



UNIVERSITI TEKNOLOGI MARA

FFC531: SOUND TECHNOLOGY

Course Name (English)	SOUND TECHNOLOGY APPROVED
Course Code	FFC531
MQF Credit	2
Course Description	The course introduces students to sound design, 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	Demonstrate ability to manage personal performance to meet expectations and demonstrate drive, determination, and accountability.
Teaching Methodologies	Lectures, Blended Learning, Studio, Practical Classes, Tutorial
CLO	CLO1 Apply the fundamentals of sound techniques and aesthetics CLO2 Adopt the latest, state-of-the-art technologies related to sound CLO3 Practice the creative and technical skills necessary to create and work with sound on soundtrack development
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 student 14.2) Group - Criss Cross 14.3) Individual - Final Audio Mix</p>

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	One (1) basic recording sound techniques.	30%	CLO1
	Assignment	One (1) assignment of sound editing with one (1) foley & dubbing.	30%	CLO2
	Assignment	Audio mixing group project is to assess student understanding of final mixing audio for final project.	40%	CLO3

Reading List	Recommended Text	<ul style="list-style-type: none"> • Ric Viers, <i>The Sound Effects Bible</i> [ISBN: 1615932046] • David Sonnenschein 2013, <i>Sound Design: The Expressive Power of Music, Voice and Sound Effects in Cinema</i>, 1 Ed. [ISBN: 161593202X] • Ric Viers, <i>The Location Sound Bible</i> [ISBN: 1615931201]
	Reference Book Resources	<ul style="list-style-type: none"> • David Sonnenschein, Ric Viers, <i>The Sound Effects Bible</i> [ISBN: 9781615932047]

Article/Paper List	This Course does not have any article/paper resources
---------------------------	---

Other References	This Course does not have any other resources
-------------------------	---