

DE0968

The content in this module is designed to support the following Learning Outcomes as specified in the brief and module guide:

- This module aims to introduce students to the audio environment.
- Students will learn how to use professional sound equipment in a studio environment to an introductory level.
- The purpose of the module is to give students a basic understanding of the principles of Sound Design and enhance their understanding of how sound can be used to creatively enhance their projects.

Sound Module

Sessions are very much geared towards an introduction to audio and audio production. The focus of the group project for example is a promotions campaign which includes not only the promo video but also sound only radio edits. The Individual project is also linear in nature and incorporates all of the elements covered in this module.

So to re-iterate the focus of the module is based around general audio tasks that could be of use in more or less any project whether it be an interactive project, a video or an animation based project. This module revolves around learning basic skills and best practice. It is also essentially linear in nature i.e timeline based and serves as an introduction to all of the basic principles of audio production. It is envisaged that the skill set developed in this module could be applied to a wide variety of projects. Midi can of course be used in this project but is dealt with in much more detail in the Interactive Graphics module.

Content overview

1. Briefing
- 2.. Introduction to Ableton session view Vs arrangement
3. Introduction to editing – radio commercial – compression etc.
4. Introduction to Sound Booth and recording voice - overs
5. Presentation – assignment 1 – group promotional piece phase 1.
6. General Support session for groups and tutorials – e.g. using the sampler
7. Presentation – ideas for individual task
8. Re-visit and continue working on group assignments

9. Present group projects and solo projects
10. Support for solo projects – timetable individual slots
11. General support and finish group projects – make sure that they have done pdfs .
12. Presentation and support.

Overview of the Sound Module and its learning outcomes etc.

It should be noted that while skills learned in both the sound design module and interactive graphics module are highly transferable they can easily be separated by looking at the module content of each module.

DE0997

Overview of the Interactive Graphics Module and its learning outcomes etc.

Interactive graphics:

is based on a **non-linear soundtrack** which in turn feeds graphics programs such as Avenue and Touch Designer. This unit is more experimental in nature than the Sound Design module and the sound component is augmented with the added use of midi as against straight audio, although real audio is of course also still a part of it. **Midi is featured in the majority of sessions** and must be used in the final **performance based output**.

Unlike the sound assignment you will be **expected to use midi to drive other programmes such as Avenue** or Touch Designer and utilise controllers such as the Korg nano controllers, Kaos pads, game controllers or the Akai apc40 , as this module is essentially a real-time project which is fundamentally different to the sound module which is more straight forward in its approach and outcomes. It should be noted that this project is also a double module with Paul and features a much **higher level visual component which is in effect driven by the sound component**. It is envisaged that you will apply some of the the skills gained in the sound module in this project but will supplement them with new skills learned in the interactive media sessions and implement them in a **more experimental** way.

The Interactive Graphics module in point of fact builds on the predominantly audio focussed skill set outlined in the more skills based and introductory Sound Module.

Content overview:

1. Briefing
2. Immediacy – looking at clip based media – how it was and how it is - case study Sony Shows.
3. Introduction to Midi – what it is, what it isn't, how it works and what it can do!

4. Midi slicing and transposition in Ableton - changing rhythmic content and chord sequences
5. Discuss Ideas – acronym etc. plus tutorials e.g virtual instruments arpeggiator etc.
6. Synching Ableton with Avenue - midi mapping etc. intro to controllers
7. General catch up and questions etc.
8. experimental week - experiment with controllers etc.
9. Support, look at pdfs and midi lighting .
10. Presentation everyone to play sound track in session view - not timeline view.
11. Support
12. Support

Learning Outcomes

Understand the reciprocal influences of design and society in cultural, economic and political contexts

Display evidence of critical thinking by conceiving and evaluating potential creative solutions to abstract design problems

Use tacit and/or digital design skills in an experimental and/or innovative application

Operate effectively within group or team to produce successful collaborative, co-operative or co-design projects

Please note that the deliverables (particularly 2 and 3) are substantially different to those in the sound module.

Delivery

1. Artwork for project
2. Music track containing samples, found material and original material. This should be a minimum of 3-5 minutes in duration.
2. A live performance of interactive visuals performed to your track. This should include some midi or OSC controlled audio, 2D and 3D graphics. The material may include some found footage, but must include original material and graphics.
3. A live performance at a specified event
4. A quality recording of the audio-visual performance
5. Design Document in pdf format containing developmental material such as storyboards, art direction and musical experimentation, and an online blog.

