

Overview

This standard is about delivering audio outputs to meet creative requirements. Audio outputs could be for music, videos, films, streaming platforms, computer games, post production or other uses.

This involves clarifying requirements, producing demo tracks, resolving problems, delivering outputs that are appropriate for delivery formats and using appropriate file formats.

This standard is for recording engineers, editing engineers, mastering engineers, mix engineers and programmers who deliver audio outputs to meet creative requirements.

Performance criteria

You must be able to:

1. clarify requirements for audio outputs with appropriate people
2. identify key aspects of proposed delivery format for end product which will affect your work
3. liaise with the people involved in concurrent and future stages of the work on an ongoing basis
4. produce demo tracks at key stages of the work
5. implement safeguards against hearing loss in line with safety requirements when operating equipment
6. get feedback from appropriate people about the contents of demo tracks and direction of the work
7. identify and resolve problems with audio outputs that are within the limits of your authority as soon as they occur
8. refer problems that you cannot resolve to appropriate people
9. deliver audio outputs that are appropriate for delivery format and meet agreed creative requirements
10. deliver files in appropriate formats for their ongoing use
11. save, archive and transfer audio files in line with organisational processes
12. document and label files using industry-accepted labelling systems
13. get sign off for audio outputs from appropriate people
14. tidy, reset and disconnect all equipment when work is complete

Knowledge and understanding

You need to know and understand:

1. sources of information on requirements for audio outputs including clients, colleagues, managers
2. types of delivery format and their specific requirements including music, video, film, streaming platform, computer game and post production
3. who is involved in concurrent and future stages of the work including colleagues and external programmers
4. the purpose of demo tracks and how and when to produce them
5. common problems that may occur with equipment, software and audio outputs
6. the limits of your authority for resolving problems
7. reporting lines and who to resolve problems to
8. file formats for the delivery formats with which you are working
9. what is required for sign off and the implications of not gaining it
10. health and safety principles of safe listening including safeguards against hearing loss
11. standards relating to loudness of broadcast
12. industry accepted file labelling systems
13. organisational processes for saving and archiving files

Deliver audio outputs to meet creative requirements

Developed by	ScreenSkills
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Indicative Review Date	30 Mar 2024
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Validity	Current
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Status	Original
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Originating Organisation	Creative & Cultural Skills
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Original URN	CCSMT32
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Relevant Occupations	Maintenance Engineer, Studio Engineer, Recording Engineers, Recording Producers, Mix Engineers, Assistant Engineers, Programmers, Composers, Tape Ops, Writers, Artists, OB/Post Engineers, Editing Engineers, Technical support roles for Sound Recording and Music Technology, Live Sound Engineers, Mastering Engineers, Co-writers, Studio Manager, Acoustic Designers, Acoustic Building Designers, Re-mixers, Foley Engineers, Facility Managers, Jingle Composer
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Suite	Sound Recording and Music Technology
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Keywords	Music; Video; Film; Audio outputs; Sound Recording; Music; Sound; Creative requirements; Music Technology;
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