



SOMA3413 Audiovisual Studio

Term T1, 2019

Course Information

Units of Credit: 6

Course Overview

Course Description

In this course, you will explore the role of sound design in constructing screen-based audiovisual work, looking at how the overall soundtrack acts as a storytelling component from preproduction to post-production in video and animation. By analysing the primacy of sound in forming connections between sequenced images and determining the pace and focus of the storytelling, you will analyse how sound can provide an important character perspective - rather than camera perspective - in both traditional and experimental moving image forms. This course will enable you to alter the perceptions and meanings of existing audiovisual work, referencing both the traditional Hollywood model and experimental variations of the audiovisual relationship. You will be involved in the scripting, planning and execution of sound design, with production of the soundtrack for audiovisual work using pre-existing video or animation components. Building on your previous studies, you will learn how to use sound studios, audio samplers and other creative tools to record and produce both stereo and surround sound by manipulating all layers of the soundtrack. The studio knowledge and audiovisual skills provided in this course expand on traditional and experimental techniques and concepts of storytelling relevant across a wide range of video, animation and cross-media practices.

Course Learning Outcomes

On completion of this course, the student should be able to:

1. Conceive and plan sound designs for audiovisual practice that consider the unique requirements of audio and image components in the overall construction of the work.
2. Construct innovative audiovisual soundtracks using industry standard and experimental methodologies
3. Individually and collaboratively record and post-produce professional stereo and/or surround soundtracks using sound studios and other relevant media technologies.
4. Contextualise and critically analyse their audio practice within relevant current and historical discourses

Teaching and Learning in this Course

This course uses a variety of teaching approaches:

Blended/online

- Review - assessment tool
- Moodle - learning management system

Studio

This component of the class will involve hands-on practical exercises and the technical teaching of all components of audio soundtracks, including sound studio recording, foley, audio manipulation, atmospheric treatment, mixing and mastering. A listening and screening program will also contextualise the

creative experimentation and learning

Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Soundtrack One	30%	Project
Assessment Task 2	Soundtrack Two Project proposal	20%	Project Proposal
Assessment Task 3	Soundtrack Two	50%	Project

References for this Course

Detailed reference and resource information, with links to both library resources and online resources will be provided within the SOMA3413 Moodle site.