



Duration:	<b>15 weeks</b>
Course:	<b>Audio Post Workshop</b>
Instructor:	<b>Mark McLay</b>

**Course Objective:** This course will give you the hands on applications needed in key areas needed to get a job or placement using Pro Tools. It will prepare you for technical operations, and will give you interaction with the equipment as much as possible. Since many of the opportunities in this industry will require knowledge and technical applications, we will be covering ATMOS mixing for FILM, TV and INTERNET (Netflix, YouTube, web). We will select a 10 minute segment of Feature Film and replace every aspect of the audio sound. In the first class we will cover some areas of set up and sound production giving us the remainder of the classes to work on practical application. Upon completion, the students will mix and deliver the project for final marks. There is a short written overview exam.

**Bio:** Feature Film soundtrack, music for Canadian Horror features - Highway 61, The Gate, Graveyard Story. Audio Post Sound Design and mixing for The HISTORY Channel, TV and feature films. 25 years of making records in Canada – Morgan Davis, Cameo Blues Band, Images in Vogue, Ronnie Hawkins, Partland Bros., Headstones, Jeff Healey. Owner operator of Velvet Sound Studios for over 30 years. Music Producer, Engineer, and Musician.

Week	Topic
1	Class introduction to Post Audio for Film, - <b>PRO TOOLS, SMPTE Time Code, - Edit Decision Lists / DIALOG</b> - ADR voiceover / <b>FX</b> - Create location and digital ambient sound design, record live Foley Artists / <b>MUSIC</b> - Compose a music score for soundtrack / <b>Mixing and Mastering</b> the three stems for the films final output, Master render / <b>Delivering</b> finished project DVD and e-mail. <b>Start project:</b> make EDL for <b>Dialog – FX</b> (Ambience, Foley, Specifics) - <b>Music</b>
2	<b>STUDIO set up of movie</b> in <b>PRO TOOLS</b> , mic input path from mixer to Pro Tools, from the booth, Headphone mixes, console input, monitor selection. <b>Submit all EDL lists.</b> Typed out. Demonstrate tracking ADR and then Start to delegate project agenda. VO and source FX.
3	<b>TRACKING ADR</b> – PT mixer – input and output, setting levels, preamp, comp. <b>Source FX</b> from Sound FX library for FX EDL.
4	<b>ADR Tracking - Source FX</b> – carry on with dialog, and source digital SFX from Hard Drive.
5	<b>Finish ADR</b> – carry on sourcing ambient and specific sound FX for HD files.
6	<b>Foley Recording</b> of live sounds – finish sourcing – import your HD FX files into PRO TOOLS.
7	<b>Laying Up Ambient</b> in ambient tracks for every scene in movie. Looping and cutting segments.
8	<b>Laying Up FX</b> Start placing in specific SFX from imported HD FX files.
9	<b>Finish FX</b> finish lay up of specifics – import music music from composers.
10	<b>Place MUSIC</b> according to EDL Start Sub Mixing – Dialog stem
11	<b>Sub Mix DIALOG Stem</b> for – Music and SFX reference
12	<b>Sub Mix SFX</b> with dialog stem, Final Mix of stems / output render of movie / title and credits in Final Cut Pro
13	<b>Final Mix all stems</b> and discuss delivery in <b>ATMOS</b> and <b>7.1</b> and <b>5.1</b> mixes. <b>Write Exam</b> overview for Class.

14 – 15 - to finish master mix and deliver with Title Credits by E-mail and DVD for final mark.

#### Evaluation

EDL lists / assignments	30%
Final Exam	15%
Participation	55%
<b>Total</b>	<b>100%</b>