



<b>M:</b>	<p>Course Objectives / Learning Outcomes</p> <p>Through lecture/demonstrations, lab and studio work, students will expand upon the techniques learned in the Introduction To Audio Recording. Emphasis will be placed on a thorough understanding of audio concepts and theory, along with a more in-depth study of practical studio techniques. Students will also develop critical listening skills as they apply to recording and mixing. Students will work in a project studio environment and will be introduced to a large digital recording studio.</p> <p>On successful completion of the course students will be able to work unassisted in a typical project studio or mobile studio. They will also be able to work as second engineers in a large digital recording studio. Students will be able to understand and apply the following:</p> <ol style="list-style-type: none"> <li>1. Digital audio theory</li> <li>2. Audio interfaces: theory and practice</li> <li>3. DAW and dedicated recording solutions.</li> <li>4. Advanced Multitrack recording techniques</li> <li>5. Advanced editing techniques</li> <li>6. Advanced mixing techniques</li> <li>7. Software effects</li> <li>8. Advanced stereo recording techniques</li> <li>9. Location recording techniques</li> <li>10. Large studio procedures and protocol</li> </ol>
<b>N:</b>	<p>Course Content:</p> <ol style="list-style-type: none"> <li>1. Theoretical concepts, including formats, bit depth, Nyquist theory, Fourier Transforms, etc</li> <li>2. Audio interfaces: connectivity, sample rates, form factors</li> <li>3. A comparison of the advantages and disadvantages of “native” (computer based) recording versus dedicated hardware based approaches.</li> <li>4. Tracking, overdubbing,</li> <li>5. Editing audio: creating new parts, fixing problems, composite tracks</li> <li>6. Mixing: inserts, busses, groups, automation.</li> <li>7. Software plug-ins including dynamics, distortion, reverb and other effects.</li> <li>8. Advanced stereo recording techniques, including M/S</li> <li>9. Use of portable equipment for location recording, including computer based and specialized hardware.</li> <li>10. An introduction to large studio procedures, including studio etiquette, pre-production, setup and record keeping.</li> </ol>
<b>O:</b>	<p>Methods of Instruction</p> <p>Lecture/demonstration. Students will work alongside the instructor, either in the large studio or Technology Lab. Students will be expected to complete regular assignments and projects outside of class time. These can be done in the lab, the studio, or at home.</p>
<b>P:</b>	<p>Textbooks and Materials to be Purchased by Students</p> <p>No texts or materials are required. All required hardware and software for the completion of assignments and projects is available in the lab (3220) or studio (3280). Students who wish to work outside the lab may want to purchase their own copies of the software used in class. A complete list of recommended software will be available at the first class session.</p>

<b>Q:</b>	<p>Means of Assessment</p> <table> <tr> <td>Tests/Quizzes (minimum of 2):</td> <td>30% (combined total)</td> </tr> <tr> <td>Midterm Project:</td> <td>30%</td> </tr> <tr> <td>Final Project:</td> <td>40% *</td> </tr> <tr> <td>Total:</td> <td>100%</td> </tr> </table> <p>*The Final Project constitutes one component of the graduation portfolio requirement</p>	Tests/Quizzes (minimum of 2):	30% (combined total)	Midterm Project:	30%	Final Project:	40% *	Total:	100%
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<b>R:</b>	<p>Prior Learning Assessment and Recognition: specify whether course is open for PLAR</p> <p>This course is open for PLAR.</p>								

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Course Designer(s): Blair Fisher

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Education Council / Curriculum Committee Representative

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Dean / Director

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Registrar