THTR 253
Introduction to Sound Studios
Fall 2012

Instructor: Ryan Hopper
Email: rhopper@purdue.edu
Office Hours: By appointment
Office Location: PAO Hall B187
Office Phone: 765-494-5116
Class Time: Mon. and Wed. 11:30 am to 1:20 pm
PAO HALL HOURS: Mon. – Fri. 7:15 am to 11 pm, Sat. & Sun. 12 pm to 8 pm

Class Schedule

NOTE: Underlined date classes in B189 (MCL); non-underlined classes in B185 (sound studio).

<table>
<thead>
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<th>Date</th>
<th>Description</th>
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<tbody>
<tr>
<td>August</td>
<td></td>
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<tr>
<td>20</td>
<td>(B185) Introduction to Course/Intro to Studio: Studio Policies</td>
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<tr>
<td>22</td>
<td>(B189) Intro to the Music Computing Lab and the Macintosh OS</td>
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<tr>
<td>27</td>
<td>Quiz Chapter 1: Introduction to Sound Studios (MRT7 pp. 1-37)</td>
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<td>29</td>
<td>A Guided Tour of Digital Performer (DP7 Getting Started, pp. 49-71)</td>
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<td>September</td>
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<tr>
<td>03</td>
<td>NO CLASS: Labor Day</td>
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<tr>
<td>05</td>
<td>Exercise #1: Setting up a Project</td>
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<td>10</td>
<td>Quiz Chapter 2 Part I: Sound and Hearing (MRT7 pp. 41-56)</td>
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<td>12</td>
<td>DP, MIDI, &amp; the Kurzweil PC2X/ Introduction to Kontakt.</td>
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<tr>
<td>17</td>
<td>Quiz Chapter 2 Part II: Sound and Hearing (MRT7 pp. 57-71)</td>
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<td>19</td>
<td>Introduction to Kontakt. <strong>Project 1 Assigned</strong></td>
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<td>Quiz Chapter 3: Studio Acoustics and Design (MRT7 pp. 73-107)</td>
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<td>26</td>
<td>Digital Audio Mixing: (DP 7, Part 7: pp. 749-817) <strong>Exercise #1 Due</strong></td>
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<td>October</td>
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<tr>
<td>01</td>
<td>Quiz Chapter 6 Part I: Digital Audio (MRT7 pp. 199-233)</td>
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<td>03</td>
<td>Exercise #2: The Mixing Console</td>
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<td>08</td>
<td>NO CLASS: October Break</td>
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<td>10</td>
<td>Work on First Project</td>
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<td>15</td>
<td><strong>First Project Due, Project 2 Assigned</strong></td>
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<td>17</td>
<td>Quiz Chapter 9: MIDI (MRT7 pp. 309-365)</td>
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<td>22</td>
<td>Digital Audio Mixing (continued)/DP Drum Editor</td>
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Course Objectives

Theatre 263 is the first class in the series of audio production and technology classes offered by Purdue University, Theatre Division. Theatre 263 is a beginning audio production class, which assumes no prior experience in audio, although the skill level of the students ranges from complete beginners to students with experience in recording and music. The basics of studio production techniques are explored though:

1. Reading assignments
2. Quizzes
3. Projects
4. Final Exam.

Lectures and individual project work take place in the Audio Production Studio (PAO B185) and in the Music Computing Lab (PAO B189). The Audio Production Studio is managed and maintained by a graduate assistant (me) who supervises open lab hours used for individual and group project work. Students who wish to use the studio outside of class are required to book
time well in advance of scheduled recording dates. The Department of Visual and Performing Arts Music Computing Lab is a department-administered lab that maintains open lab hours when classes are not using the lab. Consult the lab schedule for availability. You must obtain your career account login ID and password form ITaP in order to use any computer in either the lab or studio.

**Quizzes**

There will be 9 take home quizzes during the course of this semester worth 10 points each. The quizzes evaluate your digestion of the reading material. Oral examination and class discussion are considered integral parts of the quiz. If you are not present during the answering of a quiz question, you will not receive credit for that answer. This includes tardiness and absences. Since discussion with the full class is an integral part of each quiz, it will not be possible for you to make up a missed quiz, FOR ANY REASON. In order to allow for extenuating circumstances, each student will be allowed to drop their lowest quiz grade.

**Final Exam**

There will be one final exam, covering the material introduced in the quizzes and exercises. Please be advised, in order to take the final exam, you will need to know your Purdue 10 digit identification number (not your social security number, bank account number, height, weight, or vertical leap).

**Projects**

**Exercise 1 & 2**

There are two exercises designed to familiarize you with the Audio Production Studio and with Digital Performer. They will first be demonstrated in class with the instructor and then you will be responsible to book time in the studio to practice the exercise and perform the tasks for the lab TA without assistance or notes. You must perform both exercises for a TA in the B185 Studio by the due date in order to earn a “satisfactory” grade (see syllabus for due dates).

Exercise 1 teaches you how to set up a project in Digital Performer and associated equipment, how to save it, and how to back it up so that you can rest assured that you will be able to recall the project later without incident.

Exercise 2 teaches you how to record from microphones in the studio into audio tracks in Digital Performer using the Yamaha DM2000 mixing console.

**The First Project**

In the first project you will create a 1:00 work of audio art that includes (minimum):

1. A MIDI track from the Kurzweil keyboard
2. A sound effect from a server Sound FX library
3. A sampled instrument from the Kontakt Sound Library
4. A loop (from Acid, Rex, or an original creation)
5. A Final mix to 2-Track Master

The finished sequence will be played back and evaluated by the class on the due date (see syllabus).
The Answering Machine

In the second project for the class you will create a thirty second answering machine message. The answering machine must include (minimum):

1. A voice-over
2. A digital track containing a sound effect
3. A stereo track containing music
4. A Final mix to 2-Track Master

The Movie Trailer Project

In the third and final project you will create a soundtrack for the Quicktime movie trailer of your choice. The final soundtrack for the trailer must include a properly equalized and compressed narrator voice-over along with music and sound effects synchronized to the screen action. The music may be an original composition or an edited compilation of commercial music from a CD. You must use automated mixing to create your 2-Track Master, and you must add your 2-Track Master to the Quicktime movie file so that your movie trailer with soundtrack can be played outside of Digital Performer.

Attitude and Participation

Average positive attitude and participation will earn a B participation grade for the course. Above average will earn an A. Below will earn a C, D, or F. Cell phones, email checking, web surfing, or computer work on anything other than the class topic for the day will negatively affect your grade in this area. Lack of preparedness and continued tardiness or unexcused absence will also adversely affect your participation grade. We strongly encourage you to check out the appropriate Manual for the days lecture at the beginning of class.

Absences and Tardiness

Attendance is the student’s responsibility. Missing any part of a graded assignment results in forfeiting the grade for that assignment.

Required Materials

Textbook
Modern Recording Techniques 7th Edition.
David Miles Huber and Robert Runstein
Indianapolis: Focal Press
Note: The authors provide a very helpful website to support the book. www.modrec.com
There is one copy available at the HSSE library!

Storage
We recommend that you purchase a large capacity external firewire or USB drive, format it for Mac, (see Rick for help with formatting) and dedicate the drive to recording audio and/or video. PC formatted drives will also work, but are much slower, and will result in reduced track counts and other headaches in your projects. IPods work great as backup devices but are relatively slow for recording projects. A storage drive is a good investment if you plan on taking more classes in the audio production studio.
Evaluation

You will grade your own quizzes (we rely on the honor system). The class will grade projects (based on a Nielsen type survey). The grade for the Final Exam will be derived from an objective, multiple-choice Exam. Participation grades are earned every day with your positive attitude and work ethic!

NOTE: Individual grades are assigned on a 10 point scale: 9.0 = A, 8.0 = B, 7.0 = C, 6.0 = D, and anything less is considered failing.

Breakdown
20% Quizzes
20% Final Exam
15% First Project
15% Answering Machine
20% Movie Trailer
10% Attitude and Participation

You are strongly encouraged to check and verify your grade with me throughout the semester.
1. Every student enrolled in THTR 263, THTR 363, and Dance Production Design classes may request to use the audio production studio during Open Lab Hours. You may sign up for one guaranteed hour each week, and up to two extra hours, depending on studio availability. Extra time may only be “bumped” by a “guaranteed” reservation when there are NO other time reservations available in the week, and must be approved by the THTR 263 instructor. Keep in mind that this rarely occurs, but if it does, it is your responsibility to contact the person you bumped to let them know that they have been bumped.

2. You must have a gmail account to be able to check the availability of the sound studio online. Send an email to purduesound@gmail.com indicating your name, class, and instructor. You will receive an invitation in your gmail account to access the sound studio’s calendar. It can then be viewed under the “Calendar” tab. Available hours will have the word “available” in the reservation box for the time period.

3. You must make your reservation request two days before the day on which you would like to reserve time (e.g. any time on Monday for a Wednesday reservation). You do not have a reservation until you receive confirmation. All reservations must be made either in person with the instructor or through email.

4. Cancellations may only be made a minimum of 2 days in advance of the day/time no longer desired, and can be made either in person or through email.

5. Students may work alone or in groups, however, only one person’s name may be assigned to a reservation time and that person must be present for the entire reserved hour.

**NOTE:** Students who fail to show up within ten minutes of their appointed studio time are considered absent and receive a 1/4 letter grade reduction for each studio hour absented. No exceptions.

6. There will be no food or drink in the control room. You may have food or beverages out in the studio.

7. The primary responsibility of the teaching assistants is to keep the studio equipment from being damaged, lost, or stolen. They will try to help as much as possible but the responsibility for the recording falls to the student.

8. Each student enrolled in classes in the audio production studio will receive storage on a special high speed Macintosh Xserve (allocations based on course). Your home directory will continue to be your ITaP directory. Do not record audio on your ITaP home directory! It is too slow, and too small. Only record on the computer’s internal hard drive, and then transfer it to your Xserve folder, external hard drive, or CDR or DVDR before you log off.

**Files left on the internal hard drive will be deleted without question. Make sure you back up your work.**

9. NEVER change any connections, wiring or patches on the back of ANY piece of equipment without first getting approval from the course instructor or grad assistant. Access to equipment connections is at the patch panel ONLY.
10. No equipment may leave the audio production studio at any time, for any reason, without permission of the instructor. You may check out manuals by leaving your student ID with the Lab Monitor. Manuals may not leave the audio production area (studio/MCL). READ THE MANUAL!

If you violate any of these rules, the instructor may take away your studio privileges, fail you in the appropriate course, and/or report the matter to the dean of students.