



## MODULE SPECIFICATION

Part 1: Information			
Module Title	Audio Post Production		
Module Code	UFCFD4-15-3	Level	Level 6
For implementation from	2019-20		
UWE Credit Rating	15	ECTS Credit Rating	7.5
Faculty	Faculty of Environment & Technology	Field	Computer Science and Creative Technologies
Department	FET Dept of Computer Sci & Creative Tech		
Module type:	Standard		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description
<p><b>Educational Aims:</b> See Learning Outcomes</p> <p><b>Outline Syllabus:</b> Audio Post Production is a module aimed at encouraging the latest and best professional practice in sound dubbing. It is designed to broaden the students creative practice in sound design whilst instilling high technical delivery standards.</p> <p>Brief Content:</p> <p>Workflow and personnel; synchronisation; sound effects and Foley; music composition; recording and editing; techniques; dialogue; dubbing.</p> <p>Workflow and personnel Directors and producers. Sound/music editor. Composers and sound designers. Dubbing (or re-recording) mixers. Compression formats. Spotting sessions.</p> <p>Synchronisation SMPTE formats and standards. Streamers and punches.</p> <p>Sound effects and Foley</p>

## STUDENT AND ACADEMIC SERVICES

Recording sound effects and Foley. Performing Foley to picture. Foley props, synchronization/editing. Sound design and processing.

### Techniques

Leitmotif: musical leitmotif in cinema; sound effects as leitmotif. Diegetic/non-diegetic music and sound effects. Experimental music.

### Dialogue

Dialogue recording, production and editing. Automatic dialogue replacement (ADR).

### Dubbing

Mixing. Metering. Automation. Surround sound.

### Teaching and Learning Methods: Hours

Contact time 36

Assimilation and development of knowledge 74

Exam preparation 10

Coursework preparation 30

Total study time 150

Teaching sessions will comprise a series of lectures and tutorials based on the syllabus content and leading towards: the development of the project work for assessment and the development of the necessary skills for the practical exam. The lectures will introduce topics and examine some areas in more detail. Tutorials will provide a means for students to explore some of the techniques and systems explored in the lectures.

### Part 3: Assessment

Details of assessments will be developed and updated continually in conjunction with practicing professionals and outside professional bodies such as the BBC and AMPS.

Currently the assessments will be:

A – Practical exam of 3 hours: tracklaying and mixing a broadcast insert or part of a broadcast programme. This will be a real TV programme and will reflect real world working practices (learning outcome i, iii)

B – Creation of a sound design artefact to picture. A complex sound design artefact demonstrating a range of techniques and a variety of source material. (learning outcome i, ii, iii, iv)

Criteria against which student performance is assessed will be provided with each assessment brief.

Students will also receive formative feedback from the outset during weekly practical tutorials.

First Sit Components	Final Assessment	Element weighting	Description
Portfolio - Component B	✓	70 %	Sound Design Production To Picture (coursework)
Examination - Component A		30 %	Practical Exam
Resit Components	Final Assessment	Element weighting	Description
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Examination - Component A		30 %	Practical Exam

STUDENT AND ACADEMIC SERVICES

<b>Part 4: Teaching and Learning Methods</b>																	
Learning Outcomes	<p>On successful completion of this module students will achieve the following learning outcomes:</p> <table border="1"> <thead> <tr> <th style="text-align: left;"><b>Module Learning Outcomes</b></th> <th style="text-align: left;"><b>Reference</b></th> </tr> </thead> <tbody> <tr> <td>Use effectively and creatively a range of technologies and techniques used in film and video sound productions</td> <td>MO1</td> </tr> <tr> <td>Record, edit and use creatively sound effects, dialogue and music to enhance pictures</td> <td>MO2</td> </tr> <tr> <td>Apply theories of sound post production sound to practical scenarios and produce high quality artifacts</td> <td>MO3</td> </tr> <tr> <td>Analyse and evaluate the use of sound in film or video</td> <td>MO4</td> </tr> </tbody> </table>	<b>Module Learning Outcomes</b>	<b>Reference</b>	Use effectively and creatively a range of technologies and techniques used in film and video sound productions	MO1	Record, edit and use creatively sound effects, dialogue and music to enhance pictures	MO2	Apply theories of sound post production sound to practical scenarios and produce high quality artifacts	MO3	Analyse and evaluate the use of sound in film or video	MO4						
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Reading List	<p><i>The reading list for this module can be accessed via the following link:</i></p> <p><a href="https://uwe.rl.talis.com/modules/ufcfd4-15-3.html">https://uwe.rl.talis.com/modules/ufcfd4-15-3.html</a></p>																

<b>Part 5: Contributes Towards</b>	
This module contributes towards the following programmes of study:	