Audio Production

TRIMESTER 1

APREC1
MIXING FOUNDATIONS

RECORDING STUDIO TECHNIQUES

This unit introduces students to mixing multi-track recordings using effects. Focus is given to the fundamentals of signal flow through the digital audio workstation (DAW), understanding gain structure and applying effects. Students practically experience the key concepts of signal flow and gain structure using volume, pan, equalisation (EQ), effects and dynamics processing. The mixing skills applied in this unit will transfer to all other disciplines that require balancing and processing of audio.

APLIV1
ANALOGUE PRODUCTION

LIVE PRODUCTION

This unit introduces students to the beginning elements of mixing live sound with a focus on signal flow in analogue systems for live production. Working on an analogue mixer and PA system, students will get practical experience covering essential core skills that include signal flow, mixing, effects, speaker & microphone placement, external effects processing and balancing mixes for live production.

APPOS1
SHORT FILMS

POST-PRODUCTION

Students will synchronise sound and audio for moving image, introducing fundamental software, post-production processes and industry-standard working practices. Audio post-production involves narrative construction through sound by including dialogue, effects, atmospheres and music. Students use the (DAW) to deliver a final mix to industry- standard technical specifications through spotting, synchronising audio, applying effects and automation.

CRFCRFS
CREATIVE FOUNDATIONS

CREATIVE FOUNDATIONS

Creativity is more than just inspiration; it is a skill, a discipline, and an essential tool for navigating the complexities of the modern world. In this unit, you will explore creativity's role across diverse disciplines and communities, gaining valuable insight into the ethical and cultural values that shape creative practice. You will develop critical skills to evaluate information, articulate ideas, and confidently reflect on creative work. By engaging with a dynamic community of students from across Collarts, you will have the opportunity to explore your creative potential and establish a strong foundation for your studies and future career in the creative industries.

COLLARTS AUSTRALIAN COLLEGE OF THE ARTS

Audio Production

TRIMESTER 2

<div align="right">Bachelor & Diploma units</div>

APREC2
RECORDING FOUNDATIONS

RECORDING STUDIO TECHNIQUES

This unit focuses on recording sound in the studio. Students will complete a recording project using microphones, various recording techniques, overdubbing and mixing concepts. Emphasis in this unit is on the practical application of knowledge including microphone choice and placement, the recording and overdub process, signal flow and gain structure in recording and headphone monitoring. Students will apply this knowledge through an industry-standard DAW such as Pro Tools.

APLIV2
DIGITAL INTRODUCTION AND MONITORS

LIVE PRODUCTION

This unit is designed to provide students with knowledge and skills using a digital mixing console and are exposed to elements of signal flow and routing in the digital domain. In addition, signal flow and component interconnection will be given depth and meaning through students practicing mixing monitors for performers on stage, as well as the techniques of tuning a system.

APPOS2
LOCATIONS AND LIBRARIES

POST-PRODUCTION

This unit is designed to provide students with knowledge and skills in location and foley recording, sound design utilising MIDI, and atmosphere generation from natural and unnatural sources. By the completion of the unit students will have created their own sound library and will be introduced to the concepts of working to an industry standard brief and the importance of client satisfaction and management of sessions.

CRFIFOS
INDUSTRY FOUNDATIONS

CREATIVE FOUNDATIONS

In this unit, you will immerse yourself in the world of the creative industries and explore the many pathways to transforming your passion into a profession. Through insights from industry professionals and hands-on creative activities, you will develop a deeper understanding of how your industry operates while reflecting on your career aspirations and creative potential. From generating ideas to bringing them to life, you will experiment with flexible approaches to creative collaboration, working on cross-disciplinary projects that mirror real-world creative environments. By gaining a clearer perspective on the industry landscape, you will be better equipped to carve out your place as a creative professional and make confident, informed career choices.

COLLARTS AUSTRALIAN COLLEGE OF THE ARTS

Audio Production

TRIMESTER 3

Bachelor units only

APREC3
EXPANDED PRODUCTION

RECORDING STUDIO TECHNIQUES

In this unit students acquire skills in recording sound in the studio through a group recording project. This unit introduces additional musicians requiring planning, resource allocation, time management and communication skills. Students' technical knowledge is expanded by introducing programming of musical elements, multiple headphone mixes and advanced processing of dynamics and effects. Mixing techniques are covered in detail, intending to create space, depth and placement in the final product.

APLIV3
ADVANCED DIGITAL AND WIRELESS

LIVE PRODUCTION

This unit introduces students to sophisticated concepts of signal flow and gain structure. Students use digital mixing consoles with more variety and complexity and are further exposed to advanced elements of signal flow and routing in the digital domain. In addition, wireless considerations, In Ear Monitors (IEM's), networked audio and external processing are introduced through using sophisticated PA systems and different types of digital consoles.

APPOS3
GAME AND INTERACTIVE SOUND

POST-PRODUCTION

This unit will focus on creating sound for games and interactive technologies and how its implementation is used with middleware. Students utilise a variety of audio software to complete a game or interactive sound production project with interactive dynamic music programming as well as custom user interface (UI) sound design for their chosen game. The end result will be fully functional audio implemented into a game or interactive environment.

APRAC03
ACOUSTICS

CREATIVE FOUNDATIONS

This unit focuses on acoustics with emphasis on the typical spaces used by entertainment professionals (performing venues, recording rooms and critical listening environments). Content also covers specific design details and architectural acoustics – room shape, materials, sound management and the corresponding calculations. The principles of psychoacoustics are examined along with technical contexts of control room listening, headphone monitoring and auditory illusions. The student will use their own real-world spaces to contextualise the lessons learned about acoustics.

Audio Production

SECOND YEAR: TRIMESTER 1 Bachelor units only

APRMASS
MASTERING

RECORDING STUDIO TECNIQUES

This unit expands on studio recording techniques to examine mastering – the final step in a recording project. Topics such as micro-dynamics, macro- dynamics, equalization, noise reduction, best practice in metering, monitoring and contemporary levelling practices will be explored and applied to mastering projects. The techniques learned here apply to a great deal more than just mastering.

APLIV4
ADVANCED LIVE PRODUCTION

LIVE PRODUCTION

In this unit, students apply their accumulated knowledge of audio technology, advanced sound manipulation, mixing workflow and external devices to the design and operation of a large-scale sound reinforcement system for live performance. This is a complex undertaking that requires a detailed venue analysis, acoustic calculations and project management including physical properties, human resources and OH&S, logistical considerations for deployment and system maintenance.

APPOS4
TV and ADR

POST-PRODUCTION

This unit explores elements of television audio post-production workflow including additional dialogue replacement (ADR) and voice-over (VO). Students work on content including location sound, dialog tracks and video output using industry-standard workflow. The unit covers session and track layouts, dialogue editing, noise reduction processes, ADR voice-overs, final mix outputs and industry-standard delivery requirements.

APRTAE4
THE AUDIO ENTREPRENEUR

CREATIVE FOUNDATIONS

In this unit, students acquire essential tools and strategies to support their professional pathways in audio production, sound engineering and related fields. Students become familiar with the roles available for audio engineers and producers, explore the operational structures and practices of various segments within the entertainment and adjacent industries, and develop a holistic understanding of the music business and other sound-related industries. Covering marketing, promotion and distribution, this unit will increase students' ability to gain employment, monetise their work and protect their interests.

COLLARTS AUSTRALIAN COLLEGE OF THE ARTS

Audio Production

TRIMESTER 2

APRCPRS
CONTEMPORARY PRODUCTION

RECORDING STUDIO TECHNIQUES

This unit requires students to complete a large- scale project recording multiple instruments and apply advanced production techniques in the creation of a complex final mix. While free to choose any type of music in this unit, students are encouraged to select contemporary pieces allowing for greater complexity in audio production and management. Students will further apply advanced recording and production techniques including multitrack quantising, advanced editing and routing, pitch correction, programming techniques, using multiple DAWs and advanced patching methods.

APLIV5
AUDIO VISUAL PRODUCTION

LIVE PRODUCTION

This unit further develops students' skills in live production by incorporating audio-visual technology, including dedicated software and hardware. Students plan and implement an event incorporating multiple communication protocols, sound distribution systems, audio-visual systems, lighting, cameras, and mixing workflow for a theatrical stage production or live streaming event. Submissions at this level are expected to adhere to industry standard best practices for a variety of platforms and formats.

APPOS5
IMMERSIVE AUDIO

POST-PRODUCTION

This unit introduces students to surround sound, its formats, uses, and monitoring systems, with a specific focus on Dolby Atmos. Surround sound recording and mixing techniques are discussed with particular reference to their use in film, television and other screen media. Operational aspects such as advanced control surface technology, monitor calibration, and producing surround sound deliverables are also examined. Students further develop their audio project management skills through the creation and delivery of audio at professional industry standards.

ELECTIVE

CREATIVE FOUNDATIONS

For this unit students will choose one of the nominated units from another degree programs at Collarts. Students ultimately have dozens of units to choose from at this stage in their degree. Audio students could choose units from Entertainment Management, Photography and much more to broaden their knowledge in the creative arts and work with students from other parts of the college.

COLLARTS AUSTRALIAN COLLEGE OF THE ARTS

TRIMESTER 3 — Bachelor units only

APCP6
AUDIO PRODUCTION CAPSTONE PROJECT

RECORDING STUDIO TECHNIQUES

In this double-weighted unit students complete an individual capstone project applying the range of creative, technical and organisational skills developed during their degree. Students are encouraged to select a project that reflects their expected professional pathway in the entertainment industry and include the outcome in their developing professional portfolio. Projects could include studio recording of an album, a live production event, film sound design and production or any other project approved by the program leader. Students are mentored by Collarts' teaching staff or an external audio professional approved by the program leader.

APFT6
FUTURE TECHNOLOGIES

LIVE PRODUCTION

This unit considers new and emerging audio technologies in drawing together theoretical audio frameworks and students' research and critical assessment of audio components, software and systems. This unit is designed to instil an attitude of self-development to best prepare students for a professional environment shaped by technological innovation and change. Skills are developed through a research paper on unit-related content such as artificial intelligence, spatial audio, forensics, new transducer systems, accurate object-modelled sound spatialisation, programmable audio systems and interactive systems.

CRFIPLS
INDUSTRY PLACEMENT

CREATIVE FOUNDATIONS

This unit offers the opportunity to move beyond the classroom and into the workplace, allowing you to apply your skills, explore your strengths, and identify areas for growth as you gain real-world experience in your chosen industry. In a supervised role, you will engage with daily operations, refining your abilities through observation, analysis, and hands-on work. This placement enables you to align your experience with your career goals and build confidence in a professional setting. While securing a placement is your responsibility, academic mentors and career advisors are available to support you in finding the right opportunities. This invaluable experience will help you prepare for the next step in your creative career.