



**Australian Government**

# **Assessment Requirements for CUASOU407**

## **Edit sound**

**Release: 1**

# Assessment Requirements for CUASOU407 Edit sound

## Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 2.0.

## Performance Evidence

Evidence of the ability to:

- edit sound material and create final mix for productions
- incorporate appropriate sound effects into final mix
- work collaboratively as part of a production team within set deadlines
- use the features of a range of industry current sound editing software and equipment in line with production requirements and industry standards.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

## Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- explain the different purposes for which sound is used in productions
- explain the copyright implications that relate to sound editing
- explain the main principles and techniques of sound editing
- explain the issues and challenges that typically arise when editing sound material, and how to address them
- explain the work health and safety (WHS) procedures and principles that relate to sound editing.

## Assessment Conditions

Assessment must be conducted in a safe environment where evidence gathered demonstrates consistent performance of typical activities experienced in creative arts industry environments. The assessment environment must include access to:

- sound editing software and equipment
- productions where sound editing is required
- production documentation

- interaction with others.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational educational and training legislation, frameworks and/or standards.

## **Links**

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>