VA335

SOUND AND IMAGE

Week 1

Introduction, Course Objectives, Students' Expectations

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All materials are used for academic purposes

WHO AM I?

Selçuk Artut

His artistic research focuses on theoretical and practical dimensions of human- technology relations. An author of four books in the past, his activities mainly focus on contemporary art practices based on technological embodiments. His art works have been exhibited at ICA London, Istanbul Biennale, Moving Image NY, Art Hong Kong, etc. Currently Artut coordinates the Visual Arts and Visual Communication Design Program at Sabanci University where he mainly teaches Sound and Interaction Courses. He is a professional musician, a member of a Post-Rock Avangard music band Replikas (www.replikas.com) and a live coding duo RAW (www.rawlivecoding.com).

www.selcukartut.com

COURSE DESCRIPTION

This course explores sound fundamentals as an ingredient of art and design, focusing on varied sound segments for installation, performance, video/film, www, and audio production.

The course is intended for art and design students as well as persons interested in basic knowledge of sound and acoustic.

The course is geared towards students who have interest in transforming and using sound in artistic installations, performances, web pages, motion graphics, film etc
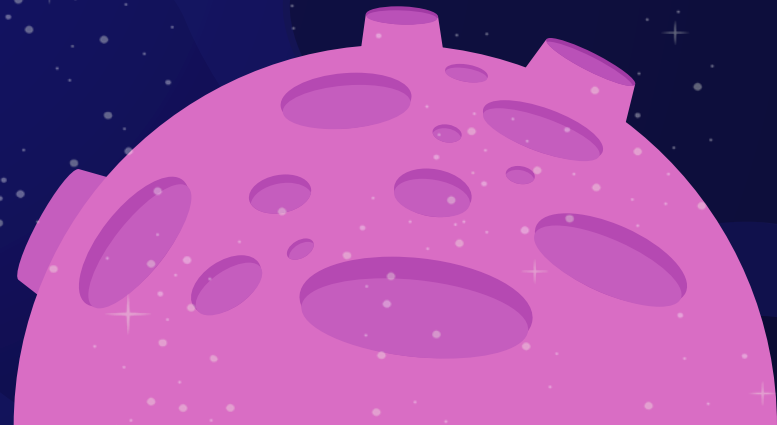
COURSE OBJECTIVES

The purpose of this course is to relate to sound as a material; teaching acoustics as the nature of the material, its composition and textures, and how to recognize its nuances, weaknesses, and strengths, teaching ear training to develop the ability to recognize the audio material in basic ways; size, shape, dimensions, and color, the introduction of using everyday sounds as compositional material.
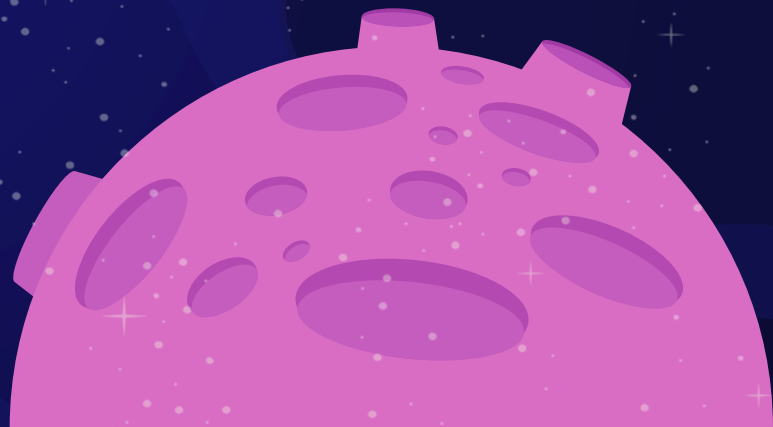
TOPICS INCLUDED

Physics of Sound
Beyond the Pitch/Duration Paradigm
Sound Aesthetics
Audio-Visual Relationship
Digital Audio
Multi-track Techniques
Sound Editing
Sound Effects
Recording an Event

equipments

Computers (You may use your own laptops, strong desktops with external audio modules recommended)
Headphones required (Closed cup)
Headphone Recommendations price range 50 TL-200 TL
AKG, Sennheiser, Phillips, Sony etc
* If you don't want to own one, please consult me. There are spare equipments that I can share with you

computer recording and editing software

{you may pick any of the following}
Reaper : http://www.cockos.com/reaper/
Sony Acid Pro : http://www.sonycreativesoftware.com/acidpro
Audacity : http://audacity.sourceforge.net/
Ableton Live : https://www.ableton.com/
Pro Tools: http://www.avid.com/US/products/family/pro-tools
Cubase : http://www.steinberg.net/en/products/cubase/start.html
Apple Logic : http://www.apple.com/logic-pro/
Audition : http://www.adobe.com/tr/products/audition.html
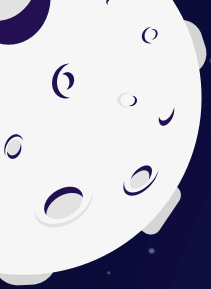
Grading Policy
40% Final Project + 50% Assignments & Quiz
(will be held each week till week 10) + 10%
Attendance and Participation

LETS EXPLORE THE SYLLABUS

15:00

Sound Art

From the final quarter of the twentieth century, it now seems clear that the central watershed in changing our view of what constitutes music has more to do with the invention of sound recording and then sound processing and synthesis than with any specific development within the language of music itself.
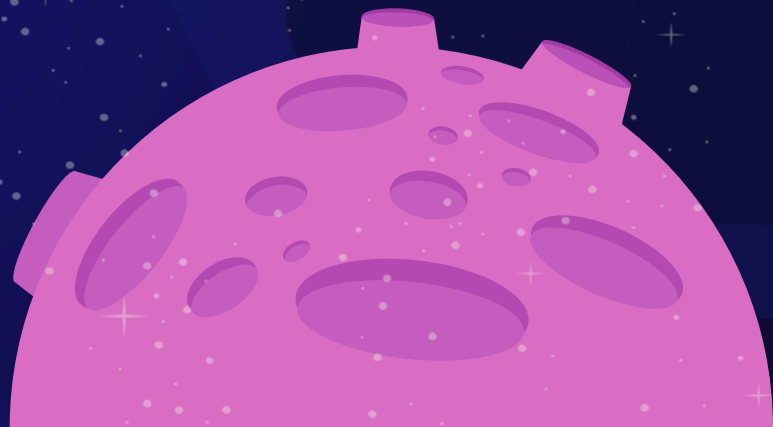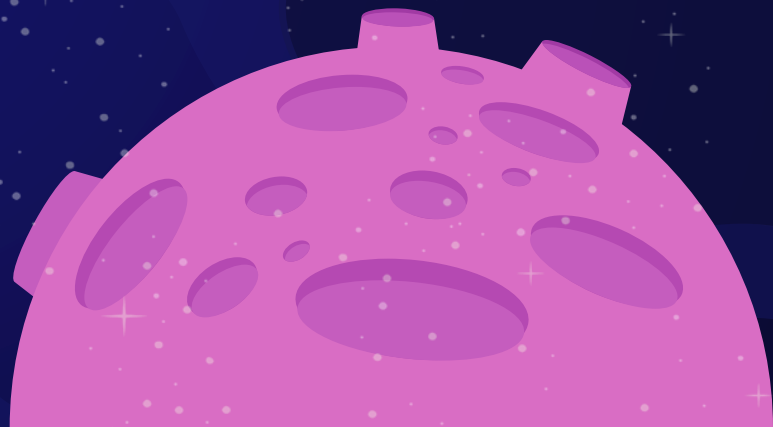
Sound Art

Computer technology, offering us the most detailed control of the internal parameters of sounds, not only fulfils the original dream of early electronic music – to be able to sculpt all aspects of sound – but also makes the original categoric distinctions separating music from text- sound and landscape-based art forms invalid.

We can no longer draw these lines of divisions.
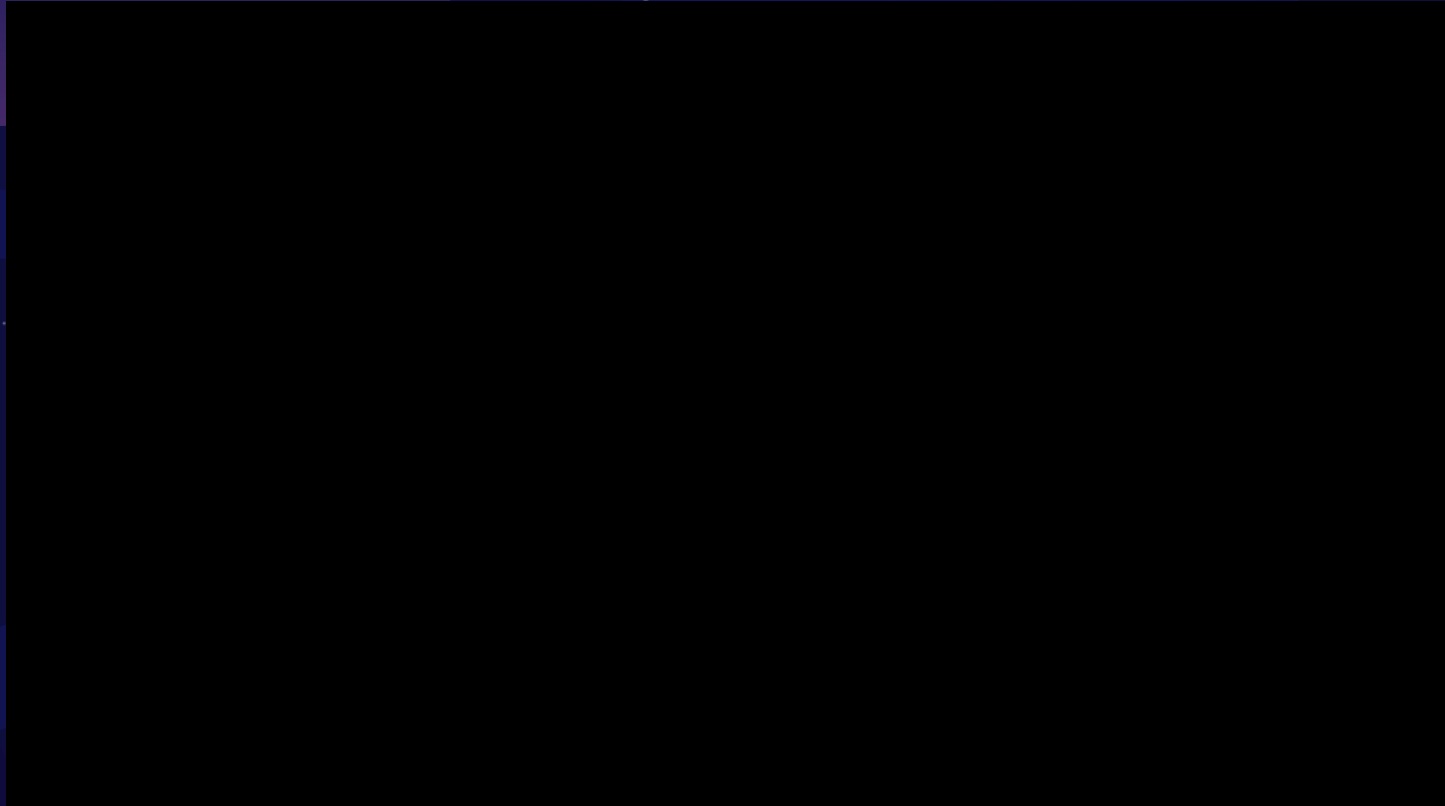
MUSIC OR WHAT THE?!

Source: http://www.youtube.com/watch?v=QAMxkietiik

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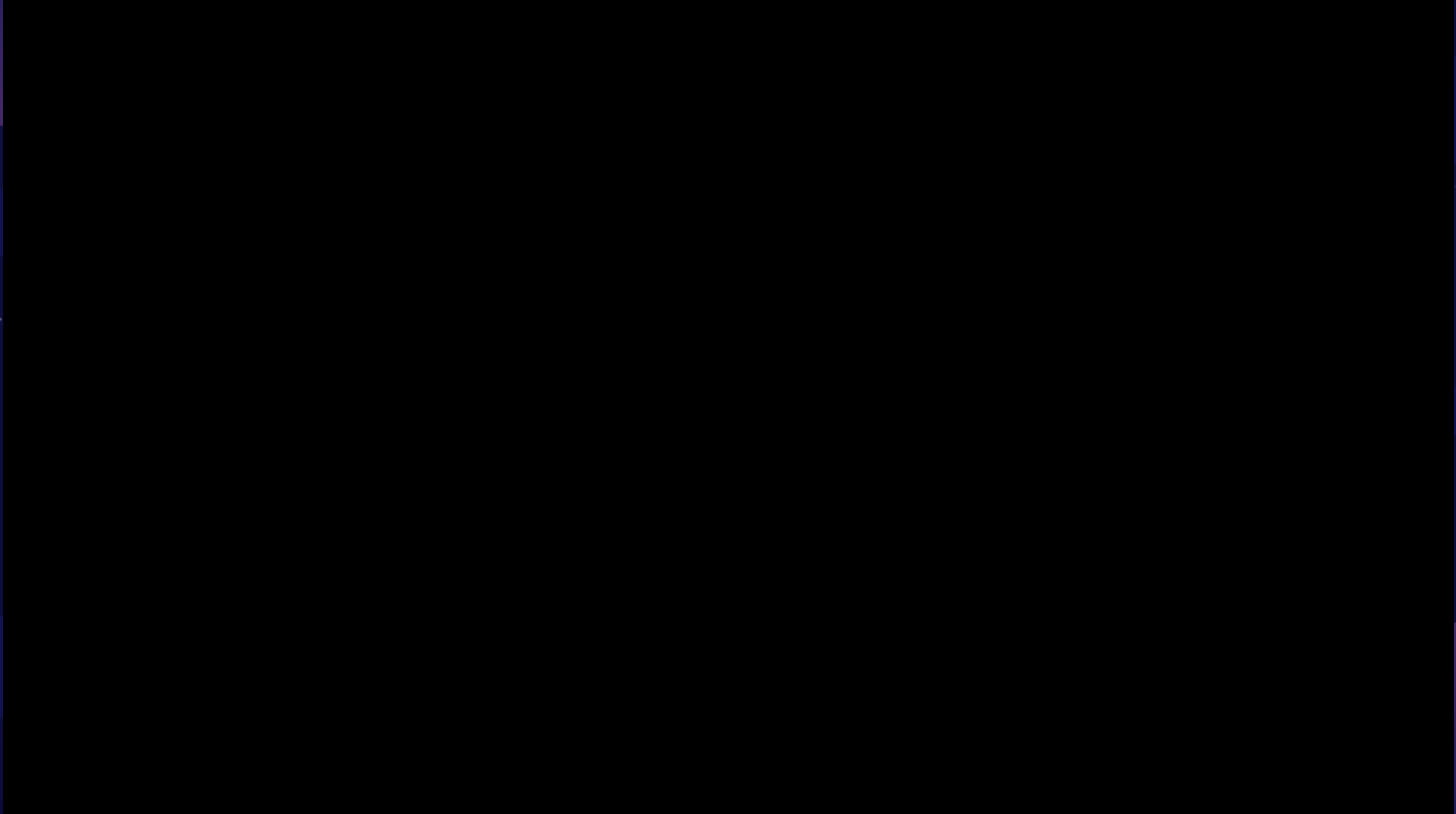
game players

Who is who in this game?

GAME AUDIO

INDUSTRIAL SOUND

Source: http://www.youtube.com/watch?v=QAMxkietiik
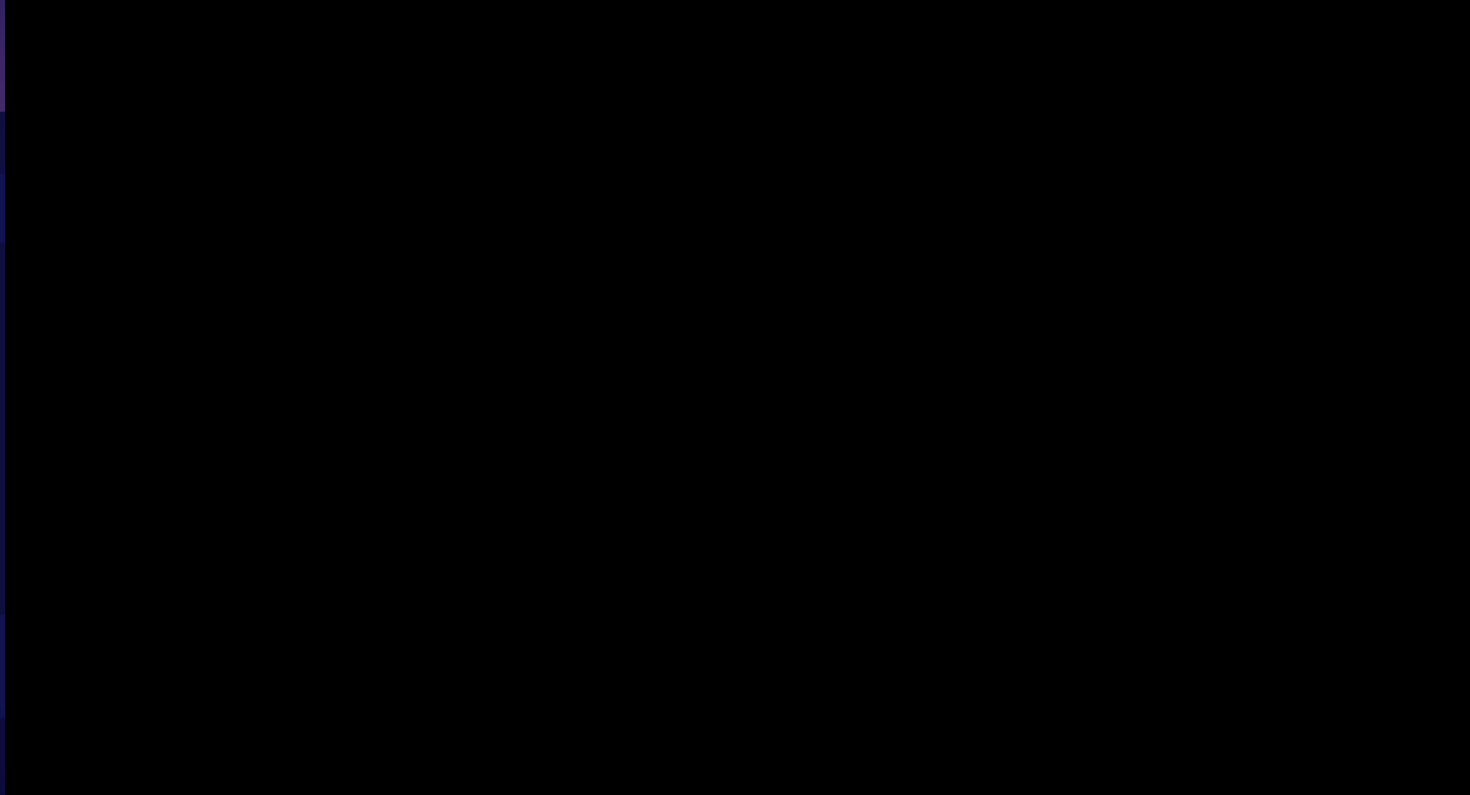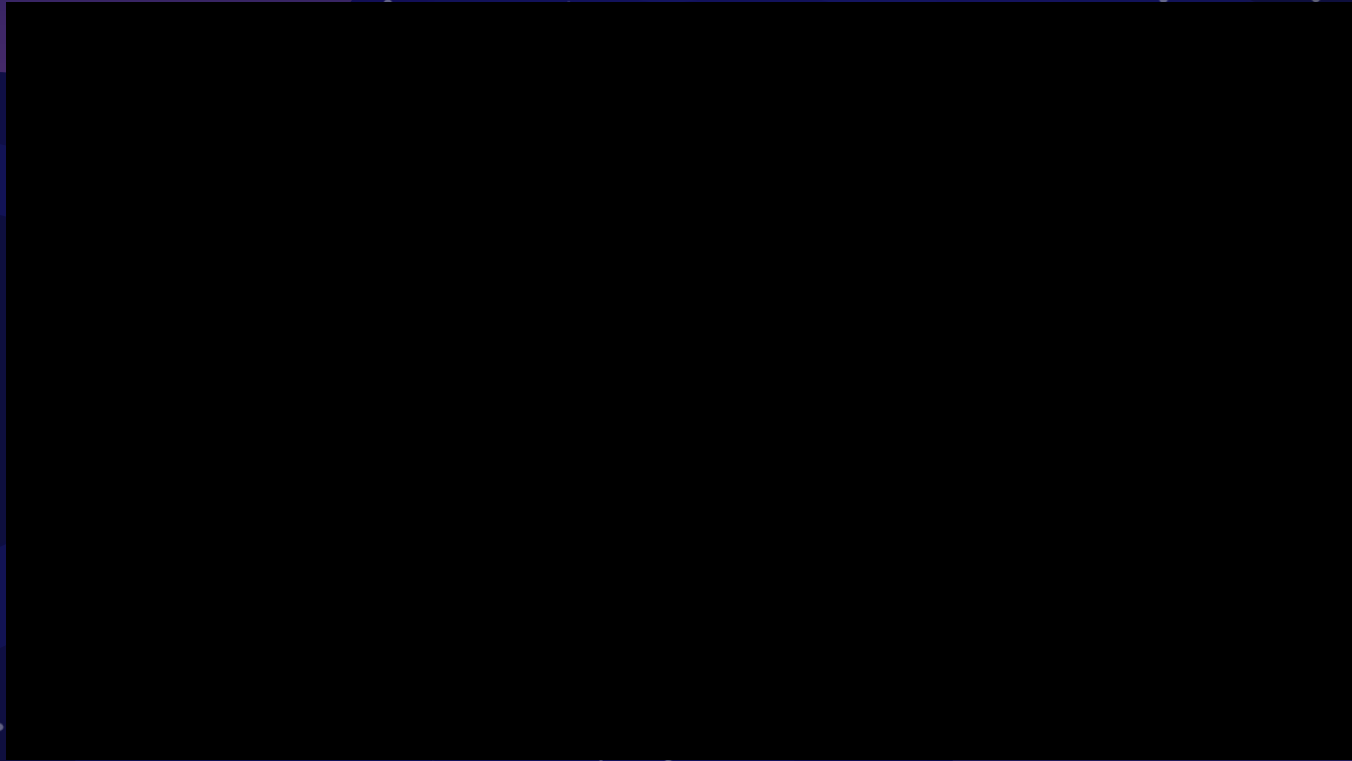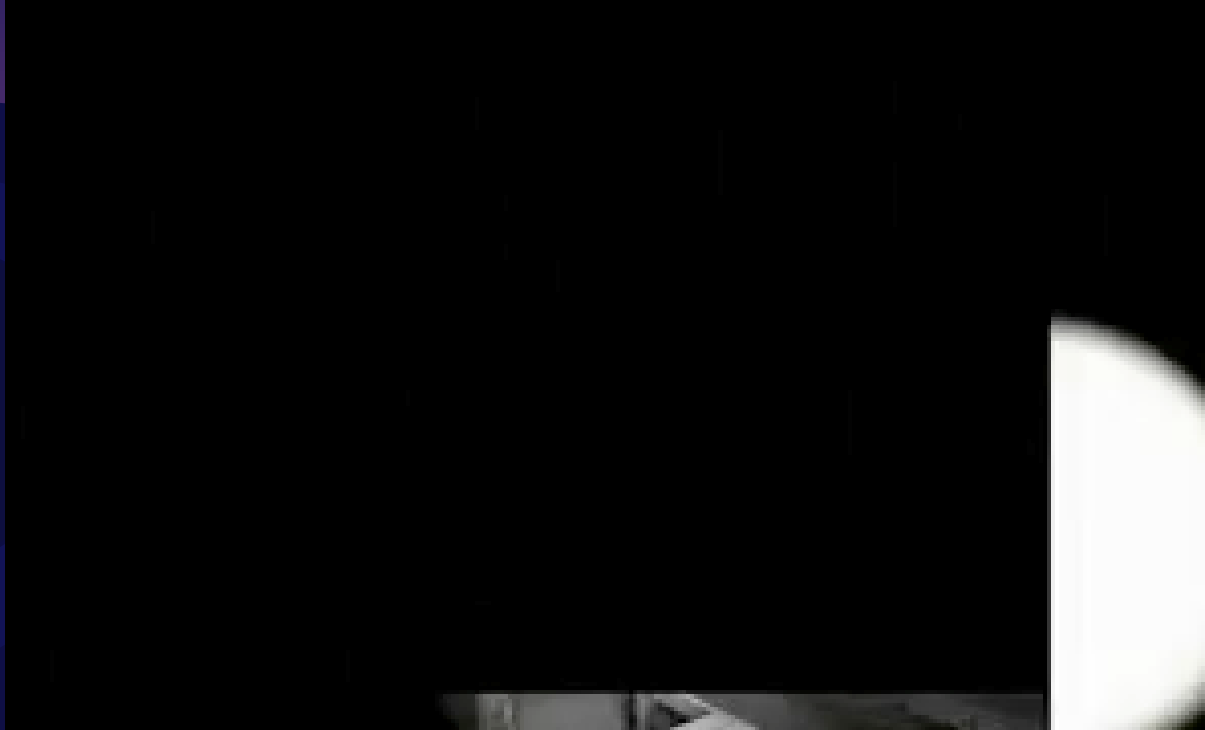
INDUSTRIAL SOUND IDENTITY

SOUND FOR PR

MALEVOLENT USES

Recommended : http://www.aljazeera.com/programmes/aljazeeraworld/2012/05/201253072152430549.html

Geçtiğimiz günlerde, CIA'in, sorguladığı kişilerin psikolojilerini bozmak için, hangisinin orijinal müziğini kullandığı rapor edilmiştir?

A Susam Sokağı	B Taş Devri
C Evli ve Çocuklu	D Altın Kızlar

Sonuç ✔

Çift Cevap jokerini kullanmış ve yarışmacı soruyu doğru olarak yanıtlamış.
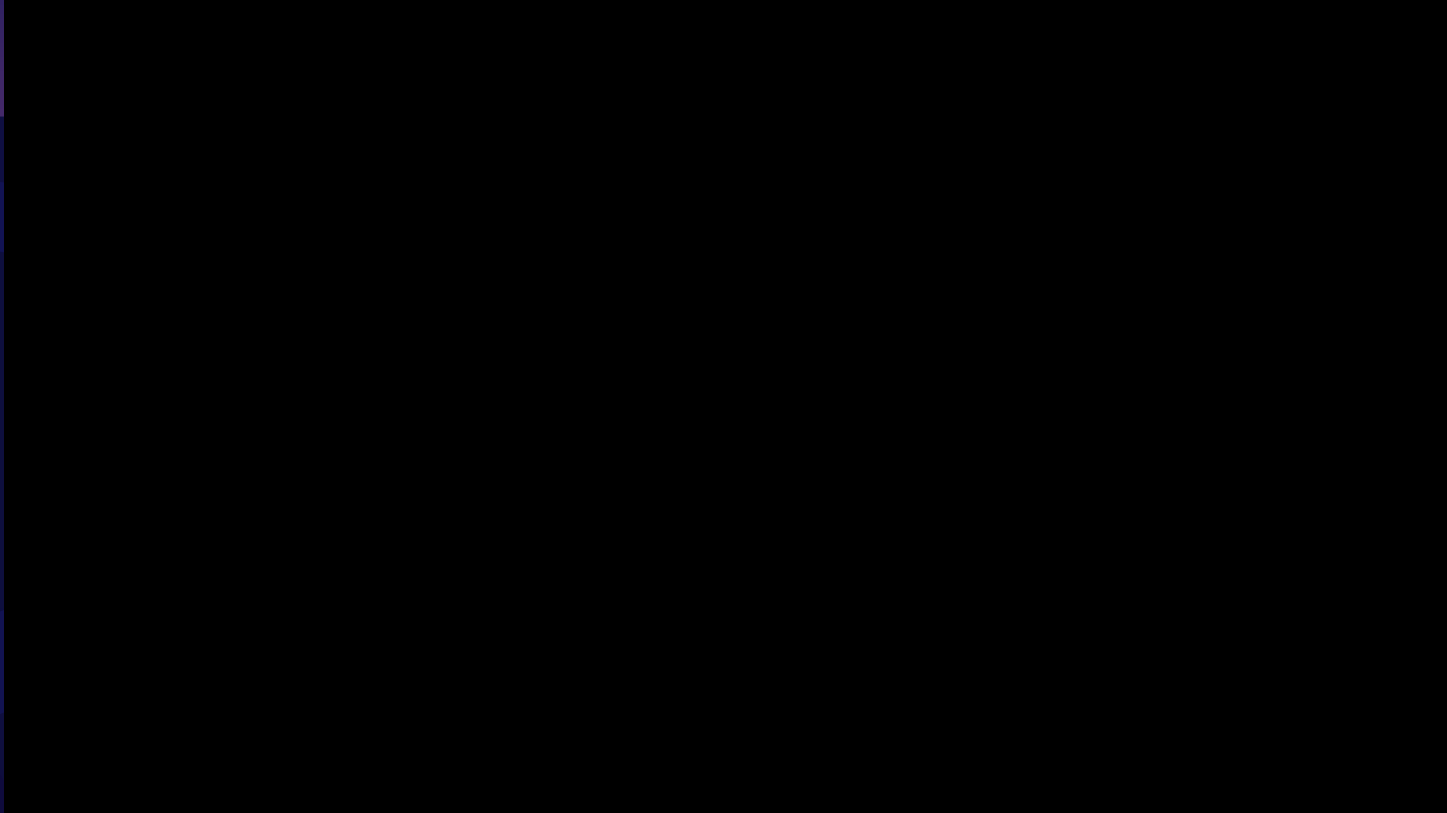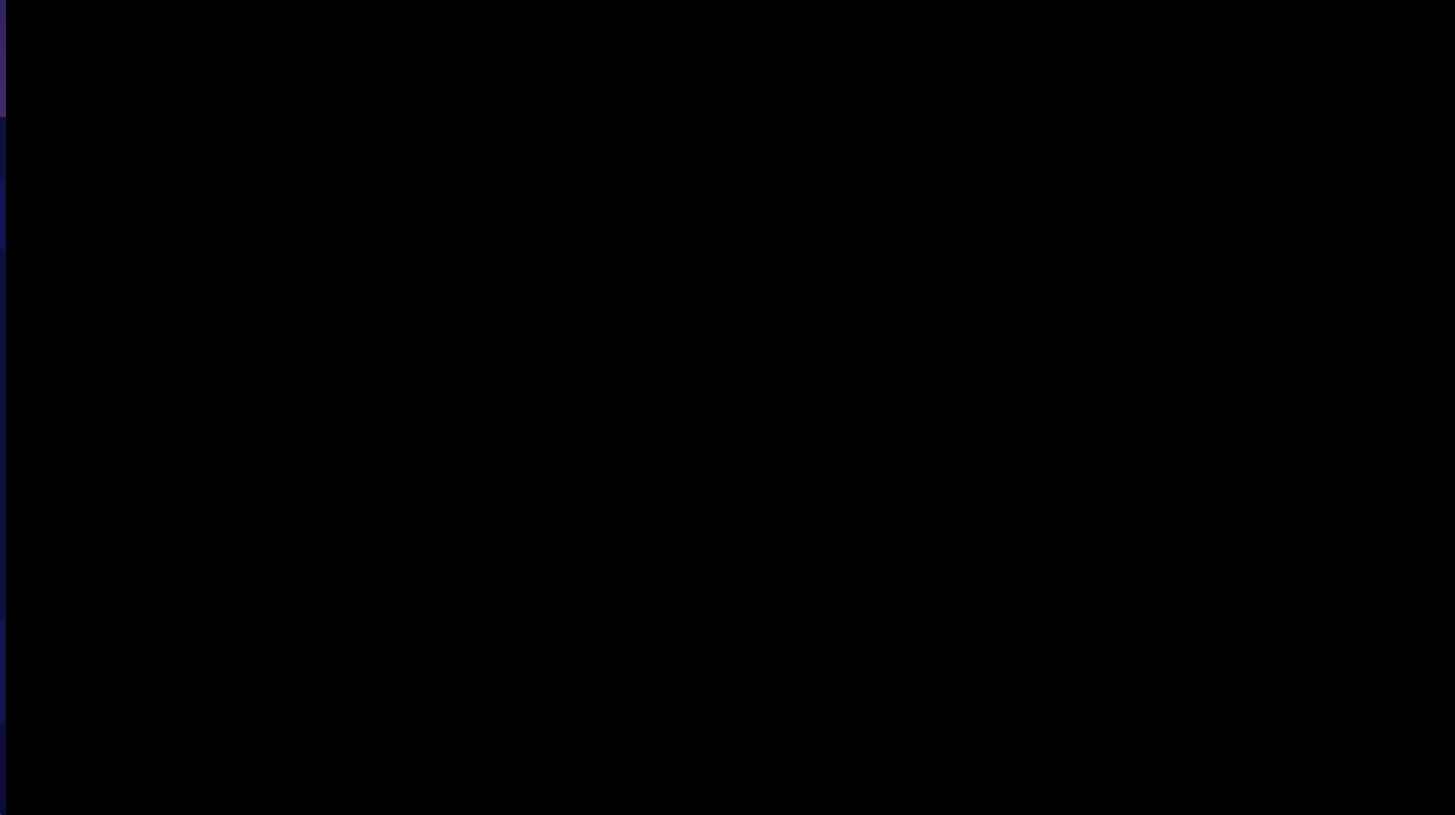
AYRINTILAR

Cevdet
Mehmet
Kösemen
🎖 ⓣ

Sorular

1. Soru	✔
2. Soru	✔
3. Soru	● ✔
4. Soru	✔
5. Soru	✔
6. Soru	● ✔
7. Soru	● ✔
8. Soru	● ✔

FOLEY

SOUNDS OF MONSTERS UNIVERSITY

http://vimeo.com/69126435

SOUND DESIGN DOCUMENTARY