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| **Sound creation** |
| **Structural sections** |
|  | The learner will understand how sound creation is used in media and how to apply sound creation to their own work. |  |
|  | **Forms of Media** |  |
|  | The learner will understand how sound creation is used in each form of media:* video games
* movies
* TV shows
* radio broadcasts
* advertisements
* jingles
* podcasts
* animations
* theatre
* installations
 |  |
|  | **Types of sound creation** |  |
|  | The learner will understand types of sound creation for different forms of media:* Foley
* ambience
* dialogue
* voice-overs
* underscore
* spot effects
 |  |
|  | **Methods of sound creation** |  |
| **PHYSICAL PROPS:** | * creation of props
* capture and editing of audio from props
 |  |
| **ENVIRONMENTAL SOUNDS:** | * capture of audio in different environments
* selection and editing of environmental sounds
 |  |
| **SOUND SYNTHESIS:** | * creation of patches
* selection of waveforms
* filters
* modifiers:
* low-frequency oscillator (LFO)
* envelope
* attack
* decay
 |  |
| **DIGITAL SAMPLE MANIPULATION:** | * creation of patches
* import of audio
* mapping
* looping
 |  |
| **EFFECTS LIBRARIES:** | * commercial libraries
* online resources
* DAW loops
 |  |
|  | **Arranging Sounds** |  |
| **DAW ARRANGEMENT TOOLS:** | * video file import
* audio and MIDI file import
* audio and MIDI editing
* tempo changes
* automation
* markers
 |  |
| **SOUND ARRANGEMENT:** | * layering
* texture
* mood
* style
* impact
* sound choices:
* diegetic
* non-diegetic
 |  |
|  | **Exporting Sound Creation** |  |
| **EXPORT TO VIDEO AND AUDIO:** | * selection of format:
* MP4
* MOV
* MP3
* WAV
* AIF
* render of audio to video
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