

Module specification

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Module code	CMT617
Module title	Post Production
Level	6
Credit value	20
Faculty	FAST
Module Leader	Steffan Owens
HECoS Code	100223
Cost Code	GACT

Programmes in which module to be offered

Programme title	Is the module core or option for this programme
BSc(Hons) Music and Sound Technology BSc(Hons) Television and Production Technology BSc(Hons) Professional Sound And Video BA (Hons) Media Production.	Core

Pre-requisites

None

Breakdown of module hours

Type of Module hours	Amount
Learning and teaching hours	18 hrs
Placement tutor support	0 hrs
Supervised learning e.g. practical classes, workshops	6 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
Total active learning and teaching hours	24 hrs
Placement / work based learning	0 hrs
Guided independent study	176 hrs
Module duration (total hours)	200 hrs

For office use only	
Initial approval date	September 2021
With effect from date	September 2021

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Date and details of revision	
Version number	1

Module aims

This module addresses the technical and artistic values involved with developing a professional audio post-production process.

The theory will explore and support the techniques required to produce sound for TV, film and portable media.

This module acts as a firm grounding in the principles and techniques concerned, as required by a visual, media, 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.

Module Learning Outcomes - at the end of this module, students will be able to:

1	Implement the post-production processes to complete the audio recording chain in sound for moving image production.
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
3	Contextualise the factors that define high quality audio post-production
4	Define and contextualise surround standards and formats and apply them to given media.

Assessment

Indicative Assessment Tasks:

Assignment 1: Project -Sound to Film/Media 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 (2,500 words)

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 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 (%)
1	1-2	Practical	50
2	3-4	Written Assignment	50

Derogations

None

Learning and Teaching Strategies

The Active Learning framework (ALF) embraces accessible, engaging and flexible approaches to learning, teaching and assessment in order that students are afforded the very best opportunities to engage actively with their learning.

- Flexible, innovative, relevant and accessible assessment and feedback practices that optimise student engagement and achievement within a healthy learning environment;
- An approach to research informed-teaching that champions active and engaged inquiry and curiosity through useful, active, applied research and scholarship.

Ref Glyndwr Staff handbook 2021

The module will be delivered to engage with ALF. The ALF model will be used to deliver asynchronous and synchronous lectures and content. The module will be delivered using an appropriate range of teaching and learning strategies. To include a series of lectures that are linked to practical sessions with the associated hardware and software in the post-production studio.

Sessions to be recorded and made available for asynchronous viewing

Indicative 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

Contextual Sound Design theory

Indicative Bibliography:

Please note the essential reads and other indicative reading are subject to annual review and update.

Essential Reads

The student is not expected to read whole texts. Suitable sections will be selected by those delivering lectures.

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

Employability skills – the Glyndŵr Graduate

Each module and programme is designed to cover core Glyndŵr Graduate Attributes with the aim that each Graduate will leave Glyndŵr having achieved key employability skills as part of their study. The following attributes will be covered within this module either through the content or as part of the assessment. The programme is designed to cover all attributes and each module may cover different areas.

Core Attributes

Engaged
Creative
Ethical

Key Attitudes

Commitment
Curiosity
Resilience
Confidence
Adaptability

Practical Skillsets

Digital Fluency
Organisation
Critical Thinking
Emotional Intelligence
Communication