



George Mason University
College of Visual and Performing Arts
Computer Game Design Program

GAME 250-001/003: Sound and Music for Film and Video

3 Credit Hours

Rooms: AB2002 (lecture-001)/AB1018 (lecture-003)/AB1004 (lab-both sections)

Fall Semester 2016 (003: tues/4:30-7:10 | 001: thur/1:30-4:10)

Instructor: Thomas Stanley (tstanle1@gmu.edu)

Office Hours: tues/3:20-4:20 (AB1008, email first)

Course Description: This combined studio and lecture course 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, theoretical and/or historical issues. A lecture and/or demonstration 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. *Reason 7 Power! The Comprehensive Guide*. Cengage Learning PTR, November 2013. [ML74.4.R43 -- C45 2014eb]

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. *The Sound Reinforcement Handbook, 2nd ed.* Yamaha International Corporation, 1989. [TK7881.4 .D49 1989]

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

Final grades will be calculated as follows:

Homework, mini-projects, and classroom participation: 25%

Sound design portfolio: 20%

Midterm project and presentation: 20%

Final project and presentation: 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"