Basic guide:

Creation of a soundtrack for silent films with Soundcool

1. Choose the right film or short film according to the needs.
   a. Criteria: duration, student interest, humor, message that it contains.
   b. Where do I find it?: YouTube, RTVE Film Library, Vimeo, etc.

2. Ask the students to resume the argument scene by scene (individually, in pairs, in groups ...). Then, put it in common to get a synopsis or summary of the argument.

3. Distribute a scene to each pair or group, so that they can focus on analyzing it.
   a. Choose which actions need a sound or sound effect.
   b. Choose which ambient sound will go in the background, depending on the character, atmosphere, etc.
   c. Choose what music fits the scene.
   d. Tip: try to take advantage of the same sound for different actions, so you won´t have too many sound files to configure and oversaturate the program.

4. Search the sounds (with a free license). You can also find many links to non-copyrighted sound pages at http://soundcool.org/downloads

5. Distribute the roles:
   a. Do you want to use only pre-recorded sounds? → Distribute the sounds in different Sample Player modules. Keep in mind that they are not very close sounds at the time of the movie.
   b. Do you want to play sound effects or melodies with a keyboard? → Use the Keyboard module next to the VST module.
   c. Do you want to apply live effects, such as panning changes (left / right sound), delay (delay), change of sound height, etc.? → Use the Pan, Delay or Transposer modules, respectively.

6. Make the music sheets. They must contain:
   a. Minute and second of the movie where the action is seen.
   b. Button that the student must press.
   c. Description of the sound.
   d. In case of interpreting melodies or environments: indication of the style "Melody with the Phrygian scale from minute 1:23 to 3:05".

7. Let´s rehearse!
   a. Configure Soundcool and the wireless network.
   b. Indicate the IP of your computer (available in the main menu of the computer Soundcool application) to your students to be introduced in the Soundcool OSC application of your mobile.
   c. Assign each module a port: write a number from 8000 onwards in the OSC Port box. This
port number is the one that must be entered by the student who must control this particular module.

8. Product review and improvement:
   a. We make the product mature created by all of us with the creative technique SCAMPER: Replace, Combine, Adapt, Modify, Put in other uses, Eliminate, Reform. What sounds do not fit the image? Why the background music we choose doesn’t work? Where would this sound fit appart that where we already chose?