Sound Design 215
Syllabus

Start Date: January 4th , 2016
End Date: March 12th , 2016
Final Project: March 16th, 2016

Instructor: Derek Katzer
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Office Hours: Mon 12:00pm – 1:30pm
STDC 332 / 4:00pm-5:30pm CDM 429

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- **Course Description**

In this introductory class, students will be exposed to the aesthetics and practical applications of sound design for cinema. Students will view film and video clips demonstrating various design elements of sound.

Course Goals:

In **DC215**, students will:

1. Analyze film clips to demonstrate how sound functions as a storytelling device.
2. Break down the technical aspects of a film's soundtrack (frequency, dynamic range, space, time) and the elements of a mix (dialogue, music, and effects).
3. Participate in workshops to learn the basics of sound editing and mixing in a digital audio workstation.
4. Master the basics of gathering audio in the field.
5. Create original sound designs for short films and film clips.
6. Engage in critical listening.

Course Objectives:

By the end of the course students will be able to:

1. Critically analyze a film in terms of its aesthetic and technical sound components.
2. Plan and create an original sound design for a short film.
3. Operate a microphone and field recorder to gather original sound fx, backgrounds, and voice recordings.
4. Identify the roles and responsibilities of the sound designer on a professional film.
5. Navigate pro tools software's basic editing and mixing functions.
6. Understand the basic physics of sound and how that influences the post- production and production pipeline within film.
7. Understand various film theories in terms of sound design.

Course Exams: Students will have a practical MIDTERM and FINAL exam, which will be based on concepts, techniques, and skills they have learned through the class.

- **Equipment**

Students should have their own external USB 2.0/3.0/Thunderbolt drive for their project work for this and other DC classes.

Note: The University cannot guarantee that media or projects left on lab computers will be safely maintained.

- **Grading**

Analysis papers 15%, Midterm Exam 15%, Final Exam 25%,
Projects 45%

A = 100-93, A- = 92-90, B+ = 89-88, B = 87-83, B- = 82-80, C+ = 79-78, C = 77-73, C- = 72-70,
D+ = 69-68, D = 67-63, D- = 62-60, F = 59-0

Late papers and projects will be penalized a half a grade for every day it's late. For example, if the grade is an A and it is a day late, the resulting grade is an A-. If the grade is an A, and its 6 days late, the resulting grade is a C.

Online Course Evaluations

Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in CampusConnect.

Academic Integrity and Plagiarism

This course will be subject to the university's academic integrity policy. More information can be found at http://academicintegrity.depaul.edu/. If you have any questions be sure to consult with your professor.

Academic Policies

All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the University Academic Calendar. Information on enrollment, withdrawal, grading and incompletes can be found at: cdm.depaul.edu/enrollment.

Students with Disabilities

Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential.
To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at: csd@depaul.edu.

Lewis Center 1420, 25 East Jackson Blvd.
Phone number: (312)362-8002
Fax: (312)362-6544
TTY: (773)325.7296

- **Curriculum** (The curriculum may be subject to change during the course)

    o **Week 1**

    Class 1 – 01/04/16

    Explain Syllabus and class expectations. D2L.
    How does sound help tell the story?

    Class 2 – 01/06/16
    The Four Dimensions of Sound Track
    Sound Physics!

    Paper 1: Pick a specific space in your residence. Sit there for 30 minutes or so and begin noting what you hear. Write a two-page paper describing what you hear around you and how your perceptions of sound were altered. Double spaces, 12-point font, 500 word minimum. **(Due Class 4)**

    o **Week 2**

    Class 3 - 01/11/16
    Sound Basics
    Pro Tools Basics 1 - The Pro Tools Workspace and Working With Sessions and Video

    Class 4 – 01/13/16
    File Formats - OGG, MP3, AIFF, WAV
    Pro Tools Basics 2 – Working with Tracks and Navigating and Playing Sessions
    Pro Tools Basics 3 – Importing Audio, Working with Selections, and Exporting Audio

    Project 1: Tell a story through sound in 1 minute. Use Pro Tools to select and edit sound effects for a one-minute narrative. Bounce to stereo interleaved 24/48 **(Due Class 6)**
    Post-Production Audio

    o **Week 3**

    Class 5 – 01/18/16
    Pro Tools Basics 4 – Editing Audio/Pro Tools Basics 3
    Pro Tools Basics 5 – Fades, Automation, Plugins, and the Mix Window
    Class

    Class 6 – 01/20/16
    Pro Tools Basics 6– Working with video, designing sound for video.
    In Class Work on Project.

Project 2: Syncing environmental sound effects to a video project. Space and Time are important concepts for this project **(Due Class 8)**

o   **Week 4**

Class 7 – 01/25/16

Pro Tools Advanced 1 – Busing and Auxing/Printing Mixes
Pro Tools Advanced 2 – Sound Effects, Levels, and Syncing

Class 8 – 01/27/16
Discuss Midterm/In Class Work On Midterm
Review Project 2

o   **Week 5**

Class 9 – 02/01/16
Practical Midterm.

Class 10 – 02/03/16
Metadata and Pro Tools

o   **Week 6**

Class 11 – 02/08/16

Review Midterms
Production Sound Work

Class 12 – 02/10/16
In Class work on production sound

Project 3: Field Recording – Go out into the world and record sound effects. Slate them as location, Time of Day, and what the sound is. Recording 2-4 sounds. This will be used to build a class sound library.**(Due Class 14)**

o   **Week 7**

Class 13 - 02/15/16
Introduction to Sound Studio

Class 14 – 02/17/16
Recording in the Sound Studio (ADR, Foley, fun!)
Intro to final project

Paper 2: Choose a 5-7 minute sequence from a feature and write a 2 page analysis of the use of sound. How does sound help tell the story? Double space, 12 point font, 500 word minimum. **(Due Class 8)**

o **Week 8**

Class 15 – 02/22/16

Pro Tools Advanced 3 – Time Code and Music
Pro Tools Advanced 4 – EQ, Compression, Reverb

Class 16 - 02/24/16
Project 4 – Syncing Audio to video for ADR.

Project 4/FInal: Create unique sound design for a video clip. **(Due 3/14/2016)**

o **Week 9**

Class 17 – 02/29/16
Interactive sound design – Video Game Audio

Class 18 – 03/02/16
Critique progress on project 4

Paper 3: Play a video game. Any video game. Pay attention to the sound design and the way the sound interacts with the environment. This can be a casual game, old game, AAA game, or what have you. 12 point Font, 500 word minimum.**(Due Class 20)**

o **Week 10**

Class 19 - 03/07/16
In class work on Final Project

Class 20 – 03/09/16
One on one critique time on final project.

- o **Week 11**

  <u>Final Exam 03/14/2016</u> TBA – As of 12/28/15 the info has not been posted