

## SOUND DESIGN

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

### Relationship to Occupational Standards

This unit addresses the unit of competency: develop animation audio

**Duration of Unit:** 120 hours

### Unit Description

This unit specifies the competencies required to develop animation audio. It involves setting up audition stage, recording animation dialogue, recording animation Foleys, recording sound track and editing audio.

### Summary of Learning Outcomes

Elements	Hours
Set up audition stage	18
Record animation dialogue	24
Record animation Foleys	24
Record sound track	22
Edit Audio	32
<b>Total hours</b>	<b>120</b>

### Learning Outcomes, Content and Suggested Assessment Methods

Learning Outcome	Content	Suggested Assessment Methods
1. Set up audition stage	1.1. Introduction to sound design 1.2. Sound production equipment 1.3. Sound equipment setup. 1.4. Audition briefs 1.5. Audition calls	<ul style="list-style-type: none"><li>• Written tests</li><li>• Observation</li><li>• Oral questions</li><li>• Third party report</li><li>• Interviewing</li><li>• Project and report writing</li></ul>
2. Record animation dialogue	2.1. Introduction to voice acting 2.2. Audio studio and equipment 2.3. Artist briefing 2.4. Rehearsals process 2.5. Dry- run recording 2.6. Audio recording	<ul style="list-style-type: none"><li>• Written tests</li><li>• Observation</li><li>• Oral questions</li><li>• Third party report</li><li>• Interviewing</li><li>• Project and report writing</li></ul>

3. Record animation Foleys	3.1. Animation Foleys 3.2. Elements of animation Foleys 3.3. Foleys creation 3.4. Recording of Foleys.	<ul style="list-style-type: none"> <li>• Written tests</li> <li>• Observation</li> <li>• Oral questions</li> <li>• Third party report</li> <li>• Interviewing</li> <li>• Project and report writing</li> </ul>
4. Record sound track	4.1. Music recording basics 4.2. Music instruments 4.3. Recording sound tracks	<ul style="list-style-type: none"> <li>• Written tests</li> <li>• Observation</li> <li>• Oral questions</li> <li>• Third party report</li> <li>• Interviewing</li> </ul>
5. Edit audio	5.1. Introduction of audio elements 5.2. Sound editing 5.3. levelling and balancing audio 5.4. Exporting the sound track	<ul style="list-style-type: none"> <li>• Written tests</li> <li>• Observation</li> <li>• Oral questions</li> <li>• Third party report</li> <li>• Interviewing</li> </ul>

### **Suggested Methods of Instruction**

- Project
- Demonstration by trainer
- Practice by the trainee
- Discussions
- Direct instruction
- Case study
- Audio –visual aids

### **Recommended Resources**

- Computers
- Audio recorder
- Internet
- Digital Cameras
- Magazines
- Testing books
- Animation films

- Text books
- Editing & recording studio
- Computer software
- Television
- Drawing sets
- Drawing tables
- A4 Colour scanner
- Stereo studio headset
- Digital tablet
- Flash drives