Australian Government

CUASOU503 Develop sound designs

Release: 1

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Modification History

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

Application

This unit describes the skills and knowledge required to develop an overall sound design from production briefs.

It applies to individuals with a good understanding of the physical nature of sound, along with research and creative thinking skills. They collaborate with other creative personnel to develop the overall sound or musical identity of a wide range productions.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Media and entertainment production – audio/sound

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
Elements describe the essential outcomes.	*Performance criteria describe the performance needed to demonstrate achievement of the element.*
1. Interpret and confirm sound design brief	1.1 Participate in concept meetings with relevant people to discuss and determine creative and technical sound requirements for a production
	1.2 Confirm sound requirements meet the overall production requirements in liaison with relevant people
	1.3 Identify and confirm any additional sound design team members required to fulfil the brief
2. Break down components of sound design brief	2.1 Identify types of sounds required, and determine content, quality and duration of each sound component
	2.2 Determine and document resource and creative requirements for

ELEMENT	PERFORMANCE CRITERIA
	each sound component
	2.3 Document and confirm roles of sound design team members
3. Experiment with sound components to express ideas	3.1 Encourage and motivate sound design team members to generate ideas
	3.2 Generate, explore and record a range of ideas and options to serve as a creative base for developing the required sound design
	3.3 Select ideas with the most potential for technical and creative development of the required sound design
4. Assess creative ideas	4.1 Evaluate selected ideas in terms of their viability, cost, technical feasibility and suitability to meet requirements of sound design brief
	4.2 Select final ideas for the components of the sound design, based on what is needed to meet the overall requirements of the brief
5. Design sound elements	5.1 Develop sound design concept, taking into consideration the brief and the ideas generated by the sound design team
	5.2 Determine sound components required to implement sound design in line with creative and technical requirements
	5.3 Establish clear relationship between sound components and objectives of sound design
	5.4 Liaise with relevant people to incorporate additional requirements and ideas to achieve best sound design
	5.5 Present sound design in required format to convey design concept
	5.6 Confirm final sound design concept is consistent with brief and that potential difficulties are addressed
6. Evaluate final sound design	6.1 Use appropriate techniques to evaluate whether final sound design meets the requirements of the sound design brief
	6.2 Seek feedback and opinions from relevant people, and document results of evaluation
	6.3 Communicate results of evaluation to relevant people, and use results to improve future practice

Foundation Skills

This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.

Skill	Performance Criteria	Description
Reading	3.2	• Interprets textual information from relevant sources to identify equipment suitability and seek out different perspectives
Writing	2.2, 2.3, 5.1, 6.2, 6.3	• Prepares specific information which uses terminology and a form appropriate to the task and audience
Oral Communication	1.1, 1.2, 3.1, 3.2, 5.4, 6.2, 6.3	• Uses industry appropriate language to discuss with others ideas for sound designs and improvements to the design process
Numeracy	2.1, 4.1, 4.2	• Estimates and calculates finances using a range of mathematical concepts • Calculates capacity of recording media/duration of audio events • Determines time required for the project
Navigate the world of work	1.1,1.2, 5.3, 5.5	• Follows required safety procedures • Recognises and follows explicit and implicit protocols, and meets expectations associated with own role
Interact with others	1.1, 1.3, 2.3, 3.1, 5.4, 6.1-6.4	• Collaborates and cooperates with others to achieve joint production outcomes • Uses appropriate communication practices to discuss, advise and negotiate acceptable outcomes
Get the work done	1.3, 2.1, 2.2, 3.1-3.3, 4.1, 4.2, 5.1, 5.2, 5.5, 5.6	• Plans and priorities a range of tasks, including contingencies to achieve goals efficiently • Uses initiative to develops new and innovative ideas through exploration and analysis • Evaluates products through a range of techniques to make improvements in the creative process

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUASOU503 Develop sound designs	CUSSOU501A Develop sound designs	Updated to meet Standards for Training Packages. Minor edits to performance criteria to clarify intent.	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet - https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5