Module Name: Audio Production Techniques (optional)

ECTS weighting: 5 Credits

Contact Hours: 22 x 1-hour lectures;

78 hours of independent study

Module Coordinator: Jimmy Eadie

Rationale

The aim of this course is to further student's knowledge of essential technical processes involved in audio production and its related areas of practice such as: history of practice and contemporary innovation, audio engineering and production techniques, studio design and acoustics, sound design for varied media, sonic installation and aesthetics. The objective of the module is to apply theoretical knowledge in practical contexts so as to expand the ability and analytical skills of the student. The syllabus will deal with creative strategies of production while also training students to listen critically to programme material.

Learning Outcomes

This practice based course will introduce students to essential technical processes involved in sound design and audio production and fundamental acoustic analysis. On successful completion of this module, students will be able to:

• Demonstrate a practical knowledge of industry-standard technical workflows for audio production.

• Competently work as producer in a professional environment

• Demonstrate an understanding of the stylistic and technical aspects of producing audio for aural and visual media.

• Correctly apply the processes and technology involved within the creation of original Foley and Sound FX.

• Demonstrate an understanding of acoustic measurement and analysis as it pertains to audio production and recording studios.
Module Content

The syllabus will deal with creative and technical strategies of production while also training students to listen critically to program material. Subjects include:

History of Audio Production

Contemporary Innovation

Acoustic Measurement Techniques

Restoration and Mastering

Audio System Calibration

Sound Design for Aural and Visual Media

Foley/FX Library Construction

Sonic Art Installation Design

Networked Audio Systems

Recommended Reading List

Gottlieb, G., Shaping Sound in the Studio and Beyond,

Blesser, B and Salter, L, Spaces Speak, Are You Listening

Childs, G.W., Creating Music and Sound for Games

Bartlett Bruce, Recording music on location: Capturing the Live Performance

LaBelle, B., Background Noise: Perspectives on Sound Art

Everest, F, Master Handbook of Acoustics

Methods of Assessment

The teaching strategy is based on lecture presentations and practical studio workshops. All lecture materials will be made available on a local server. Informal discussions will take place and students are encouraged to participate. Formative assessment will take place during the course of the module.
3 Assignments

Assignment 1 - Acoustic Measurement and Analysis (20%)

Assignment 2 - Sound Design for aural media (30%)

Assignment 3 - Sound Design for visual media (50%)