

Sound is Everything

Sound is all around us, all the time. Rarely, though do we stop to consider this simple fact: Sound is Everything. Through sound, one can convey thoughts and feelings that are impossible to express in words and, at times, even in pictures. As Sound Designers (really Sound Artists), we understand this simple fact. However, sadly, the general public (you, reading this) may not. Through this exhibit we invite you to listen to each piece, appreciate the Sound Artist behind it, and take a moment to appreciate the wonderful world of Sound and that way it permeates every aspect of our lives.

The Catch: Every sound in this exhibit was born from one common sound. No, really! It's amazing how much the Sound Artists presented here were able to take an existing sample and turn it into something new, fresh, and potentially, emotionally evocative. The sound used: The Wilhelm Scream. For those, to use an industry term, "Not in the Know" the Wilhelm Scream is an iconic sound effect that just about everyone has heard but possibly are unaware of how ubiquitous it is. First used in the 1951 film *Distant Drums* as the scream of a man being dragged into the water by an alligator, it has become something of an in-joke for Sound Artists to use it in a variety of almost hidden circumstances, including but not limited to: falling, getting shot, or getting tossed around like a rag doll after an explosion. In modern times, the scream is not just limited to film, having appeared in television series and video games as well. Media that utilize the Wilhelm Scream are too numerous to count, but here are some notable examples:

Gremlins
Toy Story
Reservoir Dogs
Star Wars
The Simpsons
Family Guy
Grand Theft Auto V
The Witcher 3
And many, many more.

We hope that you enjoy appreciating the aural art presented here today and are able to walk away with a greater understanding of the simple fact:

Sound is Everything.