

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: 130 hours

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, record sound track, composing sound track and mastering audio elements.

Summary of Learning Outcomes

Elements	Hours
Audition animation voice artist	12
Record animation dialogue	18
Create animation jingles	25
Record animation Foleys	15
Compose sound track	18
Record sound track	18
Master audio elements	24
Total hours	130

Learning Outcomes, Content and Suggested Assessment Methods

Learning Outcome	Content	Suggested Assessment Methods
1. Audition animation Voice artist	1.1 Introduction to sound design 1.2 Sound production equipment 1.3 Animation script analysis 1.4 Audio script development 1.5 Voices profiles 1.6 Audition briefs 1.7 Audition calls 1.8 Voice casting	<ul style="list-style-type: none">• Written tests• Observation• Oral questions• Third party report• Interviewing• Project and report writing
2. Record animation dialogue	2.1 Introduction to voice acting 2.2 Artist briefing 2.3 Voice directing 2.4 Rehearsals process 2.5 Dry- run recording 2.6 Audio recording	<ul style="list-style-type: none">• Observation• Oral questions• Third party report• Interviewing• Project and report writing

3. Create animation Jingles	3.1 Introduction to music theory 3.2 Animation jingles 3.3 Chords progression 3.4 Mood and tempo 3.5 Mastering of Animation Jingles	<ul style="list-style-type: none"> • Observation • Oral questions • Third party report • Interviewing • Project and report writing
4. Record animation Foleys	4.1 Animation Foleys 4.2 Elements of animation Foleys 4.3 Foleys creation 4.4 Recording of Foleys. 4.5 Mastering of Foleys	<ul style="list-style-type: none"> • Observation • Oral questions • Third party report • Interviewing • Project and report writing
5. Compose sound track	5.5 Introduction to scoring for animation 5.6 Sound tracks analysis 5.7 Writing music for animation	<ul style="list-style-type: none"> • Written tests • Observation • Oral questions • Third party report • Interviewing
6. Record sound track	6.1 Music recording basics 6.2 Recording sound tracks 6.3 Mastering of Sound tracks.	<ul style="list-style-type: none"> • Written tests • Observation • Oral questions • Third party report • Interviewing
7. Master audio elements	2.7 Introduction of audio elements 2.8 Sound editing 2.9 Audio compositing 2.10 levelling and balancing audio 2.11 exporting the sound track	<ul style="list-style-type: none"> • Written tests • Observation • Oral questions • Third party report • Interviewing

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
- Stereo studio headset
- Flash drives