\_ also because the ground has specific characteristics for the perfect representation of \_\_\_\_\_ and \_\_\_\_\_.
- This place also includes a/an \_\_\_\_\_ pool to make \_\_\_\_\_ sound effects.
- John says that several items represent the most \_\_\_\_\_ sounds on tape.
- As an example of this he shows how \_\_\_\_\_ dusters can be used to represent the sound of a/an \_\_\_\_\_.
- He shows us an object he got from the most famous Foley artist in Finland. It represents the most perfect terrifying \_\_\_\_\_ sound.
- One of John's favourite \_\_\_\_\_ was used in "Back to the Future" to represent the sound of Marty's \_\_\_\_\_.
- According to John, the importance of a good \_\_\_\_\_ job is that it can get the audience completely \_\_\_\_\_ up in the film.

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**Discuss:**

- Do you agree with John Roesch's last statement about the importance of sound in a film?
- What characteristics must a Foley artist have to do his/her job successfully?
- Think of a scene of your favourite movie and try to focus on a specific sound in that scene. What could have been used to create it?

**KEY to the exercise:**

1. John Roesch is a/an \_\_\_ FOLEY \_\_\_ artist.
2. John highlights that an important characteristic of his job is \_\_\_ DETAIL \_\_\_.
3. The warehouse where the material for his job is stored looks like a/an \_\_\_ HOARDER 's garage.
4. The building where he works was built on \_\_\_ PURPOSE \_\_\_ also because the ground has specific characteristics for the perfect representation of \_\_\_ THUDS \_\_\_ and \_\_\_ FOOTSTEPS \_\_\_.
5. This place also includes a/an \_\_\_ SPLASH \_\_\_ pool to make \_\_\_ AQUATIC \_\_\_ sound effects.
6. John says that several items represent the most \_\_\_ UNEXPECTED \_\_\_ sounds on tape.
7. As an example of this he shows how \_\_\_ FEATHER \_\_\_ dusters can be used to represent the sound of a/an \_\_\_ BIRD \_\_\_.
8. He shows us an object he got from the most famous Foley artist in Finland. It represents the most perfect terrifying \_\_\_ SQUEAKY \_\_\_ sound.
9. One of John's favourite \_\_\_ PROPS \_\_\_ was used in "Back to the Future" to represent the sound of Marty's \_\_\_ SKATEBOARD \_\_\_.
10. According to John, the importance of a good \_\_\_ SOUND \_\_\_ job is that it can get the audience completely \_\_\_ WRAPPED \_\_\_ up in the film.