

Gizmodo has a really fun post up by Bryan Gardiner that looks at how movies translate comic book sound effects onto film. The article looks at the history of three sounds in particular, then delves into how they were created on film. “Chances are you’ve stumbled across (or even used) one or all of them [...]

Read more: <http://robot6.comicbookresources.com/2010/10/what-makes-snikt-bamf-and-thwip-work-on-the-screen/>