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Live Sound Engineering (MPSE)

COURSE OVERVIEW

Sound checking, monitoring, mixing & managing.

Working in our on-site live venue, throughout this module you will gain a much deeper understanding, and extensive practical experience in a number of different areas within live sound engineering.

From PA design and mains distribution, to live recording, processing and effects, with expert guidance you will build on your previous experience in live sound, and develop your skills to a professional standard. And with the variety of events requiring live sound engineers, you will learn how to apply these skills to everything from small underground venues as well as larger scale events, while gaining a British Safety Council Health & Safety Level 2 qualification and learning how to take your next steps as a freelance engineer.

COURSE CONTENT

Microphones and mic placement

Introducing you to various different microphone designs and their use in a live setting, you will get to grips with the range of microphone placements and techniques you can use as a live engineer. You will also learn the skills you need to put these techniques into practice, and ensure you can achieve the best result from your mics.

Venue acoustics

Highlighting the difference in acoustics within a live venue, compared to working in the studio, this module will cover everything from frequency and wavelength to reflection and refraction. You will also have the opportunity to visit some of Manchester's live venues to consider their acoustic properties, and maybe even see them in action.

PA system design, prediction software and spectrum analysis

Giving you a thorough understanding of mains distribution, PA system components, and their function and requirements, you will build up a practical knowledge of one of the most crucial aspects of live sound engineering. This part of the course will cover the different types of speakers and speaker enclosures, how to match amplifiers to them, and the overall setup of our in-house PA system.

You will also work practically in our Live Venue, learning the physics of sound in more detail and how to apply these to your PA designs to meet professional PA design criteria using industry standard software. And, putting your knowledge to the test, you will then work as a team to take apart our venue and load it into a van, before re-rigging the entire system and testing it, ready for a mock gig.

Live mixing consoles and front of house mixing

Introducing you to the design of a live mixing console, you will be working with our industry-standard range of both analogue and digital consoles. You will analyse the individual channel strips, and the matrix and master sections of each console, as well as gain an understanding of the difference in gain structure and headroom when working with a live console. Using this knowledge, you will then gain practical skills which will allow you to work as a FOH engineer. From analysing tech specs and testing the PA, to sound checking, live mixing and live processing, you will become confident in your skills working with a number of different consoles and processes required in the industry.

Stage monitoring and stage management

Providing you with skills working with our venue monitor console, you will gain an overview of various stage monitoring systems and the key aspects of this role. Starting with voicing up a monitor system and controlling on-stage feedback, you will work with wedges, side-fills and drum-fills and IEM systems, while also understanding the role and importance of stage management in this area.

Sound level monitoring at live events

As a live sound engineer, noise monitoring and its associated equipment and procedures are an extremely important part of the job. Different environments will have different requirements, and to fully understand the key areas to be considered, you will become familiar with noise control and system design, as well as the relationships and politics involved in noise monitoring.

Festival preparation

While also working to the requirements of small-medium venues, you will also learn to apply your knowledge and your skills to festivals and much larger scale venues. Giving you an insight into the different types of shows you can work on and the preparation required for each, you will gain a working knowledge of the different tech requirements and processes involved in ensuring a successful and professional output.

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KEY INFORMATION

Qualifications

Spirit Studios Industry Diploma,
British Safety Council: Health & Safety Level 2 qualification.

Application Fee

£125.00

Tuition Fees

£1,890 (Single payment)
£2,100 (Monthly installments - 6 x payments of £350)

Funding

Information on funding for this course can be found here.

Duration

6 months (part time)

Hours of Study

Mondays & Wednesdays, 7pm-10pm
6 hours of delivery per week, plus studio time.

Start Date

Week commencing 2nd September 2019

Entry Requirements

To begin your studies at this level, you will need a good understanding of digital audio and microphone theory, analogue & digital console use, dynamic controllers, EQ and auxillary use, with some practical audio engineering experience. Some experience of live sound work would also be beneficial.

Without having first completed the 'Introduction to Music Production' and 'Applied Sound Engineering' modules, our Course Adviser will assess your experience level during an informal interview, prior to your application being accepted.

APPLY

Applications to this course are made directly through the Spirit Studios website.

Contact details

For an informal discussion and further details about the course please contact our Course Adviser, Daniel Buxton (daniel.buxton@spiritstudios.ac.uk) Tel: +44 (0)161 276 2100