

<b>Module Title:</b>	Sound for Film
<b>Credits:</b>	5
<b>NFQ Level:</b>	6
<b>Module Delivered In</b>	<a href="#">2 programme(s)</a>
<b>Teaching &amp; Learning Strategies:</b>	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.
<b>Module Aim:</b>	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	
<i>On successful completion of this module the learner should be able to:</i>	
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	
<b>Module Recommendations</b> <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
<b>Incompatible Modules</b> <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
<b>Co-requisite Modules</b>	
No Co-requisite modules listed	
<b>Requirements</b> <i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
No requirements listed	

## Module Content & Assessment

Indicative Content	
<b>Pre-production</b> 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.	
<b>Production</b> Location sound techniques. Microphone positioning for different visual media genres. Room sound. Using microphones with different equipment including mixing desks, cameras and field mixers.	
<b>Post-production</b> 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**

<b>Workload: Full Time</b>		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
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	<a href="#">Bachelor of Science (Honours) in TV and Media Production</a>	4	Mandatory
CW_EETVM_D	<a href="#">Bachelor of Science in TV and Media Production</a>	4	Mandatory