The use of sound in media

Animations

Family guy
Halo fall of reach

Films

Star wars
Deadpool

Games

Halo
Skyrim

What is sound?

Sound can be put into two categories when talking about media, diegetic and non-diegetic.

Diegetic
Diegetic is sound that comes from the world of the media such as dialogue, sound effects and ambient sounds. Diegetic sound is something that the characters can hear like weather or footsteps. Skyrim use this when a dragon is nearby, by making the characters around you scared and point out that a dragon is around, then when the dragon is closer you start to hear it roar.
https://www.youtube.com/watch?v=GvPGSVcGtNI

Non-diegetic
Non-diegetic sound is sound that does not come from the world of the media such as music or narration. Sounds that the audience can hear but the characters cannot.
Non-diegetic sounds can be used to introduce threats and characters such as in the halo 3 when you find Cortana again who is one of the main characters the powerful game theme is played showing her importance to the game.
 https://www.youtube.com/watch?v=Cl6KpD9tK3g
then in halo 4 when they find and see the didact for the first time a slow eerie music and makes his voice echo and powerful to show he is powerful and a threat.
https://www.youtube.com/watch?v=3cIFNDy2zDM&t=53s

Internal Diegetic
Internal diegtic sounds are sounds that both the character can hear and the audience can hear however it is not a digetic sound internal diegtic sounds can be something like the character's train of thought. This is like in deadpool when he breaks the 4th wall sometimes it is representing his thought to the audience
https://www.youtube.com/watch?v=QfPsRh8G0vA

music and soundtracks

music and set a scene in media it can capture the scale and culture of something and can add mystery to characters or locations. Sound track is also used to keep the pace of the media making it easy for audience to follow changing the tone and sound of a music near a climax or important plot point.

Parallel music is music that matches the emotion of characters or the event that are happening.

Contrapuntal music is music that contrasts the events or emotions that are happening.

Leitmotif is the tune that is associated with the character this can show that character is a friend or foe to the plot or the event, or it could be something that plays when a character arrives on the scene so the audience remember who they are.

Voice overs

Voice overs can be used to tell the story set up flash backs or important plot points, it can be used to set up the story for a particular character and helps the audience understand the mental state of the character or media.

How is sound used?

Sound is used in many different ways such as sound effect, dialogue, voiceovers and soundtrack. The way soundtrack works in most media is to set emotion, feel or even for setting the scene like in the animation series "Halo fall of reach" in one of the scene the main character gets in to a fight with a group of men the scene starts slow to the build-up of the fight then after the fight it slows down again, the sound track is used in the same way slow build up to a fast beat for the sound then slow again when the character realises what he has done. Giving the scene and characters emotion and feeling

In the same animation they use a narrator which is a friend of the main character, the narrator talks about what is happening in the scene and is also descripting the main character (the narrators friend) as someone you don't want to mess with.
https://www.youtube.com/watch?v=qGdonBIS3c4

Sound can tell the audience good from bad, which characters are important and what genre of film they are watching.

In Star Wars they use different character themes to show who is good and bad such as the imperial march for Darth Vader when he appears on screen even if it is a sort version of it.
https://www.youtube.com/watch?v=kpQsk9cGpIA

In some films, sound can be used as comedy such as in deadpool, deadpool is an action super hero movie but for the mature audience they use music that doesn't fit the genre and cartoon sounds to add comedy whilst still making it an action movie.

In the trailer for deadpool they use 3 pieces of music starting it off as a car radio then leading in to music that makes the view feel excited or pumped for the action of the film, the music stops when a joke is being told or when important information is being said, they also use narration giving the trailer the 4th wall breaking moments the character is known for.
https://www.youtube.com/watch?v=9vN6DHB6bJc

setting a scene with sound.

You can set a scene in many ways, you can have characters starting a conversation which could mean they are new to each other or have just met or you can start by jumping in to the middle of a conversation showing that the know each other, been talking for awhile or are against each other.

Use the weather if it's a light sunny day and the audience can hear the birds and wind can set the feeling of peace but have it so its raining and you can hear thunder that can make things feel unsettled and scary

The buzzing of technology setting a science fiction feel or use the sound of a telephone ringing in another room or of screen can add a spooky or busy feel to the scene.

There are many different ways little sounds or large loud sounds can change the course of a piece of media changing how the audience sees a character or location can be setting the emotion of the scene or setting the culture and timeline of a film, sound is used to even move the story along to keep the plot a pace for the audience to follow.