

Course name: 206 “Sound Design Fundamentals” [9 ECTS]

Manager: Cécile Le Prado; Associate lecturer at Cnam CEDRIC

Description: This course presents sound designers with the methods to analyse an interactive audiovisual scene, from a game or other interactive media. It provides an understanding of, and allows students to practice, the various aspects of sound design for an interactive project, and also to document them with a sound chart and a post-project analysis (postmortem) based on realistic situations from industry. It covers the fundamental principles of the functions of the most common digital sound transformations as well as those in voice production, in the framework of a video game. It starts with theory classes and then continues with individual or group practical exercises.

Prerequisites: none

Learning: Analysing and comparing image/sound relations in a linear and non-linear situation such as a game. Writing a sound chart. Assessing all the material and human needs relating to sound in the production of the game. Ability to create Media (sound effects, sound interfaces, atmospheric effects) for a game or any other interactive project. Mastering sound processing in real and delayed time. Making a budget and anticipating copyright questions. Ability to run castings and voice recordings.

Assessment methods:

Session 1

- Group or individual production of one or more audio development scenarios [40% of the overall mark]
- Individual written examination to obtain a knowledge-assessment mark, resolution of simple problems [60% of the overall mark]

Session 2

- Individual production of one or more audio development scenarios on a Reaper type tool [40% of the overall mark]
- Individual written examination to obtain a knowledge-assessment mark, resolution of simple problems [60% of the overall mark]