



The
University
Of
Sheffield.

MUS340

Sound and Moving Image

August 8, 2013

Contents

1	Literature	1
2	History of film music and sound	3
2.1	Historical trends and paths	3
2.2	Historical film music practice and analysis	3

Chapter 1

Literature

- David Lewis Yewdall's book *Practical Art of Motion Picture Sound* (Yewdall, 2003)
- Andy Farnell's book *Designing Sound* (Farnell, 2010)
- Nicholas Cook's book *analysing musical multimedia* (Cook, 1998)
- Michel Chion's book *Audio-Vision: sound on screen* (Chion, 1990)
- Roy M. Prendergast's book *Film Music: a neglected art* (Prendergast, 1992)
- Karen Collins' book *Game sound: an introduction to the history, theory, and practice of video game music and sound design* (Collins, 2008)
- Roy Thompson and Christopher J. Bowen's book *Grammar of the Edit* (Thompson and Bowen, 2009)
- Richard Davis' book *Complete Guide to Film Scoring* (Davis, 2010)
- Mervyn Cooke's book *A history of film music* (Cooke, 2008)

Chapter 2

History of film music and sound

2.1 Historical trends and paths

Looking at Cooke (2008) and Prendergast (1992)

2.2 Historical film music practice and analysis

Looking at Chion (1990) and Cook (1998)

Bibliography

- Chion, M. (1990). *Audio-Vision: Sound on Screen*. New York: Columbia University Press.
- Collins, K. (2008). *Game sound: an introduction to the history, theory, and practice of video game music and sound design*. The MIT Press.
- Cook, N. (1998). *Analysing musical multimedia*. Oxford University Press, USA.
- Cooke, M. (2008). *A history of film music*. Cambridge University Press.
- Davis, R. (2010). Complete guide to film scoring.
- Farnell, A. (2010). *Designing Sound*. The MIT Press.
- Prendergast, R. (1992). *Film music: A neglected art*. WW Norton & Co.
- Thompson, R. and Bowen, C. (2009). *Grammar of the Edit*. Focal Pr.
- Yewdall, D. (2003). *Practical art of motion picture sound*. Focal Pr.

