
“People aren't going to support an artist just because they have an audio file. They have to feel a real connection.”

-Chuck D, Public Enemy



“We came up with a way of taking music that might, at one point, be fully in the foreground—in focus and loud—and, then,...sent way into the background and thrown out of focus so that people could talk in the foreground...No other film before that one had had 42 songs back to back.”
- Walter Murch, sound designer on *American Graffiti*



Course number: CMS - 3420, CRN:20428

Audio Recording and Sound Design

Spring, 2016 — 3.0 credit hours

Thursday, 9:50a.m.-12:30p.m., ME 150/144



Instructor: [Jonathan M. Harris, MFA](#)

Office Location: **ME #214**

Phone: (678) 466-4716

E-Mail: jonathanharris2@clayton.edu

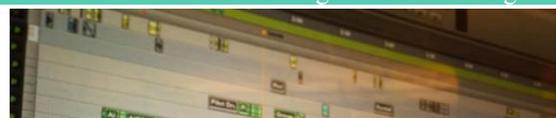
Course website: <https://clayton.view.usg.edu/d2l/home/1052849>

Personal Website: <http://faculty.clayton.edu/jharris91>

Office Hours: Tuesday/Thursday 9:00a.m.-9:50a.m.,
12:30p.m.-2:00p.m., and by appointment.

You can access our course in GeorgiaView by clicking on the link above. You will need to login with your CSU username and password. Don't know what your username and password are?

[Click here.](#)

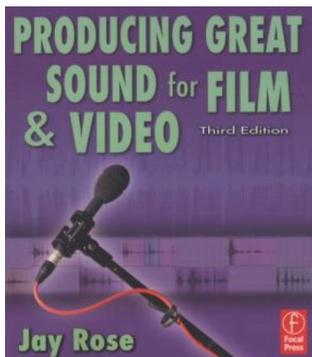


Communication

Please feel free to e-mail questions, concerns, ideas or just to check in whenever you like. I will try to respond during the week within 24 hours. I may not respond during the weekend but rest assured, I will get back with you during the week. Please include information about which class you are in when e-mailing, thanks! Also, please be aware that all students and faculty are expected to use the official CSU e-mail system for security reasons and to abide by federal regulations. During office hours I will be available face to face in my office or via phone.

Introduction

This course will be conducted face to face with many of the materials available online. All lectures, including student questions and comments during class, will be recorded and made available online for students to review under CONTENT. The videos should be viewable on all desktop and mobile devices. Additional class discussions and assignments will be delivered online and will be indicated in the course calendar. To get started with the class, please purchase the textbook, and look over the initial assignments for the course. After that, you will work your way through a series of activities, readings and discussions each week. I will discuss them in class, but please follow the assignment calendar in D2L each week.



Textbook

Rose, Jay. *Producing Great Sound for Film and Video*, Third Edition. ISBN: 0-240-80970-X. This text is available [in the CSU bookstore](#). It can also be purchased at other online bookstores.

Course Catalog Description

This studio course introduces the aesthetic conventions and technical skills of recorded sound. Assignments include field recording for audio media (e.g. radio and podcasting) and video, along with post-production sound design for moving images, including the preparation of dialog, sound effects, and music tracks.

Course Prerequisites:

[CMS 2100](#) with a minimum grade of C

Course Objectives/Learning Outcomes

A basic understanding of audio production, post-production, and digital distribution concepts and processes

A basic understanding of audio formats and digital audio processes used in the production and distribution of media

A basic understanding of the sound design process in film/video

Initial mastery of audio recording and editing techniques

Initial mastery of all techniques necessary for planning, recording, and editing simple audio and sound design projects including radio, web, film/video.

Program Outcomes

The following link provides the Communication and Media Studies learning outcomes:

<http://www.clayton.edu/vpa/cms/programoverview>

This course provides support for the following CMS learning outcomes:

“Apply media aesthetics to the production of communication vehicles using appropriate technologies”

Course Format

Face to face with additional discussions, assignments, videos, and research to be conducted online. If there is a discrepancy in due dates for an assignment go with the date in GA View. You can subscribe to the course calendar [by clicking here](#).

Course Assignments/Assessments

Please check D2I for a complete list of assignments and assessments for the course. In general, students can expect the following:

-Weekly Quizzes over the lecture/class session due each by class time. **The first quiz will be due the first by class time next week so let's get started! :-)** All quizzes are open notes, open book, but will require not only the recall of information, but the ability to think critically! Don't wait until the last minute!

-Reading Quizzes over the reading for that week. Expect occasional reading quizzes, thanks!

-Projects - Periodic, large assignments will be completed throughout the semester.

-Frequent, smaller, project assignments. The only way to learn to record fantastic audio, is to record/edit as much of it as we can as we learn! We'll be making audio projects and recordings to deepen our understanding of the craft and art of audio recording and sound design as it relates to film/video/new media.

-Periodic timed exams including a midterm and final exam. Please keep up with the readings and lectures as well as the discussions so you are prepared for the exams!

Grade breakdown

Projects (Project I 10%, Project II 10%, Project III 10%)	30.0%
Midterm examination	15.0%
Final examination	15.0%
Weekly assignments	15.0%
Weekly and reading quizzes	15.0%

Attendance and Participation	10.0%
TOTAL	100%

Grading Scale:

A	90-100%
B	80%-89%
C	70%-79%
D	60-69%
F	Below 60%

Mid-term Progress Report:

The mid-term grade in this course, which will be issued on February 25 reflects approximately 30% of the entire course grade. Based on this grade, students may choose to withdraw from the course and receive a grade of "W." Students pursuing this option must fill out an official withdrawal form, available in the Office of the Registrar, or withdraw on-line using the Swan by mid-term, which occurs on March 4. Instructions for withdrawing are provided at this link.

The last day to withdraw without academic accountability is Friday, March 4, 2016.

Late Work

Late assignments will be penalized with point deductions determined by the instructor but will not exceed a 10% penalty per day. Please communicate with your instructor to avoid excessive penalties!

Grades and turnaround time for assignments

Please be patient. I know you will work hard on the assignments in this course. Please know that I will be diligent in returning graded assignments as quickly as possible. This usually translates into a week after the deadline date. It may be quicker sometimes and at times it may take a bit longer. Quizzes will be auto-graded by D2L so that you have feedback more quickly on how you're doing. Whenever possible, peer reviews of work offer another avenue for timely feedback.

Computer/Technology/Materials Requirements

Each CSU student is required to have ready access throughout the semester to a notebook computer that meets faculty-approved hardware and software requirements for the student's academic program. Students will sign a statement attesting to such access. For further information on CSU's Official Notebook Computer Policy, please go to

<http://www.clayton.edu/hub/itpchoice/notebookcomputerpolicy>.

In-class Use of Student Notebook Computers:

Student notebook computers will not be used in the classroom in this course. Computers will be required to access course materials and to communicate with your instructor.

Required Skills

Students enrolled in this course should possess the following technology skills:

- The ability to access information via the Internet
- The ability to use D2L and associated tools, including discussion boards, chat rooms, online testing and assignment submission features
- The ability to copy files from flash drives to computers and vice versa.
- The ability to operate computer hardware (mouse, displays, keyboard) to complete basic tasks.
- The ability to use word processing software and to save in alternate formats
- The ability to send, receive and include attachments using email
- The ability to demonstrate netiquette (appropriate online conduct)
- A willingness to learn new technologies and techniques.

Software

The following software is required in order to view course content and to participate in planned course activities. If you do not have this software currently loaded on your computer or are unsure, you can download the



Flash Player



software for free by clicking on the following links:

Technical Support

HUB URL (http://thehub.clayton.edu/index.php?nav=hub_services)

Desire2Learn (Online Classroom):

On-line activity will take place in Desire2Learn, the virtual classroom for the course.

You can gain access to Desire2Learn, by signing on to the SWAN portal and selecting: "D2L" on the top right side. If you experience any difficulties in Desire2Learn, please email or call The HUB at TheHub@mail.clayton.edu or (678) 466-HELP. You will need to provide the date and time of the problem, your SWAN username, the name of the course that you are attempting to access, and your instructor's name.

Use of the ME #144 Design Lab

Frequent use of the M144 design lab is required in this course to utilize the power of Adobe Audition. Adobe Audition can also be obtained for Mac or PC through Adobe's Creative Cloud subscription service. Currently, prices for students range from \$19/month-\$30/month. The higher priced subscription allows you to cancel at anytime making it perfect for students who may not need it for the entire year.

Once in-class training is completed on the department's audio recorders and microphones, students will be able to check out audio recording equipment for one checkout period each week. Students must sign an equipment use agreement first and are responsible for the well-being and care of all equipment in their possession during the checkout period.

Etiquette Requirements during class

In order to create an atmosphere of respect and attentive learning, cell phone/mobile use is not permitted unless we're using them for coursework. The instructor will silence his cell phone and will refrain from checking it during class time. Please accord the instructor and your classmates the same courtesy. Student attendance/participation score will be reduced if cell phones are used during class time for any reason. They create distractions for all students. **It is not o.k. to keep your phone in your hand or on the desk at anytime during class unless requested by the instructor, thank you! :-)**

Computers in M144 should be used for coursework only, not for the viewing of videos, Facebook chats, Instagram or Snapchat feeds, etc. As an added incentive, consider that you are losing money and more importantly, knowledge/information every time you allow yourself to get distracted during class time.

Online Etiquette (Netiquette)

Discussion, chat, and e-mail spaces within this course are for class purposes only, unless otherwise stated. Please remember to conduct yourself collegially and professionally. Unlike in the classroom setting, what you say in the online environment is documented and not easily erased or forgotten.

The following guidelines apply:

- Avoid using ALL CAPS, sarcasm, and language that could come across as strong or offensive.

- Use proper punctuation, grammar and be sure to edit your contribution before posting.
- Read all postings before posting your responses to discussion topics so as to not unnecessarily repeat information.
- Keep chat comments brief and to the point.
- Focus on one topic at a time when chatting or posting to discussions.
- Remember that unlike in face-to-face learning environments what you say in discussions and chats is documented and available to be revisited. Choose your words and discussion topics carefully.
- E-mail should only be used for messages pertaining to the course. Please refrain from sending forwards, jokes, etc. within e-mail.

General Policy

Students must abide by policies in the Clayton State University Student Handbook, and the [Basic Undergraduate Student Responsibilities](#). The Student Handbook is part of the [Academic Catalog and Student Handbook](#), which begins on page 6.

University Attendance Policy

Students are expected to attend, log in to e-mail and Georgia View frequently, and participate in-class as part of their learning in the course. Instructors establish specific policies relating to absences in their courses and communicate these policies to the students through the course syllabi. Individual instructors, based upon the nature of the course, determine what effect excused and unexcused absences have

in determining grades and upon students' ability to remain enrolled in their courses. The university reserves the right to determine that excessive absences, whether justified or not, are sufficient cause for institutional withdrawals or failing grades.

Course Attendance Policy

Students are expected to attend all classes, and to access the online course materials and participate in the required discussions, activities and assignments. **Students are expected to be on time for class and to stay for the duration of the class.**

Late students should enter silently and without disruption.

Students should focus during class time on the material presented by the instructor and by other students. Students may receive a zero for attendance and participation if they do not attend and actively engage in the class that day.

Attendance points

Each student will receive 100 points for each day they are on time and in their seat when class begins and remain the entire class period. If arriving after the start time for the course, students will receive 50 points until 15 minutes into class at which time they will receive 0 points for the day. This score may be reduced if students ignore other rules of etiquette for the class. Any student who fails to attend the first two class sessions or complete a scheduled assignment during the first week of class will be reported as a "No Show". To maintain the learning environment, no students are permitted to leave class early unless it is worked out in advance with the instructor. Thank you. :-)

Disabilities

Students with disabilities who require reasonable accommodations need to register with Disability Services in order to obtain their accommodations. **You can contact them at 678-466-5445 or disabilityservices@clayton.edu.** If you are already registered with Disability Services and are seeking accommodations for this course, please make an appointment with me to discuss your specific accommodation needs and give me your accommodations letter.

Academic Dishonesty

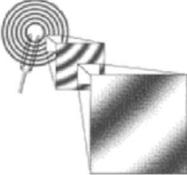
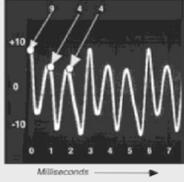
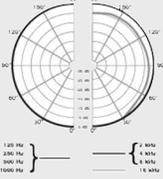
Any type of activity that is considered dishonest by reasonable standards may constitute academic misconduct. The most common forms of academic misconduct are cheating and plagiarism. All instances of academic dishonesty will result in a grade of zero for the work involved. All instances of academic dishonesty will be reported to the [Office of Community Standards](#). Judicial procedures are described beginning on page 19 in the section of the [Academic Catalog and Student Handbook](#) titled, Procedures for Adjudicating Alleged Academic Conduct Infractions. In this course, presenting any audio work, discussion, video, sound design, quiz or exam answers or any creative endeavor as your own when you did not create it/answer it yourself is considered academic dishonesty.

Student Code of Conduct

Behavior that disrupts the teaching–learning process during class activities will not be tolerated. While a variety of behaviors can be

disruptive in a classroom setting, more serious examples include belligerent, abusive, profane, and/or threatening behavior. A student who fails to respond to reasonable faculty direction regarding behavior while participating in course activities may be dismissed from class. A more detailed description the Student Code of Conduct can be found at <http://adminservices.clayton.edu/studentconduct/>

Course Schedule - Audio Recording and Sound Design - Spring 2016!

TOPIC AND DATE	DESCRIPTION OF CONTENT	READING AND ASSIGNMENTS
<p>Week 1</p> <p>Introduction</p> 	<p>Audio-Properties and Aesthetics - What is Sound?</p>	<p>Chapter 1</p>
<p>Week 2</p>	<p>Digital Audio characteristics - Samples - Bits - Dynamic Range</p> 	<p>Chapter 2 Due: Discussion - Three possible subjects for your first project.</p>
<p>Week 3</p>	<p>Zoom H1 Recorder Workshop - and working with microphones,pt. 1</p>  <p>Interviewing/Recording techniques workshop</p>	<p>Chapter 6 Zoom manual on GA View</p> <p>Due: Discussion - Links to audio interviews with a STRONG audio-related component</p>
<p>Week 4</p> 	<p>Microphones, pt. 2 - Recording on-set dialog - Working with the sound team</p>	<p>Chapter 6 Due: Recording assignment - 5 audio moments from your day - RAW Questions for interview</p>

Week 5 Boom mic operation - the sound department and working on set



Chapter 6
Due: Edited version of your 5 audio moments

Editing voices - workshop 1

Project I - Rough Cut Due!

Week 6 Boom mic operation, pt. 2

Chapter 13
Project II:
Disturbia shoots begin

Editing voices - workshop 2



Project I - Interview: Due

Week 7 Refining your edit. Workshop - open lab and work on projects.

GAView Handouts.

Project I Critique - Review for Midterm

Week 8

Midterm Exam!

All *Disturbia* audio due



Sound Design for Film and Television

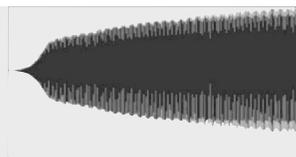
Chapter 4 -
Elements of the Soundtrack
Due: Discussion -
Film clip with exceptional sound design

Week 9 Spring Break - No Class

Take a break!

Week 10

Sound Design Workshop-
Recording Sound FX, pt. 1



Chapter 9
Due: Project III design brief

			Due: Discussion - “The perfect car door sound”
Week 11		Editing Sound Effects - placement, processing, and pads	Chapter 15 Due: Sound Design assignment - spotting sheet and design notes
		Editing Sound Effects, 2 - processing, shaping, and placing	Chapter 16
Week 12		Mixing your cut for maximum impact, pt. 1	Chapter 17, pt. 1 Due: Project III Rough Cut and critique
		Recording ADR - How and Why	
Week 13			Chapter 9 Due: Project III Final Cut
		Sound Design Workshop - Recording ADR	
Week 14		Editing ADR, and working with Music.	Chapter 14 Due: Project III design brief and spotting sheet
		Mixing your cut for maximum impact, pt. 2	Chapter 17, pt. 2
Week 15		In class workshops and critique.	Due: rough mix of ADR

Week 16

Final Viewing/Critique - Project III - In class Final Exam on April 28th, 2016

Due: Final Sound Design Project IV exported as .mov and uploaded to the Dropbox assignment

Photographs and illustrations from Producing Great Sound for Digital Video and