

RECORDING ARTS & SHOW PRODUCTION

ULTIMATE CAREER GUIDE



ENTERING THE RECORDING ARTS & SHOW PRODUCTION INDUSTRY

What skills are required to become a professional in the recording arts and show production industry?

Welcome to F.I.R.S.T. Institute's recording arts and show production Ultimate Career Guide! If you have a passion for music and live sound, a career in this field may be the perfect fit. The recording arts and show production industry is constantly evolving, and new technologies and techniques are always emerging. But at its core, it's about bringing ideas to life and creating engaging, meaningful content. Whether you want to work as a music producer, recording engineer, sound designer, or A/V technician, there are countless opportunities to pursue your dreams in this exciting and dynamic industry. If you're ready to embark on a rewarding and fulfilling career in recording arts and show production, read on to learn more about the roles available and the skills necessary to obtain them.



THE **TOP 10** POSITIONS OUR GRADUATES PURSUE IN THE **RECORDING ARTS AND SHOW PRODUCTION** INDUSTRY.



1. RECORDING ENGINEER

A recording engineer is responsible for capturing and comping audio recordings in a studio or other audio production setting. This includes setting up and operating recording equipment, adjusting sound levels and settings, and working with musicians and other performers to achieve the desired sound.



2. FRONT-OF-HOUSE ENGINEER

A front-of-house (FOH) engineer is responsible for the sound reinforcement and mixing of live performances in venues such as concert halls, theaters, and arenas. This includes setting up and operating sound equipment, adjusting levels and settings during the performance, and working with performers to achieve the desired result. In addition, the FOH engineer is responsible for ensuring that the audience hears a clear, balanced, and high-quality sound.



3. MUSIC PRODUCER

A music producer oversees the creative and technical aspects of an audio production. This includes working with musicians and other performers to develop and refine their musical ideas as well as selecting and arranging songs for recording. The music producer also works with record label A&R's, schedules sessions, and manages budgets.



4. MIX ENGINEER

A mix engineer is responsible for balancing levels and editing audio to refine the final mix. This includes creating the stereo image and adding effects such as EQ and compression. Mix engineers work with producers, musicians, and other production team members to create the desired sound and aesthetic for a recording.



5. FOLEY ARTIST

A Foley artist is a sound designer who specializes in creating and recording sound effects for film, television, and other visual media. They produce sound effects that match the visual elements of a scene, such as footsteps, door slams, and explosions. Foley artists are also responsible for manipulating and editing pre-recorded sound effects to match the scene.



6. LOCATION SOUND MIXER

A location sound mixer, also known as a production sound mixer, is responsible for capturing and recording sound while filming movies, television shows, and other visual media. This includes setting up, synchronizing, and operating recording equipment as well as adjusting levels and settings. Location sound mixers often work in challenging and fast-paced environments and are responsible for capturing high-quality sound in various conditions.



7. SOUND REINFORCEMENT TECHNICIAN

A sound reinforcement technician designs sound systems for live events. They typically go on tour with the production to oversee the setup of the equipment and conduct maintenance and repairs as needed.



8. ADR ENGINEER

Automated dialogue replacement (ADR) is the process of replacing the production dialogue captured on set by the location sound mixer. It's also known as "dubbing" or "looping." An ADR engineer is responsible for overseeing this process and ensuring that the dialogue is synced correctly with the shot.



9. BACK-OF-HOUSE ENGINEER

A back-of-house (BOH) engineer is responsible for the stage setup of a live performance. This includes setting up audio equipment and stage signal flow. During the performance, the BOH engineer is responsible for creating and maintaining performers' mixes on stage. Back-of-house engineers are also referred to as monitor engineers.



10. GAME SOUND DESIGNER

A video game sound designer is responsible for creating and implementing the audio elements of a video game, such as sound effects, music, and voiceovers. They work closely with developers and composers to create an immersive audio experience that complements the game play and visual elements of the game. They use specialized software and equipment to record, edit, and integrate audio into the project.

HOW TO CREATE A CAREER IN RECORDING ARTS AND SHOW PRODUCTION.



Recording arts and show production are multifaceted art forms. They combine a variety of disciplines including composing, recording, mixing, and sound design. For this reason, there are many different types of jobs in the recording arts and show production industry. While many companies employ full-time professionals, there is also a large demand for freelancers and contractors.

STARTING OUT

The goal of most aspiring engineers and producers is simple: to create memorable sonic experiences that evoke an emotion in the listener. For most people, this doesn't come naturally. It takes knowledge, coaching, and practice to master this medium.

LEARN THE SKILLS FROM INDUSTRY PROFESSIONALS

The first step toward landing your dream job is getting a solid education from an accredited institution. With industry-standard technical knowledge, mentorship, and hands-on practice, you'll be ahead of the curve when you start looking for your first role in the industry.



LAND THE INTERNSHIP

Internships are extremely valuable to those looking to break into the recording arts and show production industry. Here at F.I.R.S.T. Institute, students who take advantage of internship opportunities have the highest probability of landing post-graduation employment.

EXPAND YOUR KNOWLEDGE ON THE JOB

Making an effort to continue your education after graduation demonstrates to employers that you are not just there for a paycheck. Although there may be more glamorous positions in the realm of recording arts and show production, accepting a job as a stage hand, assistant engineer, or even an assistant boom operator can help you acquire additional knowledge and skills that will lead to greater opportunities down the road.

WHERE DO I FIND THE BEST **CAREER OPPORTUNITIES?**



In today's world, you don't necessarily have to live in NYC or Los Angeles to pursue a career in recording arts and show production. Many large and medium-sized metropolitan areas offer ample employment opportunities. In addition, with the rise of remote work, many individuals in the field can find contracts for projects outside of their geographical location. It all comes down to what type of jobs you wish to pursue, how prepared you are for them, and your ability to leverage your resources.

CAREER DEVELOPMENT TOOLS

Many students who pursue a formal education benefit from the networking and career development resources that schools like F.I.R.S.T. Institute are able to provide. By reviewing resumes and portfolios as well as teaching job search strategies, F.I.R.S.T. Institute provides students with all the necessary tools to find entry-level employment in their chosen field.

The ability to promote oneself is the cornerstone of a successful career. Understanding the tools available to today's workforce will save you time and open the door to more opportunities. While the cover letter and resume are still important, there are additional assets that can make you more competitive in the marketplace, such as a business card, website, online profile, and a strong portfolio.

COVER LETTER & RESUME

Your cover letter explains who you are and why you are a great fit for the position you're applying for. And your resume proves it! This is where you can get your foot in the door, demonstrate your professionalism, and set yourself up for a successful interview.

BUSINESS CARDS & PROMOTIONAL PIECES

A quick way to let others know you are a professional in your field is a business card. You might think they're a little old-fashioned, but business cards are still necessary for networking and getting your name out there. When meeting others interested in your work, you want to give them a unique and creative reminder of who you are. Professionals want to work with other professionals; scribbling your name on paper and handing it to someone indicates a lack of preparation and organization. This industry is competitive, and people want to work with those they can rely on.



WEBSITES, ONLINE PROFILES, & PORTFOLIOS

All of your marketing materials, from your business card to your social media profiles, should lead back to your website. Your site allows others to learn about you and your story. It is a great place to show off all your work and generate leads for future opportunities. In addition, those who have had a positive experience working with you will likely share your website with their network.

Social media, online directories, and media hosting sites have changed the world as we know it. They have connected many professionals worldwide who would otherwise have never worked together. Spaces like LinkedIn are perfect for demonstrating your knowledge and interest in the recording arts and show production industry. Engaging in conversations and sharing ideas can allow others to see your value, which may result in job offers.

No matter how strong your website and online profiles are, if your portfolio is lackluster or nonexistent, you will not be competitive. Providing clients and potential employers with a powerful portfolio that demonstrates your skills, knowledge, and artistic vision is paramount to building a career in the recording arts and show production industry.

THE EDUCATION YOU **NEED TO SUCCEED!**



Gaining your education from F.I.R.S.T. Institute will prepare you with the tools to launch your career in the recording arts and show production industry.

With such a wide field to work in and so many options to choose from, the best way to start a career in the recording arts and show production industry is to get an education in the latest technologies and techniques.

The Recording Arts and Show Production program here at F.I.R.S.T. Institute focuses on giving you the tools and personalized attention you need to succeed in this growing field.

As the global art industry continues to expand, other industries that employ recording arts and show production professionals are always looking for new talent.

This means that your skills will be in demand, but it also means that there will be more competition in the field.

As the job market follows its projected growth, employers are looking for only the most experienced and qualified candidates to work on their projects.

This is where your training and background become essential. Not only will getting an education prepare you for the practical and professional challenges ahead, but your confidence in articulating your skills will also grow. In addition, you will have a solid understanding of your industry, with the beginnings of a network already in place when you graduate.

Investing in your education is the best thing you can do to prepare for your career, learn the tricks of the trade, speak the language of your peers, gain real experience, and prepare your portfolio for success. Start your new career path with F.I.R.S.T. Institute today!

Warmest Regards,
F.I.R.S.T. Institute



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