

SOUND ENGINEER



SOUND ENGINEER (Existing USDOL Title: Sound Mixer)

O*NET-SOC CODE: 27-4014.00 RAPIDS CODE: 0527CB

COMPETENCY-BASED MINIMUM: 2000 Hours

JAM™ Apprenticeship Program

Approved CDLE/USDOL RAP: 2022-CO-111963 ID

Competency-Based Training Outline

Contact: Trey Grimes trey@cleoparkerdance.org

Job Function: Workplace Safety

- 1 Identify hazards associated with the workplace and record and report in accordance with organizational procedure.
- 2 Understand all workplace safety requirements at all times.
- 3 Understand and maintain all organizational security arrangements and approved procedures.
- 4 Understand and comply with all emergency procedures in accordance with organizational policy.

Introduction I Competency Criteria

- 5 Introduction to sound reinforcement principles/techniques
- 6 Introduction to theatre/live sound set up/ operation/strike
- 7 Introduction to Analog/Digital Sound Operation: Static board, tablets
- 8 Introduction to Signal Flow: Cabling, monitors, FOH, mixing
- 9 Safety Instruction: Theatre, live, production safety
- 10 Introduction to Sound Reinforcement Power
- 11 The Art of Microphones: Setting up mics, learning all microphones
- 12 Mixing Audio: Live, pre/post, video/computers, production mixing, recording/edit/format
- 13 Introduction to sound reinforcement principles/techniques
- 14 Introduction to theatre/live sound set up/ operation/strike

Introduction II





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15 Digital Audio Skills: Operation, recording, live production

16 Digital Sound Design

17 Digital Audio: Video, routing, busing, mixing, edit

18 Digital Audio Mapping: Science, analysis

19 Digital Audio Content Creation: Encryption, decryption

20 Digital Audio Forensics

21 Digital Workstation Applications NLE Complete Process

22 Applied EFX Pre/Post-Production Live Sound Integration

Intermediate

23 Media Servers: Laptops, tablet, internet-based devices

24 Streaming Sound: Surround sound, configuration, and implementation

25 Content Sound Distribution: Movies, animation, streaming, live production

26 Digital Routing: Virtual routing, routing configurations, audio zoning

27 Bussing: Compression, limiting, maximize live sound configurations for mixing

28 Recording Live: Tracking, labeling, explode tracks, mix, render, format, deliverables

Advanced

29 Array Configuration: Design, setup, wiring and calibrate system, CAD

30 Array Configuration: Design, setup , calibrate live, field, and theatre

31 Monitor World: Design, setup, calibrate, live concert production

32 Cabling: Power distribution, live production, comprehension of power

33 Front of House (FOH) Mixing

34 Sound Software: Operation, Routing, Mixing, Recording, Format, Output

35 Customer Service: Client relationship, administration protocols, language, communication





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Related Technical Instruction

Provided By: Trey Grimes

Location: Online/ Classroom

Competency Based

Course/Description:

Apprenticeship Orientation • Including Workplace Safety and Anti-Harassment Training

Set Up/Strike

Power

Microphone Selection/Purpose

Cabling

Network Creation

Calibration

Signal Flow

AVID – Fundamentals I: Setup/Playback, Session Work, Studio/Live

AVID – Fundamentals II: Production Mix Techniques

AVID – Production: Mix Signal Flow, Session, and Media Management

AVID – Production II (Post): File Formatting, Export, Render, File Delivery

AVID – Dolby Production

RTI Total Hours: 576

