

Specification of Competency Standards
for the Information & Communications Technology Industry
Unit of Competency

Functional Area - Operations Management

Title	Create customised audio effects
Code	107966L4
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners in the audio effects production work. Sound effects are used for many purposes in various digital media production to set the mood, introduce important elements of the plot, or even intentionally confuse or mislead audiences. This UoC describes the competence in creating customised audio effects, from recording to applying effects. Although this is mainly for video production but many of the competences can be applied to other digital media productions, such as games.
Level	4
Credit	3
Competency	<p>Performance Requirements</p> <p>1. Knowledge for creating customised audio effects</p> <ul style="list-style-type: none"> • Possess good communication and coordination skills for organising audio recording/capturing sessions and communicating of ideas • Possess experience with setting up microphones and recording equipment • Possess good knowledge of sound editing software • Possess detail knowledge of audio effects creation and production techniques • Possess sound design and creativity experience <p>2. Create customised audio effects</p> <ul style="list-style-type: none"> • Comprehend the audio effects requirements from work order and plan how to produce the best audio effects for the scene, tasks including but not limited to the following: <ul style="list-style-type: none"> ○ View the storyboard/script to determine what effects are needed ○ Plan how to produce the audio effects <ul style="list-style-type: none"> ▪ Field recording ▪ Foley studio • Record or capture a sound clip <ul style="list-style-type: none"> ○ Research and scout best recording location to avoid sound overlapping caused by people, birds, insects, etc. ○ Choose the right equipment for the job and location ○ Decide how to record the audio clip during shooting • Master the audio effect by editing raw field recorded audio clips, it includes but not limited to the following: <ul style="list-style-type: none"> ○ Edit, trim and apply fades ○ Modify the level or loudness of sound ○ Remove imperfections and sound distracts ○ Apply filters and equalisation to remove unwanted parts or highlight some aspects over others ○ Enhance sound with processing plugin to give it new characteristics • Provide name and embed metadata for the audio effect <ul style="list-style-type: none"> ○ Provide unique and descriptive name, that is accurate and useful, for the audio effect ○ Embed metadata to provide greater details of the audio effects for ease of identification, use and locate when it is held in a library. Metadata may include but not limited to the followings: <ul style="list-style-type: none"> ▪ Description (full details), ▪ FXName (friendly name) ▪ Category and sub-category

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	<ul style="list-style-type: none"> ▪ Location and source ▪ Designer <ul style="list-style-type: none"> • Apply audio effects <ul style="list-style-type: none"> ○ Select and insert audio effects into appropriate sound tracks of the editing software, adjusting duration of the audio effect to match visual ○ Adjust audio editing plugin controls to achieve further effects with Compression (loudness), Delay, Equalisation, Reverberation/Reverb, etc. <p>3. Exhibit professionalism</p> <ul style="list-style-type: none"> • Apply industry's best practices and techniques to create audio effects and use audio effects to enhance digital media effects
Assessment Criteria	<p>The integrated outcome requirements of this UoC are the abilities to:</p> <ul style="list-style-type: none"> • Plan the steps required for the creation of the audio effects for the video sequence • Record raw audio clip with minimum sound distraction and use audio editing systems to master the raw audio clip to produce the desired audio effect that is completed with the required metadata conformed to the organisation standard • Apply the audio effects to the video sequence to create the desired effects
Remark	