

**SKILLS FRAMEWORK FOR MEDIA
TECHNICAL SKILLS AND COMPETENCIES (TSC) REFERENCE DOCUMENT**

TSC Category	Content Post-Production					
TSC Title	Sound Editing					
TSC Description	Edit, refine and arrange sound sequences to meet the creative and technical requirements of content					
TSC Proficiency Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
			MED-MPN-3006-1.1	MED-MPN-4006-1.1	MED-MPN-5006-1.1	
			Implement required sound edits to content	Review final sound edits to ensure they meet creative and technical requirements	Lead teams to direct soundscape of production and create sound edits that portray desired sonic effects	
Knowledge			<ul style="list-style-type: none"> Principles of sound Principles of sonic pacing Features and functions in sound editing equipment and software Techniques to navigate sound effects libraries Impact of sound signal levels, spectral frequency and waveform displays on sound qualities Techniques to process sounds Functional layers of sounds Sound synchronisation time codes and protocols Formats in cue and spotting sheets 	<ul style="list-style-type: none"> Concepts of sonic storytelling Principles of acoustics, psychoacoustics and aural discrimination Types of quality issues in sound files Types of solutions to rectify quality issues Parameters to assess qualities of sound files Industry quality standards Media delivery specifications and standards Ethical and legal requirements Forms of copyright infringements 	<ul style="list-style-type: none"> Concepts of sonic storytelling Principles underpinning sound editing techniques Principles of frequency and rhythm Impact of acoustics on emotions and visual moods Types of sound design and set-up Technologies that improves efficiency and quality of sound edits Ethical and legal requirements Copyright legislations 	
Abilities			<ul style="list-style-type: none"> Listen to audio recordings to identify types of sound edits required for production Interpret results from audio waveform display to identify optimum sound editing positions Layer recorded audio with sounds from Foley or sound effects libraries 	<ul style="list-style-type: none"> Evaluate requirements in each scene to identify the sound edits needed to enhance the mood of visuals Review the sound sources based on principles of acoustics, psychoacoustics and aural discrimination to 	<ul style="list-style-type: none"> Lead production teams to brainstorm types of sound needed to complement the production styles Develop detailed creative briefs to define the dialogues, music and sound effects edit requirements 	

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			<p>to enhance impact of sound elements</p> <ul style="list-style-type: none"> • Normalise sound levels within the working section to achieve consistency of sound levels • Synchronise pictures and sounds using time codes and frame rates • Eliminate extraneous background sounds to prepare for final sound mixing • Check content to ensure sound edits conform to picture edits and updates • Organise the digitisation and transfer of sound sources in compliance to required standards • Update cue sheets to record sound edits that were applied to files 	<p>assess the extent and range of required edits</p> <ul style="list-style-type: none"> • Develop detailed audio work plans to outline required sound edits and editing timelines needed for each scene • Manage the sound editing workflows to track project progress against timelines and budgets • Perform complex sound edits • Review edited sound files to propose changes that will improve the quality and effectiveness of sound edits • Assess edited sound files against technical parameters to ensure consistency between shots • Develop remedial actions to resolve issues that do not comply with industry standards 	<ul style="list-style-type: none"> • Formulate action plans to resolve production challenges related to proposed sonic styles • Review sound effects and lines of dialogue to assess the need for Automated Dialogue Replacement (ADR) or additional Foleys • Guide production teams on the use of emerging technologies to create innovative sound effects • Review final outputs to ensure alignment with overall sound design and continuity of sound assets used between shots 	
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