

(SOME) COMMON OBJECTS THAT HAVE USEFUL SOUNDS

Objects With Constant Pitch

OBJECT	TYPE OF SOUND	HIGH/LOW?	NOTES
Bell	Ringing, with a sharp attack	High	Watch out for the impact when you first sound the bell. You might want to move the mic back a bit for this
Sung 'ah', 'oh' or 'oo'	Breathy	Can be either	Watch out for wind getting into the mic
Recorder	Pure	High	Prone to squeaking if blown too hard
Big saucepan lid	Sharp attack, dull ring	Low	Watch out for the impact when you first sound the bell. You might want to move the mic back a bit for this
Glockenspiel or chime bar	Ringing	High	Use a soft beater if you can
Metal bannister	Resonant, with a sharp attack	Low	Use a soft beater if you can
Xylophone	Short	High	Use a soft beater if you can
Microwave oven	Humming	Low	Make sure something's in it when you switch it on.

Objects With Random/Variable Pitch

OBJECT	TYPE OF SOUND	HIGH/LOW?	NOTES
Bunch of keys	Jingly	High	Try not to knock the mic when recording
Thumb piano	Pingy	High	Quite a quiet sound so make sure no-one is talking when you record
Metal spring	Clangy	Can be either	You can scrape it or ping it
Dried pulses	Clattering	High	Drop them onto a plastic or metal surface in a steady stream
Horn	Abrupt	High	Very loud!
Thunder tube	Thunderous	Low	Position the mic as near to the mouth of the tube as you can.
Whistle	Shrill	High	A swanee whistle is better than a standard whistle.

Objects With No Pitch

OBJECT	TYPE OF SOUND	LONG/SHORT	NOTES
Poured water	Trickling	Long	Pour from a jug into a bowl. Don't pour from too high or the stream sounds weak.
Boxes	Thud	Can be either	Metal and plastic boxes make the best sounds. Use a soft beater
Toys	Mechanical	Long	Avoid toys with built in electronic sounds as they tend to record badly. Anything that has a whirring sound (cars that you scoot along, toy lawnmowers etc) is great
Dried pulses	Clattering	Long	Drop them onto a plastic or metal surface in a steady stream
Percussion instruments	Can vary	Short	Don't get too close or the recording will distort