

Las Positas College
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Course Outline for MUS 22A

SCORING FOR FILM AND MULTIMEDIA 1

Effective: Fall 2019

I. CATALOG DESCRIPTION:

MUS 22A — SCORING FOR FILM AND MULTIMEDIA 1 — 3.00 units

Applications and techniques of composition and sound effects for film and other visual media. Musical and technical elements of producing digital audio tracks are covered.

3.00 Units Lecture

Strongly Recommended

MUS 35 - Intro to Music Technology
with a minimum grade of C

Grading Methods:

Letter or P/NP

Discipline:

- Music

	MIN
Lecture Hours:	54.00
Expected Outside of Class Hours:	108.00
Total Hours:	162.00

II. NUMBER OF TIMES COURSE MAY BE TAKEN FOR CREDIT: 1

III. PREREQUISITE AND/OR ADVISORY SKILLS:

Before entering this course, it is strongly recommended that the student should be able to:

- A. MUS35
1. Describe microphone functions and uses
 2. Perform simple mixdowns
 3. Create sheet music using a notation program

IV. MEASURABLE OBJECTIVES:

Upon completion of this course, the student should be able to:

- A. Analyze and interpret script elements, and plan accordingly for the required sound elements in a cue.
- B. Compose, arrange, orchestrate, mix, and master cues for visual media.
- C. Incorporate acoustic elements into cues through microphone recording.
- D. Synchronize music and sound to video with precision using digital audio workstation software.
- E. Incorporate source music, sound effects, stock libraries, and Foley design into audio tracks that are synchronized to video.

V. CONTENT:

- A. Planning for sound in a visual media context
 1. Analysis and examination of script and raw footage before edit lock
 2. Spotting session with director to discuss vision for the project
 3. Discussion, analysis, and creation of a soundscape for the project.
 4. Understanding of SMPTE time code and marking major syntactic points.
 5. Use of tempo and meter changes to synchronize music to picture.
- B. Composition and mock-ups
 1. Demonstration of facility with DAW in creating digital tracks to complement picture
 2. Use of both live and electronic elements
 3. Recording of sound effects (Foley), narration, and dialogue to suit the demands of a video.
- C. Post Production
 1. Mixing and mastering of final elements once picture is locked
 2. Use of reverb, EQ, compression, limiting and other digital effects
- D. Peer analysis of works in progress and final product.

VI. METHODS OF INSTRUCTION:

- A. **Audio-visual Activity -**
- B. **Classroom Activity -**
- C. **Critique -**
- D. **Demonstration -**
- E. **Guest Lecturers -**
- F. **Individualized Instruction -**
- G. **Lab -**
- H. **Lecture -**
- I. **Observation and Demonstration -**
- J. **Projects -**
- K. **Student Presentations -**

VII. TYPICAL ASSIGNMENTS:

- A. Watch, analyze, and discuss great film music scenes throughout modern history.
 - 1. Identify a specific composer's motivation, process, and implementation of techniques to heighten drama or intensity on screen.
 - 2. Present a research project on a well-crafted cue composed by a master of filmscoring.
- B. Spot, sketch, compose, mix, and master a cue for a short film scene.
 - 1. With the input of a director, formulate a sonic landscape for the cue (i.e. instrumentation and mix.
 - 2. Use Logic or a similar DAW to score the scene.
 - 3. Choose appropriate microphones and plug-ins to produce a high-quality finished product.
 - 4. Accept revisions and critique from director, and change the cue accordingly.
- C. Peer-evaluate a fellow classmate's project.

VIII. EVALUATION:

Methods/Frequency

- A. Research Projects
 - 2 per semester
- B. Projects
 - 5 per semester
- C. Field Trips
 - 1 per semester to a film composer's studio.
- D. Group Projects
 - 1 per semester
- E. Class Participation
 - Weekly
- F. Class Work
 - Weekly
- G. Home Work
 - Weekly

IX. TYPICAL TEXTS:

- 1. Hill, Andy. *Scoring the Screen: The Secret Language of Film Music*. 1st ed., Hal Leonard, 2017.
- 2. Hickman, Roger. *Reel Music: Exploring 100 Years of Film Music*. 2nd ed., W. W. Norton & Company, 2017.
- 3. Hexel, Vasco. *The Film and Media Creators' Guide to Music*. 1st ed., Routledge, 2018.

X. OTHER MATERIALS REQUIRED OF STUDENTS: