

3 MONTH SOUND PROGRAMME COURSE CONTENT

Preproduction - Core concepts (2 weeks/ 20 hours)

- Elements of Acoustics - propagation, reflection, refraction, diffraction, diffusion of waves.
- Physical parameters related to sound (frequency, wavelength, speed, amplitude, phase ..) Comb-filter effects

- The perception of sound (Human ear, isotonic curves, subjective characteristics of sound, ear training) - Measurements of sound levels (dB)

- Spatiality of sound (reverberation, absorption)
- Elements of Electroacoustics (electroacoustic chain)

- Microphones, preamplifiers and speakers

- Digital portable sound recorders

- Storage and memory devices (analog and digital).

- Hardware and software components (converters, computers, audio interfaces)

- Recording sound on location (microphones configurations and techniques, boom)

Production - (4 weeks/ 200 hours)

- On feature film set, shoot feature film SOUND DEPARTMENT

Post-production - (7 weeks/ 54 hours minimum)

- Digital Audio (conversion, sampling and quantization, Nyquist and Shannon. Aliasing, signal / noise ratio) - Daw (Protools)

- Editing in Protools

- Editing in Protools of "Kingdom of the sea" (practical)

- Sound Design (history, examples, the difference between design and mud, layering) - Sound libraries

- Sound design in Protools of "Kingdom of the sea" (practical)

- Mixing (eq, dynamics, denoising, reverb / convolution, m&e)

- Mastering

- Mix and Master of "Kingdom of the sea" (practical)

- Editing of a film new feature film in Protools (practical)

- Sound design of a film new feature film in Protools (practical)

- Recording (adr, foley, recording sound effects, field recordings)

- Recording of ADR and Foley for a film new feature film in Protools (practical)

- Mixing and mastering of a film new feature film in Protools (practical)