Module Specification

Module Summary Information

1	Module Title	Sound for Visual Effects
2	Module Credits	20
3	Module Level	5
4	Module Code	DIG5108

5	Module Overview

Sound is an important element in the viewer's experience of a visual effects sequence. This module provides you with the technical skills and experience to record, edit and process sound to accompany visual effects.

It will cover:
•	microphones and their correct usage
•	studio and location recording
•	conventions for dialogue and Foley production
•	usage of a Digital Audio Workstation (DAW) editing techniques
•	audio processing with techniques such as reverb, compression and EQ and how to considerately apply them
•	sound design concepts that are employed in film to help influence and develop the viewers experience.

As part of the course flipped learning philosophy, you will be provided with a series of videos on usage of the DAW so that you can prepare for sessions. During some of the sessions you will work in groups to perform exercises in dialogue recording and Foley.

The skills developed in this module will inform and underpin the use of sound through-out the rest of the course.

6	Indicative Content

Apply technologies involved in the creation of sound for visual media including microphones, location recorders, studio equipment and hardware.

Wider understanding of the human hearing system and the physics of sound.

Employ processes involved in the creation of sound for a range of visual media (e.g., personnel, foley, production sound, spotting sessions, temp tracks and capture techniques).

Utilise principles of sound for visual media, such as critical analysis of sound capture techniques, genre specific techniques and professional terminology

7		Module Learning Outcomes
		On successful completion of the module, students will be able to:
	1	Use relevant recording equipment and DAW software to record and edit sound.
	2	Apply and relate sound design concepts in the context of visual media.
	3	Examine and analyse music and sound production technologies and concepts used in the visual media industries using appropriate terminology.

8	Module Assessment			
Learning Outcome				
	Coursework	Exam	In-Person	
1-3			X	

9	Breakdown Learning and Teaching Activities	
Learning Activities		**Hours**
Scheduled Learning (SL) includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable		48
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE		50
Private Study (PS) includes preparation for exams		102
Total Study Hours:		200