



UNIVERSITI TEKNOLOGI MARA

NMC512: AUDIO DESIGN AND EFFECTS

<b>Course Name (English)</b>	AUDIO DESIGN AND EFFECTS <b>APPROVED</b>				
<b>Course Code</b>	NMC512				
<b>MQF Credit</b>	3				
<b>Course Description</b>	This course offers further knowledge on the development and current application of audio design and effects that are used in the creative content industry. Students will be exposed to the digital audio recorders, recording formats and a variety of audio effects. Besides that, they are expected to appreciate the creative and aesthetic values in the application of music, dialogue and sound effects in animated film and video games. It also offers knowledge of the inner workings and interrelationships of networks among related personnel such as voiceover artistes, editors, audio mixers and other supporting services such as audio production facilities, digital audio mix-stage studios and other organizations that need and use them. Knowledge of the industry can help students to be better practitioners and set their own personal values as they contribute to mold the industry of the future.				
<b>Transferable Skills</b>	Audio Designing Sound Designing Foley Artist Dialogue Artis Music Composition Voice Over Talent				
<b>Teaching Methodologies</b>	Lectures, Studio, Demonstrations, Field Trip, Case Study, Tutorial, Problem Based Learning (PBL), Discussion, Presentation, Computer Aided Learning, Industrial Talk, Peer Practice, Collaborative Learning, Project-based Learning, Problem-based Learning				
<b>CLO</b>	CLO1 Explain the theories, concepts and application of audio design and effects. CLO2 Evaluate the audio design and effects elements based on its application for visual CLO3 Produce the sound design and effects for an animated short film				
<b>Pre-Requisite Courses</b>	No course recommendations				
<b>Reading List</b>	<table border="1"><tr><td><b>Recommended Text</b></td><td>• Robin Beauchamp 2013, <i>Designing Sound for Animation</i>, Taylor &amp; Francis [ISBN: 9780240824987]</td></tr><tr><td><b>Reference Book Resources</b></td><td>• David Sonnenschein, <i>Sound Design</i> [ISBN: 9780941188265] • Ric Viers, <i>The Sound Effects Bible</i> [ISBN: 1932907483] • Vanessa Theme Ament 2009, <i>The Foley Grail</i>, Taylor &amp; Francis [ISBN: 1136058370]</td></tr></table>	<b>Recommended Text</b>	• Robin Beauchamp 2013, <i>Designing Sound for Animation</i> , Taylor & Francis [ISBN: 9780240824987]	<b>Reference Book Resources</b>	• David Sonnenschein, <i>Sound Design</i> [ISBN: 9780941188265] • Ric Viers, <i>The Sound Effects Bible</i> [ISBN: 1932907483] • Vanessa Theme Ament 2009, <i>The Foley Grail</i> , Taylor & Francis [ISBN: 1136058370]
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<b>Article/Paper List</b>	This Course does not have any article/paper resources				
<b>Other References</b>	This Course does not have any other resources				