

Learning Outcomes	Requirements
LO3 Apply location recording, Foley, ADR, sound design and mixing techniques in a media project	<ul style="list-style-type: none"> <li>• Apply an appropriate mix across the level using the game engine or audio middleware mixer, with the application of in-game audio effects (demonstrating the use of both insert and aux send audio effects).</li> </ul>
LO4 Evaluate and implement processes for the spatial positioning of sound in an immersive environment.	<ul style="list-style-type: none"> <li>• Evaluate and develop an audio assets list for the game level, with a minimum of 30 unique sounds.</li> <li>• Demonstrate audio implementation techniques, with a minimum of 50 audio sources included throughout the level.</li> <li>• Include the use of positional audio, distance attenuation and a reverb zone within a game environment.</li> </ul>

## Project 2 Brief

---

### Sound Design for Animation

<b>Due</b>	Week 10
<b>Group / Individual Project</b>	Group or Individual

#### Brief:

In this project, you will develop a sound design for a provided or sourced animation.

In small groups or individually, choose one of the animation projects from [these animation clips](#). Or choose your own animation clip (must be signed off by the facilitator before proceeding with the project).

You will work individually or together as a crew and are each responsible for self-organising the workflow, recording sessions, editing, SFX gathering, music composition or acquisition, casting of actors, mixing, communications, and data management and session workflows.

At defined checkpoints have your work available during studio workshops for feedback or discussion, particularly for set feedback sessions throughout classes. Post-production workshops, mixing tasks and exercises will be delivered during class time, you will then practice the skills learned in workshops to develop and complete this project.

You will work together (or individually) as a crew and be responsible to each other for self-organizing the workflow and collaborating on timelines and as necessary, any: ADR, and VO recording sessions, editing &

mixing, SFX and Foley sourcing and recording, music composition or acquisition, data management etc.

If working as a group decide in the first week which roles each individual is responsible for. You are tasked with seeking feedback from your peers and facilitator on work in progress (WIP) and acting/implementing on feedback both on the project and in your LJ during studio workshops.

## Steps to Follow:

1. Define your animation project team: One or more team members (depending on the length of animation chosen).
2. Define your role(s) and the audio assets you are responsible for sourcing/creating/recording/producing and timelines.
3. Download and utilise the project management software and files. Create a timeline (Gantt Chart) of the full animation project
4. You will work individually or together as a crew and are each responsible for self-organising the workflow, recording sessions, editing, SFX gathering, music composition or acquisition, casting of actors, mixing, communications, and data management and session workflows.
5. Book and record the VO and ADR required for each character in the chosen animation. (they may be current SAE film or audio students or external actors)
5. Complete the tasks assigned to you in a timely manner and maintain professional, clear communication with your audio team.
6. Seek work-in-progress (WIP) meetings with your team and facilitator and conduct review / Quality Assurance (QA) sessions to review animation soundtrack progress (make adjustments & revisions based on QA sessions).
7. Clearly document your work in your Learning Journal. Explain where the source audio came from and your involvement in the creation of any sounds/music.
8. Print master in 5.1 and stereo (see deliverables)
9. Submit your project with two 250-word project reflections, as outlined below: (1) a mid-project reflection and (2) a project-completion reflection.

**Mid-project reflection:** Include the mid-project reflection with your project submission. In 250 words, address each of the prompts with examples from your project:

- How you developed your technical skills and knowledge
- How have you improved your workflows and processes
- How you developed your communication and collaboration skills

**Project-completion reflection:** In 250 words, address each of the prompts with examples from your project:

- How you appraised the overall success of the project

- What obstacles you faced and how you overcame them
- How you will improve your skills for future projects

## Deliverables:

Weekly documentation of the animation project development (timelines, examples of communication, screenshots), and the following included & embedded in your Learning Journal with all files clearly and correctly labelled:

- Viewable .MOV video file with a fully rendered 5.1 DME print master
- Viewable .MOV video file with a fully rendered Stereo DME print master
- Downloadable 5.1 DME print master WAV file
- Downloadable Stereo DME print master WAV file
- The zipped final Pro Tools project(s).
- Inclusion of screenshots from Pro Tools sessions documented through
- A downloadable version of the animation Pro Tools file with a fully rendered 5.1 audio master in the timeline.
- Two 250-word project reflections, answering each of the prompts as outlined in the Learning Outcome Requirements below. (1) a mid-project reflection and (2) a project-completion reflection.

Make sure all related content for your project is correctly shared with [moderation\\_au@sae.edu](mailto:moderation_au@sae.edu)

Learning Outcomes	Requirements
CLO1 Demonstrate regular and consistent reflective practice addressing your proficiencies, processes, and people skills.	<p>Two project reflections were completed.</p> <p>Mid-project reflection:</p> <ul style="list-style-type: none"> <li>• How you developed your technical skills and knowledge</li> <li>• How have you improved your workflows and processes</li> <li>• How you developed your communication and collaboration skills</li> </ul> <p>Project-completion reflection:</p> <ul style="list-style-type: none"> <li>• How you appraised the overall success of the project</li> <li>• What obstacles you faced and how you overcame them</li> <li>• How you will improve your skills for future projects</li> </ul>

Learning Outcomes	Requirements
LO1 Apply sound production methodologies to reinforce the narrative and audience impact in linear and non-linear media.	<ul style="list-style-type: none"> <li>• Apply stereo and surround film post-production methodologies using Pro Tools</li> <li>• Deliver a sound design that reinforces the narrative and audience impact.</li> </ul>
LO2 Explore a range of vocal production techniques in a variety of contexts.	<ul style="list-style-type: none"> <li>• Document and reflect on vocal production techniques used throughout the project.</li> </ul>
LO3 Apply location recording, Foley, ADR, sound design and mixing techniques in a media project	<ul style="list-style-type: none"> <li>• Evidence recording and post-production sessions in your Learning Journal.</li> <li>• Explain mixing tools and techniques used throughout the project.</li> </ul>
LO4 Evaluate and implement processes for the spatial positioning of sound in an immersive environment.	<ul style="list-style-type: none"> <li>• Delivery of stereo and surround sound mixes</li> </ul>
LO5 Apply and reflect upon effective teamwork and collaboration in interdisciplinary group projects	<ul style="list-style-type: none"> <li>• Documentation and reflection on the teamwork, communication and collaboration throughout the project.</li> </ul>

## Project 3 Brief

---

### Sound for Film

<b>Due</b>	Week 12
<b>Group / Individual Project</b>	Group or Individual

#### **Brief:**

The Film Project is a collaboration between Film and Audio disciplines.

You will work on a film recording production dialogue, and, where possible, work on the same project in post-production roles. You are to take on multiple roles (minimum of two), these may include (but are not limited to):