

SYLLABUS

SEMESTER- 6

Sound Recording & Sound Design

SP.PAPER-4

Synchronous Recording Techniques

Credits-3

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1. Chronology of developments in Sync. Sound Recording

2. Pre-production planning

- 2.1 Getting into a project and evaluating the feasibility of live sound Use of patch bay- configuration, full normal, half normal, Non normal(Thru)
- 2.2 Location selection considerations specially for sound
- 2.3 Formation of cast and crew for Live Sound project
- 2.4 Equipment selection and budget allocation for sound department.
- 2.5 Consultation and co-ordination with Camera and costume departments for a smooth shooting stage

3. Production Sound

- 3.1 Synchronization with Camera, Clapboard/Time code.
- 3.2 Recording Dialogue while maintaining visual and sound image relationship for effective storytelling
- 3.3 Considerations on need for isolation of dialogue from other sound elements
- 3.4 Role of sync effects and equality with dialogue
- 3.5 Necessity of pre roll and post cut ambiance for OK takes
- 3.6 Room tone and Ambience track Recording at frequent intervals
- 3.7 Collection of possible non sync effects, off screen dialogue and location specific aural elements.
- 3.8 Making accurate and descriptive Sound report for future reference.

4. Post Production Stage

- 4.1 Collection of Final picture edit in required format suitable for DAW in use
- 4.2 Dialogue/sync effects editing with near field monitoring
- 4.3 Shot to shot matching of level and ambience

- 4.4 Use of additional layers of Room tone and/or Ambience for better consistency of sync track.
- 4.5 Exporting the edited, levelled smooth end sync track for Sound design stage.

5. Sound Design

- 5.1 Concept of Sound design to present the audience an experience of space and time as integral part of storytelling and intended soundscape. The Process of Editing-Basic Edit Tools, Difference between destructive and non-destructive editing
- 5.2 Track laying of different aural elements(Music, special effects etc.)appropriately.
- 5.3 Placement of sound elements in space in accordance with the release formats like Mono/stereo/surround.
- 5.4 Mixing / Re recording of layed tracks into final format independently for each release format.