

# **DC315/415 Post Production Sound Design**

**Fall Syllabus 2017**  
Kahra Scott-James  
Monday 1.30-4.45pm  
CDM 526

## **General Course Information**

### **Course description:**

This project-based course expands on topics covered in DC215. The emphasis is on sound editing, design and mixing techniques for moving image projects. Students will broaden their understanding and skills in sound design and post production through the creation of a short film soundtrack.

### **PREREQUISITE(S): DC 215 (Introduction to Sound Design)**

### **Learning Outcomes**

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

1. Critically analyze the aural components of a short film
2. Perform and manage all basic tasks of the post-production sound process
3. Utilize basic functions of a sound studio
4. Develop a schedule and coordinate sessions for post-production audio work
5. Record, edit, design and mix a soundtrack

### **Course Management Systems:**

D2L and Lynda.com

### **Tutorials and printed resources:**

These materials are available on D2L and/or via Dropbox download link.

### **Software:**

Pro Tools will be the main software we work with in this class. Labs which include Pro Tools are CDM 526, CDM 922, CDM 9th floor IMacs (get an iLok from the cage), C106C and the Editing Suites in the basement of the DePaul Center, and the MAC Lab on the 3<sup>rd</sup> floor of the student center.

### **Drop dates:**

9/13 is the last day to *drop* this class with no penalty.

10/24 is the last day to *withdraw* from this class.

### **Materials/Equipment**

Students should have their own external Thunderbolt/USB3 drive for their project work for this and other DC classes. The University cannot guarantee that media or projects left on lab computers will be safely maintained.

**Project Naming Conventions:** DC215lastname\_projectname. Failure to do so will result in a 1-point reduction in the project grade.

## **Instructor Information**

**Email:** kscottja@cdm.depaul.edu

### **Office Hours**

Monday 5-6pm

Tuesday 2-4pm

Thursday 2-4pm

CDM 476 (office) Lab Support (922/526)

### **Required Texts:**

NA

### **Grading**

**Attendance:** 20 points

**Project #1: *Short Film Soundtrack – Critical Analysis*** 10 points

DUE Week 2 (9.18 9am)

**Project #2: *SFX Library*** 10 points

DUE Week 6

**Project #3: *Short Film Soundtrack*** 30 points

WIP DUE Week 7 5 points

FINAL DUE Week 10

**Project #4: *Trailer Soundtrack*** 20 points

FINAL DUE Week 10

**Final Exam:** 10 points – Week 10

- **Graduate Paper** 20 points: 2500-word paper on any sound design topic  
**DUE Week 10**

Project Brief/Assessment Guides on D2L (Week 1)

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.

A indicates excellence

B indicates good work

C indicates satisfactory work

D work is unsatisfactory in some respect

F is substantially unsatisfactory work

## Week-By-Week Outline

### Week 1 – 9/11

**Topics Covered:** Review Syllabus. Discuss Project Work. Sound Design Review/Refresher, Project Set-up

#### **Assignment Work:**

Select a short film/Create Presentation

#### **Assignment: Project #1**

##### **Short Film Soundtrack - Critical Analysis: 10 points**

Choose a 3-5 min short film and prepare a 10-minute in-class presentation (5 min short or scene screening, and 5 min power-point/oral presentation). Be prepared to discuss how you intend to approach re-designing the films soundtrack.

Brief & Assessment Criteria on D2L (Week 1 folder)

#### **Deliverables:**

Submit to D2L as a Quick time (complete film) and Power Point Presentation.

Please name the video film and presentation with your name and the project name

**D2L Delivery: 9/18 9am**

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### Week 2 – 9/18

#### **Project #1 DUE: *In-class presentations***

**Reading:** *The Sound Designer, Theory and Practice of Film Sound*

**Reading:** *The Art of Footsteps, Props and Cloth Movement, Practical Art of Motion Picture Sound*

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### Week 3 – 9/25

#### **Project #1: *In-class presentations CONT.***

**Topics Covered:** Pro Tools Review

**Reading:** *Sound Effects, Producing Great Sound for Film & Video*

**Reading:** *Silence the Absence of Sound, Soundscape*

#### **Assignment Work:**

Short Film SFX Design/Plan

**Recording Next Week**

**Assignment: Project #2**  
**SFX Design - 10 points**

Prepare an SFX list for your selected short film. Identify at least 5 sound effects (foley, spot SFX etc) that are unique to your film (ie. not something easily found on an SFX library).

Record raw material, edit/layer, process, name, export/bounce finished effects.  
Create a project library with named folders (ie. Foley, SFX).  
Submit to D2L.

Brief & Assessment Criteria on D2L (Week 1 folder)

**Deliverables:**

1. SFX library (24/48kHz .wav Stereo or Mono Audio files)
2. SFX List - include microphone choice/use& brief description of the creation process

Please name your SFX library folder and documentation with your name and the project name.

**Assignment: Project #3**  
**Short Film Soundtrack - 30 points**

Create a soundtrack for your selected short film. This will include dialogue, sound effects (foley, spots, atmos etc) and music if appropriate to the film. You can use the SFX library and any other online resources. You may also need to record additional studio and location material.

Submit to D2L:

1. WIP (Early Look) Quicktime DUE 10/22 5pm

Please name your WIP with your name and the project name.  
Present at least 1 minute of you work in progress. Identify any issues/challenges and next steps.

2. Final Quicktime & Consolidated Pro Tools Session DUE 11/17 5pm

Please name your film and session with your name and the project name.

Brief & Assessment Criteria on D2L (Week 1 folder)

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**Week 4 – 10/2**

**CLASS WILL MEET IN CDM 724 - RECORDING SESSION 1**

***Reading:*** *Editing: Sound for Film & TV, Chapter 11*

**Remember to bring a drive for transferring recordings.**

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**Week 5 – 10/9**

**CLASS WILL MEET IN CDM 724 - RECORDING SESSION 2**

**Reading:** *Cruising with David Lynch Down the Lost Highway, Sound for Picture. The Art of Sound Design*

**Remember to bring a drive for transferring recordings.  
BOOK STUDIO TRAINING**

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**Week 6 – 10/16**

**Topics Covered:** Sound editing, layering, processing.

**Reading:** *Sonic Nostalgia, Drawn to Sound, Animation Film Music & Sonicity*

**Assignment Work:**

Complete SFX library & Documentation

**Project #2: SFX Library DUE Today 5pm**

**NEXT WEEK:**

**WIP's DUE 10/23 9am (upload to D2L)**

*Present at least 1 minute of you work in progress. Identify any issues/challenges and next steps.*

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**Week 7 – 10/23**

**Project #3: Short Film Soundtrack WORK IN PROGRESS – SCREENING (5 points)**

**Topics Covered:** Music Selection/Editing. Trailers.

**Assignment: Project #4**

**Trailer Edit & Soundtrack - 20 points**

Create a 15-45" trailer for your selected short film.

Submit to D2L: Final Quicktime

Please name your trailer with your name and the project name.

DUE Week 11 - 11/10 5pm for SCREENING (with FINISHED FILM)

Brief & Assessment Criteria on D2L (Week 1 folder)

**Reading:** *Blade Runners, A Crisis in Voicing Authority, identity and Spectacle, Sound Design & Science Fiction*

## **Week 8 – 10/30**

**Topics Covered:** Mixing Part 1.  
**Continue Work on Final Projects**

**Reading:** *Mixing Filters and Effects, Audio Production and Post Production*

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## **Week 9 – 11/6**

**Topics Covered:** Mixing Part 2.

**Continue Working on Final Projects**

**Reading:** *The Future of Sound Design, The Expressive Power of Music, Voice and Sound Effects in Cinema*

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## **Week 10 – 11/13**

**Final Exam (30mins)**

**Topics Covered:** Loudness. Deliverables. Final Project Q&A.

**FINAL PROJECTS DUE (FILM & TRAILER) 11/17 5pm**

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## **Week 11 – 11/20**

**FINAL PROJECTS SCREENED IN CLASS**

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## **Course Policies**

### **Late Papers/Projects**

Late papers and projects are not accepted. If there is an emergency, proper documentation is required *before* the deadline of the assignment.

### **Attendance**

Students are expected to attend each class and to remain for the duration. Coming 15 minutes late or leaving 15 minutes early constitutes an absence for the student. The overall grade for attendance drops 1 point after any unexcused absence. Four absences for any reason, whether excused or not, will constitute failure for the course.

### **Attitude**

A professional and academic attitude is expected throughout this course. Measurable examples of non-academic or unprofessional attitude include but are not limited to: talking to others when the instructor is speaking, mocking another's opinion, cell

phones ringing, emailing, texting or using the internet whether on a phone or computer. If any issues arise a student may be asked to leave the classroom. The professor will work with the Dean of Students Office to navigate such student issues.

### **Civil Discourse**

DePaul University is a community that thrives on open discourse that challenges students, both intellectually and personally, to be Socially Responsible Leaders. It is the expectation that all dialogue in this course is civil and respectful of the dignity of each student. Any instances of disrespect or hostility can jeopardize a student's ability to be successful in the course. The professor will partner with the Dean of Students Office to assist in managing such issues.

### **Cell Phones/On Call**

If you bring a cell phone to class, it must be off or set to a silent mode. Should you need to answer a call during class, students must leave the room in an undistruptive manner. Out of respect to fellow students and the professor, texting is never allowable in class. If you are required to be on call as part of your job, please advise me at the start of the course.

### **Changes to Syllabus**

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in D2L and sent via email.

### **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](http://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](mailto:csd@depaul.edu).

Lewis Center 1420, 25 East Jackson Blvd.

Phone number: (312)362-8002

Fax: (312)362-6544

TTY: (773)325.7296