



UNIVERSITI TEKNOLOGI MARA

FFF113: SOUND TECHNOLOGY

Course Name (English)	SOUND TECHNOLOGY APPROVED
Course Code	FFF113
MQF Credit	3
Course Description	The course introduces students to fundamentals of sound recording, editing, mixing and finishing. Students are also exposed to the technical and aesthetic elements of sound design at the professional level. The course involves examination of the relationship of music to image with an emphasis on the creative and technical skills necessary to create and work with sound on soundtrack development for visual media.
Transferable Skills	Technological skills Organizational skills Planning skills
Teaching Methodologies	Lectures, Studio, Tutorial
CLO	CLO1 Apply the basic of sound techniques and aesthetics. (C3) (MQF LOD1) CLO2 Adopt the latest, state-of-the-art technologies related to sound. (A3) (MQF LOD2) CLO3 Practice the creative and technical skills necessary to create and work with sound on soundtrack development. (P3) (MQF LOD2)
Pre-Requisite Courses	No course recommendations
Topics	
1. Audio Production & Crew Positions 1.1) Feature Film 1.2) Video/T.V Production 1.3) Music Production: Studio & Concert 1.4) Radio	
2. Introduction to Audio Equipment 2.1) Basic Cabling and Connectors	
3. Basic Microphone Theory and Techniques 3.1) Condenser vs. Dynamics 3.2) Characteristics of Microphones 3.3) Patterns and Polarization	
4. Microphone Placement for Vocals 4.1) Frontal Close 4.2) Frontal Loose 4.3) Top Head 4.4) Lower Chest	
5. Audio Field Production Study on Microphone Selections & Audio Equipment 5.1) Radio Microphone VHF/UHF 5.2) Short & Long Gun 5.3) Stereo Microphones 5.4) Sound Blankets, Audio Mixers 5.5) Tape Based Recorders 5.6) Disk Recorders	
6. Audio Field Production Practical 1: EFP/ENG 6.1) With additional focus on Floor Plan:- 6.2) Looking from the Top Elevation. 6.3) Camera Placement & Miking Possibilities	

<p>7. Audio Field Production Practical 2: EFP/ENG 7.1) With additional focus on Location Study 7.2) Logistics: Pro's & Con's 7.3) Weather: Rain, Heavy Wind, Snow Flakes 7.4) B.g: Traffic/Crowd Control, Train Station, Airplane 7.5) Scene to Scene Mobility's</p>
<p>8. Audio Post: Overview & Introduction to Digital Audio Workstation 8.1) Hardware & Setup 8.2) Edit Window 8.3) Mix Window 8.4) Basic Waveform Editing</p>
<p>9. Sound Editing 9.1) Dialog 9.2) Effects 9.3) Ambience 9.4) Music</p>
<p>10. Basic Mixing 1 10.1) Multi-tracks 10.2) Internal Routing 10.3) Faders & Panning</p>
<p>11. Basic Mixing 2 11.1) Equalization 11.2) Signal Processors</p>
<p>12. Dynamic Processors 12.1) Compressor 12.2) Compressor Limiter 12.3) Compander 12.4) Expander 12.5) Ducking 12.6) Noise Gate</p>
<p>13. Pre-Mixed & Final Mix: Radio, Music, TV & Feature Film. 13.1) Metering & Monitoring 13.2) Reference level 13.3) Calibration Tool 13.4) Test</p>
<p>14. Final Project Presentation 14.1) Final project group - Final Audio Mix</p>

Assessment Breakdown		%		
Continuous Assessment		100.00%		
Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Sound recording	20%	CLO2
	Assignment	Audio Mixing Group Project	20%	CLO3
	Assignment	Sound Recording Project	60%	CLO1
Reading List	Recommended Text	<ul style="list-style-type: none"> • Ric Viers 2014, <i>The Sound Effects Bible</i>, 1 Ed., 19, Michael Wiese Productions Studio City [ISBN: 9781932907483] • Gary Gottlieb 2007, <i>Shaping Sound in the Studio and Beyond</i>, ArtisPro [ISBN: 1598633910] • Mike Senior 2014, <i>Recording Secrets for the Small Studio</i>, Focal Press [ISBN: 0415716705] • Ric Viers 2012, <i>The Location Sound Bible</i>, 1 Ed., Michael Wiese Productions [ISBN: 1615931201] 		
Article/Paper List	This Course does not have any article/paper resources			
Other References	This Course does not have any other resources			