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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 |  |