

Sound Design for Film and Video Games 1 & 2



9.23



UC "f" Credit

Are you curious about what brings the world of entertainment alive? Do you love movies? Video games? This is the course for you.

- Learn how to create sound effects and dialog using Foley and ADR techniques
- Experience going out into the field and creating your own field recordings
- Create music soundscapes for your short film or video game using Pro Tools, Cubase, and Logic Pro X
- Learn basic music theory
- Integrate sound effects and music into video games using programs such as Unreal Engine and Wwise
- Meet others that are just as passionate as you about the film and game world
- Students will develop an online career portfolio which will highlight their creative work

To enroll or learn more about this program, talk to your counselor, visit your career center, or contact

Ms. Caitlyn Lee at: clee@mvrop.org

More information is also available at:

www.mvrop.org/instructor/clee.html or www.mvrop.org

