GAME 250: Sound and Music for Film and Video

3 Credit Hours

Room: AB1018/AB 1004

Fall Semester 2015

Instructor: Thomas Stanley

Office: AB1008
Office Hours: 12:00 - 1:00 pm

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Course Description: Combined studio and lecture course that will focus on the selection, editing, processing, and integration of sound and music (post-production) into film, video and animations. Music composition, time, frequency, and amplitude domain digital audio post-production techniques, and MIDI control and processing will be studied. Students will produce the sound and music for a 3-5 minute video, film, and/or animation that will be due at the end of the semester.

Objectives: To build student awareness of the techniques, methods, and aesthetic choices used to ensure quality sound and music for film, video and animation through existing examples, peer critique and discussions, and producing & post production of sound and music for video, film, broadcast, and animation.

Requirements and Evaluation:
At the beginning of each class meeting, students should be prepared to discuss the assigned readings, topic assignments, and sound/music examples. In addition, students should be prepared to discuss with the class the status and stage of their project(s), as well as any design, structural, technical, or theoretical and historical issues. A lecture will follow, and then students are expected to work during class on their assignments or project. Many assigned readings will be available online and other required materials will be on reserve for you at the Johnson Center Library main desk.

Students are expected to build and maintain a portfolio of original sound effects and music. This portfolio will be reviewed throughout the semester. Students are expected to have these sounds saved on a physical drive (USB) named with their first initial and last name. Files should be well organized into categories to facilitate easy review and access to files when working on projects.

At mid-term, students are required to present and submit a mixed and post- produced audio

score to a 1- 3-minute film or video using a minimum of 8 original audio sources/tracks. Students may choose to use their own, or a pre-existing film/video to score the music and sound. In addition, students must use a combination of sound and music sources to score (playback to) the film or video.

During the first two weeks of class, students will write a proposal detailing their mid-term project: the intended audience and purpose, the source of the film or video, and source(s) for the sound and music.

During the 8th week of class, students will provide a 20-minute presentation discussing the technical, structural and artistic content of their mid-term project.

In the 9th week of class, students will write a proposal detailing their final project: the intended audience and purpose, the source of the video/animation, and source(s) for the sound and music. In the final week of class, students will provide a 20- minute presentation discussing the technical, structural and artistic content of their final project.

During the final week of the semester, students will present and submit a mixed and post-produced audio score, including MIDI controlled resources to a 3-5 minute animation using a minimum of 20 original audio sources (music & sounds).

A series of short projects will be assigned to compliment most lectures.

Honor Code Statement: George Mason University has an Honor Code, which requires all members of this community to maintain the highest standards of academic honesty and integrity. Cheating, plagiarism, lying, and stealing are all prohibited.
All violations of the Honor Code will be reported to the Honor Committee. See honorcode.gmu.edu for more detailed information.

Textbooks:

Childs, G.W.. *ReasonTM 5 Ignite!: The Visual Guide for New Users*. Course Technology PTR, 2011.

This book is available online through Mason's Library website for FREE as a mason student, faculty or staff! The rest of the series is also full of great bits of advice and tips on learning Propellorhead's famous Reason Software. We will be using this text for mini- projects.

Davis, Gary, and Ralph Jones. *Yamaha Guide to Sound Reinforcement*. 2nd ed. Yamaha, 1988.

This book covers all aspects of designing and using systems for public address and musical performance. The book features information on both the audio theory involved and the practical applications of that theory, explaining everything from microphones to loudspeakers. This text is at the Johnson Center Library.

Grading will be based on:

Home work, mini-projects, Classroom Participation in activities and discussion, 25%

Sound Design Portfolio 20%

Mid-term presentation and project 20%

Final presentation and project 35%

To receive a grade of "A" a student must achieve a minimum average grade of 90% on the course work requirements.

To receive a grade of "B" a student must achieve a minimum average grade of 80% on the course work requirements.

To receive a grade of "C" a student must achieve a minimum average grade of 70% on the course work requirements.

To receive a grade of "D" a student must achieve a minimum average grade of 60% on the course work requirements.

Failure to receive a "D" grade will result in a grade of "F"