C-ID Descriptor
Beginning Audio Production

Descriptor Details

- **Descriptor Title**: Beginning Audio Production
- **C-ID Number**: 120
- **Units**: 3.0
- **Date of Last Revision**: 9/17/2024 09:38:58 AM PDT

General Description

This course serves as an introduction to the theory and practice of audio production for broadcasting, internet, film, and music recording applications. Students will learn the fundamentals of sound design and aesthetics, microphone use, and digital recording equipment. Students gain hands on experience recording, editing, and mixing audio for various applications. Upon completion, students will have basic knowledge of applied audio concepts, production workflow, equipment functions, and audio editing software.

Prerequisites

No information provided

Corequisites

No information provided

Advisories

No information provided

Content

Must include but not limited to the following:

- An overview of the process of pre-production, production and post-production in digital audio, and multi-track recording and editing
- Signal processing (hardware and software)
- Recording techniques
- Techniques in music, sound effects and ambient sound
- Soundtrack manipulation and exploration of the audio toolkit in appropriate editing software
- Processes for integrating audio in digital media projects and cross platform editing
- Promotes content creation in relation to social justice, race/ethnicity, gender, class, sexual orientation, and ability

Lab Activities

Participate in group and individual project work to produce digital audio projects while exploring audio production applications and media in sound design for broadcast, web, live and other distribution methods.

Objectives

- Describe basic physics of sound terminology; the sound wave, frequency/pitch, amplitude/loudness, phase, and timbre ; comprehend acoustics
- Describe microphone classification, placement and use; theory and practical use of consoles, computers and software; gain structure and signal flow; patching and plugins; editing; signal processors; loudspeakers
- Describe audio production software and hardware interfaces
- Demonstrate refined techniques for audio production using appropriate audio software
- Apply audio processes used in studio and on-location production for radio, television and film
- Apply audio processes for voice recording, multimedia production, sound design
- Complete applied projects to assess the student's knowledge of recording, editing, mixing, and balancing
- Explore the emotional and physical perception of music, voice and sound and the aesthetics of audio mixing
- Demonstrate the skills needed for successful teamwork in a studio setting

Evaluation Methods

- Individual and group projects
- Competency evaluations
- Written assignments, including pre-production plan for lab projects
- Scheduled quizzes and/or exams
- Active participation in classroom discussions

Textbooks

Woodhall, Woody. *Audio Production and Postproduction.* Jones & Bartlett Learning

Collins, Karen. *Game Sound: An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design.* MIT Press

Alten, Stanley. *Audio in Media.* Cengage Learning

Parsons, Alan & Colbeck, Julian. *The Art and Science of Sound Recording.* Hal Leonard Books

Rose, Jay. *Producing Great Sound for Film and Video.* Focal Press

Viers, Ric. *The Sound Effects Bible.* Michael Wiese Productions