Module Title:	Sound for Film

Credits:	5

NFQ Level:	6

Module Delivered In	2 programme(s)

Teaching & Learning Strategies:	Theoretical aspects of sound will be covered in lectures to include viewings of visual media productions. Production and post-production techniques will be delivered via practical lab-based learning.

Module Aim:	The aim for this module is to give the students the skill sets required to appreciate, plan and produce all aspects of sound for a piece of visual media. This will start at the planning stage, continue to production concepts and culminate with post-production skills with industry-standard software.

Learning Outcomes
On successful completion of this module the learner should be able to:

LO1	Demonstrate an in-depth knowledge of recording location and studio sound for visual media.
LO2	Display knowledge of industry standard audio post-production software and carry out a complete mix on a piece of visual media.
LO3	Troubleshoot problems with sound recordings and gain knowledge with regards to microphone and room choice for different applications.
LO4	Demonstrate creative skills in encoding emotion in visual media through the use of audio multi-track layering.
LO5	Plan, produce and mix a piece of music to accompany a piece of visual media.

Pre-requisite learning
Module Recommendations   *This is prior learning (or a practical skill) that is recommended before enrolment in this module.*
No recommendations listed
Incompatible Modules   *These are modules which have learning outcomes that are too similar to the learning outcomes of this module.*
No incompatible modules listed
Co-requisite Modules
No Co-requisite modules listed
Requirements   *This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.*
No requirements listed

Module Content & Assessment

Indicative Content
Pre-production Planning for sound. When to plan for ADR (automated dialogue replacement). Learning sound requirements from a RECCE (prior viewing of location) and choosing the appropriate equipment. Scheduling for production and post-production sound.
Production Location sound techniques. Microphone positioning for different visual media genres. Room sound. Using microphones with different equipment including mixing desks, cameras and field mixers.
Post-production Knowledge of industry standard audio software applications. Mixing audio for different genres of visual media. Techniques to include ADR, compression & EQ. Choosing between (and blending) digital & analogue signal flows.

Assessment Breakdown	%
Continuous Assessment	20.00%
Project	40.00%
Practical	40.00%

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

Module Workload

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
Lecture	Every Week	1.00
Practicals	Every Week	3.00
Independent Learning	Every Week	2.00
	Total Hours	6.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_EETVM_B	Bachelor of Science (Honours) in TV and Media Production	4	Mandatory
CW_EETVM_D	Bachelor of Science in TV and Media Production	4	Mandatory