Music and Sound for Media

Music and sound surround our lives. This constant musical soundtrack is supported by sounds on our phones, crashes and explosions in games and to tell us of the arrival of a message or a newsflash. Sounds punctuate our activities and helps us to realise actions need to be taken, for example to warn us when it is safe to cross the road or that someone wishes to talk to us when the phone rings. This unit focuses on producing sounds and providing music for a range of media products, such as games, films and apps.

In this unit, you will explore a range of music and sound creation scenarios that might exist in a typical portfolio for someone working in the music industry. You will create and produce music for games, films and apps, as well as create original sounds, noises and effects to support interactivity and action.

As the online media industry emerges, sound skills are becoming increasingly important and in demand, for example audio engineers, foley artists and music editors. The skills you develop in this unit will help you to progress to employment in the music industry and to higher education.

Brief

Playstation have made a 30-second advert to promote their 'Games on Demand' service. They now need a sound designer to:

- Create music to accompany the visuals

- Add sound effects which match to what is happening on screen

Work

1) Watch the following video with the volume at zero:
   https://www.youtube.com/watch?v=dDIEpSFsu_k
2) Brainstorm ideas for Music and sounds – create a mind map
3) Access a DAW – you could use Logic, FL Studio, Soundtrap (free), Garageband (free is you have a mac) or any other software
4) Create suitable music and / or sound effects that would work with the advert

Submission

Work to submit:

1) Mind map with initial ideas
2) A story board with a plan for how the music should build / time stamps for when SFX should be triggered
3) A final mix of your track

Please submit your work prior to 1st September so that it can be marked in time. We will watch / listen to submissions in your first lesson.