

GENERAL ADDENDUM TO 2016-2017 CATALOG

Catalog Revisions Effective as of July 1, 2017

AUDIO PRODUCTION, ASSOCIATE OF SCIENCE

PROGRAM DESCRIPTION & OBJECTIVES

Beyond just teaching how to capture an artist's sound in the studio, the Audio Production program encompasses analog and digital recording, live sound production, and audio postproduction for film, television, and video games. From acoustic principles, amplification technology, and signal flow, to interactive audio, MIDI techniques, and sound effect design, the many different procedures, formats, and applications found in the audio production world are covered. By working with the same gear found in professional studios, students gain the confidence and skills needed to succeed in the entertainment industry after graduation. The goal is to provide students with the focused knowledge and understanding of audio needed to qualify for entry-level industry positions such as assistant engineers, music recording engineers, postproduction audio engineers, MIDI/digital audio workstation operators and programmers, music/ effects/dialogue editors, live production engineers, assistant maintenance technicians, and a variety of other positions in the audio industry. In addition to technical proficiency and creative development, the curriculum helps students develop critical thinking, problem solving, and analytical skills that contribute to life learning and provide tools that will help sustain a long and productive professional career in the entertainment and media industry.

PROGRAM REQUIREMENTS

The A.S. in Audio Production program is 60 credit hours and 18 months in length. Students must successfully complete all required coursework with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER BY MONTH

Month	Course Code/Title	Credits
1	MPR 100 MUSICAL LISTENING & IDENTIFICATION	3
2	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
3	RCA 223 SIGNAL PROCESSING & EFFECTS	3
4	SBS 113 PSYCHOLOGY OF PLAY	3
5	RCA 232 PRO TOOLS ESSENTIALS	3
6	RCA 242 AUDIO PRODUCTION FOR MEDIA	3
7	RCA 253 ADVANCED PRO TOOLS	3
	SPC 214 CREATIVE PRESENTATION	3
8	RCA 265 AUDIO POST PRODUCTION	4
9	ENG 101 CREATIVE WRITING	3
10	RCA 236 MIXING CONCEPTS & TECHNIQUES	4
11	MAT 121 QUANTITATIVE PRINCIPLES	3
12	RCA 241 SYSTEMS SUPPORT	4
13	RCA 211 ANALOG RECORDING SYSTEMS	3
14	RCA 257 RECORDING CONSOLES	3
15	RCA 276 STUDIO RECORDING & PRODUCTION	3
16	RCA 286 LIVE SOUND PRODUCTION	3
17	RCA 281 MASTERING	3
18	MPR 250 MUSIC COPYRIGHT & BUSINESS	3

COURSE DESCRIPTIONS

MPR 100 Musical Listening and Identification (3 credits)

This course surveys the evolution of modern music from its roots through to the present. Students learn characteristics of a wide spectrum of musical genres and explore their transformative effects on music and culture. Using Apple's Logic software this course teaches an overview of essential song structure and digital audio workstation techniques.

MPR 250 Music Copyright and Business (3 credits)

Students explore the business mechanisms affecting the commercial use of musical compositions. Topics include intellectual property rights, copyright registration, licensing, songwriter agreements, publishing companies, and performance rights organizations.

RCA 211 Analog Recording Systems (3 credits)

This course is designed to introduce students to the many aspects of the recording arts. This course provides the foundations of terminology, history, and the basic fundamentals of recording. This course explores the fundamental concepts of audio theory and practice. Students will learn recording console signal flow, multi-track recorder operation, microphone technology, and professional audio techniques as the basic building blocks of their audio education.

RCA 223 Signal Processing and Effects (3 credits)

This course covers the fundamental physics of sound and audio signal. In this course, students study the world of outboard signal processors such as noise gates, compressors, reverbs, delays, flangers, spatial effects and more. Discussions on patch bays, wiring techniques and equipment parameters and controls prepare students for connection and operation of studio outboard equipment.

RCA 232 Pro Tools Essentials (3 credits)

This course explores the digital audio workstation environment through extensive study of digital audio concepts and practices. Students receive detailed instruction and hands-on practical experience with cutting-edge, computer-based recording systems typically found in the modern recording industry.

RCA 236 Mixing Concepts and Techniques (4 credits)

Students learn industry-standard mixing and mastering techniques in the digital audio workstation environment. Students gain practical experience assessing musical content, using current plug-in technologies, and developing and implementing mix strategies.

RCA 241 Systems Support (4 credits)

This course provides an understanding of the proper utilization and maintenance of the advanced audio hardware and software found in modern studios. Students also explore the installation, maintenance, and troubleshooting of computer-based digital audio workstation software and components. Students are challenged to solve a variety of real-world technical problems that often arise in the audio industry.

RCA 242 Audio Production for Media (3 credits)

This course provides an in-depth study of the fundamental aspects of creation and recording of soundtracks for feature film, television, and video games. Subjects include field recording, sound-effects design, Foley recording, dialogue recording and editing, automated dialogue replacement (ADR), music editing, surround sound, and mixing to picture.

RCA 253 Advanced Pro Tools (3 credits)

This course provides students with an opportunity to expand their knowledge and skills in digital audio workstation theory and technique. Within this course, students will apply their workstation skills to highly specialized concepts and procedures, such as multi-track drum editing, advanced hardware I/O setup, MIDI routing and hardware/ software integration.

RCA 257 Recording Consoles (3 credits)

This course introduces the theory and operation of large format audio consoles and digital audio control surfaces. Students will master the audio signal flow of the consoles and control surfaces as well as the computer automation and recall systems they employ.

RCA 265 Audio Post Production (4 credits)

This course includes advanced postproduction related digital audio workstation techniques for dialogue recording and automated dialogue replacement (ADR), Foley recording and editing, sound effects design and editing, and file management. Also discussed is SMPTE time code, functions of synchronizers, video sync, word clock and frame rates.

RCA 276 Studio Recording and Production (3 credits)

This course provides extensive experience in the practice of contemporary music production in a world class studio facility. Students utilize industry standard audio recording technology for advanced studies in order to gain expertise in the art and science of music production.

RCA 281 Mastering (3 credits)

This course introduces the technical art of mastering, which involves setup and fine-tuning of the finished product before final duplication. Students focus on ear training, audio cleanup/restoration, level matching/dynamics, multi-band processes and final album assembly. Students learn the process of taking a collection of mixed songs, and compiling them into one finished album with compact disc authoring.

RCA 286 Live Sound Production (3 credits)

The course provides students concepts and theory to prepare for a career in the live event field: concert and touring market, corporate productions, conventions, audio/ visual installations, or other disciplines. Focus is on the construction and interface of show production systems, as well as the stage setups, the business aspects of live sound and various job descriptions in the field.

GENERAL EDUCATION COURSE DESCRIPTIONS

ENG 101 Creative Writing (3 credits)

Creative Writing will introduce students to the fundamental principles governing fiction, poetry, drama, creative non-fiction, and personal memoir, while simultaneously reinforcing the fundamental rules of English grammar, syntax, and organization. Through a variety of selected readings, in-class exercises, and take-home writing assignments, students will develop and hone their writing skills, deepen their familiarity with an array of literary devices, and explore the concept of personal voice.

HUM 110 Introduction to Transmedia Design (3 credits)

Introduction to Transmedia Design will introduce students to the development of stories and characters across multiple mediums, including films, music, books, games, webisodes and social media. This course will present practical strategies to increase audience engagement, create new revenue streams for producers, open up a project to multiple demographics and prime a project for generational success. Students will learn the basic creative strategies and value propositions governing the transmedia space and, most importantly, how to use them to optimize projects and media throughout the entire entertainment spectrum.

MAT 121 Quantitative Principles (3 credits)

Quantitative Principles is designed to introduce students to basic quantitative principles and enhance their skills in problem solving. The course covers basic principles in algebra, geometry, statistics and business math, and the application of these principles in film, music, gaming, animation and entertainment business. Real-world examples and problems related to their field of study will be worked out by students toward an understanding of the advantages of being quantitatively literate in chosen professions. At the end of the course, students are expected to gain an appreciation of quantitative principles and its practical uses, and to be able to use these principles in problem-solving, decision-making, and improving their craft in their respective disciplines.

SBS 113 Psychology of Play (3 credits)

Psychology of Play explores how the field of psychology values the concept of play as a mechanism that allows a person to apply game strategies to accomplish life goals. Students will be introduced to how the action of play shapes the brain, develops critical-thinking skills, and strengthens the ability to collaborate with others in social and professional settings. Drawing upon the research of Johan Huizinga and Miguel Sicart, students will explore how play goes beyond games. Play is at the heart of how we engage with all of the entertainment media, and is a mode of being human. Students will apply theory to practice, designing play-based projects and scenarios.

SPC 214 Creative Presentation (3 credits)

This course is designed to provide the strategies and skills necessary for a lifetime of effective career-related communication. Students engage in a variety of activities that develop their mastery of spoken and written communication, active listening, image management, and stress and conflict management.

A.S. AUDIO PRODUCTION
SOC CODES – JOB TITLES FOR WHICH PROGRAM IS INTENDED TO PREPARE GRADUATES

15-1190 Miscellaneous Computer Occupations
15-1199 Computer Occupations, All Other
25-1194 Vocational Education Teachers, Postsecondary
25-1199 Postsecondary Teachers, All Other
25-2032 Career/Technical Education Teachers, Secondary School
27-1010 Artists and Related Workers
27-1014 Multimedia Artists and Animators
27-1019 Artists and Related Workers, All Other
27-2040 Musicians, Singers, and Related Workers
27-2090 Miscellaneous Entertainers and Performers, Sports and Related Workers
27-2099 Entertainers and Performers, Sports and Related Workers, All Other
27-3090 Miscellaneous Media and Communication Workers
27-3099 Media and Communication Workers, All Other
27-4010 Broadcast and Sound Engineering Technicians and Radio Operators
27-4011 Audio and Video Equipment Technicians
27-4012 Broadcast Technicians
27-4014 Sound Engineering Technicians
27-4090 Miscellaneous Media and Communication Equipment Workers
27-4099 Media and Communication Equipment Workers, All Other
39-3090 Miscellaneous Entertainment Attendants and Related Workers
43-2090 Miscellaneous Communications Equipment Operators
43-2099 Communications Equipment Operators, All Other
43-4171 Receptionists and Information Clerks
43-4190 Miscellaneous Information and Record Clerks
43-4199 Information and Record Clerks, All Other
43-9011 Computer Operators
43-9190 Miscellaneous Office and Administrative Support Workers
43-9199 Office and Administrative Support Workers, All Other
49-2020 Radio and Telecommunications Equipment Installers and Repairers
49-2090 Miscellaneous Electrical and Electronic Equipment Mechanics, Installers, and Repairers
49-9098 Helpers--Installation, Maintenance, and Repair Workers
49-9099 Installation, Maintenance, and Repair Workers, All Other