

Overview

This Standard is about designing the soundtrack for animation to meet the creative, technical and production needs of the project and to create a soundtrack that adds value to the story.

This applies to creation of the final audio track or a temporary track (scratch mix) for an animatic.

The role will involve liaising with people such as the director on the creation of voice over and dialogue.

This standard is for you if you design sound for animation.

Performance criteria

You must be able to:

1. determine the requirements that will affect your work by analysing briefs, specifications, scripts, visual references and technical and production parameters
2. define the dialogue, music and sound effects needed for animation productions
3. create the different types of sound needed to establish the atmospheric style of the production and to give immediacy, enhance action and help give pace and mood
4. direct and record creation of sound to meet production demands and add value to images, narrative and action
5. source supplementary sound material to suit the requirements of the production in terms of length, content, quality and creative effect, with due regard to copyright issues
6. make ongoing adjustments to sound and picture material throughout the production when required
7. create a sound breakdown that assists the timing and synchronisation of animation
8. contribute to creating lip sync between dialogue and animation that meets production requirements
9. liaise with relevant people in a way that supports the production process,
10. review output with relevant people, offering suggestions that assist with the production
11. take direction and act on feedback

Knowledge and understanding

You need to know and understand:

1. the aims, objectives and narrative of the production and its overall conceptual vision
2. the production requirements, such as delivery schedule (production pipeline) and technical parameters of the project, such as animation medium, post production methods, projection speed of the production
3. The production process, and the implications to the budget and schedule when asking for changes to the picture
4. the types of film sound, such as establishing sounds, sound motifs, sound-scapes, characteristic, ambient, empathic, hyper-real, diegetic, acousmatic, point of audition, extended
5. the relationship between sound and image and how sound-scape and music can be used to affect the tone and mood of the piece
6. the balance between fx, music, and voice tracks
7. how to balance the need for atmosphere and clarity
8. film grammar and editing
9. timing and pacing
10. shot breakdown and continuity
11. how to use industry-standard sound software
12. the possibilities and constraints of the software you are using
13. the file formats for audio and video assets
14. the people you need to liaise with at different stages including directors, composers, actors and animators

Design sound for animation

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Relevant Occupations Sound Supervisor ; Designers; Animation Professionals

Suite Animation

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