

Module Specification

Summary Information

Module Code	4603STE
Formal Module Title	Sound for Picture
Career	Undergraduate
Credits	15
Academic level	FHEQ Level 4
Module Pass Mark	40

Learning Methods

Learning Method Type	Hours
Lecture	10
Workshop	20

Module Offering(s)

Start Month	Duration
September	28 Weeks

Aims and Outcomes

Aims	To introduce students to the basic skills and knowledge to capture, edit, create, and mix audio in conjunction with moving image
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Learning Outcomes

After completing the module the student should be able to:

Code	Description
MLO1	Employ appropriate technical methods to capture location sound in conjunction with picture.
MLO2	Operate an industry standard DAW to edit and synchronise sound to picture.
MLO3	Recognise the key sound groups employed in sound design for moving image across a range of applications.

Module Content

Outline Syllabus

Sound and Picture

Overview and historical background to sound for picture; Natural sound versus produced sound; Gestalt and Psychoacoustic principles; Sound Groups; TV versus Film sound conventions; Music in Film, Audio for Games

Sound FX

Using FX libraries. Layering sounds – approaches to FX building (onset, body, tail)

DAWS in Post

Understanding Libraries and Media Folders Basic editing functions; Slipping and Trimming Cues; DSP Functions; Trimming Cues; Sync Markers and Spotting Tools; Movie Floats and frame rates

Location Recording

Microphone choice and use (boom / lavalier). Timecode use on location. Sound reports and metadata. Synchronising location sound in post-production

Module Overview

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Practice	Location Recording Exercise	40	0	ML01, ML02
Practice	Stereo Mix	60	0	ML02, ML03