

National Occupational Standards: Interactive Media

IM28 Create Music For Interactive Media Products

Example job titles: Composer, Musician, Music Writer

Overview	Knowledge and Understanding	Awareness	Performance Statements
<p>This unit is about your ability to compose and record music <i>for use in interactive products</i>. It assumes you already know how to compose music generally and now need to apply this skill in an interactive media context.</p> <p>Industry-standard software you might use includes:</p> <ul style="list-style-type: none"> ▪ Logic ▪ Cubase ▪ ProTools ▪ Nuendo ▪ Gigastudio <p>You might need to save your compositions as:</p> <ul style="list-style-type: none"> ▪ MIDI files ▪ AIFF sound files ▪ WAV sound files ▪ AC3 files <p>This unit is intended to complement the existing Skillset units relating to sound and audio production.</p>	<p><i>This is what you must know</i></p> <ol style="list-style-type: none"> a. How to interpret and follow specifications or other briefs; b. How to lead the process of assessing and specifying music requirements as necessary; c. How, and to whom, to ask questions to clarify requirements or raise issues in response to the specification or brief; d. The different technologies used in a computer-based music studio, including samplers, sequencers, MIDI devices, 'outboard' recording studio hardware and mixing desks; e. How to sample audio from legitimate sources and use sound samples in your composition; f. How to use appropriate software to record, sequence and mix audio; g. Different formats in which music can be output, and when it would be appropriate to use them; h. The effect of audio sampling-rates and bit-depth on file-size and data-transfer rates; i. The challenges of scoring music for non-linear productions where scenes and moods may be of varying, unknown lengths and the occurrence and timing of key drama points is not pre-determined; j. Strategies and techniques for composing, recording and delivering music that address and mitigate the challenges of scoring for a non-linear production e.g. branching segments and dynamically-mixed synchronous music layers; k. How to devise ways of demonstrating and testing interactive music off-line (i.e. separately from the full product). 	<p><i>This is what you must be aware of</i></p> <ol style="list-style-type: none"> i. Project parameters and constraints including target platforms and their capabilities, especially relating to audio playback and data-transfer rates; ii. How the music will be used in the product (for example, whether it will play once, loop several times or indefinitely, whether it needs to sync with specific parts of the product, etc.); iii. How the music content will work in conjunction with sound effects and dialogue; iv. Any requirement for the music to change in response to events or user interactions (for example by changing key or tempo, or by segueing into another piece); v. When permission is needed to sample or use material created by others; vi. The limits of what you may legally do with material created by others before permission is needed; vii. The overall purpose and mood of the product and its intended user experience; viii. How music has been used to enhance comparable products including competitor products. 	<p><i>This is what you must be able to do</i></p> <ol style="list-style-type: none"> 1. Compose music that is appropriate for the purpose and mood of the product; 2. Record, mix, edit and deliver music in an appropriate format that can be reproduced within the capabilities of the target platforms; 3. Create music assets that can respond to events and user interactions as required; 4. Organise your work using appropriate filing and naming conventions so that it can be located easily by others; 5. Provide clear documentation as necessary for others to incorporate your work into the product; 6. Liaise with colleagues, such as designers and developers, to ensure your work is appropriate and meets requirements; 7. Liaise with the relevant authority to obtain approval for your work.