

MUS 170 : SCORING MUSIC FOR MEDIA I

Transcript title

Scoring Music for Media I

Credits

3

Grading mode

Standard letter grades

Total contact hours

30

Lecture hours

30

Recommended preparation

MUS 101 or equivalent musical experience.

Course Description

Provides terminology and skills for sound design and for analyzing and writing basic music scores and spotting cues for film/video/game music. Create unique sound scores using industry standard software for various media through practical, hands-on activities, including sound recording, editing and mixing, audio manipulation and electronic synthesis.

Course learning outcomes

1. Analyze media scores in terms of aesthetic and technical musical components.
2. Create compositions with basic MIDI functions in a digital audio workstation.
3. Create original music to fit different media genres and specifications.
4. Use industry standard recording, editing, mixing techniques.
5. Recognize the interrelationships of basic musical properties when listening, performing, evaluating, and composing

Content outline

1. Tech Bootcamp
2. Audio Editing and Mixing Tools
3. MIDI/Virtual Instruments
4. Dramatic Spotting/Tempo and Meter Mapping
5. Melody Writing
6. The Hollywood Sound and Cinematic Orchestration
7. Drama
8. Comedy and Quirky
9. Horror and Suspense
10. Action and Adventure
11. Final Project

Required materials

There is no textbook for this course. However, an external hard drive will be required to store projects; 250GB would be a good minimum size since audio and video files are generally quite large.