

BADF09I

FOLEY AND SOUND DESIGN

Level: 5

Credit Value: 15

Pre-Requisites: NONE

Module Description

The module is designed to advance the skills in audio recording and editing introduced in Year 1 as well as introducing new techniques for designing and creating sounds in a studio setting, and furthering skills in audio mixing and post-production. The module will enable students to develop an aesthetic and stylistic approach to the creation of bespoke audio assets whilst furthering their technical knowledge. It is expected that students will build on their previous experience in the areas of production and post-production in planning, organising and editing to a near professional standard. A series of short exercises will enable students to develop their technical proficiency and will introduce them to ideas and techniques specific to foley and sound design. The final outcome of the module will be a two-minute film sequence demonstrating substantial foley and sound design work. It is anticipated that work produced in this module can feed into the action research project that is the culmination of Year 2 teaching and learning.

Learning Outcomes

On completion of this module, students will be able to:

1. Use digital audio recording equipment and software to record, design and mix audio effectively on location and in the studio.
2. Understand how foley and sound design are used in sequences to convey meaning and improve aesthetic quality to engage audience interest.
3. Demonstrate foley and sound design understanding ability through the practical application of techniques in a two-minute film sequence.
4. Follow appropriate procedures to complete productions to a professional standard.

Indicative Content

- Practical instruction in the operation of digital sound recording equipment and resources, including health and safety aspects.
- In conjunction with the digital film production unit (BADF08I), practical instruction in post-production techniques using sound editing resources.
- Analysis of relevant film sequences to study the development of audio techniques and aesthetics in conveying information, ideas and opinions.
- The completion of short exercises to demonstrate technical and aesthetic proficiency.
- The completion of a planned two-minute film sequence to demonstrate the practical application of foley and sound design procedures, techniques and aesthetic quality.
- Team work undertaken to emulate and reflect industry practice.
- Individual work undertaken to develop technical specialisms.
- Evaluation of finished product.

- Self-evaluation of own production and specialist role.

Learning & Teaching Strategies

This module will be delivered through lectures, seminars, workshops and tutorials. Students will receive further practical instruction in the setting up and operation of digital sound recording equipment, and the operation of recording studios and digital audio editing software. Audio techniques and aesthetic appreciation will be taught via lectures analysing specific aural attributes of films. Seminars will allow students to demonstrate their knowledge and understanding of audio production techniques and aesthetic appreciation through their own presentations of their research. Group tutorials will be used to discuss and reflect on the development and progress of foley and sound design skills. Final tutorials will be devoted to evaluative critiques of finished audio assets.

Assessment

Hand-in	Aggregate (Yes/No)	Semester Due
Presentation of foley / sound design analysis (5-minutes duration) (30% of unit) LO2	Yes	Sem 1, Mid
Completed foley sequence with sound design assets (2-minutes duration), production diary and evaluation (800 words) (70% of unit) LO1, LO3, LO4	Yes	Sem 1, End

Specific Learning Resources

- Digital Sound recording kits
- Sound recording studio
- Editing suite with Adobe Premier Pro CS6 software
- PCs with audio editing software
- Lecture Theatre or Classroom with Multimedia Facilities including Blu-Ray and Surround Sound (5.1 or similar)
- Large screen for projection (e.g. Lecture Theatre)
- CD/DVD resources (shown in lectures and/or available on loan from University of Essex and Colchester Institute Libraries)
- Reference books and journals (available on loan from University of Essex and Colchester Institute Libraries)

Reference List

Highly Recommended

Viers, R. (2012) *The Location Sound Bible: How to Record Professional Dialogue for Film and TV*. Studio City CA, Michael Wiese Productions
 Viers, R. (2008) *The Sound Effects Bible: How to Create and Record Hollywood Style Sound Effects*. Studio City, CA, Michael Wiese Productions.
 Farnell, A. (2010) *Designing Sound*. Cambridge MA, MIT Press

Recommended

Ament, V. T. (2014) *The Foley Grail: The Art of Performing Sound for Film, Games, and Animation (Second Edition)*. London, Routledge.

Beck, J. and Grajeda, T. (Eds) (2008) *Lowering the Boom: Critical Studies in Film Sound*. Champaign, IL, University of Illinois Press
Rose, J. (2008) *Audio Postproduction for Digital Video*. Waltham MA, Focal Press.

Background Reading

Spadoni, R. (2007) *Uncanny Bodies: The Coming of Sound Film and the Origins of the Horror Genre*. Berkeley CA, University of California Press.
Whittington, W. (2007) *Sound Design and Science Fiction*. Austin TX, University of Texas Press.