

Liverpool John Moores University

Title: AUDIO POST PRODUCTION
Status: Definitive
Code: **5502MPSH** (116140)
Version Start Date: 01-08-2011

Owning School/Faculty: Liverpool School of Art & Design
Teaching School/Faculty: St Helens College

Team	Leader
Stuart Borthwick	Y

Academic Level: FHEQ5
Credit Value: 24.00
Total Delivered Hours: 84.00

Total Learning Hours: 240
Private Study: 156

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	32.000
Practical	31.000
Tutorial	6.000
Workshop	15.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Technology	AS1	Soundtrack/Foley' replacement project including 800 word written technical evaluation	20.0	
Technology	AS3	Arrangement/production of a 15 minute sound track (including music and sound design) to a given visual film	30.0	
Technology	AS2	Multimedia (imagery, text, composition, sound design) video project including 800 word written evaluation examining the conceptual approaches to sound/music creation	20.0	

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS4	A 1,500 word essay explaining the concept and creative processes applied by the student in the soundtrack creation	30.0	

Aims

To understand the requirements for creating, designing, organising and producing audio/music for visual media.

To understand the role of audio producer within the audio post production environment.

To effectively use digital audio workstations and non-linear editing software for the purposes of audio/visual production and synchronisation

Examine the relationship between visual media and audio soundtracks

To examine and analyse the relationship of audio to visual texts from a practical and theoretical critical perspective

Learning Outcomes

After completing the module the student should be able to:

- 1 Plan and apply pre and post-production techniques to produce a finished product. C10
- 2 Produce a series of original audio/visual products in line with a given brief. C11
- 3 Critically evaluate all technical processes using appropriate and descriptive terminology B3
- 4 Justify and interpret a soundtrack using an appropriate theoretical perspective L5

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Soundtrack	1	2	3
Arrangement	1	2	
Multimedia	2	4	
Essay	4		

Outline Syllabus

Overview and historical background of sound for picture

The evolution of audio post production

File formats and codecs

Pro Tools In post production - Recording, editing and mixing to picture

Introduction to non linear video editing – Final Cut, Adobe Premiere etc
Synchronisation and Timecode – VITC, LTC and video synch
Non linear video editing; transitions, effects, export options
Location Recording / ADR / Dialogue Replacement
Sound FX: Creating effects through sound design, Foley FX, FX libraries
Multi Channel and Surround Sound - Mixing and AC3 encoding
The practical application of sound on film – the value added by music/sound
Conceptual approaches to sound/music design (semiotics etc)

Learning Activities

Lectures, video presentations, workshops, practical work and academic tutorials will be used for the delivery of this Module.

References

Course Material	Book
Author	Bignell, J.
Publishing Year	2002
Title	Media Semiotics
Subtitle	An Introduction
Edition	
Publisher	Manchester University Press
ISBN	

Course Material	Book
Author	Chion, M.
Publishing Year	1994
Title	Audio-Vision
Subtitle	Sound on Screen
Edition	
Publisher	Columbia University Press
ISBN	

Course Material	Book
Author	Davis, R.
Publishing Year	2000
Title	Complete Guide to Film Scoring
Subtitle	
Edition	
Publisher	Hal Leonard Corporation
ISBN	

Course Material	Book
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Author	Karlin, F. and Wright, R.
Publishing Year	2004
Title	On Track
Subtitle	A Guide to Contemporary film Scoring
Edition	2nd ed.
Publisher	Routledge
ISBN	

Course Material	Book
Author	Reay, P.
Publishing Year	2004
Title	Music in Film
Subtitle	Soundtracks and Synergy
Edition	
Publisher	Wallflower Press
ISBN	

Course Material	Book
Author	Sonnenschein, D.
Publishing Year	2001
Title	Sound Design
Subtitle	The Expressive Power of Music, Voice and Sound Effects in Cinema
Edition	
Publisher	Michael Wiese Productions
ISBN	

Course Material	Book
Author	Shepherd, A.
Publishing Year	2008
Title	Pro Tools for Video, Film & Multimedia
Subtitle	
Edition	2nd ed.
Publisher	Muskia & Lipman Publishing
ISBN	

Course Material	Book
Author	Viers, R.
Publishing Year	2008
Title	The Sound Effects Bible
Subtitle	How to Create and Record Hollywood Style Sound Effects
Edition	
Publisher	Michael Wiese Productions
ISBN	

Course Material	Book
Author	Wyatt, H. and Amyes, T.

Publishing Year	2004
Title	Audio Post Production for Television and Film
Subtitle	An introduction to technology and techniques
Edition	
Publisher	Focal Press
ISBN	

Notes

The Module will focus on the concepts and techniques of audio post production and practices employed within the industry and will draw upon and further develop the student's prior knowledge of sequencing, production, recording and composition. In addition the use of audio and soundtracks upon visual media will be explored.

The basic operations of non linear video editing software (Final Cut Pro/Adobe Premiere) will be covered as well the integration of DAW software such as Pro Tools or Cubase with NLE environments to produce a final audio/visual product.

The nature of composition and the use of audio within film sound tracks will be explored using appropriate theoretical perspectives (semiotics etc).