# DEVELOP ANIMATION AUDIO

**UNIT CODE**: ME/OS/AN/CR/03/5/MA

**UNIT DESCRIPTION**
This unit specifies the competencies required to develop animation audio. It involves auditioning animation voice artist, recording animation dialogue, creating animation jingles, recording animation Foleys, recording sound track, composing sound track and mastering audio elements.

**ELEMENTS AND PERFORMANCE CRITERIA**

| ELEMENT<br>These describe the key outcomes which make up workplace function. | PERFORMANCE CRITERIA<br>These are assessable statements which specify the required level of performance for each of the elements.<br>***Bold and italicized terms are elaborated in the range.*** |
|---|---|
| 1. Audition animation Voice artist | 1.1 Animation script is analysed.<br>1.2 Character traits are analysed.<br>1.3 Voices profile is created.<br>1.4 Audition briefs are created.<br>1.5 Audition performance is executed based on SOPs.<br>1.6 Recorded voices are analysed, and voice casting is done. |
| 2. Record animation dialogue | 2.1 Actor briefing is carried as per the SOPs.<br>2.2 Rehearsals are carried out as per the SOPs.<br>2.3 Animation dry- run dialogue is recorded.<br>2.4 Guideline are issued as per recorded dialogue.<br>2.5 Animation dialogue is recorded as per the guidelines. |
| 3. Create animation Jingles | 3.1 Animation jingles are conceptualized based on brief.<br>3.2 Chords progression is composed as per SOPs<br>3.3 Animation Jingles are mastered as per the SOPs. |
| 4. Record animation Foleys | 4.1 Animation foleys are identified and documented based on the script.<br>4.2 Animation foleys are analysed based on the script.<br>4.3 *Elements of animation Foleys* are prepared.<br>4.4 Foley sounds are recorded.<br>4.5 Foley sound is mastered. |

| 5. Compose sound track | 5.1 Sound tracks are identified and analysed based on the animation script.<br>5.2 Sound tracks are sorted based on the animation script.<br>5.3 Sound tracks are written as per the SOPs. |
|---|---|
| 6. Record sound track | 6.1 Musicians and instruments are identified<br>6.2 Animation Music rehearsals are carried as per the SOPs.<br>6.3 Sound tracks are recorded as per the SOPs.<br>6.4 Sound tracks are mastered as per the SOPs. |
| 7. Master audio elements | 7.1. Animation animatic is analysed.<br>7.2. Foley sound is added to dialogue track.<br>7.3. Audio Foley is edited, leveled and balanced.<br>7.4. Music soundtrack is added to dialogue track.<br>7.5. Soundtrack music is edited, leveled and balanced.<br>7.6. Final audio track is exported as per the SOPs. |

**RANGE**

This section provides work environments and conditions to which the performance criteria apply. It allows for different work environment and situations that will affect performance.

| Variable | Range |
|---|---|
| 1. Elements of animation Foleys includes but not limited to: | • Dry leaves<br>• Sand<br>• Water drops<br>• Canvas<br>• zippers |

**REQUIRED SKILLS AND KNOWLEDGE**

This section describes the skills and knowledge required for this unit of competency.

**Required skills**

The individual needs to demonstrate the following skills:

- Communication,
- Script interpretation
- Audio recording

- Creativity
- Record and report soundtracks
- Document soundtrack

**Required knowledge**
The individual needs to demonstrate knowledge of:
- Recording software
- Recording equipment
- Basic music theory
- Basic understanding of film, television and animation production

**EVIDENCE GUIDE**
This provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge and range.

| 1. Critical Aspects of Competency | Assessment requires evidence that the candidate: <br> 1.1 Demonstrated the ability to audition animation Voice artist. <br> 1.2 Demonstrated the ability to record animation dialogue. <br> 1.3 Demonstrated the ability to record animation Foleys. <br> 1.4 Demonstrated the ability to compose sound track. <br> 1.5 Demonstrated the ability to record sound track. <br> 1.6 Demonstrated the ability to master audio elements. |
|---|---|
| 2. Resource Implications | The following resources must be provided: <br> 2.1 Music sheet. <br> 2.2 Script <br> 2.3 Animatic |
| 3. Methods of Assessment | Competency may be accessed through: <br> 3.1 Written tests <br> 3.2 Observation <br> 3.3 Oral questions <br> 3.4 Third party report <br> 3.5 Interviewing <br> 3.6 Project and report writing |
| 4. Context of Assessment | 4.1 Competency may be assessed: <br> 4.2 On-the- job |

| | 4.3 Off the job |
| | 4.4 Simulated workplace environment. |
| 5. Guidance information for assessment | Holistic assessment with other units relevant to the industry sector, workplace and job roles is recommended. |