



# Course guide

## 804413 - EDS - Sound Editing and Design

Last modified: 22/07/2024

**Unit in charge:** Image Processing and Multimedia Technology Centre  
**Teaching unit:** 804 - CITM - Image Processing and Multimedia Technology Centre.  
**Degree:** BACHELOR'S DEGREE IN DESIGN, ANIMATION AND DIGITAL ART (Syllabus 2023). (Compulsory subject).  
**Academic year:** 2024    **ECTS Credits:** 6.0    **Languages:** Catalan

### LECTURER

**Coordinating lecturer:** Palmada, Isidre

**Others:**

### TEACHING METHODOLOGY

### LEARNING OBJECTIVES OF THE SUBJECT

- Obtain a basic knowledge of audio theory and processing.
- Learn to run a DAW and have a basic level of recording techniques.
- Get tools to be able to recreate a sound design in the image.
- Creation of a sound design and dialogues for an image.

### STUDY LOAD

Type	Hours	Percentage
Guided activities	12,0	8.00
Hours large group	30,0	20.00
Hours medium group	18,0	12.00
Self study	90,0	60.00

**Total learning time:** 150 h

## CONTENTS

### 1. Theory, the theoretical bases of sound

#### Description:

- 1.1 What is sound?
  - 1.1.1. History and context of sound applied to the image. Beginnings of sound cinema, evolution.
  - 1.1.2. The sound within the audiovisual context and the relationship with the narrative.
- 1.2 General auditory perception.
  - 1.2.1 Sound workshop. Learn to listen.
  - 1.2.2. Auditory analysis.
- 1.3 Acoustics.
  - 1.3.1 Fundamentals of acoustics.
  - 1.3.2 General auditory perception.
  - 1.3.3 Acoustic treatment and room design.
- 1.4 The soundscape.

**Full-or-part-time:** 45h

Theory classes: 20h

Self study : 25h

### 2. Live sound recording

#### Description:

- 2.1. Define the Sound-Board.
  - 2.1.1. dialogues Recording techniques.
  - 2.1.2. Sound Design. Recording planning.
  - 2.1.3. music Film Scoring.
- 2.2. recording
  - 2.2.1. General and multichannel microphones. Mono and stereo channels.
  - 2.2.2. Zoom h5. Mixpre- 3 II. Power. UWP-D21/K33. Boob Mic: NTG-5. Earphones.
  - 2.2.3. Analogue and digital recording technology.
- 2.3. Direct Recording I.
  - 2.3.1. Practices I: Recording of the exterior.
  - 2.3.2. Practices II. Recording of exterior and interior dialogues.
- 2.4. Direct Recording II:
  - 2.4.1. Practices I: Sound Design Recording. Mickeymousing effect.
  - 2.4.2. Practices II: Creation of a Sampler. Sound libraries
- 2.5. Audio file processing and storage I.
- 2.6. Audio editing.

**Full-or-part-time:** 45h

Theory classes: 20h

Self study : 25h



### 3. Sound post-production and digital processing

#### Description:

- 3.1. Editing with cubase (DAW). File processing II.
  - 3.1.1. Basics of recording in the Studio. Recording of voices and effects.
  - 3.1.2. Post-production equipment and acoustics.
  - 3.1.3. Audio processing and MIDI.
- 3.2. Audio effects:
  - 3.2.1. compression Multicompression, Limiters, Desser.
  - 3.2.2. equalization distortion Mono effects (radio effect).
  - 3.2.3. reverberation Delays. modulation
  - 3.2.4. Advanced automation. panning
- 3.3. Creating a sound environment.
  - 3.3.1. Practices I: Creation and recording of dialogues.
  - 3.3.2. Practice II: Creation and recording of the sound space and soundtrack.
  - 3.3.3. Practices III: Viewing the short films.
- 3.4. ISOTOPE RX.
- 3.5. Mix processing and mastering.
- 3.6. Sound environment creation for video games.
- 3.6. DOLBY SOURROUND and DOLBY ATMOS. Cinema rooms

**Full-or-part-time:** 60h

Theory classes: 20h

Self study : 40h

### GRADING SYSTEM

- Individual practice exercises with a weighting of 40% of the final grade of the subject.
- There will be a Final Project with a weighting of 20% of the subject.
- Final exam with a weighting of 30% of the subject.
- "Participation and learning attitude" will be assessed with a weighting of 10% of the subject.
- Students who participate in the continuous assessment and do not pass this subject, may take the reassessment test in which the theoretical content will be reassessed (partial exam and final exam).

### EXAMINATION RULES.

- The practices will be carried out during independent work. The weighting is as follows: Practice 1 (5%), Practice 2 (10%), Practice 3 (10%), Practice 4 (15%). The total of the practices count for 40% of the final grade of the course.
- The late delivery of the practice involves suspending it.
- Given the nature of the subject and the university nature of the degree, both the content of the exercises such as their correct writing and layout.