



## **Module Specification**

### **Audio Post Production**

Version: 2023-24, v2.0, 07 Jun 2023

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## Part 1: Information

**Module title:** Audio Post Production

**Module code:** UFCFD4-15-3

**Level:** Level 6

**For implementation from:** 2023-24

**UWE credit rating:** 15

**ECTS credit rating:** 7.5

**College:** College of Arts, Technology and Environment

**School:** CATE School of Computing and Creative Technologies

**Partner institutions:** None

**Field:** Computer Science and Creative Technologies

**Module type:** Module

**Pre-requisites:** None

**Excluded combinations:** None

**Co-requisites:** None

**Continuing professional development:** No

**Professional, statutory or regulatory body requirements:** None

## Part 2: Description

**Overview:** Not applicable

**Features:** Not applicable

**Educational aims:** See Learning Outcomes

**Outline syllabus:** This module is aimed at encouraging the latest professional practices in post production sound across a range of genres and formats. It is designed to broaden the students creative practice in sound design whilst instilling

high editorial and technical delivery standards.

### Outline Syllabus

Roles & personnel; workflow & synchronisation; sound effects & Foley; music composition & editing; theory & techniques; dialogue/ADR; dubbing/rerecording.

### Roles & Personnel

Directors & producers. Production sound. Editors (dialogue/ADR, FX/Foley, music). Composers, sound designers & Foley artists. Dubbing/re-recording mixers & supervising sound editors.

### Workflow & Synchronisation

Spotting and review sessions. Compression & codecs (audio & video). Conforming / reconforming & metadata. SMPTE formats & standards. Streamers & punches. Delivery formats & versioning.

### Sound Effects & Foley

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

### Music Composition & Editing

Temp tracks. Spotting & cue sheets. Production Music Libraries. Reporting & licencing. Editing, composition & arrangement,

### Theory & Techniques

Montage. Listening modes. Syncretism. Semiotics. Leitmotif. Diegesis. Sweeteners. Commentary/counterpoint. Experimental & Avant-Garde concepts.

### Dialogue & ADR

Dialogue direction & casting. Dialogue recording, production & editing. Automatic dialogue replacement (ADR). Crowds & loop groups. Emotes, efforts & barks.

### Dubbing/Re-recording

Templates, busses & IO. Mixing & metering. Automation & control surfaces.  
Surround & immersive formats.

### **Part 3: Teaching and learning methods**

#### **Teaching and learning methods:** Hours

Contact time 36

Development of knowledge and practice for portfolio 114

Total study time 150

Teaching sessions will comprise of a series of lecture-demos, self-managed tasks and feedback workshops based on the syllabus content. The curriculum will direct the student toward creating and curating an appropriate body of work to be submitted for assessment.

The lecture-demo will introduce topics and examine some areas in more detail through demonstration. Self-managed tasks will provide opportunities for students to explore some of the techniques and systems explored in the lecture-demo. The feedback workshops will provide a means for the student to gain formative feedback on work, smaller group discussion and individual direction.

**Module Learning outcomes:** On successful completion of this module students will achieve the following learning outcomes.

**MO1** Independently coordinate and execute the direction, recording, editing and mixing of sound effects, dialogue and music assets to enhance programme material.

**MO2** Select, configure and apply a range of technologies and techniques for post-production sound practices.

**MO3** Evaluate and apply theories of post-production sound to practical scenarios.

**MO4** Produce and deliver projects to current professional standards and formats.

**Hours to be allocated:** 150

**Contact hours:**

Independent study/self-guided study = 114 hours

Face-to-face learning = 36 hours

Total = 150

**Reading list:** The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/modules/ufcfd4-15-3.html) via the following link <https://uwe.rl.talis.com/modules/ufcfd4-15-3.html>

**Part 4: Assessment**

**Assessment strategy:** Main sit assessment will comprise of a portfolio of practical tasks informed by practicing professionals and industry partners.

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

Resit assessments will involve a reworking the main sit portfolio.

**Assessment tasks:****Portfolio (First Sit)**

Description: Post Production Portfolio

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

**Portfolio (Resit)**

Description: Post Production Portfolio

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

## **Part 5: Contributes towards**

This module contributes towards the following programmes of study:

Creative Music Technology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2021-22

Audio and Music Technology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2021-22

Creative Music Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2020-21

Audio and Music Technology {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons)  
2020-21

Audio and Music Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2020-21

Audio and Music Technology {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons)  
2019-20