

# JYOTI NIVAS COLLEGE AUTONOMOUS

**Programme: B.Voc VP.**

**Semester: II**

## **SOUND DESIGNING**

**Course Code: 18BVV201**

**90 hours; 6 Credits**

### **Objective**

*To understand Sound Design and its relevance in today's rich visual centric media industry.*

### **Learning Outcome**

*Students get an overview of sound design in films*

*Students learn sound designing software*

*Students learn to record, edit and export audio files*

*Students learn the basic sound theories*

### **Unit 1: Introduction to Sound Design [4 hours]**

Sound Design: definition; Evolving role of sound: theatre production, early film, radio, TV and video productions; Sound Designer: job description and scope

### **Unit 2: Audio/Sound Studio Workspace (Basics & Rationale) [6 hours]**

Introducing the Audio Studio: Brief History and Evolution of the Audio/Sound Recording; Studio; Kinds of Studios; Characteristics and Kinds of: Recording systems, Sound Mixers, Microphones, Portable Recording Equipment

### **Unit 3: Introduction to Sound [14 hours]**

Definition: Sound, Noise & Waves; Types of Sound; Types of Waves; Sound and emotions; Gestalt's Principles (Principles of Grouping) – similarity, good continuation, common fate, belongingness, closure; Sound aesthetics; Energy of Sound; Perspective

### **Unit 4: Sound Design for Film & Audio Plays [16 hours]**

Role of Sound in Storytelling and Story Supporting: Sync & Non-Sync sounds; Types of Soundtrack: Speech(*dialogue, monologue, voice-over*); Music(*recorded music, rerecorded music, live music, background music, etc.*), Sound Effects: hard or 'cut' effects, Foley sound effects (*mixed with music*), ambience (*background*), design sound effects

### **Unit 5: Digital Audio Workstation [20 hours]**

Adobe Audition

### **Unit 6: Sound Design Production [30 hours]**

Sound Design Brief; Scripting; Evaluate/choose requirements/equipment for production; Interpretation of creative & technical requirements from the Script and Sound Design brief; Developing sound concepts; Selecting sound studio; Talent management: sound artists, etc; Technique of Sound Design: Sound Recording > Sound Mixing > Editing > Synchronisation (with visuals) > Sound Mastering

### **Suggested Practical:**

Location Sound recording with ambience, dialogue and Foley  
Studio Sound Production – Radio Drama  
Dubbing exercises  
Podcasting

**Reference Material:**

Dakic, Vesna: *Sound Design for Film and Television*

Walus, Bartłomiej Piotr: *A New Modular Approach to the Composition of Film Music*

Thompson, Daniel M: *Understanding Audio*, 2005

Sauls, Samuel J & Stark, Craig A: *Audio Production Worktext: Concepts, Techniques, and Equipment*, 2016,

Bektas, Metin: *Audio Effects, Mixing and Mastering* Kindle Edition, 2014

Whitaker, Jerry: *Master Handbook of Audio Production (Digital Media)*, McGraw-Hill/TAB Electronics, 1st edition, 2002

Adobe Audition *CC Classroom in a Book*, 2013, Adobe Creative Team

Barnwell, Jane: *The Fundamentals of Filmmaking*, 2008