

DS345 Sound Design 声音设计

Week 1 Mon 11/07	Thu 11/10	Week 2 Mon 11/14	Thu 11/17	Week 3 Mon 11/21	Thu 11/24	Week 4 Mon 11/28	Thu 12/01
Critical Listening		Crafting Sound		Crafting with Sound		Delivering Sound	
Rivers							
<p>Introductions: What is Sound Design?</p> <p>Introduction: The Sound Walk Project</p>	Pingshan Field Work	<p>Web design & Sound Making: HTML, CSS, JavaScript, Tone.JS</p> <p>张镭正 + Marcel</p>	<p>Compose time, Assemble, Create meaning, Ethics</p> <p>Develop projects</p>	<p>Timelines, Narrative, Interactivity Non-Linear Time</p> <p>Develop projects</p>	<p>Develop projects</p> <p>Guest: Yingting cui 崔英婷 Game Design, Interactivity</p>	<p>Survey of sound applications: mobile phone, game audio, VR, spatial audio, film sound, interactive web apps, sound for product design, architecture, urban design.</p>	<p>Prepare review</p> <p>Final Review</p>
<p>Introduction to Field Work 许冰煌 + Marcel</p> <p>Field work preparation for Pingshan</p> <p>Present plans</p>	Pingshan Field Work	<p>Analog Synthesis +physics / acoustics, sound as material 屈涵雨 + Marcel</p> <p>Develop projects</p>	<p>Interim Review</p> <p>Guest: K.ila Musical artist, industry, and sound design</p>	<p>Guest: Binghuang Xu 许冰煌 Transformations</p> <p>Sound, Site, Ambient, Place, Space, Sound as “Architecture”; Represent sound; Develop projects</p>	<p>Studio work on final projects; software demos according to needs</p>	<p>Studio work on final projects; software demos according to needs</p>	TBA