The term 'Sound Design' is credited to Walter Murch for his work on the Francis Ford Coppola films of the 1970's. Murch's role went beyond the technical responsibilities of the film's soundtrack, to more artistic and aesthetic sonic considerations (Buhler, Flinn, & Neumeyer, 2000). This ideal has been difficult to realise in modern-day Hollywood, with its inherent divisions of labour and industrialised processes resulting in a resistance to the sound designer having responsibility across the soundtrack (Kalinak, 2015).

In contrast, low budget documentary film relies on minimal crew who are manoeuvrable and adaptable, often comprising of one person responsible for many roles. In such conditions, would such limitations provoke a more creative, consistent and holistic approach to film sound, more akin to Murch's vision?

This question is investigated via practice in *Action Space* (2016), a low-budget documentary film in which I acted as sound designer. The research inquiry is investigated via technical and aesthetic approaches to sound and a holistic consideration of the soundtrack. This was made possible via the democratisation of digital audio technology, affording a sense of 'play' and experimentation, utilising techniques associated with the sound design of fiction film (Rogers, 2010). Involvement through every stage of the film's production allowed me to develop a tacit understanding of the whole sound design process.

This research is explicated in detail in the accompanying book chapter; Auralising Action Space: Channelling a Sense of Play in Documentary Sound Design (Item 2).

The research from these outputs reveal that channelling a sense of 'play' and adopting techniques used in non-documentary filmmaking allow sound to enhance the multisensory aspects of documentary. Furthermore, the financial restrictions of low budget filmmaking may afford a more creative and holistic approach to sound design.

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