

DC215 INTRODUCTION TO SOUND DESIGN, WINTER 2018

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Class Hours

Tuesday/Thursday 2.40-4.10PM **STDCT 00331**

Office Hours

Tuesday 1-2.30 pm **STDCT**
Thursdays 1-2.30pm **STDCT**

Advising

Thursdays 9-12PM **CDM476**

General Course Information

Course description:

This course is an introduction to the theory and practice of sound design, covering the basics of sound recording, editing, design and mixing soundtracks. Students will develop practical and conceptual skills, employing sound as a creative storytelling device. Lectures, readings, and screenings will be used to examine sound design and sound for moving image.

Learning Objectives:

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

1. Critically analyze the aural components of a film
2. Understand the various elements that constitute a soundtrack
3. Plan and design an audio-based story project
4. Design a soundtrack for an animated short film
5. Understand the processes involved in producing audio content
6. Navigate basic editing and mixing functions in Pro Tools

Requirements:

Each student is required to attend class on time, stay for the duration of class, to give full attention to screenings and lectures in class, to produce assignments demonstrating their grasp of technical concepts and ability to think creatively, to participate in discussion and critiques, and to have a respectful, positive, hard-working attitude throughout the quarter.

Grading:

The majority of your grade for each assignment will be based on whether or not you actually completed the work. Work that has been thrown together thoughtlessly or is incomplete will earn you a C or D. Work that is completed will be given a B or A. Your actual grade within that range will depend upon the quality of your work.

Late work:

Because the majority of the grade for each assignment is based off completeness and your critiques, any late assignments will be an automatic F for that assignment.

Course Management Systems:

D2L and Lynda.com (for Pro Tools tutorials).

Lynda

<https://offices.depaul.edu/information-services/services/technology-training/Pages/online-training.aspx>

Project briefs and support resources:

These materials are available on D2L.

If anything is unclear question it, and ask for help, getting help does not impact on your grade.

Software:

Pro Tools is the main software we work with in this class. It is the global industry standard for film and television post. 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 3rd floor of the student center.

For a complete list of computer lab hours, locations, and machine availability:

[http://www.cdm.depaul.edu/Current Students/Pages/Labs.aspx](http://www.cdm.depaul.edu/Current%20Students/Pages/Labs.aspx)

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. Always back up your work! Lost work is not an excuse for an incomplete assignment. Online File Storage Site Account to backup work if you forget your USB/External Hard Drive (Box.net, Dropbox.com)

ATTENDANCE POLICY

Absences will be excused with a doctor's note, or in the case of family emergency, upon consultation between your advisor and myself. More than two absences will automatically result in a one-letter grade reduction for the course. Any student missing four or more classes will receive an "F" for the quarter. Contact me before class if you are unable to attend. Being tardy to class two times counts as one absence.

Tardiness is defined as not in the classroom when attendance is called or departing before the class has been formally dismissed by the instructor. Tardiness that exceeds twenty minutes will be counted as an absence. TWO late arrivals or early departures, or a combination of both, are counted as one absence.

You are responsible for any missed lectures and assignments. If you miss a class, it is still your responsibility to turn in the assignment on time.

No incompletes will be given without documented proof of circumstances beyond your control. You may not miss the final class date. Doing so will equal an automatic two letter grade reduction of your final grade. If you cannot make our final you must contact your instructor BEFORE the class. Excuses given after the fact will not be accepted.

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.

STUDENT RESPONSIBILITIES

Each student is responsible for their own time management and for meeting the expectations in the syllabus. The instructor is not responsible for reminding students of assignment deadlines in class. In the event of an absence, it is the student's responsibility to contact the instructor for an assignment sheet detailing any homework. If an assignment is listed on the syllabus you are still responsible for completing the assignment on time.

Deadlines:

Working in the media and entertainment industries requires strict adherence to deadlines, therefore late assignments will not be accepted for grading. You will NOT be eligible for an A in the class unless you turn in all assignments on time.

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/>.

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

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.

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.

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.

COURSE POLICIES

In addition to DePaul University course policies (see student handbook), the following special policies will apply to this course:

Class/Studio Rules - there will be NO net surfing, phone calls, email checking, text messaging, or IMing during class at any time, except when I give you permission to do so. 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. **Class Participation** - is encouraged and students will be graded on the extent to which they are involved throughout the quarter.

Final Class Exam - Attendance is mandatory. Students who do not show up will get their final grade reduced by 2 letter grades. If for some reason you cannot attend, contact the instructor before the final class. Excuses after the class will not be accepted.

Project Naming Conventions: DC215lastname_projectname. **Failure to do so will result in a 1-point reduction in the project grade.**

All projects aside from the consolidated Pro Tools session (Project 2) will be submitted as **24bit/48kHz stereo interleaved .wav files** (Project 1 – Audio Only) and **Quicktime video files** (WebCam IV's, Project 2). Text docs should be submitted as **Word or PDF** files.

GRADING BREAKDOWN

Attendance	20
Webcam Self-Interview #1 - <i>Critical Listening</i>	5
Webcam Self-Interview #2 – <i>Film Scene Analysis</i>	5
Project #1: <i>Audio Story</i>	
Audio Pre/Paperwork	5
WIP - work in progress	5
Editing & Design	10
Final Mix	10
Project #2: <i>Short Film Soundtrack</i>	
WIP - work in progress	5
Editing & Design	10
Final Mix	10
Pro Tools Practical	5
Exam	10

A =100-93	A- = 92-90	B+ =89-87
B = 86-83	B- =82-80	C+ =79-77
C =76-73	C- =72-70	D+ = 69-67
D =66-63	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

WEEK1a: 1/2

Review syllabus, project work, expectations in class.

Introduction: *The Soundtrack* - terminology

Group Work - Project 1:

Organize into 4 Groups and allocate key roles (Writer, Producer, Director, Studio Operator, Foley & Voice Artist/s) and brainstorm story ideas. You will pre-produce and record as a group and then create your own individual version.

Webcam Self-Interview #1: Pick a specific space in your residence (This should take place in your bedroom, living room, kitchen or bathroom. This experience should not take place in a public or common space). Sit there for 30 minutes or so and begin noting what you hear. Record a 2-minute analysis describing what you hear around you and how your perceptions of sound are altered. Please name your Quicktime file with the project name and your name. Deliver Quicktime Video to D2L. **DUE NEXT WEEK 1/8 5pm**

Webcam Self-Interview #2: Choose a scene from any movie and record a 2-minute analysis of the use of sound - how does sound help tell the story? Please name your Quicktime file with the project name and your name. Deliver Quicktime Video to D2L **DUE WEEK 3, 1/15 5pm**

Project #1: Audio Story 30 points

Tell a story through sound in 2-3 minutes - 1min dialogue/VO and 1min music maximum. The subject choices are "**Memory**" or "**Conflicted**" and open to interpretation (narrative, experimental). Deliver a script, treatment, SFX list and a 24/48kHz .wav Stereo File to D2L (WIP and FINAL MIX). Please name your .wav files with the project name and your name.

WIP DUE WEEK 6, 2/5 5pm, FINAL DUE WEEK7, 2/12 5pm

WEEK1b: 1/4

SFX Recording Basics: Microphones & Recorders

PRE-PRODUCTION SESSION: PROJECT 1

Finish script, short audio treatment and SFX list ready for recording next week. **EACH PERSON TO DELIVER AUDIO DRAMA PAPERWORK TO D2L BY END OF CLASS.**

Reading: *5 Tricks, Backgrounds, Intro to gathering SFX, Recording Foley*

WEEK2a: 1/9

724 Recording Session 1

WEEK2b: 1/11

724 Recording Session 2

Reading: Behind the Art, Randy Thom

WEEK 3a, 1/16

724 Recording Session 3

WEEK 3b, 1/18

724 Recording Session 4

- Prepare to record material in preparation for Project 2

Reading: Designing for Sound, Randy Thom

Lynda.com: Pro Tools 11 Essential Training with Skye Lewin (2. Learning the Interface 3. Importing)

WEEK 4a, 1/23

Pro Tools Introduction:

Project 1 Set-up, SFX Libraries, Importing Audio, Editing, Fades

Sound Basics: *Pitch/Frequency, Loudness/Amplitude, Timbre & Envelope*

WEEK 4b: 1/25

PROJECT 1 WORK SESSION

Reading: Open Letter, Rain is Sizzling Bacon

Lynda.com: Pro Tools 11 Essential Training with Skye Lewin (5. Using the Edit Tools, 6. Editing Audio)

WEEK 5a: 1/30

Pro Tools Introduction: Plug-ins, Clip Gain, Volume/Pan Automation

WEEK 5b: 2/1

Pro Tools Introduction: Monitoring and Metering, Exporting Audio

Deliver Project 1 WIP's to D2L

Reading: 8 Practical Pro Tools Shortcuts

WEEK 6a: 2/6

PROJECT 1 WIP - Presentation/Feedback in Class.

WEEK 6b: 2/8

PROJECT 1 WORK SESSION
FINAL DUE NEXT WEEK

Reading: Behind the Art with Pelayo Gutierrez

WEEK 7a: 2/13

PROJECT 1 FINALS - Presentation in Class.

WEEK 7b: 2/15

PROJECT 2 SET UP
Templates, Importing Video, Working with Pictures
Pro Tools Introduction: VCA's, AUX SENDS & Plugins.

Project #2: Short Film Soundtrack: Create a soundtrack for the supplied 1 min clip "Burn-gets Distracted" (**clip and template on D2L – WEEK7**). Please state your name and the project name at the top of the video (WIP). Deliver consolidated Pro Tools Session and Final Quicktime to D2L. **WIP DUE WEEK 9, 2/26 5pm, Final Due 3/11 5pm**

Reading: Behind the Art Tim Prebble

WEEK 8a: 2/20

PROJECT 2 WORK SESSION

WEEK 8b: 2/22

Pro Tools Introduction: Mixing & Exporting
PROJECT 2 WORK SESSION, EXPORT Work in Progress to D2L.

Reading: Behind the Art Nicolas Becker

WEEK 9a: 2/27

PROJECT 2 WIP - Presentation/Feedback in Class.

WEEK 9b: 3/1

PROJECT 2 WORK SESSION

WEEK 10a: 3/6

ReCap

PROJECT 2 WORK SESSION

WEEK 10b: 3/8

FINAL EXAM

PROJECT 2 FINAL WORK SESSION

DUE 3/11 5pm

WEEK 11, 3/13:

SCREENING PROJECT 2/WRAP UP.

2:30 PM to 4:45