

Description

This module is intended for students in the Sound Design specialisation.

This module enables students to study advanced aspects of Sound Design, such as 3D Sound, mixing and mastering for virtual or enhanced reality, or localisation and the formats of professional deliveries for a video game.

Students will understand and practise various aspects of dynamic spatial sound composition, such as the management of audio parameters in a 3D mapping representation.

The module starts with theory lessons and then continues with individual/group practical exercises.

Detailed objectives

Understanding and anticipating principles or advanced technologies in the field of interactive digital sound.

Assessment methods

Session 1

Evaluation method	Percentage of overall mark
Individual written file of about 10 pages summarising the portfolio of acquired skills and those still being learnt	50%
5-minute video presenting a portfolio with observations on personal and group achievements	50%

Session 2

Evaluation method	Percentage of overall mark
Individual written file of about 20 pages summarising the portfolio of acquired skills and skills that still need to be mastered	50%
5-minute video presenting a portfolio with observations on personal and group achievements	50%