

Overview

This standard is about providing sound that enhances immediacy, action and helps give pace and mood to visual content. Sound spot effects and atmosphere may need to be created from scratch or acquired from a sound library.

This standard is for anyone who is involved in creating or selecting sound spot effects and atmosphere, particularly Foley artists.

Provide sound spot effects and atmosphere

Performance criteria

You must be able to:

1. identify and agree the role of atmospheric sound and specific sounds in the narrative with relevant people
2. develop ideas that help tell the story, taking into account filming and editing decisions
3. agree approaches with clients that meet their vision and ideas about how effects can highlight or enhance their material
4. assess and evaluate existing recorded material for audio quality against agreed technical and artistic standards and advise when new spot effects and atmosphere are required
5. advise relevant people on schedule and cost to ensure required material can be acquired and incorporated within clients' budget and schedule
6. share ideas with colleagues working on related two-dimensional (2D), three-dimensional (3D), colour grading and audio material
7. source sound effects that match pre-shot actions or events
8. select material that meets production requirements, aligns with the script's intention, and provides sufficient duration for required sound
9. source atmospheric sound that matches specified visual settings and acoustic environments
10. manipulate or accent sound to communicate mood, atmosphere, impact and authenticity in line with the production requirements
11. check that material is in a format and medium suitable for the required sound and equipment, converting between formats or media where necessary
12. comply with copyright laws and pass information to relevant people
13. maintain security and confidentiality of files and other materials in line with regulatory and organisational requirements
14. keep records of materials and sources used
15. return loaned material by the agreed deadlines and in the condition agreed with lenders

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Knowledge and understanding

You need to know and understand:

1. the client or production requirements, including script, technical, and artistic specifications
2. the production's timescales, deadlines, and other operational requirements
3. how to assess audio quality against expected artistic and technical standards
4. sound libraries, how they are organised and how to access them
5. apparatus for creating sounds including how to use common objects and materials to create sounds
6. techniques and procedures for sound treatment
7. how to manipulate and extend sound
8. how to calculate timing
9. techniques for sound recording and use of sound recording equipment
10. recording formats, synchronization and reference systems
11. the use of mono, stereo and multichannel sound to realise creative ideas
12. the importance of audibility especially for audiences with impaired hearing, such as the ageing population
13. viewing standards and professional, national and international industry standards of delivery and best practice for the range of platforms and content
14. characteristics of sounds in different acoustic environments
15. documentation and labelling requirements
16. which copyright laws apply, how to obtain releases or licenses, and the impact these will have on the budget
17. regulatory and organisational requirements for confidentiality, storage, back up and security of files and other materials

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Relevant Occupations Post production supervisor, Post production coordinator, Post production assistant, Post production director, Post production technical operator, Post production producer

Suite Post production for Film and TV

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