

# MUSC 51B: DIGITAL AUDIO 2 MULTIMEDIA

Section # 1571 Fall 2018

Days/Time: Mondays & Wednesdays 6:00pm-8:00pm

Place: SRJC Petaluma Campus, Kathleen Doyle Hall, **Room 246 Digital Media Lab**

**Instructor: Len Haynes**

**Email: LHAYNES@SANTAROSA.EDU**

Office Hours: Mondays 5:00pm-6:00pm Room 204

Lab Hours: Wednesdays 5:00pm-6:00pm

## **Prerequisites**

Completion of MUSC 51A Digital Audio 1

## **Course Description**

This course is an intermediate to advanced level hands-on workshop in digital audio focusing primarily on sound for film and video. Additionally, production of master audio tracks for multimedia applications will be covered. Topics will include: audio for video and film; audio for spoken word; non-linear audio for interactive media and video gaming; podcasting and digital broadcasting; postproduction techniques; and mastering for multimedia applications.

## **Student Learning Outcomes**

Upon completion of this course, students will be able to:

- Utilize a digital audio workstation (DAW) to produce master audio tracks for multimedia applications including film and video, gaming, digital broadcasting, CD, DVD, and audio streaming formats.
- Critically analyze and aesthetically evaluate audio for multimedia applications.

## **Course Goals**

- Describe the various jobs and careers available in the Digital Audio industry.
- Produce a radio podcast with music beds, voice-overs, and SFX.
- Create, manage, and integrate an audio asset list for interactive media and video gaming.
- Demonstrate the technical processes involved in audio postproduction.
- Score a short film with music and SFX.
- Produce a final audio mixdown for various multimedia applications.

## **Course Required Materials:**

- 1) "ALL ACCESS PASS" from [www.groove3.com](http://www.groove3.com) for online tutorials on Pro Tools and Ableton
- 2) Flash Drive or Portable Hard Drive (with at least 16 GB of free space)

NOTE: There is no local storage for your personal lab assignment content. You may also want to bring your own Headphones and a small MIDI keyboard controller (We do provide MIDI Keyboards & headphones).

**Required Lab Work & Software:** Pro Tools, Ableton LIVE, Native Instruments Virtual Instruments and various DSP plugins are located on the Digital Media Lab computers. Students will also be required to access Canvas on their browser to view and turn in assignments.

## PROJECTS & IN CLASS ASSIGNMENTS

| PROJECT                             | POINTS | NOTES  |
|-------------------------------------|--------|--|
| <b>01_Music Mix &amp; Mastering</b> | 30     | You will be given an existing Pro Tools multi track music session that includes a live drum kit and bass guitar. You will add at least <b>two</b> virtual instrument tracks; such as a piano, guitar or synthesizer, then mix the music session adding at least <b>five</b> DSP plugins to your final mix. Bounce one stereo mix without final mastering, then start a new session and master the stereo mix utilizing plugins. Export the mastered mix. Turn in both files. |
| <b>02_Podcast/Radio Journalism</b>  | 30     | Create an original, 3-5 minute podcast or radio journalism broadcast on a topic of your choice. Mix, master, and export your final mix to audio streaming industry specifications.   |
| <b>03_Animation Sound Design</b>    | 40     | For this project, you will be given a one-minute animation video clip. Strip the audio from it, and create the aural environment from scratch. You must include ambient sound and/or music, sound effects, and dialogue. You will be graded on both technical aspects (balanced audio mix, cleanliness of edits, etc.) and aesthetic considerations (effective use of the medium, total sound environment).  |

|   |                   |  |
|---|-------------------|--|
| <b>Game Audio #1<br/>Dialog &amp; SFX</b>         | 25                | IN CLASS ASSIGNMENT: Using a scene from a video game, replace the dialog & sound effects with your own sound design. |
| <b>Game Audio #2<br/>Music Cues &amp; Scoring</b> | 25                | IN CLASS ASSIGNMENT: Using a scene from a video game, replace the music cues and score with your own compositions.   |
| <b>04_Final Digital Audio Project</b>             | 50                | Score a 3-5 minute short film with music cues and SFX  |
| <b>COURSE TOTAL</b>                               | <b>200 points</b> |  |

## Tests and Grading

Audio Project Assignments = 50% of final grade

In Class Assignments = 25% of final grade

Final Project & Exam = 25% of final grade

Total 100%

\* A (90-100 %) = Excellent

\* B (80-89 %) = Good

\* C (70-79 %) = Satisfactory

\* D (60-69 %) = Less than satisfactory

\* F (below 60%) = Failed

## Guidelines for Assignment Submission

Turn in assignments on time. Assignments will be submitted via Canvas unless otherwise instructed. All projects and in class assignments are due by end of class on their respective due dates (See weekly class schedule). Late assignments may be submitted for partial credit only through ONE WEEK PAST THE DUE DATE. If you have questions about due dates, ask the instructor well in advance. Files must use the following format: AssignmentNumber\_LastName.

Ex: "01\_Haynes.ptx"

Points will be deducted from assignments that are in improper formats or labeled improperly.

When submitting more than one file, all the files should be zipped to a single zip file.

Settings (bit depth and sample rate): Most assignments submitted for this class should be at 24 bit, 48 kHz. File types for some projects and assignments may differ, but will be specified in the assignment section or by the instructor. You must use the correct file type for each assignment or your assignment will receive a zero.

## **Class Policies**

**Class Attendance:** Your grade in this class is largely based on participation and completing in-class assignments. All students are expected to attend and stay for both lecture and lab hours on Mondays & Wednesdays. **Students are allowed FOUR unexcused absences per semester. Each absence thereafter results in a 5-point reduction to the total number of points accumulated for the final course grade.** Abuse of class time (i.e. late arrival, early departure, excessive cell phone use) may also lead to grade reductions or disciplinary actions.

**Dropping the Class:** If you decide to discontinue this course, it is your responsibility to officially drop it. A student may be dropped from any class when that student's absences exceed ten percent (10%) of the total hours of class time. It is strongly advised that if you need to miss more than one class/homework deadline in a row that you contact the instructor to avoid being dropped from the class. Instructors are required to drop all No-Show students immediately following the second class meeting. A No-Show is an enrolled student who has not attended any class meeting of the course.

**Decorum:** Disruptive behavior will not be tolerated. Talking, texting, or using your phone or computer for anything outside of MUSC 51B related work is disruptive and may result in you being asked to leave class for the day. Turn phones off or set them to silent. If there is a personal reason why you need to check your phone, please let the instructor know in advance. If you must use your phone or computer for anything outside of class-related activities, please do so outside the media lab.

**Standards of Conduct:** Students who register in SRJC classes are required to abide by the SRJC Student Conduct Standards. Violation of the Standards is basis for referral to the Vice President of Student Services or dismissal from class or from the College. See the Student Code of Conduct page (<https://student-conduct.santarosa.edu>).

Collaborating on or copying of tests or homework in whole or in part will be considered an act of academic dishonesty and result in a grade of zero for that test or assignment. Students are encouraged to share information and ideas, but not their work. See this link on Plagiarism:

<https://rightsresponsibilities.santarosa.edu/academic-integrity>

## **Incomplete Grades**

In some extreme circumstances, arrangements can be made for an incomplete (I) grade. Incomplete grades are appropriate when a student has been making satisfactory progress in a course, but is unable to finish for reasons beyond his or her control. Consult the District Grading Policy for more information: <http://www.santarosa.edu/polman/3acadpro/3.10P.pdf>

## **Accommodations for Students with Disabilities**

If you need disability-related accommodations for this course, such as a note taker, test-taking services, special furniture, use of service animal, etc., please provide the Authorization for Academic Accommodations (AAA letter) from the Disability Resources Department (DRD) to me as soon as possible. You may also speak with me privately during office hours about your accommodations. If you have not received authorization from DRD, it is recommended that you contact them directly. (DRD is located in Analay Village on the Santa Rosa campus, and in Petaluma Village on the Petaluma Campus). See: <https://drd.santarosa.edu>

## Campus Information & Safety

Petaluma Campus:

Student Psychological Services: 778-3919

Student Health Services: 778-3919

Counseling: 778-3914

FOR EMERGENCIES ONLY:

DIAL 527-1000 OR EXT. 1000 OR 911

Please provide:

- Nature of emergency
- Exact location (specify campus)
- Your name, location and telephone number
- Stay on the line for directions

## Weekly Class Schedule

| DATE     | NOTES   | DUE DATES  |
|----------|---|--|
| 08/20/18 | <b>Monday:</b> Course Overview, Overview of the Digital Audio Industry                |  |
| 08/22/18 | <b>Wednesday:</b> Digital Audio Review, Mixing Live Drums, Bass & Virtual Instruments |  |
| 08/27/18 | <b>Monday:</b> Work on Music Mix Assignment   |  |
| 08/29/18 | <b>Wednesday:</b> Finish and Export Stereo Mix (both versions)                        |  |
| 09/03/18 | <b>Monday: No Class-Labor Day</b>   | <b>9/05: 01_Music Mix &amp; Mastering (Due start of class)</b> |
| 09/05/18 | <b>Wednesday:</b> Peer Review Music Mix   |  |
| 09/10/18 | <b>Monday:</b> Podcasting & Radio Journalism, Recording & Editing Dialog              |  |
| 09/12/18 | <b>Wednesday:</b> Work on Podcasting Project  |  |

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|----------|--|--|
| 09/17/18 | <b>Monday:</b> Work on Podcasting Project                                      |  |
| 09/19/18 | <b>Wednesday:</b> Finish and Export P/RJ Project                               | <b>9/19: 02_Podcast/Radio Journalism</b>         |
| 09/24/18 | <b>Monday:</b> Peer Review P/RJ Project  |  |
| 09/26/18 | <b>Wednesday:</b> Sound Design Aesthetics- Analyzing Music for Film            |  |
| 10/01/18 | <b>Monday:</b> Sound Design Elements- Dialog & SFX                             |  |
| 10/03/18 | <b>Wednesday:</b> Dialog Replacement & Localization, Spotting Sound to Picture |  |
| 10/08/18 | <b>Monday:</b> Animation Sound Design  |  |
| 10/10/18 | <b>Wednesday:</b> Continue Animation Sound Design                              |  |
| 10/15/18 | <b>Monday:</b> Continue Animation Sound Design                                 |  |
| 10/17/18 | <b>Wednesday:</b> Finish & Export Animation Sound Design                       | <b>10/17: 03_Animation Sound Design</b>          |
| 10/22/18 | <b>Monday:</b> Peer Review Animation Sound Design                              |  |
| 10/24/18 | <b>Wednesday:</b> Sound Design for Video Games                                 |  |
| 10/29/18 | <b>Monday:</b> Audio Asset Management, Editing & Mastering Game Audio          |  |
| 10/31/18 | <b>Wednesday:</b> In Class Assignment: Game Audio #1                           |  |
| 11/05/18 | <b>Monday:</b> Game Audio #1   |  |
| 11/07/18 | <b>Wednesday:</b> Finish Game Audio #1. Due end of class                       | <b>11/07: Game Audio #1<br/>SFX &amp; Dialog</b> |
| 11/12/18 | <b>Monday: No Class-Veterans Day</b>   |  |
| 11/14/18 | <b>Wednesday:</b> In Class Assignment: Game Audio #2                           |  |

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|----------|--|--|
| 11/19/18 | <b>Monday:</b> Finish Game Audio #2.<br>Due end of class | <b>11/19: Game Audio #2<br/>Music Cues &amp; Scoring</b> |
| 11/21/18 | <b>Wednesday: No Class- Fall Break</b>                   |  |
| 11/26/18 | <b>Monday:</b> Build a Virtual Synth in Reaktor          |  |
| 11/28/18 | <b>Wednesday:</b> Scoring A Short Film                   |  |
| 12/03/18 | <b>Monday:</b> Work on Final Project                     |  |
| 12/05/18 | <b>Wednesday:</b> Work on Final Project                  |  |
| 12/10/18 | <b>Monday:</b> Work on Final Project                     | <b>12/12: 04_Final Digital Audio Project</b>             |
| 12/12/18 | <b>Wednesday:</b> Finish & Export Final Project          |  |
| 12/17/18 | <b>Monday:</b> Final Exam, Peer Review Final Projects    |  |

*PLEASE NOTE: This syllabus is subject to change.*

### **Recommended Books:**

Modern Recording Techniques (Audio Engineering Society) 9th Ed. David Huber, 2017

The Mixing Engineer's Handbook 4th Ed. Bobby Owsinski, 2017

Audio in Media, 10th ed. Stanley R. Alten, 2013