

## Course Syllabus

### Principles of Sound

<b>Course Credit:</b>	3 Units
<b>Course Meeting:</b>	T,Th 9:00-10:50, EHFA# 105
<b>Office Hours:</b>	M,W 11:00-1:00 or by appointment
<b>Contact Information:</b>	Office: EHFA 133 Phone: O: 843-349-2555 C: 917-913-4032 Email: twren@coastal.edu

### Course Description

Students will learn the principles of theatrical sound design, including design process and execution, equipment operation and application, and the fundamentals of reading a musical score.

### Overview/Objectives

1. This class presents an overview of the sound design process from inspiration to execution.
2. Reveal the sound design process by analyzing dramatic texts, developing an auditory vocabulary, and actualize designs supporting a contextual narrative.

**Learning Outcomes:** Upon successful completion of this course students will be able to:

1. Understand the role of the Sound Designer theatrical productions
2. Understand sound reproduction systems and editing technology.
3. Install and operate a simple theatrical sound system.
4. Digitally edit sounds recordings, and compile individual sounds to create thematically relevant soundscapes.

### Recommended Reading

***The Sound Reinforcement Handbook*** by Davis, Gary

***Sound and Music for the Theatre: The Art and Technique of Design*** by Kaye, Deena C.

***QLab 4: Projects in Video, Audio, and Lighting Control***

by Hopgood, Jeremy

## Organization

Class will be divided into three parts.

- 1) **Lecture:** Classroom discussions of sound design principle and application. Respectful class discussion is essential. Participation in this class should offer a safe and stimulating environment for students to hone their spoken communication skills, and students will be evaluated on both the quality and quantity of their participation. At times, information shared in the class may be of a confidential nature. Students are expected to respect this confidence as needed.
- 2) **Design Projects:** Assignments will be complete outside of scheduled class times in the sound lab, at various campus venues, and in a audio production studio. Design projects provide an opportunity for students to apply theories from the lectures to practical exercises.
- 3) **Technical Lab:** The class will meet outside of class times to work as crew members for sound system installation and strikes. Each student is responsible for completing 12 hours of Lab during the semester. Lab time must be approved by the instructor and may be fulfilled in any of the following ways:
  - Sound Designer/Engineer for Department or other Production
  - Sound Operator on Department Production
  - Installation and Strike of sound system for Department Production
  - Assist and shadow orchestra set-up in Wheelwright Auditorium (Must include strike and be coordinated in advance)

## Required Materials

**16Gb Flash drive**

**Journal**

**Access to iTunes** (You may need to buy tracks)

## Class Schedule

Date	Topics	Assignment
8/21-8/23	Introduction to Sound Design <ul style="list-style-type: none"><li>• Sound Design and Storytelling</li><li>• Human Hearing, Physics of Sound</li><li>• Listening to Sound</li></ul>	-Project #1 Journal Assignment
8/28-8/30	Sound Recordings and Editing Software USITT-SE	-Quiz #1: Sound Terminology
9/4-9/6	Sound Editing Project	
9/11-9/13	Playback Software - QLab Sound System Components (Lab) Soundscapes	-Project #2 Simple Editing w/Audacity
9/18-9/20	Script Analysis and Paperwork <ul style="list-style-type: none"><li>• Plot, Theme, Research, History</li><li>• Music Copyrights and use</li></ul>	-Quiz#2: Playback and Components -Project #3 Painting Sound Project
9/25-9/27	Mid Term Project Check In	-Quiz#3: Sound Documentation.

10/2-10/4	Mid Term Project Present <ul style="list-style-type: none"> <li>• Soundscape</li> </ul>	Mid Term Exam
10/9-10/11	Live Reinforcement <ul style="list-style-type: none"> <li>• System Layout and Configuration</li> <li>• Sound Console Layout Operation</li> </ul>	
10/16-10/18	Live Reinforcement <ul style="list-style-type: none"> <li>• Microphones</li> </ul>	-Quiz#4: Live Reinforcement
10/23-10/25	Live Reinforcement Project Presentation	-Project#4 Live Reinforcement Project
10/30-11/1	Final Project Reviews	
11/6-11/8	Understanding Music <ul style="list-style-type: none"> <li>• Sheet Music Structure</li> <li>• Musical Scale and Key</li> <li>• Time signature and Tempo</li> </ul>	
11/13-11/15	Introduce Keyboards Under Scoring Composition	-Quiz#5 Music Terms and Symbols -Project#5 Composition
11/20-22	Thanksgiving	
11/27 T	Final Project Presentations	
11/29 Th	Final Project Presentations	
12/11 11:00a	Comprehensive Final Exam	Final Exam

## Policies

### Attendance

Students are expected to attend class and to be on time. When conflicts are unavoidable, a student must arrange an excused absence with the instructor *in advance*. Students who miss class are responsible for material covered on that day, for turning in any assignments due that day, and for getting any new assignments. *There are no "free" unexcused absences.* Excessive lateness will also result in unexcused absences. More than three unexcused absences will result in lowering a student's final grade by one letter grade.

### Conduct/Collaboration/Cheating

Each student must submit their own work and will be held accountable to explain the tools and possesses utilized to solve specific tasks.

Please review the "2018-2019 Code of Student Conduct" portion of your Student Handbook.

<http://www.coastal.edu/media/studentaffairs/deanofstudents/pdf/CCU%20Code%20of%20Student%20Conduct%20Aug13%20WEB.PDF>

Students are required to silence alerts on all devices and telephones. Any student disrupting class may be required to leave the classroom.

## Homework

Assignments for this class consist of digital audio tracks and written documents. All digital files must be submitted in the following format:

*Projectname-first 5 characters of last name followed by first initial.*

For example: *Soundscape-wrent.*

Failure to label correctly will result in a lowering of the project grade by 50%. All written documents must be grammatically correct, spelling corrected, and clearly formatted. All work must be completed to a presentation standard and include your name, the name of the assignment, the name of the course, and the date it is completed.

**Students submitting assignments on multiple pages must include their name on each page, and properly secure the work such that it will not become separated or submit it bound or in a folder. Before turning in any assignment, students should proofread for clarity, grammatical errors, and spelling.**

Assignments are due at the start of the class on the due date. *Late assignments will not be accepted.*

Students with special circumstances affecting their ability to complete assignments on time should arrange **in advance** for extensions on a case-by-case basis.

## Grading Scheme:

Attendance/Participation:	150 pts
Lab Assignments (12 hours Required)	250 pts
Quizzes: (50 Pts Each)	250 pts
Project #1a-First Journal Entry	50 pts
Project #1b-Mid Term Journal	50 pts
Project #1c- Final Journal Entry	100 pts
Project #2-Sound Editing	100 pts
Project #3-Painting Sound	150 pts
Project #4-Live Sound Design	200 pts
Project #5-Composition, Underscoreing	150 pts
Mid Term Project	250 pts
Final Project	400 pts
Mid Term Exam:	200 pts
Final Exam:	<u>200 pts</u>
Total:	2500 pts

Grading will be ABCDF scale:

A	100-91	2500-2276	Exceptional work that consistently <u>exceeds</u> the expectations of the assignments
B	90-81	2275-2026	Work which meets the expectations of assignments
C	80-71	2025-1776	Work below the expectations of the assignments
D	70-61	1775-1525	Work markedly below the expectations of the assignments
F	60-0	1525-0	Failing Grade - any required course must be repeated

**NOTE:**

A grade of "D" or below may trigger an academic action, including but not limited to a warning letter or imposition of probationary status. Students in the BFA program are expected to maintain a "B" grade in their area of specialization.

Grades in the College of Fine Arts measure a student's progress toward mastery in their field. Expectations of progress are defined within each option and for each level of the curriculum.

Faculty consider specific factors in determining grades. Individual rubrics and requirements are made available on a course specific basis. The following are areas of competency in the College of Fine Arts evaluates on a school-wide basis; artistic and professional aptitude and potential, skills mastery, professional conduct and engagement, innovation and positive collaboration.

**Accommodation:**

Coastal Carolina University is committed to equitable access and inclusion of individuals with disabilities in accordance with the Americans with Disabilities Act and Section 504 of the Rehabilitation Act. Individuals seeking reasonable accommodations should contact Accessibility & Disability Services (843-349-2503 or <https://www.coastal.edu/disabilityservices/>).

Questions: Balance of hands on verses theoretical?

What do you expect to get from this class?

Grading fairness?

When You teach this again!!

- Rubric written out for each assignment!! No more verbal assignments!
- Spend time with sound board, They have no idea what signal routing is.
- GAIN!! Wiki it, good stuff there
  - Make them research terms and words and present in class (Rubric it)
- READ Plays from beginning of the class!!
  - How to breakdown a script down
  - Rubric on in class presentation
- Record Play reading club – Design sound for a scene or show
- Write about plays from the very beginning of class
  - How to write objectively
  - How to organize paper
- Ask Band if we can mix? Dan Ennis? Jazz band? From scratch, prerecorded multi track?
- Moodle Quizzes
- Get on Audacity fast!!

Explain flow through a mixer: Gain, Compressor, Ducker, EQ(Lo, Lo Mid, Mid, Hi Mid, Hi), Routing, Matrix, DCA, effects, Mix Bus

Wired Mics – Instrument mics

Wireless Mics

Direct Box (Signal impedance)

Terms:

-Headroom

-Impedance

-Gain

-db and what it means

Musical and non Musical paperwork

Speaker angle, placement, delay, feedback, Drafting, signal flow

Where does the sound come from to sound natural

Bounce, reflection, distortion, dampening

Stereo vs mono

Need headphones?

Let's take a field trip, guest via skype?

Sound Effects, editing, collecting

Q Lab and playback

What are the projects? (Keep projects short, because they must present in class) NO MAKE UP.

- Too large a class to get in the recording studio?
- Audacity cut project
- Audacity Multi track project (out door sound scape? Birds, dog etc)
- Q Lab Project
- Paper project Musical and Non musical
- Paper Project: How it all connects, hook up a sound system
- Realized project: Set it all up?
  - o Provide headphones (Fail Class if not returned in good condition)
- Recording project – Use Phone(How to get sound from phone to PC - email)
  - o Voice
  - o Sound effect
- Journal of Sound?
  - o Specific environments (Nature, Scary?, Industrial/Mechanical)
  - o Make recording using phone

Build Moodle: - Scan book: Yamaha Sound

Class needs to build topic on topic Let them try, then try again (How?)