

MODULE SPECIFICATION PROFORMA

Module Title:	Audio Post Production	Level:	6	Credit Value:	20
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Module code:	CMT601	Is this a new module?	No	Code of module being replaced:	N/A
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Cost Centre:	GACT	JACS3 code:	J930
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Trimester(s) in which to be offered:	1	With effect from:	September 16
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School:	Creative Arts	Module Leader:	Colin Heron
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Scheduled learning and teaching hours	48hrs
Guided independent study	152hrs
Placement	0hrs
Module duration (total hours)	200hrs

Programme(s) in which to be offered	Core	Option
BSc (Hons) Sound Technology	<input checked="" type="checkbox"/>	<input type="checkbox"/>
BSc (Hons) Music Technology	<input checked="" type="checkbox"/>	<input type="checkbox"/>
BSc (Hons) Television Production and Technology	<input checked="" type="checkbox"/>	<input type="checkbox"/>
BSc (Hons) Professional Sound and Video	<input checked="" type="checkbox"/>	

Pre-requisites
None

Office use only

Initial approval August 16

APSC approval of modification *Enter date of approval*

Have any derogations received SQC approval?

Version 1

Yes No

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/key 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:

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 (if exam)	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

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