Class Hours: 2.0                      Credit Hours: 2.0
Laboratory Hours: 2.0                  Revised: Fall 2013

Catalog Course Description:

Project-based studio work using pre-recorded (stock library) music and sound effects. Editing of music to fit precise lengths while keeping the integrity of the music is a key skill, as is the ability to customize a sound effect for a seamless match to picture. Sound design techniques and tools using found sounds is introduced.

Entry Level Standards:

Solid working knowledge of Pro Tools basics, sound production, audio fundamentals, computer skills (MAC).

Prerequisites:

MUS 1030, RATS 1080, VPT 1015, VPT 2015

Textbook(s) and Other Course Materials:

HOLMAN, Tomlinson Sound for Digital Video, latest edition available, Focal Press. Professional headphones required (Audio-Technica ATH-M50, Sony 7506, or equivalent)

I. Week/Unit/Topic Basis:

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
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<tbody>
<tr>
<td>1</td>
<td>Review of complete audio post-production elements. Read Ch. 1, Rose</td>
</tr>
<tr>
<td>2</td>
<td>Read Ch. 2, Rose, pg 25-33; Mix room goals and acoustics for accurate reference</td>
</tr>
<tr>
<td>3</td>
<td>Read Ch. 2, Rose, pg 34-44; Monitoring for accurate reference</td>
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<tr>
<td>4</td>
<td>Review of music and sound design in visual media, historically and technically; read Ch. 7, Holman, “Sound Design”</td>
</tr>
<tr>
<td>5</td>
<td>Introduction to Sound Art and Sound Design principles: processing and sources; review Ch. 7, Holman</td>
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<tr>
<td>6</td>
<td>Hands-on sound design and art processes. Working assignment.</td>
</tr>
<tr>
<td>7</td>
<td>Read Ch. 10, Rose, “Working with Sound Effects”. Consider the differing approaches between Rose and Holman. Working assignment.</td>
</tr>
</tbody>
</table>

Working assignment continues, with Fx (sound effects) and Mx (music) added.

Essential music editing techniques; hands-on. Read Ch.9, Rose, mid199 (start at “Music Editing”) – page 204, stop at “Using Markers to Lengthen Music”

Read Ch. 9, Rose, page 204 “Using Markers…” to page 209 stop at “Other Patterns”

Applied work from Ch. 9, Rose.

Read remainder of Ch. 9, Rose, starting at pg. 209 “Other Patterns”

Applied work in music editing

Final Exam Period

II. Course Goals*:

The course will

A. Guide students to observe and implement industry-standard procedures and techniques in music editing; sound design; creative opportunities in audio media. (II, III, IV)

B. Extend the ability of the student to assess a project, determine a best-path solution, create a plan, and put it to task. (II, IV)

C. Create the opportunity for the student to develop a body of work suitable for inclusion in their portfolio, demonstrating abilities in music editing and sound design. (VI)

D. Enhance the student’s knowledge of intellectual property issues, copyright, fair-use, original creations, and other industry issues concerning IP in relation to music and sounds for the audio industry. (V)

*Roman numerals after course objectives reference goals of the Media Technologies program.

III. Expected Student Learning Outcomes*:

Students will be able to:

1. Edit music to fit an existing application, such as a timeline in video, for effective support of the video content, in partial fulfillment of sweetening the audio track. (A)

2. Define and list procedures of how to use music and sound effects libraries, royalty-free and licensed music and sound effects, protect original work. (D)

3. Classify a project by identifying difficulty levels in specific sections in order to develop a complete plan, including evaluating trouble spots in audio, determining a way forward toward completion of the audio sweetening process. (B)

4. Create or modify existing and original works using interdisciplinary opportunities in order to yield excellent media pieces for use in their portfolio as an ongoing practice throughout their career. (C)

* Capital letters after Expected Student Learning Outcomes reference the course goals listed above.
IV. Evaluation:

A. Testing Procedures: 25%

Testing will be cumulative, discussion-based, with some hands-on demonstrations of skill as part of the testing procedure.

B. Laboratory Expectations: 65%

These will consist of existing projects to be worked on, or will require the student to create a new project employing the skills being taught in the class. There will be at least 6 such projects throughout the semester.

C. Field Work: 10% of grade

These will include required/suggested off-campus events or off-schedule events, including but not limited to visitations to other production companies in the area.

D. Other Evaluation Methods:

N/A

E. Grading Scale:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>90-100</td>
</tr>
<tr>
<td>B</td>
<td>80-89</td>
</tr>
<tr>
<td>C</td>
<td>70-79</td>
</tr>
<tr>
<td>D</td>
<td>60-69</td>
</tr>
<tr>
<td>F</td>
<td>below 60</td>
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</tbody>
</table>

V. Policies:

A. Attendance Policy:

Pellissippi State expects students to attend all scheduled instructional activities. As a minimum, students in all courses (excluding distance learning courses) must be present for at least 75 percent of their scheduled class and laboratory meetings in order to receive credit for the course. Individual departments/programs/disciplines, with the approval of the vice president of Academic Affairs, may have requirements that are more stringent. In very specific circumstances, an appeal of the policy may be addressed to the head of the department in which the course was taken. If further action is warranted, the appeal may be addressed to the vice president of Academic Affairs.

B. Academic Dishonesty:

Academic misconduct committed either directly or indirectly by an individual or group is subject to disciplinary action. Prohibited activities include but are not limited to the following practices:
• Cheating, including but not limited to unauthorized assistance from material, people, or devices when taking a test, quiz, or examination; writing papers or reports; solving problems; or completing academic assignments.
• Plagiarism, including but not limited to paraphrasing, summarizing, or directly quoting published or unpublished work of another person, including online or computerized services, without proper documentation of the original source.
• Purchasing or otherwise obtaining prewritten essays, research papers, or materials prepared by another person or agency that sells term papers or other academic materials to be presented
as one’s own work.
• Taking an exam for another student.
• Providing others with information and/or answers regarding exams, quizzes, homework or other classroom assignments unless explicitly authorized by the instructor.
• Any of the above occurring within the Web or distance learning environment.

Please see the Pellissippi State Policies and Procedures Manual, Policy 04:02:00 Academic/Classroom Conduct and Disciplinary Sanctions for the complete policy.

C. Accommodations for disabilities:

Students that need accommodations because of a disability, have emergency medical information to share, or need special arrangements in case the building must be evacuated should inform the instructor immediately, privately after class or in her or his office. Students must present a current accommodation plan from a staff member in Services for Students with Disabilities (SSWD) in order to receive accommodations in this course. Services for Students with Disabilities may be contacted by sending email to disabilityservices@pstcc.edu, or visiting Goins 127, 132, 134, 135, 131. More information is available at http://www.pstcc.edu/sswd/.

D. Other Policies:

PLEASE SUPPRESS THE URGE TO MULTI-TASK during class. Using a laptop for note taking purposes is fine, but please save YouTube searches, Facebook updates, tweets, or extended sessions of Minecraft for after class. As far as phones are concerned, you can keep them on, but set them to silent. There should be no reason to be using your phone during class.