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MART 445.01: Sound for Digital Media

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MART 445 SOUND FOR DIGITAL MEDIA | SPRING 2016

Instructor: Geoff Cole

Email: geoff.cole@umontana.edu

Office Hours: MW 2-3:30p McGill 223

OVERVIEW

Sound for Digital Media is an exploration into audio technique and creative sonic application for cinema, animation, and interactive media. The course is divided into three sections: Recording/Sound Creation, Editing and Assembly, and Advanced Mixing/Research. Each section will consist of weekly exercises and/or demonstrations in class based on the principles and techniques of the particular topic. See course calendar for specific information.

LEARNING OUTCOMES

Through exploration of audio theory and its implications, the student will learn to listen and understand the sonic arts in a new and masterful way. The challenge of the media arts student is to integrate the capabilities and possibilities of the digital process with a refined aesthetic expression. This class intends to empower the individual by addressing the need to achieve the highest possible fidelity and creative expression with technical proficiency.

At the conclusion of this course students should be able to:

- Understand the fundamentals of microphone applications and techniques for sound gathering, including ADR / Foley
- Understand advanced editing techniques including ADR, element assembly, mixing and final output
- Understand the use of sound as a narrative tool and artistic palette through the utilization of 5.1 surround sound

RESOURCES

Throughout the course there will be a variety of online tutorials and insights that introduce various concepts and techniques relevant to each project.

TOPICS

The semester will consist of the following topics. See the moodle shell for specific information and due dates concerning specific assignments.

SECTION 1: Recording/Sound Creation

- Week 1 Topic: Foundations Overview & Recording Equipment
- Week 2 Topic: Mono vs Stereo Recording
- Week 3 Topic: Computer Audio/MIDI
- Week 4 Topic: Project 1 Analysis

SECTION 2: Editing

- Week 5 Topic: Spatial Imaging
- Week 6 Topic: Standards
- Week 7 Topic: ADR Techniques
- Week 8 Topic: Tentative Music in Media Arts Guest Lecture
- Week 9 Topic: Project 2 Analysis

SECTION 3: Advanced Mixing/Research

- Week 10 Topic: Final Project Proposals
- Week 11 Topic: Final Project Research
- Week 12 Topic: Individual Meetings
- Week 13 Topic: Proof of Concept
- Week 14 Topic: Lab
- Week 15 Topic: Final Analysis

GRADING

There will be a total of 100 points for the semester and the following formula will be used:

- Attendance: Week 1 through Week 14 and at the Final Presentation = 1 Point Each | 15 Total
- Exercises: 4 - variable point exercises | 20 points Total
- Project 1: 10 points
- Project 2: 15 points
- Final Project: 40 points total
 - Proposal - 5
 - Research Paper - 5
 - Production Meeting - 5
 - Proof of Concept - 5
 - Final Presentation - 20

Late Work Policies

Late work may be submitted per the discretion of the instructor for partial credit.

Points will translate into the following letter grade:

A 95-100

A- 90-94

B+ 86-89

B 83-85

B- 80-82

C+ 76 -79

C 73-75

C - 70-72

D 60-69

F 0-59

ACADEMIC MISCONDUCT AND STUDENT CONDUCT CODE

All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available online at http://www.umd.edu/vpsa/policies/student_conduct.php