

GRANDE PRAIRIE REGIONAL COLLEGE
FINE ARTS DEPARTMENT
Interactive Digital Design

Course Outline
MU2280 3(3-0-0) FALL 1997

Music Technology III

Time and Location: TBA, rm. L101
Instructor: Rolf Bonn

1. **Course Description:** This course provides an introduction to the techniques, theories, and practices of hard drive recording and video synchronization. It expands on the use of SMPTE and MIDI technologies by incorporating these into digital design environments. Emphasis will be given to a 'hands-on approach' and personal creative expression. Assignments and collaborative projects are designed to assist the student with the development of a CD-ROM for their Interactive and Digital Design Studies portfolio.
 2. **Course Prerequisite:** MU2080 *Advanced Music Technology*.
 3. **Topics:** Digital design tools, CD-ROM design, multi-tasking of sound and visual imagery, sampling, digital signal processing and hard-drive recording, mixing, and mastering.
 4. **Assignments:** Regular reading assignments in conjunction with classroom discussion will require the student to demonstrate a theoretical and working knowledge of the various concepts presented in class. In addition, each student will be required to maintain and submit a term final portfolio that contains a curriculum vitae, sound bytes, scored video samples and relevant images and excerpts of work.
 5. **Grading:** The students' grade will be determined by the following weighting:
 - A) 35% for portfolio.
 - B) 20% for term research or special project.
 - C) 15% for mid-term examination.
 - D) 30% for final examination.
 6. **Texts:** Wadhams, W. (1990). *Sound advice: The musician's guide to the recording studio*. New York, NY: Schirmer Books.
- (Recommended readings:** Texts are relevant to both Music Technology III and IV)
- Huber, D. (1995). *Audio production techniques for video*. Indianapolis, ID: Howard W. Sams and Company.
 - Leonard, H. (1993). *Sound for picture: An insiders look at audio production in film and television*. Los Angeles, CA: Hal Leonard.
 - Olearczuk, R. (1994). *The production of multi-dimensional audio*. Indianapolis, ID: Howard W. Sams and Company.
 - Ratcliff, J. (1993). *Timecode: A user's guide*.
 - Strawn, J. (Ed). (1995). *Digital audio engineering*. New York, NY: AR Editions.
 - Strawn, J. (Ed). (1996). *Digital audio signal processing*. New York, NY: AR Editions.
 - Various. (1994). *Audio/Video production: Theory and practices*. Englewood Cliffs, NJ: Prentice-Hall Inc.
 - Zaza, T. (1991). *Mechanics of sound recording*. Englewood Cliffs, NJ: Prentice-Hall Inc.
 - Zaza, T. (1994). *Audio design: Sound recording techniques for film & video*. Englewood Cliffs, NJ: Prentice-Hall Inc.
 - _____ (1996). *Multimedia power tools*. Englewood Cliffs, NJ: Prentice-Hall Inc.
 - User. (1996). Internet: A discovery of related topics to be conducted using the www.