

### **Course outline: Sound Design for Film and Television**

The MA in Sound Design for Film and Television is a specialism within the broader MA in Film and Television.

The course provides a comprehensive education in all aspects of sound post-production. The curriculum consists of a series of modules and productions that teach the core technologies, craft skills, and creative understanding of sound post-production. Dialogue Editing, Foley Recording, Sound Effects Design, and Mixing are all taught in a context of narrative storytelling.

Using the latest equipment and technology, students go on to sound design a number of graduation projects, including live action, documentary, science and natural history, animation, television, and video games.

Students attend regular Masterclasses by leading industry professionals, including top sound designers and dubbing mixers. Many of these top industry professionals teach on a regular basis at the NFTS.

#### **Year One**

Key modules include:

- Abstract Film Workshop
- Deconstructing the Soundtrack exercises – inc, Dialogue Editing, Foley, Atmospheres and Effects
- ProTools training and mixing console operation
- Without Images - a sound-only Audio Drama project
- Dramaturgy Workshops - focusing on script and script analysis, blocking and cover, and performance
- Video Games Sound Design workshop
- Short documentary productions
- Beyond Time - fiction workshop focusing on visual storytelling
- Animation projects
- 1st year Fiction film - collaborating with all other departments
- Screen Studies – exploring the history and culture of cinema

## **Year Two**

Key modules include:

- Investigative Documentary - sound post for a 30 mins Documentary production
- Advanced sound editing and mixing techniques including surround sound mixing
- Fiction production - a steppingstone from 1<sup>st</sup> Year Film to Graduation Project
- The Remix project - a sound design and mix exercise using the previous year's fiction material.
- Action & FX Sound Editing workshop
- Graduation projects – students take on the full responsibility for delivering the complete sound design on a number of Graduation Projects, including: documentary, fiction, TV, science and natural history, animation, and video games.