

AUDIO 206
SCORING FOR FILM AND MULTI-MEDIA

COURSE LEARNING OUTCOMES (CLOs)

1. Identify how cultural diversity and personal experiences influence perceptions of the human emotional response to music and sound.
2. Recognize and express the symbiosis between the musical score and visual drama on screen
3. Develop a comprehensive foundation of background music scoring and sound design techniques for film, video and interactive media.

COURSE OUTLINE

I. Drama and Music

- Course introduction and Syllabus discussion.
- Overview of the History of Film Music
- Lesson 1 Drama and Music (download from course web site)
- Reading assignment: Chapters 1 and 2
- Quiz - Lesson 1

II. Dramatic Functions of music and cultural identity

- Describe how the music enhances viewer's perception of a visual scene
- View examples of culturally diverse movies from Europe, Asia and Bollywood. What aspects of this music are universal and what aspects culturally exclusive? Describe how the music identifies with a particular culture or period in time; e.g. musical genre and instrument selection
- List three categories of dramatic functions of film scoring
- Identify specific dramatic functions of given music

III. Spotting for Music

- Identify areas in a film where music enhances the drama
- Log the starting and ending points for music in various scenes
- Consider the relationship between other visual and sound elements within a scene to assess the dramatic need for and specific placement of music.
- Spot music for several dramatic scenes that have no music

IV. Film Terminology and Dramatic Application

- List the three stages of film production
- Identify/use terms related to the structural/dramatic components of a scene
- Relate film-scoring terms to scenes spotted for music, for determining dramatic support and emphasis
- Analyze a scene's structural components

V. Exploring Pipmak Game Engine

- Testing the Waters- Exploring the Pipmak Demo game
- Learning some basic syntax to play sound in game
- Converting Wav to Vorbis Ogg using Audacity audio software

- VI. Creating interactive music for video game**
 - **Technical issues – file size and**
 - **Developing 3 interactive game play modes for game action.**
 - **Developing Stingers for game**

- VII. Spotting and Scoring a Cut Scene**
 - LC final project.
 - Recording ADR, Foley, Sound Design, Sound Effects and original Soundtrack

- VIII. Professional Scoring–Preparations and Application**
 - Exploring business opportunities in multimedia market
 - Developing “Demo Reel” for your portfolio

WORKLOAD EXPECTATION STATEMENT

The average student will spend 44 hours in classroom lecture and 22 hours in a supervised laboratory. The student is also expected to spend approximately 99 hours in supervised laboratory work and studying printed and audio materials in preparation for classes, labs, exams and other forms of student learning evaluation.