

The Development and Influence of Sound Art in Film and Television Productions

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Article Info

Accepted: 22 December 2024

Keywords:

Sound Art ; Sound
Design ; Film and Video
Production ; Emotional
Expression

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<http://doi.org/10.70693/itphss.v2i2.214>

Abstract

In film and television, sound, as an indispensable element, not only shapes the audience's viewing experience, but also plays a key role in narrative and emotional communication. With the continuous development of audio technology, sound design in film and television has become more and more indispensable. From the accompaniment of silent movies to the stereo and spatial sound effects used in today's film and television productions, the diversity of sound art has a profound impact on the audience. It not only enhances the communication of emotions and the immersion experience of the audience, but also guides the audience's perception and emotion through the subtle layout of sound. Under the situation of globalization, the international cooperation and exchange of sound art has promoted the continuous evolution of this field. In this paper, we will focus on the function of sound in film works, analyze the relationship between sound and film, and discuss the expression of film sound in film and television creation.

1. Introduction:

In film and television, sound, as an indispensable element, not only shapes the audience's viewing experience, but also plays a key role in narrative and emotional communication. It not only adds realism and emotional resonance to the movie, but also becomes an independent form of artistic expression. During its development, the comprehensive art form of film was influenced by music, painting, dance and many other arts. Sound effects are an indispensable part of a movie or television production. It relies on subtle acoustic changes and expressive techniques to add emotional depth and tension to the plot development. The development and utilization of sound art in the field of film and television has had a multi-layered and attractive evolution. After the emergence of movies, sound has slowly become an important form of expression and has been integrated into film and television works. In the early silent movie era, although there were no sound effects, the audience's expectations for the combination of audio and visual had already emerged^[1]. In 1927, the first sound film, *The Jazz Singer*, was released, which made people pay more attention to the sound of the film, and the era of the sound film was thus opened. Sound is a

key element of narrative and has also influenced the presentation and depth of cinematic art. Over the past decades, audio technology has been constantly revolutionized, and the role of sound in film and television has become more and more important. With the continuous development of science and technology and the acceleration of the reform and opening-up process, exploring the historical background of the development of sound art in film can not only review its past evolution, but also provide scientific basis and theoretical support for analyzing its role and influence in today's film and television works.

2. Literature Review

The development and influence of sound art in film and television works is a multidimensional and complex research field that spans multiple disciplines such as music, film, technology and media. According to the existing literature, researchers have explored sound art in depth from various aspects such as its historical background, functional position, technological evolution and cultural influence.

From the historical point of view, sound art has been evolving along with the technological progress since the beginning of the movie. Kevin Duan (2023) points out in his study that the development of sound art in the 20th century experienced a revolutionary shift from silent to sound films, which greatly affected the narrative structure of films and the audience's viewing experience. Li Jiayi (2023) further added that sound not only changed the technical nature of film, but also redefined the artistic expression of film to a great extent.

In terms of the positioning of sound's artistic function, sound has been defined as not just a technological supplement, but as an independent and indispensable means of artistic expression. Guo Shichao (2022) emphasized the importance of sound in micro-expression of grand themes when he analyzed the sound design of *Love of Mountains and Seas*. Li Gang (2021), on the other hand, analyzed the aesthetic function of vocal art from the perspective of tea-themed films, showing the unique role of sound in shaping the theme and enhancing the narrative effect. Overall, the existing literature provides us with a multifaceted view of the development and influence of sound art in film and television. These studies not only reveal its central role in shaping the artistic value of film and television works, but also point out the direction for the future development of sound art. However, there are still some gaps to be filled in the existing research, such as the role of sound art in the cross-disciplines of humanities and social sciences, as well as the mechanism of its expression and acceptance in different cultural contexts.

2.2 Purpose of the study

The development and influence of sound art in film and television productions is an important topic worthy of in-depth study. The purpose of this study mainly includes the following aspects:

By revealing the multiple functions of sound art in film and television works, it aims to gain an in-depth understanding of the role and expression of sound in film and television works of different types and periods. By analyzing the functions of sound in narrative, emotion and atmosphere construction, the importance of sound art to the overall presentation of film and television works can be revealed. For example, when studying sound design in horror films, the specific role of background sound effects and music in creating a sense of fear and a tense atmosphere can be explored.

The purpose of this study is to explore the contribution of the development of sound technology to the creation of film and television. By combing through the evolution of sound technology, it is possible to understand the changes and innovations that technological advances

have brought about in the application of sound art in film and television productions. For example, from the era of silent movies to the application of stereo surround sound systems, the development of sound technology has provided film and television creators with richer and more diverse means of expression.

2.3 Research Methodology

In studying the development and influence of sound art in film and television productions, multiple methodologies were used to ensure the comprehensiveness and depth of the study. These methods include: literature research method, case study method, empirical research method, and comparative analysis method. Each method is described in detail below:

The literature research method is one of the fundamental methods of this study. By systematically collecting and analyzing existing literature, theses, monographs and industry reports, such as the study by Kevin Duan (2023), we understand the evolution of sound art in film and television since the 20th century and its role in the cultural context. A large number of academic databases and library materials were consulted to screen and summarize the relevant literature. The literature study also covers the cutting-edge achievements and controversial points in this field in recent years in order to establish a solid theoretical foundation for the current study.

The case study method is designed to specifically explore the application of sound art in different types of film and television works and its effects. We chose representative film and television works in recent years, such as the movie “Love in the Mountains and the Sea” and the documentary “If National Treasures Could Talk”, in order to analyze the innovative use of sound design in these works and its impact on the audience's emotions. Through meticulous movie watching analysis and audio material disassembly, we will conduct a comprehensive and in-depth research and interpretation of the sound design in these works.

3. The History of Sound Art in Film and Television

3.1 Development of sound art:

Sound art processes, constructs and expresses sound, bringing out the richness and diversity of various sound sources. This art form has been nurtured, evolved and perfected in practice. Since the formation of human society, sound has been closely related to all aspects of life. In early societies, sound was an important tool for communication. Since modern industrialization, there have been significant changes in the way people communicate, and the art of sound has gradually evolved; in the twentieth century, technological innovations and breakthroughs in recording and electronic synthesis have driven the evolution of the art of sound, expanding the field from traditional music performance to the new realms of digitization and transmedia. Throughout time and space, sound art has taken on a variety of forms, which is evident in film and television. The innovation of contemporary sound art lies in breaking away from the old music model, relying on modern technology to integrate and re-create different sound sources, so that the sound expression of film and television works is more layered^[1]. As technology advances and cultures merge with each other, the application of sound art in film and television is constantly undergoing new changes.

After the development of science and technology, the use of sound effects in film and television has become more complex, and by the end of the 1930s, the film industry had a set of specifications and processes for audio production. In sound design, after the use of reverberation, reverb and audio mixing techniques, the ability of sound to create the atmosphere of a scene

became significantly stronger. For example, the famous classic film “Gone with the Wind” was released in 1939, and its sound design is unique and classic^[2].

Early sound technology was still in the exploratory and experimental stage, but this laid a solid foundation for the subsequent evolution of sound art. Gradually, sound was no longer used only for narrative, but became an independent form of artistic expression with far-reaching consequences.

3.2 Characteristics of sound art:

3.2.1 Abstraction and non-symbolism: The characteristic of sound art is that it can get rid of the constraints of language and images, and convey emotions and thoughts with the help of abstract sound components, thus showing a unique non-symbolism without relying on concrete objects.

3.2.2 Time flow and change: as a form of art that can continue in time and space, sound shows a unique artistic effect through its continuous evolution and change. Sound performance can be instantaneous explosion, continuous or gradual change, so that the work in time to show the continuation and movement characteristics.

3.2.3 Environment and space: sound waves in a specific space will cause resonance and echo, thus creating a unique atmosphere and environmental effects. The art form of sound can be shaped into a different kind of listening enjoyment through reasonable spatial design and acoustic effect.

3.2.4 Participation and interactivity: sound art usually inspires the audience to get involved and add depth to the experience through interaction. The audience can connect with the sound art through rich auditory experience, which makes the work more vivid and personalized.

3.3 The use of sound in early film and television productions:

The use of sound played a prominent role in early film and television productions. At the beginning of the 20th century, most films were presented in a silent format, with the narrative relying primarily on visual elements and the audience's perception of the emotion of the background music. Audiences were able to experience the ebb and flow of emotions and plot with the help of live orchestra performances or piano accompaniment, and this approach laid the foundation for the use of sound in movies^[3].

The 1927 film *The King of Jazz* laid the foundation for a new era of talkies. With the help of Vitaphone technology, the film successfully realized the synchronization of sound effects and musical score, and became the first sound film to gross more than one million dollars at the box office. Since then, sound technology has evolved rapidly, with talkies gradually replacing silent movies as the mainstream.

In the early stage of sound film development, the use of sound was more basic, mainly focusing on the recording of dialogue and the application of background music. 1928's “*Path of Glory*” is regarded as the first sound film with complete dialogue, which applied synchronized recording technology, making the actors' lines and images perfectly combined, and realized the coordination of sound and picture. 1931's “*Silent Voices*” went further, adopting dialogue recording, synchronized playback of musical scores, and the use of sound technology, with the use of synchronized recording technology, and the use of synchronized recording technology. , using the design of dialogue recording, background music and sound effects, these elements fully demonstrate the key role of sound in creating the atmosphere of the film and enhancing emotional expression, while revealing the great potential of sound in the art of film narration^[4].

In the early days of sound film production, the use of sound was limited by the technology of

the time. For example, low microphone sensitivity and bulky recording equipment made it necessary for actors to modulate their voices during filming, while the filming environment demanded particularly strict sound quality. Due to technical constraints, some early film and television production companies had to use fixed sound effects, such as drums and bells, to replace the real environmental sound, which gradually evolved into a regular standard for sound production.

3.4 Advances and impacts of sound technology:

Innovations in sound technology have not only given a new look to the presentation of sound in film and television, but have also had a profound impact on artistic expression and the audience's viewing experience. In the 1960s, with the development of sound recording technology, tape recording and multi-track recording allowed for greater flexibility in sound processing. This advancement allowed the sound effects of movie and television productions to better display the atmosphere of the scene, the emotions of the characters, and the performance of the action, giving the audience a more realistic audio-visual experience. Since the 1990s, when digital audio was widely used, sound acquisition, adjustment and mixing became more efficient. The use of surround sound technologies such as Dolby Digital and DTS allows the audience to immerse themselves in a richer sound field. Audio technology has continued to evolve in the new century^[5]. Immersive sound solutions like Dolby Atmos and Auro - 3D are now standard in modern movie projection and home audio and video. Artificial Intelligence and Machine Learning are booming and are bringing new changes to all aspects of sound design. The automation of sound generation and mixing through AI has dramatically increased the ease of production, as well as the ability to reproduce or create new sound experiences. Adding more artistic expression to film and television.

3.5 The relationship between sound art and film and television creation:

In the creation of movies, sound art also serves a variety of narrative functions. Sound has a narrative role in the presentation of images and enriches the narrative dimension in the audience's imagination. The use of sound allows the audience to perceive the emotional changes within the characters, as well as the direction of the plot that is not shown in the images. Sound effects and background music and other elements can help the audience to grasp the development of the plot in depth, enhance the narrative coherence and sense of hierarchy^[6]. Sound art is not only a way of artistic creation, but also an important carrier of cultural communication. Sound art shows the cultural background and penetrates into it, which adds regional characteristics and historical depth to the movie.

4. the role of sound design in film and television works

4.1 Sound design concepts and definitions:

The concept of sound design is slightly ambiguous due to its wide-ranging nature, but it can be broadly summarized into a few main areas:

Sound designers select sound elements such as acoustics, soundtracks, and audio processing tools, and construct and arrange them together to achieve a specific artistic expression^[7].

In film and television, sound design is responsible for conveying rich emotions and driving the narrative. Sound designers can adjust and change the sound to create emotions such as urgency, joy or sadness, so that the audience can experience the emotions in the movie more deeply.

4.2 Sound effects and emotional expression in film and television:

In film and television works, the use of sound effects is not simply to show its physical characteristics, but through careful creation and planning, it becomes a form of artistic expression. In the movie “City of Love”, the background music and ambient sounds are skillfully integrated to vividly show the complex contradictions between the characters' emotions and dreams, allowing the audience to experience the deep emotional ups and downs.

Sound designers will carefully select and adjust the timbre, rhythm, loudness and soundstage in order to better integrate the sound effect with the emotional expression. Timbre is an important tool for conveying emotion, and its diversity can provoke different emotional responses from the audience.

Some of the classic sound effects in movies often rely on precise sound design to make the movie captivating. For example, in the movie Jurassic Park, the footsteps of the dinosaurs create a powerful atmosphere with the help of excellent bass effects and surround sound systems. The audience can have a sense of being in the real scene, which is perfectly integrated with the image of dinosaurs on the screen. In the movie “Inception”, the sound of gongs is used to identify the different levels of dreams, and the clever use of sound effects makes the story clear and philosophical.

Over the years, with the development of digitization and surround sound technology, the ability of sound to express emotion has improved significantly. Like the Dolby Atmos system, it is employed so that the audience audibly has a three-dimensional surround effect and the immersion of the movie is enhanced.

4.3 The effect of sound on emotional communication:

In film and television, the role of sound should not be underestimated, it is not only part of the auditory sense, but also deeply affects the audience's emotional experience. In modern film and television works, the creation of great sound effects is a key factor in touching the audience's heart. Rhythm, color, volume and other factors of the sound interact with each other to stimulate the audience's emotional changes^[8].

In movie and television works, music is something that can directly stimulate emotions, which is quite important to stimulate the audience's emotions and strengthen the atmosphere. For example, a soft and soothing melody will give the audience a sense of grief and romance, while a fast-paced and energetic piece of music can evoke a sense of urgency and excitement in the audience. Changes in the characteristics of musical instruments and volume control are also quite crucial in emotional expression^[7]. Appropriate volume and timbre adjustments can more effectively accentuate the music and the story of the movie, giving the audience a deeper emotional experience.

In film and television works, there are various types of sounds, dubbing and effect sounds in particular, which can greatly enhance the communication of emotions. The skillful use of background sound effects can enhance the audience's experience of the plot and the sense of reality, and promote emotional resonance. For example, in a thriller movie, the subtle sound of the wind and the background sound of the door slamming can skillfully create a tense and fearful atmosphere and make the audience deepen their emotional experience unconsciously.

5. Collaborative communication of sound art and geographical influences

5.1 The influence of cultural context on the use of sound:

Sound is closely related to cultural background in film and television creation, a factor that

cannot be ignored. In the contemporary multicultural environment, the influence of various cultural contexts in sound art is very obvious. Cultural context determines the symbolism of sound^[9]. Taking the Chinese cultural tradition as an example, the sound of drums usually symbolizes solemnity and majesty, while the melody of the guqin conveys tranquility and longevity. Such sound symbols often make the audience more deeply understand the cultural meaning of the movie. Cultural background also influences the emotional expression of sound. Each culture has unique emotional understanding and aesthetic interests, so the expression of sound design in a movie will also reflect these differences. For example, in Chinese culture, emotion-related expressions tend to be delicate and subtle, so the character's vocalizations and speech delivery tend to pay more attention to the nuances of emotion and the ups and downs of vocal tones^[10]. In contrast, in Western cultures, emotions are displayed more bluntly and passionately, and characters' dialogues usually seem more refined and powerful. This difference reveals the differences in the understanding of voice and the acceptance of emotion across cultures.

5.2 Impact analysis of domestic and international sound art collaboration cases:

In recent years, as globalization continues to advance, sound art has become increasingly linked to film and television productions. During this period, a number of international projects have made significant progress in the creative exploration of sound art.

Take the collaborative film *The Great Wall*, directed by renowned director Zhang Yimou, with sound design by Oscar-winning Mark Mangels and his team. In this movie, the global collaboration of sound art is not just about the application and introduction of technology, but also highlights the critical significance of sound to the narrative. In the context of international cooperation, the unique charm of sound art is reflected in this combination of eastern and western artistic elements.

The Japanese-British co-production of the animated movie *Red Pig* is another striking example. This animated movie was created by the quite famous director Hayao Miyazaki and the British sound master John Abbott together, which well reflects the unique advantages of the two countries in sound art. In the movie, the sounds of airplane battles and the sounds of nature are meticulously portrayed, which well demonstrates the fusion and realism of the British and Japanese in sound art.

The Italian-French co-production, *The Countess*, is also renowned for its creative exploration of sound. Italian sound expert Luca Casarin worked with the French creative team on the project. This transnational collaboration was fruitful in terms of creative exchange.

Finally, it is important to mention *Black Panther*, an African-American co-production. The movie was a collaboration between the Disney production team and music composers from South Africa and Nigeria, among other countries, and showcases the revolutionary art of sound. The sound design of the movie was heavily influenced by traditional African music and local beats, thus constructing a unique sound style.

The above examples show that international collaboration breeds great possibilities for the evolution of sound art. Such collaboration not only enhances technological interoperability and innovation, but also enhances the exchange and expression of sound art in different cultural contexts.

6. Developments and changes affecting the sound of film and television

productions

6.1 The impact of technological developments on sound art:

Technological advances have profoundly affected the transformation of sound art in film and television works, making it present a multidimensional change and development. With the continuous development of digital and computer technology, sound art in the film and television industry has unprecedented opportunities for innovation and expression. The first thing that happened was the revolution of recording technology^[11]. At the end of the 20th century, digital recording technology gradually replaced traditional analog recording and became the mainstream of the industry. Such changes improved the clarity and realism of audio, reduced background noise, and allowed sound art creators to capture a higher level of sound. Please provide me with the text content that needs to be rewritten so that I can proceed. This multi-channel system allows sound to be delivered in theaters in three dimensions on both the vertical and horizontal axes enhancing the widespread use of digital audio workstations, marking an important process in the art of sound. Software such as Pro Tools and Logic Pro enable creators to meticulously process, edit, and mix audio. These software also feature on-the-fly audio analysis and processing, enabling sound designers to listen to the effects in real time while editing and make corrections accordingly. The movie “Inception” succeeded in creating stunning low-frequency sound effects that deeply touched the audience's psychological feelings through the skillful use of advanced digital synthesis and mixing.

The enhancement of synthesizers and electronic sound equipment has opened up broader possibilities for sound art in film and television creation. Modern synthesizer technology can reproduce and create a variety of sounds that do not exist in nature, which opens up new imaginative space for sound performance in movies. This technology is especially widely used in science fiction and thriller films, such as the light saber effect in the Star Wars series was developed through synthesizer technology, which has become a classic work in the history of film sound effects. Intelligent systems and automated learning methods are also playing a key role in sound art. Through the use of AI technology, complex sound patterns can be quickly generated or adjusted, which greatly improves the efficiency and precision of sound creation. With the advancement of Virtual Reality (VR) and Augmented Reality (AR) technologies, the presentation of sound art has become more interactive and immersive. In virtual reality and augmented reality environments, audio not only exists as a background, but becomes a key element for user interaction and exploration. Sound effects can also be adjusted in real time according to the user's movement and position, thus enhancing the realism of the movie and TV experience. At the same time, cloud platform technology supports the rapid transmission and distribution of large-scale audio data, significantly enhancing the possibilities for cloud-based collaboration. Audio art creators are able to use the Internet to realize joint operations across borders, editing and sharing sound materials in real time. In the final analysis, technological advances continue to promote the innovation and development of sound art in film and television creation, which not only improves the quality of sound and presentation skills, but also changes the workflow and thinking mode of sound design^[12].

6.2 Enhancement of the competitiveness of sound art in the film and television market

As an important part of film and television works, sound art has long ceased to be regarded as a mere supplement to visual images, but is one of the key factors in promoting the competitiveness of the film and television market. With the evolution of technology and the improvement of

audience's aesthetics, the position of sound art in the film and television market is becoming more and more important, and plays a significant role in the improvement of market competitiveness.

The exquisite use of sound art in film and television works can significantly enhance the audience's viewing experience, which is the basis for enhancing the competitiveness of the film and television market. Sound design can effectively catalyze the audience's emotional resonance and enhance the sense of immersion and experience through elaborate sound effects, music and dialogues. An excellent film and television work undoubtedly needs to be perfect in the sound level, in order to stand out in the fierce competition in the market.

Sound art plays an important role in shaping the brand of a film or television production. Unique sound design can give a work a distinctive personality, making it unique among many works. For example, the soundtrack and sound design of Star Wars has made it one of the most recognizable brands in the global film and television industry, and the music can instantly evoke the audience's deep memory of the film. The innovation of sound art can, to a certain extent, lead the trend of film and television production and shape the market trend. In recent years, with the rapid development of digital technology, sound art is also constantly exploring new ways of expression and technical means. For example, the application of Dolby Atmos technology breaks through the limitations of traditional stereo sound and brings the audience a surround sound experience, greatly enhancing the sense of scene and presence. Such innovative technology not only enhances the quality of the work, but also strengthens the audience's demand for high-quality audiovisual experience, thus improving market competitiveness^[12].

Sound art also improves the competitiveness of the film and television market by enhancing the cultural depth and emotional connection of the work. Many excellent film and television works express the specific cultural background and historical connotation through sound design, making them have more profound humanistic value. For example, "Crouching Tiger, Hidden Dragon" directed by Ang Lee shows the connotation of oriental martial arts culture through the skillful combination of music and environmental sound effects. The movie not only achieved a global box office of 213 million US dollars, but also won a number of awards such as the Oscar for Best Foreign Language Film, proving the market value of sound art in promoting cultural identity.

The diversified and internationalized development of sound art has opened up a broader market space for film and television works. Under the background of globalization, the diversified performance of sound art can not only meet the needs of audiences from different cultural backgrounds, but also promote the dissemination of film and television works in the international market. For example, the music of the animated film "Frozen" has gained the love of global audiences with its beautiful melody, and its theme song "Let It Go" has entered the top ten music charts in more than 25 countries and regions, which greatly enhances the competitiveness of the film in the international market.

In conclusion, sound art is of great strategic significance to the enhancement of the competitiveness of the movie and television market. It not only enhances the audience's movie-going experience, shapes the brand of movie and TV works, and leads the production trend, but also enhances the depth and breadth of the market through rich cultural connotation and emotional expression^[13].

5.3 Influence of sound art on the aesthetic standard of film and television

As an important part of film and television works, the influence of sound art on the aesthetic standard of film and television cannot be ignored. Through its diversity and innovation, sound art has given more artistic expressions to film and television works. The exquisite combination of

music, dialogues and sound effects makes the sound element in the movie no longer just a supplement to the background, but a key means to express emotions and promote the development of the plot. This innovation brings new auditory experience and enriches the audience's audiovisual experience. Through sound art, the audience can not only “see” the picture, but also “feel” the emotional changes and deep meaning of the whole plot through sound.

In recent years, with the development of digital technology and the upgrading of audio equipment, sound art in film and television has become more refined and high quality. For example, the application of advanced sound technologies such as Dolby Atmos makes the sound performance of the film perfect, reproduces the real sound field environment, improves the audience's viewing experience, and also cultivates the audience's demand for and recognition of high-quality sound effects. At the same time, good sound design can enhance the movie's ornamental and infectious, enhance the audience's emotional resonance, and have an important impact on the reputation and evaluation of film and television works.

The cultural attributes of sound art also affect the aesthetic standard of movie and television works. Under different cultural backgrounds, the expression form and aesthetic pursuit of sound elements are significantly different. In Western films, sound is often direct and clear, while in Eastern films, the use of sound may be more subtle and symbolic. This cultural difference not only enriches the aesthetic dimension of global film and television works, but also promotes international aesthetic exchange and integration^[14].

The influence of sound art on the aesthetic standard of film and television is multifaceted. It enriches the art form of film and television works, enhances the audience's audiovisual experience, and promotes the development of film and television art to a higher level. High-quality sound effects and sound design that matches the visual can enhance the movie's ornamental and infectious, and guide the audience to integrate into the plot more deeply. The cultural attributes of sound art also inject differences and richness into the aesthetic standards of film and television works. The relationship between sound expressions and audience's psychological expectations in different cultural contexts further demonstrates the profound influence of sound art on the aesthetic standard of film and television.

7. Conclusion and recommendations

7.1 Thesis summary

This study examines in depth the evolution of sound art in film and television productions, its function and its impact. In the course of the study, a number of key conclusions have been drawn by bringing together a variety of sources, relevant literature and the analysis of specific cases.

In the development of film art, sound has gone through the early stages of the silent era, then stepped into the sound film, and gradually evolved into the modern rich and diverse system of sound effect technology. Sound adds a more realistic texture and atmosphere to a movie, effectively enhancing the audience's emotional involvement and sense of empathy. For example, *Star Wars* (1977) and other classic works have demonstrated the key role of sound in movie narratives through skillful sound design.

In modern film and television, sound design has evolved into an independent and increasingly important art form and technical means. Through skillful sound layout and technical application, sound designers are able to enhance the tension of the narrative, characterize the characters, enhance the depth of emotions, and guide the audience's attention. Studies of movies such as *Inception* (2010) show that the creation of sound effects and the atmosphere of the scene fit into an unprecedented realm, thus enriching the narrative depth of the movie.

Overall, the factors affecting the evolution of sound art in film and television are numerous and complex, involving the development of technology, shifts in audience preferences, the cultural environment, and the market economy. The use of cutting-edge technologies such as Virtual Reality (VR) and Augmented Reality (AR) is profoundly changing the way sound is presented in film and television, greatly enhancing its development potential.

7.2 Research results

Through an in-depth exploration of the development and influence of sound art in film and television works, this study has come up with the following major results. By combing the historical evolution of sound art, it reveals the path of sound's gradual evolution from a background element in early silent films to a key narrative tool in modern film and television works. The status of sound art in film and television works has risen from its initial auxiliary role to an important element with independent aesthetic and narrative functions, laying the foundation for the enrichment of film narrative techniques and the foundation of sound art as a major expressive element in film and television. This study emphasizes the importance of sound design in contemporary film and television works, and systematically analyzes its diverse roles. This study provides valuable theoretical references and practical guidance for related academic research and film and television production, enriches the theoretical system of sound art, and provides new ideas for expanding the application of sound art in emerging media.

Acknowledgments

After a month of writing time, when I was searching for materials in the school library, the teachers in the library also provided me with support and help in many aspects. I would like to express my most central thanks to all the teachers who have helped and guided me! I would like to thank all the scholars involved in this thesis. Several scholars' research papers have been cited in this paper, and it would have been very difficult for me to complete this thesis without the help and inspiration of the research results of all the scholars. Thanks to my classmates and friends, who gave me a lot of material in the process of writing my thesis with enthusiastic help in the process of writing the thesis and typesetting lights. Due to my limited academic level, the thesis I wrote inevitably has shortcomings, I implore my teachers and schoolmates to criticize and correct me.

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