



DEPARTMENT OF FINE ARTS

COURSE OUTLINE – DD 2291

Music Technology IV

INSTRUCTOR: Chris McIntyre **PHONE:** 780-539-2904
OFFICE: L118 **E-MAIL:** cmcintyre@gprc.ab.ca

**OFFICE
HOURS:** varies

PREREQUISITE(S)/COREQUISITE: DD 2281

REQUIRED TEXT/RESOURCE MATERIALS: Text: Modern Recording Techniques, 6th or 7th edition. Miles David Huber. A quality set of Headphones is required as well as students should purchase their own external hard drives for saving projects. Multi-track audio projects use large amounts of hard drive space, and students then need not worry about projects being accidentally erased. (100GB or larger would be ideal)

CALENDAR DESCRIPTION: This course is a continuation of Music Technology III. Students will be expected to further develop their digital design skills and work towards developing a higher level of production skills. It provides an introduction to the techniques, theories, and practices of audio and video synchronization. The emphasis is on the production of well mixed and mastered recording projects. Students will be required to participate in field work, within the GPRC recording studio, to acquire additional practical experiences.

CREDIT/CONTACT HOURS: 3(3-0-0) 45 Hours

DELIVERY MODE(S): Lecture and Lab

OBJECTIVES: Students will continue to hone the skills and techniques acquired from Music Technology I, II, and III, delving deeper into DAW function with the SSL AWS 900+ and Audient Zen consoles. DAW compatibility and exportation of OMF files between DAWs will be introduced. This course will also explore the creation of sound libraries for sample libraries, film, and video gaming. Time permitting, we may also examine composition for film.

TRANSFERABILITY:

**** Grade of D or D+ may not be acceptable for transfer to other post-secondary institutions. Students are cautioned that it is their responsibility to contact the receiving institutions to ensure transferability.**

GRADING CRITERIA: The student's will be graded on the following projects:

- 1) A multi-track recording (studio or live capture) that is tracked in one DAW and the mixed in another. (25%)
- 2) A multi-track recording which is mixed completely "out of the box" on the SSL console, and another mix done "out of the box" on the Zen console (25%)
- 3) A multi-track recording synced to video with elements of music, dialogue and effects. (25%)
- 4) Final exam based on topics and concepts covered in class. (25%)

This work will be graded on technical complexity, mixing, sound processing, and aesthetic impact.

EXAMINATIONS: Final Exam in April

STUDENT RESPONSIBILITIES: More than 20% absenteeism may constitute a failure except for medical or extenuating circumstances in which case a doctor's letter may be required.

Regarding Studio and gear use: Studio times to be signed out Fine Arts studio manger. Gear such as the digital field recorder must also be signed out from studio manager.

Arranging for and acquiring back-up performers for recordings is an element of this course, and is the student's responsibility. It is up to the student to plan/schedule and execute the required recording sessions.

Students who do not observe rules set forth by the studio manager may be prohibited from working in the music computer lab/recording studio and will be required to withdraw from the course.

STATEMENT ON PLAGIARISM AND CHEATING:

Please refer to pages 49-50 of the College calendar regarding plagiarism, cheating and the resultant penalties. These are serious issues and will be dealt with severely.

COURSE SCHEDULE/TENTATIVE TIMELINE:

Students should expect to get to work on their projects early in the semester. Leaving projects until the end of the semester will result in everyone trying to book studio time at the same time. (Including DD2081 students!) Extensions will not be granted for poor use of studio time and poor scheduling of sessions by the student.

Project due dates:

Project 1 – Feb. 8th

Project 2 – March 7th

Project 3 – April 9th