

COURSE SYLLABUS

LAST REVIEW	Spring 2021
COURSE TITLE	Audio Recording 3
COURSE NUMBER	AUDI 0270
DIVISION	Arts, Communications, and Humanities
DEPARTMENT	AUDI
CIP CODE	10.0203
CREDIT HOURS	3.00
CONTACT HOURS/WEEK	Class: X Lab: X Clinical: X
PREREQUISITES	AUDI0260 with a grade C or above.

COURSE PLACEMENT Students must meet the correct placement measure for this course. Information may be found at:
<https://www.kckcc.edu/admissions/information/mandatory-evaluation-placement.html>

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.

KANSAS SYSTEMWIDE TRANSFER: AUDI 0270

The learning outcomes and competencies detailed in this course outline or syllabus meet or exceed the learning outcomes and competencies specified by the Kansas Core Outcomes Groups project for this course as approved by the Kansas Board of Regents.

PROGRAM ALIGNMENT

This course is part of a program aligned through the Kansas Board of Regents and Technical Education Authority. For more information, please visit:
https://kansasregents.org/workforce_development/program-alignment

General Education Learning Outcome

- Basic Skills for Communication
- Mathematics
- Humanities
- Natural and Physical Sciences
- Social and Behavioral Sciences

Institutional Learning Outcomes

- Communication
- Computation and Financial Literacy
- Critical Reasoning
- Technology and Information Literacy
- Community and Civic Responsibility
- Personal and Interpersonal Skills

TEXTBOOKS

<http://kckccbookstore.com/>

METHODS 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, 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

COURSE LEARNING OUTCOMES AND COMPETENCIES

Upon successful completion of this course, the student will:

- 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 and 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 COURSE LEARNING OUTCOMES AND COMPETENCIES

Student progress is evaluated through both formative and summative assessment methods. Specific details may be found in the instructor's course information document.

COLLEGE POLICIES AND PROCEDURES

Student Handbook

<https://www.kckcc.edu/files/docs/student-resources/student-handbook-and-code-of-conduct.pdf>

College Catalog

<https://www.kckcc.edu/academics/catalog/index.html>

College Policies and Statements

<https://www.kckcc.edu/about/policies-statements/index.html>

Accessibility and Accommodations

<https://www.kckcc.edu/academics/resources/student-accessibility-support-services/index.html>.