

TRAINING

Sound Design

LEARNING OBJECTIVES

- Understand the basics of sound creation in a digital environment
- Master sound design tools and techniques for film, video games or podcasts
- Create soundscapes, effects and textures adapted to artistic or commercial projects
- Finalise an audio project while taking technical and creative constraints into account

TRAINING DURATION

2 days (14 hours)

TARGET AUDIENCE

Sound, audiovisual, video game or podcast professionals

PREREQUISITES

None

ACCESS TIME

Eligibility based on application and interview with the Experience team: response within 48 hours.

PRICE

- Inter-company training: €1,680 excl. VAT per person
- Intra-company / tailor-made training: on request



DETAILED PROGRAM

- Introduction to sound design
 - Definition, challenges and application areas
 - Role of the sound designer in a creative project
 - o Overview of commonly used tools and software (Audition, Ableton Live, Reaper...)
- Getting started with audio tools
 - o Setting up an audio project
 - o Importing, recording and cleaning sounds
 - Editing and processing audio files
- Creating sound effects
 - Sound design through sample manipulation
 - Using synthesizers to create textures
 - o Adding effects: delay, reverb, distortion and automation
- Soundscapes and mixing
 - Creating soundscapes for film, animation, games or podcasts
 - o Spatialisation techniques, panning and level management
 - Stereo mixing, balance and sonic consistency
- Integration and finalisation
 - Organising sound assets for smooth delivery
 - Exporting in the appropriate formats (WAV, MP3, OGG...)
 - o Technical constraints depending on distribution channels (cinema, web, games...)
- Creative workshop
 - o Producing a sound scene or audio teaser
 - o Collaborative or individual work depending on profiles
 - o Group listening session and personalised feedback



CAREER OPPORTUNITIES. PATHWAYS AND FOLLOW-UP COURSES

At the end of the training, learners will be able to create professional-quality sound elements to enhance audiovisual, narrative or interactive projects, independently or in collaboration with production teams.

TEACHING METHODS, RESOURCES AND SUPPORT

- Training delivered by professionals actively working in the digital field
- Varied and dynamic teaching methods (case studies, workshops, assignments)
- Individual support by the Experience team

TRAINING TOOLS

- High-performance digital tools: Google Workspace for Education, Edusign...
- Practical case studies based on real-life business situations

EVALUATION METHODS

• End-of-training assessment via quiz or project submission

RESULTS AND PERFORMANCE INDICATORS

- Satisfaction rate at the end of training: NA
- Individual progress rate: NA

ACCESSIBILITY

Accessibility for people with disabilities or specific difficulties, contact us to organize an interview and offer you a program adapted to your needs: handicap@crews-education.com

Accessibility to international attendants, contact us: international@crews-education.com

CONTACTS

- By telephone: +33(0)4 80 81 94 50
- By WhatsApp: +33(0)7 56 10 93 20
- By email: contact@crews-education.com