**Digital Design 111: Introduction to Sound Design**

Meets:

Office:

Email:

Phone:

**Course description:**

This course introduces students to basic sound recording, sound and music editing for multimedia.  In this course, students will explore recording dialogue, narration, sound effects and foley for an assortment of projects. Assignments will involve learning how to use microphones, edit and mix sound and music in audio editing software, work collaboratively and have a more comprehensive understanding of sound and music design for commercial and independent multimedia.

**Course objectives:**

By the end of the course, students will have gained a better understanding of:

Using a microphone

Working in audio editing software

Making a scratch track

Creating sound effects and foley

Creating music loops

Scoring an animated sequence

Sound and music design trends for independent and commercial multimedia

Work collaboratively with students working in multimedia

Edit and mix sound and music

**Credit Hours:**

      3 hours

**Pre-requisites:**

No pre-requisites

**Strongly suggested:**

While this class has not been designated as ‘web-enhanced,’ it is strongly urged that students wishing to take full advantage of the class have:

Some familiarity with the Internet;

Access to the Internet from home or elsewhere

An active email account.

**Due dates:**

Late assignments will not be accepted without a physician or counselor’s note.

**Grading:**

Exercises                                 80

Participation                          20

**Total                                        100**

**Grades:**

90-100                                      A

80-89                                       B

70-79                                       C

60-69                                       D

0-50                                         F

There is no R grade in this course.

**Sound Production for Animation (SPA) assignments:**

This course will be an organic mix of lecture and practice with the professor working to explain the concepts, give examples, and also oversee how well students grasp the concepts discussed as they work on assigned projects. 20% of the grade will be based on engagement and consistent attendance. The balance of the grade will be determined by thirteen design critiqued exercises and a final portfolio presentation.

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| **Assignment** | **Type** | **Date** | **Graded Points** |
| Foley Project | Take-home & in class | P1 | 5 |
| Voice Over Project | Take-home & in class | P2 | 10 |
| Sound Editing Project | Take-home & in class | P3 | 10 |
| Scratch Track Project | Take-home & in class | P4 | 15 |
| Re-imagined Sound for Animated Scene | Take-home & in class | P5 | 15 |
| Sound Design for a Student Multimedia Project | Take-home & in class | P6 | 25 |
| Compare/Contrast Essay on Sound Design of Two Short Films | Take-home & in class | P7 | 10 |
| **Total** |  |  | 80 |

**Notes on the grading criteria:**

Work will be evaluated according to the following criteria:

Understanding and interpretation of readings

Aesthetic and execution of projects

Research and Analysis of related issues

Contribution to in-class discussion

**The SPA assignments:**

What follows are brief descriptions of the ANI assignments students will be doing over the course of the term. Detailed instructions will be provided in-class for each exercise. Without a physician or counselor’s note, late assignments will not be accepted and so will receive a grade of 0.

**P1        Foley Project:**

Create foley from scratch for a 10-second live action or animated clip

**P2        Voice Over Project:**

Write a one-page essay about the neighborhood you live in and record yourself reading it.

**P3       Sound and Music Editing Project:**

Create a 30-second soundtrack for an experimental short film that hasn’t been made, yet.

**P4        Scratch Track Project:**

Write a one-page script, cast it and record the dialogue.

**P5        Re-imagined Sound and Music for an Animated Scene:**

Take one scene without dialogue from any film and redo the sound design from scratch.

**P6        Sound and Music Design for a Short Student Film**:

Create the sound design for one film from being made for DD202, DD113 or DD107.

**P7       Compare/Contrast Essay**:

Write a two-page essay that compares and contrasts the sound design of two short films.

**Participation:**

A student’s participation grade is based primarily on their attendance and participation in class. Every student begins the term with 20 participation points. Attendance is mandatory for every single scheduled class. For each class missed, 6 participation points will be deducted. Tardy students will have 2 participation points deducted. More than three absences amount to a failure, as a student may not earn less than 0 participation points.

**Academic policies (from Catalogue):**

Hostos Community College believes that developing student's abilities to think through issues and problems by themselves is central to the educational process. Since the Hostos College degree signifies that the student knows the material s/he has studied, and the practice of academic dishonesty results in grades or scores that do not reflect how much or how well the student has learned, understood, or mastered the material, the College will investigate any form of academic dishonesty brought to its attention. If the charge of academic dishonesty is proved, the College will impose sanctions. The three most common forms of academic dishonesty are cheating, plagiarism, and bribery.

**Cheating (from Catalogue):**

In the collegiate setting, cheating is defined as the purposeful misrepresentation of another's work as one's own. Faculty and students alike are responsible for upholding the integrity of this institution by not participating either directly or indirectly in act of cheating and by discouraging others from doing so.

**Plagiarism (from Catalogue):**

Plagiarism is a form of cheating which occurs when persons, even if unintentionally, fail to acknowledge appropriately the sources for the ideas, language, concepts, inventions, etc. referred to in their own work. Thus, any attempt to claim another's intellectual or artistic work as one's own constitutes an act of plagiarism.

**Bribery (from Catalogue):**

In the collegiate setting, bribery involves the offering, promising, or giving of items of value, such as money or gifts, to a person in a position of authority, such as a teacher, administrator, or staff member, so as to influence his/her judgment or conduct in favor of the student. The offering of sexual favors in exchange for a grade, test score, or other academic favor, shall be considered attempted bribery. The matter of sexual favors, either requested or offered, in exchange for a grade, test score or other academic favor, shall also be handled as per the Sexual Harassment procedures of the College.

**College attendance policy (from Catalogue):**

Students are expected to attend all class meetings in the courses for which they are registered. Classes begin at the times indicated in the official schedule of classes. Arrival in class after the scheduled starting time constitutes lateness.

The maximum number of absences is limited to 15% of the number of scheduled class hours per semester and a student absent more than the indicated 15% is deemed excessively absent. Attendance is monitored from the first official day of classes. In the case of excessive absences or lateness, the instructor has the right to lower the grade, assign a failing grade, or assign additional written work or readings.

Absences due to late registration, to a change of program, or to extenuating circumstances will be considered by the instructor on an individual basis. Each department and program may specify in writing a different attendance policy. Instructors are required to keep an official record of student attendance and inform each class of the College's or department attendance policy.

NOTE:

Any work missed during any period of absence must be made up by the student.

To meet financial aid criteria, a student must attend class at least once in the first three weeks and once in either the fourth or fifth week of class.

**Course schedule:**

Readings must be completed for each class. Not all assigned texts will be discussed in class or covered in the class lectures.

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| **CLASS** | **CTD Project Due** | **ROOM** | **TOPIC** |
| Week 1 |  |  | Foley |
| Week 2 | P1 |  | Foley |
| Week 3 | P2 |  | Sound Editing |
| Week 4 |  |  | Sound Editing |
| Week 5 | P3 |  | Sound Editing |
| Week 6 |  |  | Scratch Tracks |
| Week 7 | P4 |  | Scratch Tracks |
| Week 8 |  |  | Sound Mixing |
| Week 9 | P5 |  | Sound Mixing |
| Week 10 |  |  | Scoring |
| Week 11 |  |  | Scoring |
| Week 12 |  |  | Scoring |
| Week 13 |  |  | Review |
| Week 14 | P6 |  | Review |
| Week 15 | P7 |  | Final Presentation |