

sound arts

BACHELOR OF APPLIED SCIENCE DEGREE

freshman year

sophomore year

junior year

senior year

GENERAL EDUCATION

Courses are online.

Transfer credits for general education courses are granted on a course-by-course basis based on a transfer request made by the student prior to matriculation. Transfer credits are not guaranteed. See transfer credit policy in the catalog for more details.

Communication & Critical Thinking
 Critical Studies: Analytical Writing and Literature
 Introduction to Psychology

Mathematical Concepts
 Concepts in Science

Popular Culture

Creative Writing
 American History

PROGRAM SPECIFIC

Music Theory 1
 Music Theory 2

Basic Recording 1
 Basic Recording 2
 Computer Music Production 1
 Computer Music Production 2
 Studio Maintenance 1
 Studio Maintenance 2

Intermediate Recording and Production 1
 Intermediate Recording and Production 2
 History of Music Production
 Digital Audio Workstations 1
 Digital Audio Workstations 2
 Live Sound and Lighting 1
 Live Sound and Lighting 2
 Audio Post Production 1

Advanced Recording and Production 1
 Advanced Recording and Production 2
 Audio Post Production 2
 Game Audio
 Studio Etiquette & Psychology
 Multimedia Assembly

COMMON CORE

Media Sound & Visual 1
 Media Sound & Visual 2
 Living in a Media World 1
 Living in a Media World 2

Professional Life Skills
 Elective: Business of Media or Externship

Business of Media is an elective course. In lieu of taking Business of Media, students may elect to take the externship elective. Students must complete an application process through the Education Dept. to determine eligibility for the externship.

CERTIFICATION

Apple Authorized Training Center for Pro Applications

AVID Certified Pro School

Logic Pro

Pro Tools

First possible start date

Approx. 8 weeks

Length of Term

Approx. 16 weeks

Length of Semester

8 months

Length of Academic Year

32 months

Length of Academic Program

Steps to getting started

Consultation/Campus Tour

Submit Application \$95*

Acceptance Interview

Personal Essay

Testing (if applicable)

Transcripts

Scholarship Application

Financial Aid Appointment

Orientation

* \$10 for Veterans. This is a one time non-refundable fee. Please see the refund policy in the catalog for more details.

Academic program typically follows the above course sequence; however, Ex'pression reserves the right to modify or change the school calendar, curriculum, class schedules, and/or course sequences as it deems necessary. Review our consumer disclosures at www.expression.edu/disclosures

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COURSE DESCRIPTIONS

SA101 Music Theory 1

In the Music Theory 1 course students are introduced to such basic musical principles as notation, staves, clefs, scales, and chords. Included are detailed studies of meter, rhythm, and note/time values. Students explore song structure, orchestral instrumentation, and reading scores to apply theory in studio applications. Critical listening exercises are the focus in lecture and lab, as well as musical instruments and their properties.

SA102 Music Theory 2

Music Theory 2 expands upon the students' knowledge of theory. It also strives to heighten each student's critical-listening abilities through a series of innovative exercises. Students explore composition, technological effects, the components of rhythm, and the correlation between different periods of music styles. Students are also required to compose a short piece of music in this course to become more familiar with creating and reading a score.

SA201 Basic Recording 1

Basic Recording 1 gives students a solid foundation in the essential concepts, principles, and terminology of sound recording through extensive hands-on practice and in-depth classroom discussions during labs and recording sessions. Analog audio consoles, analog and digital multi-track recorders, microphones, signal flow, and signal processors are just a few of the pieces of professional audio equipment encountered in this course. In addition to the necessary technical skills, students learn to develop a professional work ethic and client/co-worker relation skills by participating in numerous recording and mixing sessions. Students are given a tactile performance exam upon completion of this course to ensure that they leave with a solid foundation of the basic principles and operating techniques used in today's world of audio production.

SA202 Basic Recording 2

Students continue to improve their proficiency for operating professional audio equipment in the Basic Recording 2 course. Students apply their knowledge during a number of music recording sessions that are designed to challenge them to adapt their recording skills for a variety of recording sessions. Recording and production techniques, signal processing and mixing, and signal flow and patch procedures are practiced along with analog tape editing and techniques and digital audio editing. Students are given a tactile performance exam upon completion of this course to ensure that they leave with a solid foundation of the basic principles and operating techniques used in today's world of audio production.

SA203 History of Music Production

The History of Music Production course details the people involved in recording music as well as the techniques used, from the early pioneers to today's top music producers. Discussions include the major technological developments that impacted music production, the origins of audio recording, individual production styles, and future developments. Musical producers and styles as well as the evolution of modern recording techniques are explored through critical listening exercises.

SA204 Studio Maintenance 1

The Studio Maintenance 1 course is an introduction to the basic principles and concepts of audio electronics, with explorations of the nature and function of components, cables, and connectors. In practical application, students are challenged to "virtually" wire a studio, as well as build several electronic projects and utilize a variety of test equipment including multi-meters and oscilloscopes. Students are also challenged to examine the world of soldering and test equipment.

SA205 Studio Maintenance 2

In Studio Maintenance 2, students participate in projects where they build an electronic device as well as hone their cable-making skills. In this process, they creatively apply and solidify what they have learned about electronics. Analog alignment and tape machine calibration are explored in depth and students are required to take a tactile performance evaluation as an assessment of their knowledge of the skills presented to them. Studio "work-around" and trouble-shooting techniques are presented and thoroughly discussed. Active and passive components are also explored, along with electrical safety practices and grounding.

SA216 Computer Music Production 1

Modern production techniques have been greatly influenced by the development of the Musical Instrument Digital Interface (MIDI), a digital communications language and hardware-compatibility specification that allows computers, electronic instruments, and other devices to transmit and receive data within a network. Students are introduced to MIDI principles and concepts, components, functions and fundamentals, and the proper interfacing procedures for a full range of MIDI production applications. Students also explore sequencing, sampling, and synthesis techniques on MIDI synthesizers, samplers, and sound modules. MIDI instruments, operation, and interconnection are also explored in lecture and lab. Ex'pression College is an Apple Certified Training Location and students will be able to attempt the Logic Pro Certification exam at the end of the course.

SA302 Intermediate Recording and Production 1

Intermediate Recording and Production 1 enhances and supplements the material presented in the Basic Recording courses by offering students numerous opportunities to apply their full complement of developed skills. Students will gain a thorough understanding of recording systems such as Neve and Solid State Logic, expanding their knowledge of console signal flow and outboard signal processing. Students participate in several recording sessions, utilizing technologies in professional audio equipment to prepare for Intermediate Recording and Production 2, where they will focus on mixing techniques.

SA303 Intermediate Recording and Production 2

Intermediate Recording and Production 2 gives students several opportunities to apply concepts and practical skills through detailed explorations of the operation of digital signal processors. Students examine dynamics processors and are presented with the basics of console recall and automation systems, including VCA and moving fader. Mixing techniques and critical listening are explored in great length, as well as topics concerning analog to digital multi-track transfers and synchronization.

SA304 Digital Audio Workstations 1

The Digital Audio Workstations 1 course prepares students for upper level Pro Tools Operator certification courses in Digital Audio Workstations 2 by working with Pro Tools LE. Students will explore introductory level Pro Tools hardware and software functionality accompanied by the Pro Tools 101 and 110 coursework. Throughout the course students cover basic Pro Tools principles giving them what they need to complete a Pro Tools project from initial set up to final mixdown. Whether their project involves recording of live instruments, MIDI sequencing of software synthesizers, or audio looping, this course will give students the basic skills to succeed. In Pro Tools 110 students take a more detailed look at the Pro Tools system. This course covers all the key concepts and skills needed to operate a Pro Tools system and provides the foundation for the later 200-series Pro Tools Music Production and Post Production courses.

SA305 Audio Post Production 1

As the world of Post Production undergoes rapid change in today's media industry, so do the tools and techniques. Though most of the fundamental principles remain the same, the methods of post production audio for TV, Radio, Film, and Animation are changing at an accelerated rate, and through the Audio Post Production course students will come to understand the methods of advanced DAW applications and techniques. Throughout the Post Production course, students will acquire skills in Sound Design, ADR, and Foley recording. Fundamental skills such as documentation and CPU file management are introduced and practiced at great length. Students will also have projects to complete by the end of the course incorporating their new found skills by creating music beds, sound EFX from scratch and from libraries, recording and syncing ADR, and recording and syncing Foley. From the workflow to the final mix, students will dive into an audio world that brings the visual world to life.

SA306 Live Sound and Lighting 1

The Live Sound and Lighting 1 course is designed to give students practical experience in the setup and operation of the audio and lighting equipment used for major concert production. The different positions in a live sound event are introduced, as well as the differences between studio and live sound engineering, in preparation for Live Sound 2 events. Sound reinforcement, concert lighting systems, live sound mixing and the various roles of touring personnel are explored and discussed.

SA307 Live Sound and Lighting 2

The Live Sound and Lighting 2 course addresses the unique requirements for theatre sound, lighting, video, and web-streaming for today's high-tech multimedia concerts. Students participate in labs and gain experience in production management, front of house and monitor engineering, moving/computerized lighting, video production, and web-streaming/video switching by engineering live concerts that contain multiple genres of music. Students are also challenged to record and mix a live multitrack of the concert, and their skills are tested when they need to mix the show live to two-track for broadcast.

SA308 Digital Audio Workstations 2

The Digital Audio Workstations 2 course prepares students to take the Pro Tools Operator Certification exam using the Pro Tools 201 and Pro Tools 210M course work. Students study Pro Tools Production Essentials and cover the core concepts

and skills needed to operate a Digidesign Pro Tools|HD system. In Pro Tools 210M, students study Music Production Techniques and cover techniques for working with Pro Tools systems in a professional music production environment. Concepts and skills learned in 101, 110, and 201 are reinforced with practical music-specific examples, and students apply previous knowledge of MIDI, mixing, and tracking. All aspects of digital editing, clocking, tracking, mixing, mastering, surround / DTS encoding, and MIDI production are explained in detail, and students have their own studio for hands-on training during their labs.

SA311 Computer Music Production 2

The Computer Music Production 2 course gives students several production-oriented opportunities to creatively apply and enhance their MIDI skills with their personal MIDI lab projects using Apple's Logic Pro. The MIDI specification is examined in great detail, as are MIDI-based editor/librarians, notation and music printing programs, MIDI signal processors, MIDI synchronization, and MIDI-based mixing and automation. MIDI messages, instruments, alternate controllers, and advanced MIDI production techniques are covered at great length in both lecture and lab. Projects for the class include composing and sequencing an original song, as well as completing a soundscape for a short piece of video with the elements of sound design and music. Ex'pression College is an Apple Certified Training Location and students will be able to attempt the Logic Pro Certification exam at the end of the course.

SA401 Game Audio

Discovering new ways to communicate, using new languages, and defining intelligence in objects that do not inherently possess the tools of intellect are the greater goals of this course. The focus is to create an infrastructure and language that will communicate ideas back and forth over a protocol of one's own design. Production workflow, attention to detail, organizational skills, file management, naming conventions, and directory structures are stressed. Course exercises include creation of a game level and use of the game's proprietary sound engine to create a living auditory game environment. Students will then use a middleware sound engine and connect it to a game engine. They will use the middleware to edit, manipulate, and integrate our sound assets into the game itself. Once students have discovered the power and limitations of proprietary and middleware sound engines, they will create their own interactive sound engine using programming. They will learn how to build an interactive engine and connect it to a video game to test their design.

SA402 Advanced Recording and Production 1

In Advanced Recording and Production 1, students receive comprehensive training on the SSL 9000, as well as a full complement of high end outboard analog and digital signal processing, while discussing topics such as album concept, studio etiquette, and reinforcing production techniques such as stereo mixing, and signal processing. Students then prepare themselves for their class project using Pro Tools for music engineering. In addition, the subjects of synchronization, multi-channel mixing and mastering, automations systems, and project pre-production are covered in greater depth. Students will be challenged to apply the complete set of skills that they have acquired to sharpen their artistic and technological capabilities in the studio for their record production sessions with a live artist in Advanced Recording and Production 2.

SA403 Advanced Recording and Production 2

In this course students participate in a project in which they independently produce a professional quality recording of a musical act. In addition, this course presents information related to acquiring and maintaining a job in the professional audio community and how to tie together all of the elements generated in a professional recording project to produce a production master. Other topics expanded upon include digital mixing techniques, console automation systems, recording and overdubbing techniques, and mastering.

SA404 Studio Etiquette & Psychology

Studio Etiquette and Psychology focuses on developing interpersonal skills that are specific to the studio environment. The exploration of various sociological and psychological approaches will include studies of personality types and dramatizations of difficult studio situations. Students will utilize all requisite skills they have gained over their academic careers, practicing their studio etiquette in varied, intense, hands-on sessions. In addition, students will explore themselves by using preliminary self-analysis, sociological and psychological models and studies of personality types. They will come to understand these subjects through critical applications and group work, hypothetical scenarios and live studio dramatizations. Students will also be tested in the studio and are required to complete a professionally packaged demo reel.

SA407 Audio Post Production 2

Building upon the foundation of the student's previous Audio Post Production course work, Audio Post Production 2 introduces students to the Pro Tools Operator certification course work, 210P. Concepts and skills learned in 101, 110, and 201 are reinforced with practical post-specific examples including synchronizing Pro Tools for Audio Post, Linear Video, Non-Linear Video, Media Station PT software, recording and editing ADR, surround sound, and mixing to picture including snap shot automation. Digital picture integration with an emphasis on working with AVID media and final layback are also explored. Conceptual Post Production and SFX design techniques are also enhanced and students work towards a final portfolio piece to showcase their new found talents.

SA416 Multimedia Assembly

This course guides students through an in-depth exploration of the complex new tools and techniques used to create and edit content for delivery over various types of mediums. Students will gain insight into the DVD and internet distribution content delivery systems, production processes, MPEG-2 compression techniques, and tools required to take full advantage of these mediums. Students participate in Multimedia pre-mastering and mastering, from the initial project planning, menu design and bit budgeting to the actual assembly and editing of audio and visual assets to create the disc image. Students are also given an in-depth look at Multimedia specifications to perform motion menu creation, edit and synchronize audio and video, and explore difficult tasks such as video aspect ratio, and digital compression techniques used to optimize playback on various types of Multimedia systems. All students are required to complete their own personal portfolio by the end of the course.



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