Sound Design

Fundamentals

9 ECTS | Year 1 Semester 2 | Sound Design

Description

This module is intended for students in the Sound Design specialisation.

This module enables students to:

- Understand methods to analyse an interactive audiovisual scene, whether it be from a game or other interactive media.
- Gain an understanding of various aspects of Sound Design for an interactive project, and document them with a sound chart and a post-project analysis (postmortem) based on realistic situations from industry.
- Understand the fundamental principles of the most common digital sound transformation and voice production functions in the framework of a video game.
- Learn through a mix of theory classes and individual/group practical exercises.

Detailed objectives

- Analyse and compare image/sound relations in a linear and non-linear (i.e. a video game).
- Write a sound chart.
- Assess all the material and human needs relating to sound in the production of the game.
- Be able to create Media (sound effects, sound interfaces, atmospheric effects) for a game or any other interactive project.
- Master sound processing in real and delayed time.
- Make budgets and anticipate copyright questions.
- Be able to run castings and voice recordings.

Assessment methods

Session 1

Evaluation method	Percentage of overall mark
Group or individual production of one or more audio development	40%
Individual written examination to obtain a knowledge-assessment mark, resolution of simple problems	60%

Session 2

Evaluation method	Percentage of overall mark
Individual production of one or more audio development scenarios on a Reaper type tool	40%
Individual written examination to obtain a knowledge-assessment mark, resolution of simple problems	60%