1. **COURSE ID:** MUS. 293  
**TITLE:** Audio for Visual Media  
**Units:** 3.0 units  
**Hours/Semester:** 40.0-45.0 Lecture hours; 24.0-27.0 Lab hours; and 80.0-90.0 Homework hours  
**Method of Grading:** Grade Option (Letter Grade or P/NP)  
**Recommended Preparation:**  
MUS. 290, and MUS. 291

2. **COURSE DESIGNATION:**  
Degree Credit  
Transfer credit: CSU; UC

3. **COURSE DESCRIPTIONS:**  
**Catalog Description:**  
Using a wide-variety of sound production techniques and software tools, create a completely original soundtrack for film or video. Compose, orchestrate and arrange original music; design original sound effects; develop a personal sound library; create and record Foley and voice-overs. Make use of SMPTE and MTC to synchronize all your sound and music to picture. Analyze the narrative, spatial and emotive content of soundtracks. Examine the history of sound design through studying various media including theater, radio, film, and video games.

4. **STUDENT LEARNING OUTCOME(S) (SLO'S):**  
Upon successful completion of this course, a student will meet the following outcomes:  
1. Create and synchronize original sound effects to visuals  
2. Create and synchronize original Foley sounds to visuals  
3. Create original music to enhance the mood of a visual scene  
4. Record and synchronize dialogue

5. **SPECIFIC INSTRUCTIONAL OBJECTIVES:**  
Upon successful completion of this course, a student will be able to:  
1. Create and synchronize original sound effects to visuals  
2. Create and synchronize original Foley sounds to visuals  
3. Create original music to enhance the mood of a visual scene  
4. Record and synchronize dialogue

6. **COURSE CONTENT:**  
**Lecture Content:**  
- History of Audio for Visual Media  
- Music for silent films  
- Sound effects for live-broadcast radio plays  
- Impact of recording technology on the film industry  
- Impact of MIDI and computer music on film, video and multimedia.  
- Audio Synchronization Techniques  
- How to synchronize music, sound effects and dialogue with video and film  
- Understanding and using SMPTE Time Code  
- Using MIDI with SMPTE  
- Music Composition for Visuals  
- Composing, arranging and orchestrating music for visuals using MIDI and multi-track recording techniques.  
- Analysis of the narrative, spatial, emotive and musical content of sound tracks.  
- Discussion of the structural use of music in video and multimedia.  
- Special Effects  
- Creating sound effects to enhance visual action  
- Analysis of dramatic impact of sound effects  
- Create cue sheets to match visual events with sound effects.  
- Foley  
- Creating everyday sounds from footsteps to glass breaking to accompany visual actions.
Recording Foley sounds in realtime
ADR (Automatic Dialogue Replacement)
Rerecording dialogue in film or video
The Final Mix
Putting it all together

7. REPRESENTATIVE METHODS OF INSTRUCTION:
   Typical methods of instruction may include:
   A. Lecture
   B. Lab
   C. Other (Specify): 1. Lectures incorporate presentations and analysis of contemporary and historical sound design for various media including theater, radio, film and video games. 2. Labs provide demonstrations and hands-on instruction using audio for visual media tools. Topics include: SFX (sound effects), Foley, ADR (automatic dialogue replacement), film scoring, synchronization and studio workflow. 3. Various soundtracks are presented and analyzed in the classroom and the lab. Aesthetic and technological elements are considered (listening and viewing activities). 4. Lab assignments and final projects give students the opportunity to combine theory, technology, and creativity into cohesive works. Works are critiqued by the instructor and students (creative projects).

8. REPRESENTATIVE ASSIGNMENTS
   Representative assignments in this course may include, but are not limited to the following:

9. REPRESENTATIVE METHODS OF EVALUATION
   Representative methods of evaluation may include:
   A. Lab Activities
   B. Projects
   C. Quizzes
   D. Students are evaluated on the basis of: written quizzes, lab assignments, oral presentation, and creative projects.

10. REPRESENTATIVE TEXT(S):
    Possible textbooks include:

    **Origination Date:** November 2016
    **Curriculum Committee Approval Date:** February 2017
    **Effective Term:** Fall 2017
    **Course Originator:** Christine Bobrowski