Glendale College
Course Outline of Record Report
Cyclical Review - May 2023 (previously Media 107)

FTVM135 : Introduction to Audio Production

General Information

Author:	• Geraldine Ulrey
Course Code (CB01) :	FTVM135
Course Title (CB02) :	Introduction to Audio Production
Department:	FTVM
Proposal Start:	Fall 2024
TOP Code (CB03) :	(0604.20) Television (including combined TV/film/video)
CIP Code:	(09.0701) Radio and Television.
SAM Code (CB09) :	Clearly Occupational
Distance Education Approved:	Yes
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000639590
Curriculum Committee Approval Date:	05/10/2023
Board of Trustees Approval Date:	07/18/2023
Last Cyclical Review Date:	09/15/2023
Course Description and Course Note:	FTVM 135 teaches students the basic principles, aesthetics, and techniques required in the production of audio programs and soundtracks for video programs. Specific topics include digital recording and editing, selection and use of microphones, sound studio operation, multi-tracking, equalization, compression, mixing, editing, and synchronization with video. Industry standard software such as Pro Tools will be utilized. Hands-on practice with professional equipment is emphasized. Note: Students who have taken MEDIA 107 may not receive credit for this course.
Justification:	Coding/Category Change Content Change
Academic Career:	• Credit
Author:	• Geraldine Ulrey

Academic Senate Discipline

Primary Discipline:	• Mass Communication
Alternate Discipline:	No value
Alternate Discipline:	No value

Course Development

Basic Skill Status (CB08)

Course is not a basic skills course.

☐ Allow Students to Gain Credit by Exam/Challenge

Course Special Class Status (CB13)

Course is not a special class.

Pre-Collegiate Level (CB21)

Not applicable.

Grading Basis

- Grade with Pass / No-Pass Option

Course Support Course Status (CB26)

Course is not a support course

Transferability & Gen. Ed. Options

General Education Status (CB25)

Not Applicable

Transferability

Transferable to both UC and CSU

Transferability Status

Approved

C-ID	Area	Status	Approval Date	Comparable Course
FTVE	Film, Television, and Electronic Media	Pending	No value	FTVE 120 - Beginning Audio Production

Units and Hours

Summary

Minimum Credit Units (CB07)	3
Maximum Credit Units (CB06)	3
Total Course In-Class (Contact) Hours	108
Total Course Out-of-Class Hours	54
Total Student Learning Hours	162

Credit / Non-Credit Options

Course Type (CB04)

Credit - Degree Applicable

Noncredit Course Category (CB22)

Credit Course.

Noncredit Special Characteristics

No Value

Course Classification Code (CB11)

Credit Course.

☐ Variable Credit Course

Funding Agency Category (CB23)

Not Applicable.

☐ Cooperative Work Experience Education Status (CB10)

Weekly Student Hours

	In Class	Out of Class
Lecture Hours	1.5	3
Laboratory Hours	4.5	0
Studio Hours	0	0

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	0

Course In-Class (Contact) Hours

Lecture	27
Laboratory	81
Studio	0
Total	108

Course Out-of-Class Hours

Lecture	54
Laboratory	0
Studio	0
Total	54

Time Commitment Notes for Students

No value

Pre-requisites, Co-requisites, Anti-requisites and Advisories

No Value

Entry Standards

Entry Standards	
Speak, listen, read, write, and converse in English.	
Operate a personal computer including opening and saving files.	No Value

Specifications

Methods of Instruction

Methods of Instruction	Lecture
Methods of Instruction	Laboratory

Methods of Instruction	Multimedia

Methods of Instruction	Collaborative Learning

Methods of Instruction	Demonstrations

Out of Class Assignments

- Creation of scripts for two audio recording and mixing projects
- Preparation of dialog script and sound effects spotting sheets for film scene audio sweetening project
- Recording, mixing and editing of three audio projects, each reflecting an increased complexity and knowledge of the Pro Tools application

Methods of Evaluation	Rationale
Other	Attendance and participation
Presentation (group or individual)	Presentation of work in-progress to the instructor for formative evaluation
Evaluation	Peer and instructor critique of work
Activity (answering journal prompt, group activity)	Production assignments
Exam/Quiz/Test	Final exam

Textbook Rationale

No Value

Textbooks

Author	Title	Publisher	Date	ISBN
Rose, Jay	Producing Great Audio for Film and Video: Expert Tips from Preproduction to Final Mix.	Focal Press	2017	9781138468788

Other Instructional Materials (i.e. OER, handouts)

No Value

Materials Fee

No value

Learning Outcomes and Objectives

Course Objectives

Describe basic acoustic principles and terminology, i.e., frequency, amplitude, vibration, waveform.

Operate basic audio equipment such as microphones, mixers, digital audio workstations, recorders, amplifiers and speaker systems.

Explain digital audio principles, file types, and compression methods.

Perform multi-track audio recording and editing within the Pro Tools application.

Write audio production scripts and cue sheets.

Create and record live sound effects.

Analyze production values of professionally produced programs.

SLOs

Operate equipment required to produce audio content for media, video or podcasts.   Expected Outcome Performance: 70.0

MEDIA Film,TV,and Elctr Media - AST	Demonstrate an effective ability to collaborate as a key member of a production team from concept to completion on a project with workflows and final deliverables that meet basic industry standards and achieves the technical, conceptual and aesthetic challenges necessary to tell a story that has an impact.
	Demonstrate an understanding of the various techniques of film language and the cinematic tools to tell a story including producing, screenwriting, directing, cinematography, production design, sound design, and editing (picture and sound).
MEDIA Cinematography and Editing	Demonstrate an understanding of composition, film language and lighting techniques to support the creative vision of the director.
	Demonstrate mastery of conceptual editing techniques to support storytelling and solving story problems through the use of editing dialogue, sound design, music, and sound effects to complete the creation of the master for final deliverables.
MEDIA Visual Arts: Media Arts - A.A. Degree Major	demonstrate an effective ability to work as a member of a team to achieve the challenges of technical and conceptual goals of the project from origination to the completion of the high quality final deliverable media productions.
	demonstrate an understanding of composition, film language and lighting techniques to support the creative vision of the director.
	demonstrate mastery of conceptual editing techniques to support storytelling and solving story problems through the use of editing dialogue, sound design, music, and sound effects to complete the creation of the master for final deliverables.

Create a synthesis of narration, dialog, music and sound effects in audio editing assignments.   Expected Outcome Performance: 70.0

MEDIA Cinematography and Editing	Demonstrate an understanding of composition, film language and lighting techniques to support the creative vision of the director.
	Demonstrate mastery of conceptual editing techniques to support storytelling and solving story problems through the use of editing dialogue, sound design, music, and sound effects to complete the creation of the master for final deliverables.
MEDIA Film,TV,and Elctr Media - AST	Demonstrate an understanding of the various techniques of film language and the cinematic tools to tell a story including producing, screenwriting, directing, cinematography, production design, sound design, and editing (picture and sound).
MEDIA Visual Arts: Media Arts - A.A. Degree Major	demonstrate an understanding of composition, film language and lighting techniques to support the creative vision of the director.

Additional SLO Information

Does this proposal include revisions that might improve student attainment of course learning outcomes?

No Value

Is this proposal submitted in response to learning outcomes assessment data?

No Value

If yes was selected in either of the above questions for learning outcomes, explain and attach evidence of discussions about learning outcomes.

No Value

SLO Evidence

No Value

Course Content

Lecture Content

Principles of Audio (5 hours)
- Sound waves
- Frequency and pitch
- Amplitude and loudness
- Digital and analog audio
- Noise and distortion
- Acoustics and psychoacoustics
- Phase
- Two-channel stereo
- Surround sound and mid/side (M/S) stereo

Recording Equipment and Facilities (4 hours)
- Production and performance studios
- Digital audio workstations and software
- Mixing consoles
- Microphone selection
- Turntables and compact disc (CD) players
- Audio monitor loudspeakers
- Equalizers
- Dynamic compressors and limiters

Preproduction Planning and Design (4 hours)
- Relation of sound to picture
- Selection of production sites
- Selection of equipment
- Relative functions of voice, music, effects and silence
- Use of prerecorded material

Production Techniques Lecture (5 hours)
- Miking and recording speech
- Miking and recording music
- Miking and recording sound effects
- ADR or looping dialog
- Sound effects
- Pre-recorded effects
- "Wild" effects recording
- Foley effects recording
- On-location recording

Audio Recording and Editing with Pro Tools (9 hours)
- Session creation and digital settings
- Track creation and recording
- Signal routing and level adjustment
- Destructive and non-destructive recording
- Clip and region editing
- Importing external audio
- Automated features
- Insert and AudioSuite effects
- Mix-down and export techniques

Total hours: 27

Laboratory/Studio Content

Principles of Audio (13 hours)
- Sound waves
- Frequency and pitch
- Amplitude and loudness
- Digital and analog audio
- Noise and distortion
- Acoustics and psychoacoustics
- Phase
- Two-channel stereo
- Surround sound and mid/side (M/S) stereo

Recording Equipment and Facilities (11 hours)
- Production and performance studios
- Digital audio workstations and software
- Mixing consoles
- Microphone selection
- Turntables and compact disc (CD) players
- Audio monitor loudspeakers
- Equalizers
- Dynamic compressors and limiters

Preproduction Planning and Design (11 hours)
- Relation of sound to picture
- Selection of production sites
- Selection of equipment
- Relative functions of voice, music, effects and silence
- Use of prerecorded material

Production Techniques Lecture (16 hours)
- Miking and recording speech
- Miking and recording music

- Miking and recording sound effects
- ADR or looping dialog
- Sound effects
- Pre-recorded effects
- "Wild" effects recording
- Foley effects recording
- On-location recording

Audio Recording and Editing with Pro Tools (30 hours)
- Session creation and digital settings
- Track creation and recording
- Signal routing and level adjustment
- Destructive and non-destructive recording
- Clip and region editing
- Importing external audio
- Automated features
- Insert and AudioSuite effects
- Mix-down and export techniques

Total hours: 81