



Australian Government

CUASOU513 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 5.0.

Application

This unit describes the skills and knowledge required to develop an overall sound design. This involves clarifying a sound design brief and identifying components of sound required, then generating ideas for and developing a sound design to present to required personnel.

The unit applies to those who have 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 and musical identity of a wide range of 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
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Confirm sound design brief and organise resources	1.1 Confirm production brief and requirements with required personnel 1.2 Participate in concept meetings and determine creative and technical sound requirements for production 1.3 Confirm sound requirements meet the overall production requirements in consultation with required personnel 1.4 Identify types of sounds required, and determine content, quality and duration of each sound component 1.5 Determine and document resource and creative requirements for each sound component 1.6 Identify any additional personnel required to fulfil the brief, and

ELEMENT	PERFORMANCE CRITERIA
	confirm and document roles of each sound design team member
2. Generate and assess ideas for sound designs	2.1 Assist and encourage sound design team members in generating ideas for sound design 2.2 Generate, discuss and record different ideas and options that will form the basis of developing required sound design 2.3 Select ideas that are most aligned to technical and creative requirements of sound design brief and production requirements 2.4 Evaluate viability, cost and technical feasibility of selected ideas in line with sound design brief, and adjust ideas as required 2.5 Select final ideas for components of sound design, according to overall requirements of the brief
3. Design sound components	3.1 Develop sound design concept using brief and ideas generated by sound design team 3.2 Refine and develop sound components required to implement sound design in line with creative and technical requirements 3.3 Establish clear relationship between sound components and objectives of sound design and overall production 3.4 Share work in progress with others and incorporate feedback and additional ideas and requirements 3.5 Identify and address any difficulties with sound design as required 3.6 Confirm final sound design concept is consistent with brief 3.7 Present sound design to required personnel in required format to convey design concept
4. Evaluate final sound designs	4.1 Evaluate whether final sound design meets sound design brief requirements 4.2 Seek feedback and opinions from required personnel on final sound design concept and document results of evaluation 4.3 Communicate results of evaluation to required personnel and develop strategies to improve future practice

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

SKILL	DESCRIPTION
Numeracy	Estimates and calculates finances using mathematical methods
Oral communication	Discusses ideas for sound designs and improvements to design

SKILL	DESCRIPTION
	process using industry terminology
Reading	• Interprets textual information from different sources and identifies equipment suitability
Writing	• Prepares specific information which uses terminology and form required for task and audience
Initiative and enterprise	• Develops new and innovative ideas using creativity skills and analysis
Planning and organising	• Plans and priorities a range of tasks, including contingencies • Determines time required for projects according to required timeframes
Self-management	• Discusses, advises and negotiates outcomes using accepted communication practices • Follows required safety procedures and organisational protocols
Teamwork	• Collaborates with others to achieve joint production outcomes

Unit Mapping Information

Supersedes and is equivalent to CUASOU503 Develop sound designs.

Links

Companion Volume Implementation Guide is found on VETNet -

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