DATE OF LAST REVIEW: 02/11/2013
CIP CODE: 10.0203
SEMESTER: DEPARTMENTAL SYLLABUS
COURSE TITLE: Audio Recording 3
COURSE NUMBER: AUDI0270
CREDIT HOURS: 3
INSTRUCTOR: DEPARTMENTAL SYLLABUS
OFFICE LOCATION: DEPARTMENTAL SYLLABUS
OFFICE HOURS: DEPARTMENTAL SYLLABUS
TELEPHONE: DEPARTMENTAL SYLLABUS
EMAIL ADDRESS: KCKCC issued email accounts are the official means for electronically communicating with our students.

PREREQUISITE(S): AUDI0260 with a grade C or above.

REQUIRED TEXT AND MATERIALS: Please check with the KCKCC bookstore, http://www.kckccbookstore.com/, for the required texts for your particular class.

COURSE DESCRIPTION: This course will build on the skills acquired in AUDI 250 and AUDI 260. Topics that will be studied, using computer based DAW software include audio for broadcast, sound effect recording, Foley sound effect production and use, sound for picture, dialog replacement, and sound design. An emphasis will be placed on gaining skill at using industry specific computer based recording software.

METHOD OF INSTRUCTION: A variety of instructional methods may be used depending on content area. These include but are not limited to: lecture, multimedia, cooperative/collaborative learning, labs and demonstrations, projects and presentations, speeches, debates, and panels, conferencing, performances, and learning experiences outside the classroom. Methodology will be selected to best meet student needs.

COURSE OUTLINE:
I. Multi-track DAW based recording
   A. Recording a multi-track session using non-linear recording software
   B. Punching in and out
C. Layers/playlists and comping
D. Front end and mic pre-amps

II. Multi-track DAW based mixing
A. Advanced stereo automated mixing techniques
B. Use of plug-ins and plug-in automation
C. Using outboard processors instead of plug-ins
D. Mono compatibility issues

III. Advanced microphone techniques
A. Stereo and surround arrays
B. Multi-mic arrays
C. Spot mics
D. Floor reflections

IV. Session personnel
A. The role of the Producer
B. The role of the Engineer
C. Technical choices and considerations
D. Musical choices and considerations

V. Mastering
A. The mastering processing chain
B. Multi-band compression
C. Equalization
D. Limiting
E. Format conversion

VI. Dissemination formats
A. Uncompressed formats
B. Perceptual coding
C. Lossless coding
D. High resolution formats

VII. Aural skills
A. Recognition of dynamics processing
B. Recognition of effects processing
C. Recognition of time domain manipulations
D. Recognition of polarity manipulation

VIII. Audio for picture
A. Dialog replacement

**EXPECTED LEARNER OUTCOMES:**
A. The learner will demonstrate proficiency at DAW recording.
B. The learner will demonstrate proficiency at DAW based mixing.
C. The learner will be able to discuss, demonstrate and artistically apply advanced microphone techniques.
D. The learner will be able to discuss the roles of all personnel involved in a recording session.
E. The learner will be able to explain the techniques and considerations of audio mastering.
F. The learner will understand the specifications of current dissemination formats.
G. The learner will be able to develop various aural skills necessary for audio engineering.
H. The learner will become experienced at authoring projects that accompany video content.

**COURSE COMPETENCIES:**
The learner will demonstrate proficiency at DAW recording.

1. The learner will demonstrate proficiency at recording a multi-track session using non-linear recording software.
2. The learner will demonstrate proficiency at punching in and out.
3. The learner will demonstrate proficiency at using layers/playlists and comping techniques.
4. The learner will be able to discuss the benefits of using different front-end and mic pre-amps.

The learner will demonstrate proficiency at DAW based mixing.

1. The learner will demonstrate advanced stereo automated mixing techniques.
2. The learner will be able to use plug-ins and plug-in automation.
3. The learner will be able to discuss the benefits of using outboard processors instead of plug-ins.
4. The learner will demonstrate and understanding of mono compatibility issues.

The learner will be able to discuss, demonstrate and artistically apply advanced microphone techniques.

1. The learner will be able to demonstrate understanding and application of stereo microphone arrays.
2. The learner will be able to demonstrate understanding and application of multi-microphone arrays.
3. The learner will be able to demonstrate understanding and application of spot microphones.
4. The learner will be able to discuss the properties of, and apply varied floor reflection content.

The learner will be able to discuss the roles of all personnel involved in a recording session.

5. The learner will be able to discuss the role of the Producer.
6. The learner will be able to discuss the role of the Engineer.
7. The learner will be able to discuss technical choices and considerations.
8. The learner will be able to discuss musical choices and considerations.

The learner will be able to explain the techniques and considerations of audio mastering.

9. The learner will be able to discuss the mastering processing chain.
10. The learner will demonstrate proficiency at using multi-band compression.
11. The learner will demonstrate proficiency at using mastering equalization.
12. The learner will demonstrate proficiency at using mastering limiting.
13. The learner will be able to discuss format conversion.

The learner will understand the specifications of current dissemination formats.

14. The learner will demonstrate knowledge of uncompressed formats.
15. The learner will be able to discuss perceptual coding.
16. The learner will be able to discuss lossless coding.
17. The learner will be able to discuss the benefits of high resolution formats.

The learner will be able to develop various aural skills necessary for audio engineering.

18. The learner will be able to recognize different dynamic manipulations of sound.
19. The learner will be able to distinguish when effects processing is being used.
20. The learner will be able to distinguish when time domain processing is being used.
21. The learner will be able to distinguish when polarity manipulation is being used.

_The learner will become experienced at authoring projects that accompany video content._
22. The learner will become experienced at dialog replacement.
23. The learner will become experienced at adding sound effects to video projects.

**ASSESSMENT OF LEARNER OUTCOMES:**
Student progress is evaluated by means that include, but are not limited to, exams, written assignments, and class participation.

**SPECIAL NOTES:**

This syllabus is subject to change at the discretion of the instructor. Material included is intended to provide an outline of the course and rules that the instructor will adhere to in evaluating the student’s progress. However, this syllabus is not intended to be a legal contract. Questions regarding the syllabus are welcome any time.

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