

Module Code:	CMT601
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Module Title:	Audio Post Production
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Level:	6	Credit Value:	20
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Cost Centre(s):	GACT	JACS3 code:	J930
		HECoS code:	100222

Faculty	Arts, Science and Technology	Module Leader:	S Owens
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Scheduled learning and teaching hours	48 hrs
Guided independent study	152 hrs
Placement	0 hrs
Module duration (total hours)	200 hrs

Programme(s) in which to be offered (not including exit awards)	Core	Option
BSc (Hons) Sound Technology	✓	<input type="checkbox"/>
BSc (Hons) Music Technology	✓	<input type="checkbox"/>
BSc (Hons) Television Production and Technology	✓	<input type="checkbox"/>
BSc (Hons) Professional Sound and Video	✓	<input type="checkbox"/>
BA (Hons) Sound Design	✓	<input type="checkbox"/>

Pre-requisites
None

Office use only

Initial approval: 01/0816

Version no:1

With effect from: 01/09/2019

Date and details of revision: Reapproved by AB 13/03/18 as part of reval for BA (Hons) Sound Design

Version no: 2

Module Aims

This module addresses the issues involved with audio post-production processes. The theory will explore and support the techniques required to produce sound for TV and film. This module acts as a firm grounding in the principles and techniques concerned, as required by a visual or audio professional.

The content of this module address the skills required for the synchronisation of audio visual material, to Foley and sound design. Surround sound standards will also be covered and the approach of mixing in surround.

Intended Learning Outcomes

Key skills for employability

KS1	Written, oral and media communication skills
KS2	Leadership, team working and networking skills
KS3	Opportunity, creativity and problem solving skills
KS4	Information technology skills and digital literacy
KS5	Information management skills
KS6	Research skills
KS7	Intercultural and sustainability skills
KS8	Career management skills
KS9	Learning to learn (managing personal and professional development, self-management)
KS10	Numeracy

At the end of this module, students will be able to

Key Skills

At the end of this module, students will be able to		Key Skills	
1	Implement the post-production processes to complete the audio recording chain in sound for moving image production	KS2	KS3
		KS4	KS6
2	Critically analyse the development and technology of Dolby and DTS surround formats and apply digital mixing environments in the production of Dolby 5.1 and Dolby surround media	KS4	KS5
		KS6	KS7
3	Contextualise the factors that define high quality audio post production	KS5	KS6
		KS9	KS10
4	Define and contextualise surround standards and formats and apply them to given media	KS1	KS5
		KS6	KS10

Transferable skills and other attributes

Learning skills to enable swift adoption of new technology
The capability to use Software based audio to optimum effect
The ability to sync audio and video media

Derogations

None

Assessment:**Indicative Assessment Tasks:****Assignment 1: Project - Sound to Film Production**

The production will be assessed on every part of the audio post-production process. Sound Design, Recording, Sync, and mixing. The production will be mastered in stereo and multi-channel formats.

Assignment 2: Report

A Reflective review of the production in assessment one. This will include reflection on contextual elements of sound design as well as on more practical based Foley work. The reflective report will also take the differences of surround and stereo mixing into consideration.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration or Word count (or equivalent if appropriate)
1	1, 2	Project	50%	N/A
2	3, 4	Report	50%	2000

Learning and Teaching Strategies:

The module will be presented as a series of lectures that are linked to practical sessions with the associated hardware and software in the post-production studio.

Syllabus outline:

- Surround sound concepts: Deployment in cinema and home entertainment systems. On-going and current developments/technologies.
- Surround Standards Mixing audio for surround.
- Audio postproduction process applied to film work. Practical recording and mixing sessions.
- Sound Design - FX and Foley Character Sound Design

Indicative Bibliography:
Essential reading
Chion, M (1994) Audio - Vision: Sound on Screen, Columbia University Press Sonnenschein, D ; (2013)Sound Design: The Expressive Power of Music, Voice and Sound Effects in Cinema, Michael Wiese Productions
Other indicative reading
Ament,V.A (2014)The Foley Grail: The Art of Performing Sound for Film, Games, and Animation. Focal Press Cross, M. (2013) Audio Post Production : for Television and Film, Berklee Press Eagle, D. (2005) Instant Digital Audio: Production and Postproduction for Video and Multimedia.CMP