Course name: 104 "Sound Design" **[3 ECTS]**

Manager: Cécile Le Prado; Lecturer associated with the Cnam CEDRIC

Description: This course presents provides all specialities except sound designers with an introduction to sound perception, and the basics of acoustics and audiovisual analysis. It gives an understanding of the role of sound designer in the game production flow and of basic operation skills for the technologies available for audiovisual presentation. It starts with theory classes and continues with a practical and group exercise in sound editing in a recorded video game sequence.

Prerequisites: none

Learning: Understanding the sound-production stages in an audiovisual project and in a game. Understanding the relations between the sound designer and the other members of a game-design team. Developing critical faculties. Analysing the image/sound relationship. Manipulating image and sound editing software with the application of processing such as filtering, reverberation, transposition and compression. Group production of an image/sound assembly for a recorded video game sequence.

Assessment methods:
Session 1

☐ Group or individual production of one or more audio development scenarios on a Reaper type tool [40% of the overall mark]

☐ Individual written examination resulting in a knowledge-assessment mark, resolution of simple problems [60% of the overall mark]

Session 2

☐ Individual creation of one or more audio development scenarios on a Reaper type tool [40% of the overall mark]

Individual written examination resulting in a knowledge-assessment mark, resolution of simple problems [60% of the overall mark]