

## DC215 Syllabus Spring 13 Rob Steel

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**Office Hours: Monday, Wednesday and Thursday 4:15 to 5:30 in 600A**

### **Class 1, 4.3**

Review syllabus, expectations in class. Please note: this syllabus is subject to change. Colweb.

What do you hear? Listening and writing. How does sound help tell the story?

Clips

Pro Tools Preview

**Homework:** Reading: **Designing for Sound** by Randy Thom, **Real Basic Audio Stuff** by Peter Perry, **Open Letter from Your Sound Department**, Video: **Intro to Pro Tools**

Paper#1: Pick a specific space in your residence. Sit there for 30 minutes or so and begin noting what you hear. Write a 500 word describing what you hear around you and how you your perceptions of sound are altered. Double spaced/12-point font.

### **Class 2, 4.10**

Sound Basics

Pro Tools Basics 1

In-Class editing exercises

**Homework:** Reading: **Behind the Art** by Randy Thom, Video: **Pro Tools Basics:** Lessons 1-3

### **Class 3, 4.17**

The Four Dimensions of a Soundtrack

Pro Tools Basics 2

In-Class editing exercises

**Homework:** Reading: **10 Things About Sound You May Not Know**, **8 Practical Pro Tools Shortcuts**, **Managing Your Pro Tools Projects**, **10 Quick Editing Tips**, Video: **Pro Tools Basics:** Lesson 5, **Pro Tools 10 Sound Design Workflow**

**Project 1: Tell a story through sound in 1 minute using Pro Tools.**

## **Class 4, 4.24**

Microphones- Lecture/Demo/Recording exercises

**Homework:** Reading: Nicholas Becker - **Behind the Art**

**Paper#2:** choose 20 to 30 minute sequence from any movie and write a 1000 word analysis of the use of sound- how does sound help tell the story? Double spaced/12-point font.

## **Class 5, 5.1**

Production Sound Basics

Recording exercises (Each team needs to bring the following gear: H4, Boompole, Headphones, MKH50/416/ME66/Me67/Rode NTG 2 or 3, shock mount and an xlr cable. Please test all of the equipment.) Discuss Midterm.

**Homework:** Reading: **5 Tricks to Record Better Atmospheres, An Introduction to Gathering Sound Effects, Designing Sound – Backgrounds, How To Record Your Own Foley Tracks at Home, Quick Tip/Using Markers, Room Tone=Emotional Tone**, Video: **Pro Tools Basics: Lesson 8, Quick Tips for Video – Boom Mic Techniques, Recording Levels**

Project 2: Field-recording project. (Due 5.15)

## **Class 6, 5.8**

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

Audio Post Production

**Homework:** Reading: **8 Steps to Better EQ, The Beginner's Guide to Compression, Using Playlists**

Project 2: Field-recording project. (Due 5.15)

## **Class 7, 5.15**

Timecode and sync

Screening and Commentary: TBA

**Homework:** Reading: **Deciphering the Film Slate**, Video: **Demystifying Timecode: Parts 1 and 2**

Project 3: Sound effects editing/mixing project. (Due 6.5)

### **Class 8, 5.22 (Meet in CDM 724)**

Introduction to the Sound Studio

**Homework:** Reading: **De-essing, How to Use a Parametric Equalizer**, Video: **Faster EQ and Compression in Pro Tools**, **Pro Tools Basics: Lessons 9-12, Understanding a Compressor**

**Project 3: Sound effects editing/mixing project. (Due 6.5)**

### **Class 9, 5.29**

DSP and Signal Flow 1

Mixing

**Homework:** Reading: **Pro Tools OMF's and the Audio Post Workflow, Using Automation in Pro Tools**, Video: **Pro Tools Basics: Lesson 13, Pro Tools 10: Avid Channel Strip, Plug-in Overview, Plug-in Workflow Parts 1-2**

**Project 3: Sound effects editing/mixing project. (Due 6.5)**

Discuss Final Exam, based upon readings, lecture, clips, and lab experience.

### **Class 10, 6.5**

DSP and Signal Flow 2

**Project 4: in class (Working on deadline)**

**Homework: Final Exam**

### **Final Exam, 6.12, 5:45-9**

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

### **Materials/Equipment**

Students should have their own external Firewire/Thunderbolt 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.

## **Summary of the course**

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, learn to critically analyze and discuss these elements and learn the basic functions of PRO TOOLS software, which students will utilize with required sound and editing projects. Three two page sound design analysis papers will be assigned throughout the quarter. Students will take written MIDTERM and FINAL exams, which will be based on terms, concepts and all assigned reading.

## **Tutorials and printed resources**

These materials were sent to you via a Dropbox download link.

## **Grading**

Attendance: 10 points, Analysis Paper #1: 5 points, Analysis Paper #2: 5 points, Project #1: 15 points, Project #2: 15 points, Project #3: 15 Points, Project #4: 10 points, Midterm Exam: 10 points, Final Exam: 15 points. 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.

## **Late Papers/Projects**

Late papers and projects are not accepted. If there is an emergency, proper documentation is required.

School policies:

## **Online Instructor Evaluation**

Course and instructor evaluations are critical for maintaining and improving course quality. To make evaluations as meaningful as possible, we need 100% student participation. Therefore, participation in the School's web-based academic administration initiative during the eighth and ninth Class of this course is a requirement of this course. Failure to participate in this process will result in a grade of incomplete for the course. This incomplete will be automatically removed within seven Class after the end of the course and replaced by the grade you would have received if you had fulfilled this requirement.

## **Email**

Email is the primary means of communication between faculty and students enrolled in this course outside of class time. Students should be sure their email listed under "demographic information" at <http://campusconnect.depaul.edu> is correct.

## **Academic Integrity Policy**

This course will be subject to the faculty council rules on the academic integrity policy

### Plagiarism

The university and school policy on plagiarism can be summarized as follows: Students in this course, as well as all other courses in which independent research or writing play a vital part in the course requirements should be aware of the strong sanctions that can be imposed against someone guilty of plagiarism. If proven, a charge of plagiarism could result in an automatic F in the course and possible expulsion. The strongest of sanctions will be imposed on anyone who submits as his/her own work a report, examination paper, computer file, lab report, or other assignment, which has been prepared by someone else. If you have any questions or doubts about what plagiarism entails or how to properly acknowledge source materials be sure to consult the instructor.

### Incomplete

An incomplete grade is given only for an exceptional reason such as a death in the family, a serious illness, etc. Any such reason must be documented. Any incomplete request must be made at least two Classes before the final, and approved by the Dean of the School of Computer Science, Telecommunications and Information Systems. Any consequences resulting from a poor grade for the course will not be considered as valid reasons for such a request.