



University of the
West of England

MODULAR PROGRAMME

ASSESSMENT SPECIFICATION

Module Details

Module Code	Run	Module Title
UFCEXR-20-1	11SEP/1 AY	Multimedia Sound Production

Module Leader	Module Tutors: Barry Dean
Barry Dean	

Component and Element Number	Weighting: (% of the Module's assessment)
B2	50%

Element Description	Total Assignment time
TB2 practical assignment	20 hours

Dates

Date Issued to Students	Date to be Returned to Students
Monday 30 th January 2012	Approximately four working weeks after the submission date

Submission Place	Submission Date
PROJECT ROOM - 2Q30 (Help Desk open 9.00 - 6.00pm)	Thursday 8th March 2012

Submission Time
2.00 pm

Deliverables

To be supplied: As per assignment specification

Module Leader Signature

Barry Dean

Part A (40 Marks)

You have recently been appointed as a multimedia developer at a local company. One of the main tasks in your new role is to setup an in-house sound production facility. The company currently out-sources their sound production requirements for content such as video soundtrack, voice-over, sound for multimedia scenarios e.g. ambience and effects clips etc.

You have been asked to specify hardware and software requirements for a new sound production studio that will enable the production and editing of material that is currently handled by external agencies. Your findings, recommendations and estimated costs must be presented in the form of a report to the Media Director who is the budget holder for this proposed initiative. The report must include a detailed summary of the estimated costs together with the ex vat and included vat totals.

Marks for this part will be allocated accordingly

Written specification with illustrations of typical studio hardware and software required for the production tasks identified. (25 Marks)

Quality and coherence of findings and recommendations including consistent formatting of text and illustrations. (10 Marks)

Accuracy of itemised costing (5 Marks)

Part B (60 Marks)

NO external third party sound may be used for this part of the assignment – all music must be created from that provided in Logic Studio via software instruments or the Jam Pack media library.

Your task in this part is to create a soundtrack for an existing computer generated animation sequence. You should study the piece and decided what particular mood and ambience you wish to convey that bests suits the scenario's narrative.

You must create the soundtrack in Logic Studio by loading the animation into the Logic environment as a video track. The event sounds and any effect sounds may be chosen from the Jam Pack library but the main arrangement must be original work either hand notated or played in real time and edited accordingly. The arrangement must feature at least **four original tracks** not including any sound effects and or percussion tracks. Your arrangement may include either orchestral or synthesised material or a mix of both. The mute video sequence is available from the module homepage as creatures.mov. The video must be retained in its 320 x 240 format.

Marks for this part will be allocated accordingly

Edited video sequence and related project material (project file, screenshot, video sequence with soundtrack added, score). (30 Marks)

Technical Quality: (clean start, end, levels and mix). (10 Marks)

Artistic interpretation: (depiction and viewer engagement) (10 Marks)

Log book documentation (10 Marks)

Deliverables:

Part A: Printed copy of the report

Part B:

CD\DVD\USB Drive to include: Logic Studio Project, edited video sequence with added soundtrack exported as a QuickTime Movie.

Printed copy of Logic screen shots associated with the completed project showing the arrange window with written annotations of relevant detail.

Printed copy of the score which includes the key and time signature of the piece.

Printed copy of your log book which is to be compiled from notes you have made during this part of the assignment and instruments and sounds you chose in the production of the piece and the any music files i.e. Logic Jam Pack library that feature in the piece.