

Module	Location Sound
Course code	BAFTP-LC
Credits	5
Important Notes	This is a Level 7 module. 5 places only. Places will be allocated on a first come first served basis following submission of student's Academic Study Form.
Allocation of marks	70% continuous assessment 30% final examination

MODULE OBJECTIVES

This module will deal with the theoretical and practical aspects of location sound recording for television and film. Learners are equipped with the practical skills necessary to successfully record sound in a variety of different location scenarios. Introductory audio theory underpins practical classes aimed at familiarizing learners with the software, hardware and operational techniques involved in sound recording.

MODULE LEARNING OUTCOMES

Upon successful completion of this module, learners will be able to:

- Demonstrate technical proficiency in the use of mixers, microphones, and their interconnections
- Demonstrate understanding of key concepts in audio theory and recording
- Demonstrate competence in recording dialogue, ambience and effects
- Deliver audio content in a variety of industry-standard formats
- Understand the audio capabilities of different camera types
- Understand the relationship between camera and sound considerations
- Clearly identify sound recording requirements on a script-by-script basis
- Describe the job roles within the location sound industry

INDICATIVE MODULE CONTENT

- The role of the location sound recordist and on-set etiquette
- Health and safety guidelines on set
- Sound systems
- Microphones & wireless systems
- Mixing consoles, synchronisation and connectors
- Introduction to audio theory: sound and hearing: acoustics and psycho-acoustics

- Sound design: introduction to key concepts
- Phasing, equalisation, reverb, compression, signal flow, sound waves, frequencies, velocity, wavelength
- Relationship between location sound recording and script: identifying sound requirements for story
- Relationship between sound recordist and heads of department
- Location and post-production sound