

**MEDIA 18 Course Outline as of Fall 2022****CATALOG INFORMATION**

Dept and Nbr: MEDIA 18 Title: AUDIO FOR FILM PROD

Full Title: Audio for Film Production

Last Reviewed: 2/8/2021

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00	Lab Scheduled	0	6	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00

Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly: MEDIA 51

**Catalog Description:**

An introductory course for visual storytellers examining the art and science of audio for digital film & video production. Students will learn the basic concepts of recording audio for visual media, including: microphone placement, recording standards, and mixing. Students will study and have access to a variety of audio production equipment, including a range of microphones, audio recorders and post-production applications, including Adobe Premiere. The successful student will be able to execute proper audio production techniques for a variety of film & video production applications and technologies.

**Prerequisites/Corequisites:****Recommended Preparation:****Limits on Enrollment:****Schedule of Classes Information:**

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Prerequisites/Corequisites:

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;UC.

Repeatability: Two Repeats if Grade was D, F, NC, or NP

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>	Effective:	Inactive:
<b>CSU GE:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>IGETC:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>CSU Transfer:</b>	Transferable	Effective: Fall 2021	Inactive:
<b>UC Transfer:</b>	Transferable	Effective: Fall 2022	Inactive:

**CID:**

**Certificate/Major Applicable:**

Both Certificate and Major Applicable

## **COURSE CONTENT**

**Student Learning Outcomes:**

At the conclusion of this course, the student should be able to:

1. Use digital audio technologies to properly record and edit sound for a variety of visual media products.

**Objectives:**

Students will be able to:

1. Understand basic sound recording principles for various types of visual media.
2. Perform proper recording techniques using different types of microphones and recorders for a variety of visual media productions.
3. Understand proper audio editing and mixing post-production principles as they relate to picture editing.
4. Apply proper audio editing principles to a variety of visual media productions using non-linear editing systems, such as Adobe Premiere.

**Topics and Scope:**

- I. Sound Recording Theory for Visual Media
  - A. Sound Pre-Production & Location Scouting
  - B. Sound Frequency (Pitch)
  - C. Sound Amplitude (Loudness)

- D. Single-System Recording for Sound & Picture Production
- E. Dual-System Recording for Sound & Picture Production
- F. Fiction and Non-Fiction Recording for Sound & Picture Production

II. Microphones

- A. Forms
- B. Pick-Up Patterns
- C. Power Sources
- D. Connector Types
- E. Placement

III. Audio Recorders

- A. Basic Operations
- B. Calibration
- C. Volume Unit Meters
- D. Sound Quality Assessment
- E. Signal Processing

IV. Audio in Post-Production

- A. Syncing Audio with Picture
- B. Post Recorded Audio for Picture
- C. Amplitude Adjustment
- D. Mixing using Non-Linear Editing (NLE) systems, like Adobe Premiere
- E. Exporting Sound with Picture

**Assignment:**

1. Writing assignment(s) such as: production planning, media evaluations, self-evaluations, and/or peer critiques
2. Individual and/or group recording assignments for sound and picture productions
3. Physically mic, record and mix sound for various visual media using appropriate technologies, such as:
  - A. single-system productions.
  - B. dual-system production.
  - C. fiction and/or non-fiction digital film projects
  - D. post-recorded sound for visual media using NLE systems like Adobe Premiere
4. Exams (1 to 4) and quizzes (3 to 15)

**Methods of Evaluation/Basis of Grade:**

**Writing:** Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Writing Assignment(s)
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Writing 5 - 20%
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**Problem Solving:** Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Individual and/or group projects for sound and picture productions

Problem solving  
25 - 55%

**Skill Demonstrations:** All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Physically miking and recording various visual media using appropriate technologies

Skill Demonstrations  
25 - 55%

**Exams:** All forms of formal testing, other than skill performance exams.

Quizzes, Exam(s)

Exams  
10 - 40%

**Other:** Includes any assessment tools that do not logically fit into the above categories.

Class and/or team participation

Other Category  
5 - 30%

**Representative Textbooks and Materials:**

Audio in Media. 9th ed. Alten, Stanley. Cengage Learning. 2010 (classic)

Audio Production and Postproduction. Woodhall, Woody. Jones & Bartlett Learning. 2010 (classic)

Voice & Vision: A Creative Approach to Narrative Film and DV Production. 3rd ed. Hurbis-Cherrier, Mick. Focal Press. 2018