Cover Sheet: Request 14997

Sound Design 2

Info

Process	Course|New|Ugrad/Pro
Status	Pending at PV - University Curriculum Committee (UCC)
Submitter	Stanley Kaye stankaye@ufl.edu
Created	5/11/2020 9:28:43 PM
Updated	10/23/2020 1:24:32 PM
Description of request	This is the final course in a 3 course sequence in sound design and technology. This course is the highest level for undergraduates and course is open to graduate students with foundational training in the subject are with instructor approval.

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Theatre and Dance 13040000	Peter Carpenter		10/12/2020
No document changes					
College	Approved	CFA - College of Fine Arts	Jennifer Setlow		10/23/2020
No document changes					
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			10/23/2020
No document changes					
Statewide Course Numbering System					
No document changes					
Office of the Registrar					
No document changes					
Student Academic Support System					
No document changes					
Catalog					
No document changes					
College Notified					
No document changes					

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Submitter: Stanley Kaye stankaye@ufl.edu
Created: 11/9/2020 5:01:35 PM
Form version: 9

Responses

Recommended Prefix TPA
Course Level 4
Course Number xxx
Category of Instruction Joint (Ugrad/Grad)
Lab Code None
Course Title Sound Design 2
Transcript Title Sound Design 2
Degree Type Baccalaureate

Delivery Method(s) On-Campus, Online
Co-Listing Yes
Co-Listing Explanation The course is at the advanced level as part of a 3 course sequence. Graduate students who have fundamental foundations in the subject may be admitted to this advanced level course with the permission of the instructor.
Effective Term Spring
Effective Year 2021
Rotating Topic? No
Repeatable Credit? No

Amount of Credit 3

S/U Only? No
Contact Type Regularly Scheduled
Weekly Contact Hours 4
Course Description This course introduces the students to the operations in different aspects of audio production. Students will learn to use a digital audio workstation (Digital Performer 9) through lectures, exercises and projects
Prerequisites TPA 3XXX Introduction to Sound Design and Technology with a grade of C or better & TPA3XXX Sound Design 1 with a grade of C or better.
Co-requisites none
Rationale and Placement in Curriculum This courses teaches the art and craft of sound design and audio post. Students will master a Digital Audio Workstation (DAW), and gain knowledge and experience in composition, recording, editing, and mixing
Course Objectives •   Understanding of audio production practices and techniques.
•   Development of vocabulary and knowledge at a comfortable level for engagement on a production.
•   Acquiring skills and techniques with a Digital Audio Workstation.
•   Skills to edit dialog, sound effects, and music at professional studio level.
•   Ability to design sound and implement the design digitally.

Course Textbook(s) and/or Other Assigned Reading •   Modern Recording Techniques 8th Edition by David Miles Huber and Robert Runstein.

Weekly Schedule of Topics
Week 1 - Introduction to Course

Week 2 - Digital Audio Workstation Basics

Week 3 - Editing

Week 4 - Project 1

Week 5 - Mixing

Week 6 - Project 2

Week 7 - Video, ADR, Takes and Comping

Week 8 - ADR

Week 9 - Dialog Record/Edit Techniques

Week 10 - Dialog Record/Edit Techniques

Week 11 - Dialog Record/Edit Techniques

Week 12 - Project 3 Dialog

Week 13 - Project 3 SFX

Week 14 - Project 3 Music

Week 15 - Project 3 Presentations

Grading Scheme Assignment or Course Component   Points
3 Quizzes (5 points each)   15
1 Exercise   5
Project 1   10
Project 2   10
Project 3 - Dialog   10
Project 3 – SFX 10
Project 3 - Music   10
Project 3 – Final Mix   30
Total   100

Exercise 1
In this project, you will create a Project Template in the Digital Audio Workstation (DAW) used in this course. This template will serve as the starting point for the three projects in this course.

Project 1
In this project, you will create a "radio edit" of a song of your choice. The song you choose must be more than 3 minutes in length, and the final edit must be no more than 30 seconds. The final edit must contain at least 3 distinctive parts from the original song, edited to perfection. The goal is that the editing is unnoticeable to the average listener, and that the end product is musically pleasing.

Project 2
In this project, you will create a story told solely with sound. You are not allowed to use any dialog or language to help tell the story. Instead, find sounds from a good free sound library such as sounddogs.com, or record your own with your phone. Feel free to use music but it shouldn't be the main story telling device.

Project 3
This is the final and most comprehensive project for this course. In this project, you will record, edit, and mix all the sounds for a short video. The video can be anything from a TV commercial, a movie trailer, a scene from a movie, etc. This project is carried out and graded in four stages – dialog, sound effects, music and final mix.

Instructor(s) J. Zhao
Attendance & Make-up Yes
Accomodations Yes
UF Grading Policies for assigning Grade Points Yes
Course Evaluation Policy Yes