

DC215-802 Introduction to Sound Design

Winter 2017-2018

Monday 6:00PM– 9:15PM
STDCT 00331 Lincoln Park Campus

Kevin Cagnolatti
Office Hours: Monday 9:00pm – 10:00pm
Or
Make an Appointment

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Course Description

This course is an introduction to sound editing and sound design. The course examines the place of sound in cinema, both artistic and technological. The course will cover the basics of sound, microphones, and analogue-to-digital conversion. Lectures, readings, and film clips will be used to illustrate the language of film sound, as practiced by film directors, sound designers, and editors. Students will learn to edit sound assignments with Pro Tools and current technologies.

Prerequisites

None

Course Management Systems

D2L and Lynda.com

Tutorials and printed resources

These materials are available on D2L

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, C106C and the Editing Suites in the basement of the DePaul Center, and the MAC Lab on the 3rd floor of the student center.

Drop Dates

January 15, 2018 - Last day to drop classes with no penalty.

February 19, 2018 - Last day to withdraw from classes.

Learning Outcomes

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. Record original sound effects, backgrounds, and voice recordings.
4. Identify the roles and responsibilities of the sound designer on a professional film.
5. Navigate basic editing and mixing functions in a digital audio workstation.
6. Understand the basic physics of sound.

Grading

Attendance: 20 points

600 Word Essay #1: 5 points

600 Word Essay #2: 5 points

Project #1 DAW Dive: 5 points,

Project #2 Obama Mashup: 10 points,

Project #3 Field Recording: 5 Points,

Project #4 Sound Effects Editing/mixing project: 10 Points

Project #5 Soundscape: 20
Midterm Exam: 15 points,
Pro Tools Practical Final Exam: 5 points.

Grade Scale

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

Planned Schedule

All Readings are expected to be done by the subsequent week

* This syllabus is subject to change

Week 1

Syllabus review. Class Expectations.

Lecture

Introduction to the basics of focused listening, but from a visual perspective.
What do you hear? Listening and writing. How does sound help tell the story?

Readings

Words that describe Art, Designing for Sound by Randy Thom, Open Letter from your Sound Department,

Assignments

600 Word Essay - Sit alone in any room at home away from any Common space, and describe what you hear. The paper must be as descriptive as possible, with a major emphasis of comparing to what is seen.: [Due Week 2](#)

DAW Dive (in Class) after Protools Lecture: [Due Week 2](#)

Week 2

Lecture

Sound Basics/ Sound Perception/ The Ear
Pro Tools Basics

Readings

Reading: Behind the Art, 11 Great Filmmakers Who Can Teach You the Most about Sound In Cinema
Parts 1-2

Assignments

Obama Mashup Project: [Due Week 4](#)

Week 3

Lecture

The Four Dimensions of a Soundtrack
Pro Tools Basics 2

Readings

10 Things About Sound You May Not Know, 8 Practical Pro Tools Shortcuts, Managing Your Pro
Tools Projects, 10 Quick Editing Tips

Assignments

*600 Word Paper: Choose 20 to 30-minute sequence from any movie and write a 600 word
analysis of the use of sound- how does sound help tell the story? [Due Week 4](#)*

Week 4

Lecture

Microphones- Lecture/Demo/Recording exercises
Production Sound Basics

Readings

Behind the Art, Using Microphone Polar Patterns Effectively, 9 Sound Design Tricks To Hack Your Listener's Ears.

Assignments

Team Field-recording project. Due Week 6

Week 5

Lecture

Midterm Review

Readings

5 Tricks to Record Better Atmospheres, An Introduction to Gathering SFX, Designing Sound – Backgrounds, How to Record Your Own Foley Tracks at Home, Quick Tip/Using Markers, Room Tone=Emotional Tone

Week 6

Lecture

Audio Post Production

Midterm exam

*based upon readings, lecture, clips, and lab experience.
The midterm exam will include a Pro Tools Practical exam.*

Readings

8 Steps to Better EQ, The Beginner's Guide to Compression, Using Playlists

Assignments

Sound Effects Editing/mixing project: Due Week 8

Week 7

Lecture

Time code and sync

Readings

Deciphering the Film Slate

Assignments

Soundscape Final Project:

- *Early review Due Week 10.*
- *Final Due Finals Week*

Week 8

Lecture

Introduction to the Sound Studio (Meet downtown)

Video

Faster EQ and Compression in Pro Tools, Pro Tools Basics: Lessons 9-12, Understanding a Compressor

Readings

De-essing, How to Use a Parametric Equalizer

Week 9

Lecture

DSP and Signal Flow

Mixing

File Formats

Reading

Pro Tools OMF's and the Audio Post Workflow, Using Automation in Pro Tools

Week 10

Test

Pro Tools Practical/Sound Design Project Final Examination (1-hour limit)

Assignment

Project 3 Early Looks (Provide one completed minute of Project 3)

Finals Week

Project 3 Listening