

The course covers principles of Sound Theory, Audio Engineering & Production, Studio & Field Recording, Mixing, Sound Design, and Surround Sound. Students apply their understanding in projects that include creating Sound Design for supplied silent video clips. There are no textbooks to buy and no software required beyond Davinci Resolve (which is FREE).

Students will be graded on homework and short essay assignments, as well as application of course concepts in projects, a midterm and a final exam, all based on a points system. Your grade will be your percentage of the total points available from all assignments and assessments.

Texting, cell phone use, or any other form of electronic communication is allowed during breaks but like any other distraction (such as doing work for *other* classes) **NOT** permitted during lectures without permission. We are going to move fast and I need you focused to help you get the most out of the course.

Class attendance is required. *As per the NJSOA Student Guide Book, there will be a full grade penalty for each unexcused absence after the third absence.* Class is 3 hours in duration (with breaks). Students who arrive late or leave early without a reasonable explanation will have their class time documented and every third hour will count as an absence.

Class starts PROMPTLY at 6, at which point I will take attendance (even if class that evening is changed to remote for any reason). Students who are observed spending class time sleeping, on their phones, doing work for other classes, or with their zoom camera turned off during a remote class will be marked absent for the class.

If you need accommodations due to a disability, please contact *Chantonette Lyles, Associate Director of Disability Support Services, Fenster Hall Room 260* to discuss your specific needs. A Letter of Accommodation Eligibility from the Disability Support Services office authorizing your accommodations will be required.

CLASS SCHEDULE:

Expect “**INSTRUCTION**” days to be dense, to help you understand the course concepts and techniques quickly.

“**PROJECT TIME**” will be dedicated to applying your understanding while working on your projects, but I guarantee that you will need MUCH MORE TIME beyond the time slots I allocate for the projects. At the end of any class day with Project Time you are to send a progress report in which you answer specific questions about your weekly progress and submit an exported version demonstrating your current status. Students will be able to view each other’s progress and then be required to comment on the work of any two students. Student comments cannot merely state “I like it” or “I do not like it” but rather must include either a comment regarding **WHY** something is appreciated (ex: “I like how you BLAH BLAH because BLAH BLAH BLAH”) or a comment indicating something that you would have done differently and **WHY** (ex: “If it was me, instead of BLAH BLAH I would have BLAH BLAH because BLAH BLAH BLAH”).

“**PRESENTATION AND CRITIQUES**” will include critiques and suggestions from myself and the entire class. I have observed that previous students who had avoided working on projects until the last minute were surprised at how much they underestimated the time required and ended up submitting project work for critique that was far below their potential.

(Dates posted are for Tuesday/Wednesday classes).

Class 01: Intro / Audio Handout 1 - (Jan 21/22) - **INSTRUCTION**

Class 02: Audio Handout 2 - (Jan 28/29) - **INSTRUCTION**

Class 03: Audio Handout 3 / Intro to Effects - (Feb 4/5) - **INSTRUCTION**

Class 04: DaVinci Resolve / AUDIO EDITING **Spoken word, Loops, Arrangement Edits** - (Feb 11/12) – **INSTRUCTION**

Class 05: **PROJECT TIME** (AUDIO EDITING) with Progress Report (Feb 18/19)

Class 06: Film Music Composition (“Collages”, no complete songs) - (Feb 25/26) - **INSTRUCTION**

Class 07: Intro to Sound Design + Foley / Sound Design **M.I. DEMO** - (Mar 4/5) - **INSTRUCTION**

Class 08: **PROJECT TIME** (FILM MUSIC COMPOSITION “COLLAGE”) with Progress Report - (Mar 11/12)

No Class / SPRING BREAK - (Mar 18/19)

Class 09: * **MIDTERM** * - (Mar 25/26)

Class 10: **PROJECT TIME** (SOUND DESIGN 1 – small project) with Progress Report - (Apr 1/2)

Class 11: SND DESIGN 1 PROJECT PRESENTATIONS + CRITIQUES, START SND DESIGN 2 + Indie - (Apr 8/9)

Class 12: **PROJECT TIME** (SOUND DESIGN 2 - big) with Progress Report - (Apr 15/16)

Class 13: **PROJECT TIME** (SOUND DESIGN 2 - big) with Progress Report - (Apr 22/23)

Class 14: ***FINAL EXAM*** + PROJECT TIME (SOUND DESIGN 2 - big) with Progress Report - (Apr 29/30)

Class 15: SND DESIGN 2 PROJECT PRESENTATIONS + CRITIQUES - (May 6/7)

If a class is cancelled due to an emergency, you will receive an email from me. Otherwise assume we have class.

YOUR GRADE WILL BE YOUR PERCENTAGE OF THE TOTAL POINTS AVAILABLE FOR THE FOLLOWING ELEMENTS:

Homework assignments including (but not limited to) an email for your contact info and essays about sound observations and sound design planning.

Small and Large projects that will include:

- Audio Editing - spoken word
- Audio Editing - rhythmic loops
- Audio Editing - arrangement editing
- Film Music Composition “Collage” project
- Sound Design Project 1 – small, no music
- Sound Design Project 2 – large, with musical collage elements (no complete songs)

Deadline timeliness and proper format of all submissions (including proper email subjects and proper naming of submitted files) will be part of the supplied rubric for every project. Once a project deadline has passed, an additional extended deadline may be posted for less credit.

Midterm (in class) / Final Exam (remote timed project)

Attendance as per NJIT NJSOA Student Guide Book

Although I have an NJIT email address, you can also contact me at bruce@bruceamiller.us.

All emails to either address MUST have a subject that starts with your class (“NJIT403-102” for Tuesday’s class, and “NJIT403-104” for Wednesday’s class).

ASSIGNMENTS:

01 = Essay #1 Quietest sounds

Objective: Students will write about the quietest sounds in their home environment.

At the end of this assignment students will be able to distinguish between increasingly quiet sounds that are normally ignored. This will help them to create realistic sound environments later in the course.

02 = Essay #2 Seven Acoustic spaces

Objective: Students will test the acoustics of seven different sound environments (ex: stairwell, closet), then discuss their analysis of each space.

At the end of this assignment students will be able to predict the spatial effect of an environmental space by observing characteristics of the physical space and materials.

03 = Essay #3 Scenario Sound Design

Objective: Students will choose from a list of scenario descriptions and create a list of sounds that required for creating accompanying Sound Design.

At the end of this assignment students will be able to apply course concepts in planning the sound design for a short scenario, including subtle sounds that normally would be ignored.

04 = Project #1a

Objective: Students will edit supplied spoken word audio files.

05 = Project #1b

Objective: Students will edit supplied music audio files to create repeating music loops.

06 = Project #1c

Objective: Students will edit supplied music audio files to create shorter versions according to specific criteria (ex: take out a section, move one section to another part of the song, etc)

07 = FILM MUSIC COMPOSITION COLLAGES (Using loops to support a silent film clip)

Objective: Students will use SUPPLIED sounds to create the Sound Design for a supplied silent video clip.

At the end of this assignment students will be able to choose, sync, process, and mix appropriate sounds to support visual elements in supplied video clips. Students will also be able to adapt points from peer project discussions into making their own work more realistic or otherwise supportive of the accompanying video.

08 = SND DESIGN 1

Objective: Students will use SUPPLIED sounds to create the Sound Design for supplied silent video content.

At the end of this assignment students will be able to choose, sync, process, and mix appropriate sounds to support visual elements in supplied video clips. Students will also be able to adapt points from peer project discussions into making their own work more realistic or otherwise supportive of the accompanying video.

09 = SND DESIGN 2

Objective: Students will use a combination of supplied sounds and **their own sounds** to create the Sound Design for silent video content.

At the end of this assignment students will be able to create, sync, process, and mix appropriate sounds to support visual elements in a silent video clip. Students will also be able to adapt points from peer project discussions into making their own work more realistic or otherwise supportive of the accompanying video.

10 = MIDTERM

Objective: Answer questions relating to content presented during Instructional classes.

At the end of this assignment students will be able to answer questions regarding course content.

11 = FINAL

Objective: In a limited amount of time, students will create the complete Sound Design for a COMPLEX supplied video clip using supplied sounds to accompany each visual element.

At the end of this assignment students will be able to apply course concepts and techniques to create a complete supportive Sound Design within a limited amount of time.