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| Unit Title:            | Sound Effects |
| Level:                 | 3             |
| Sub-level:             | Unit 305      |
| Credit value:          | 6             |
| Guided learning hours: | 50            |

## Unit purpose and aim

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This unit helps learners to familiarise themselves with the more advanced aspects of sound effects for the creative and media sector. It allows them to understand the client brief and time frames and deadlines and preparation techniques to form part of the project planning and creation process:

- Candidates will investigate different types of sound effects and discuss the features and where they are used
- Create and maintain a project plan for the creation of a sound effect to the client brief
- Create and edit the sound effect
- Evaluate the final product with against the original brief

The aim of this unit is for the learner to develop an awareness of the current use of sound effects and the implications of this technology in the Creative Media sector. The learner will also learn how to exploit these technologies to reach new audiences and generate revenue.

| Learning Outcomes  | Assessment Criteria   | Knowledge, understanding and skills  |
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| 1 Be able to investigate sound effect technologies and solutions | 1.1 Research and describe the uses and applications of 3D audio techniques within the media industry, to include<br>a) their purpose<br>b) target audiences<br><br>1.2 Identify the use of 3D audio techniques to create sound effects<br><br>1.3 Investigate the principles of digital sound compositing/layering<br><br>1.4 Investigate ways sound effects can be recorded using props<br><br>1.5 Identify any emerging | Candidates should understand the use of 3D audio techniques to create sound effects used within industry to enhance the stereo sound. 3D audio effects are produced using two or more speakers to create the illusion of sounds from different locations eg left or right, above or below, front or behind.<br><br>Sound effects in the media industry could include sound effect usage in radio, television, film and computer games. |

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|   | <p>technologies for sound effects</p>   | <p>Information file on any emerging technologies, which may cover software, recording equipment, broadcasting etc</p> <p>Props include the way sound effects are created using everyday objects e.g. the TARDIS sound effect using a piano wire and sliding a key down it</p>  |
| <p>2 Be able to plan a set of sound effects according to a client brief</p>       | <p>2.1 Identify client requirements based on their brief to include the target audience</p> <p>2.2 Generate a range of original ideas for recording sound effects using props to create a 3D environment</p> <p>2.3 Generate appropriate pre-production documents to demonstrate a range of detailed ideas for the 3D sounds and review with the client, identifying the length, props etc</p> <p>2.4 Create and maintain a project plan to include<br/>a) tasks<br/>b) timescales<br/>c) resources</p> <p>2.5 Identify key stages, production constraints and contingency planning</p> <p>2.6 Describe the legal and ethical issues regarding all aspects of sound content and usage</p> | <p>Plan for props that will be required to record the effects.</p> <p>The ideas will clearly demonstrate the candidates understanding of a 3D sound environment and show the movement and directions of sound in the planning.</p> <p>Identify the constraints and requirements for recording using props</p> <p>Plan for editing of the special sound effects</p> |
| <p>3 Be able to record, edit, test and export the planned 3D effects sequence</p> | <p>3.1 Set up identified props and microphones for recording the effects</p> <p>3.2 Source any identified assets that may be required</p> <p>3.3 Record sounds for the 3D special effects</p> <p>3.4 Source any identified assets that may be required</p>  | <p>Candidates will work to their plan and record sound effects using props e.g. for someone walking up a road, the candidate may use a shoe in a tray filled with gravel.</p> <p>Candidates should fully utilise a range of tools within their software application to ensure the sound(s) are is</p>  |

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|   | <p>for software creation of 3D sound</p> <p>3.5 Create the planned digital 3D sound file(s)</p> <p>3.6 Edit and enhance the 3D sounds to the required length and/or quality</p> <p>3.7 Develop and use a detailed test plan to test all final sounds</p> <p>3.8 Correct any identified faults and retest using the test plan</p> <p>3.9 Export the 3D sound, saving the sequence in appropriate format(s) for the client as agreed</p> <p>3.10 Organise electronic files using appropriate naming conventions to facilitate access by others</p> | <p>fully developed in line with the brief</p> <p>The sound effects should be saved/exported in a format so that it can be listened to for moderation purposes.</p> <p>Candidates should test their sound effect for sound quality, audio levels – gaining feedback and make any improvements required.</p> <p>The submission will also identify the creation and format for the audio file and target platform using screen captures</p> <p>Formats that support 3D sound</p>  |
| <p>4 Understand how to evaluate the final 3D effects against the client brief</p> | <p>4.1 Identify parameters and constraints that influenced any decisions that were made</p> <p>4.2 Critically evaluate the quality of the finished product and its fitness for purpose</p> <p>4.3 Evaluate the 3D character with the client and analyse feedback</p> <p>4.4 Identify areas for improvement and further development of the 3D character using your own critical evaluation and the analysis of client feedback</p> <p>4.5 Review the technical and aesthetic qualities of the final outcome</p>                                   | <p>Critical personal evaluation, commenting on the quality of finished product and its fitness for purpose</p> <p>Obtain feedback from the client and/or the target audience</p> <p>Identify parameters and constraints that influenced decisions made. For example asset manipulation, file formats, compression techniques, permission and subject matter/location, copyright, IPR, trademarks etc</p> <p>Maintain accurate written records of relevant information about assets obtained, such as source, ownership, any restrictions on use, where they are located, filenames given</p> |

## Assessment

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Assessment will consist of the candidate producing evidence to an OCR set or centre devised brief. All the learning outcomes and assessment criteria must be clearly evidenced in the submitted work, which is remotely moderated by OCR within their e-portfolio solution.

Results will be Pass or Fail.

## Evidence requirements

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This unit aims to equip the candidate with the ability to produce professional work for a client to create sound effects to a standard that meets the requirements of the brief. The candidate is able to work with the client to an agreed design brief to produce a completed product and to use the necessary tools and source the required resources as appropriate.

- 1 Candidates should present a report or presentation to show their research and investigations, discussing the technologies and solutions for sound effects.
- 2 A project plan to show that they have identified and considered the client requirements, that they understand the appropriate equipment, resources and formats of sound effects to meet the brief. Candidates should be able to produce a project plan to create and manage the sound effects.

The project planning document, showing workflow, tasks, timescales etc must clearly meet all the learning outcomes must be submitted for moderation.

- 3 Be able to produce the sound effects in line with their plan to include:
  - Setting up identified props and microphones for recording the effects
  - Sourcing any identified assets that may be required
  - Recording sounds for the 3D special effects
  - Sourcing any identified assets that may be required for software creation of 3D sound
  - Creating the planned digital 3D sound file(s)
  - Editing and enhancing the 3D sounds to the required length and/or quality
  - Developing and using a detailed test plan to test all final sounds
  - Correcting any identified faults and retesting using the test plan
  - Exporting the 3D sound, saving the sequence in appropriate format(s) for the client as agreed

These produced files should be digitised for submission although candidates should be encouraged to create them digitally initially.

Evidence should also include a list of file names, types and properties of created files.

Candidates should submit the edited files and annotated screen captures in a report will also assist in evidencing their activities.

- 4 Candidates should prepare an evaluation file to compare the finished product to the original brief and plan.

This should include the identification of any parameters and constraints that influenced decisions that were made e.g. file formats, asset manipulation, software and hardware constraints, copyright permissions, a critical evaluation of the quality of the finished products, their fitness for purpose and justifying the choices made.

An evaluation of the sound effects with the client must be recorded, feedback logged and analysed.

In this critical evaluation candidates should also identify areas for improvement and further development of the sound effects using their own critical evaluation and the analysis created from the client feedback.

## Guidance on assessment and evidence requirements

Candidates must produce all work to an acceptable standard and meet all the identified assessment objectives and learning outcomes.

A report that incorporates, for example, client discussion, written brief, specification, end user requirements, purpose and timescales must be submitted.

Screen captures of the finished product do not evidence the planning process.

Screen captures will need to evidence the creation process, using an appropriate range of tools and techniques

Candidates should submit files created at all stages of the process to include the final product. This evidence should be provided in compressed digital formats.

Students should produce a critical evaluation reflecting upon how successfully the product meets the requirements of the brief, identifying any parameters and constraints that influenced their decisions. (e.g. file formats, asset manipulation, software and hardware constraints, copyright permissions) identifying what they would do differently if faced by a similar task and why.

You should refer to the 'Admin Guide: Vocational Qualifications (A850)' for Notes on Preventing Computer-Assisted Malpractice.

## Details of relationship between the unit and national occupational standards

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| OCR Creative iMedia |               | Content crossover with National Occupational Standards |  |
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| Unit                | Title         |  |  |
| 305                 | Sound effects | IM1<br>IM27  | Work Effectively in Interactive Media<br>Create Sound Effects For Interactive Media Products |

## Resources

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Equipment: A computer system capable of running a range software packages that will enable the candidate to meet the requirements of the client must be used. Other equipment may include cameras, microphones and props.

## Additional information

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For further information regarding administration for this qualification, please refer to the OCR document '*Admin Guide: Vocational Qualifications*' (A850).