MUS 117: Sound Design for Multimedia

This hands-on course shows students how sound can be employed to underscore, to provide spatial dimension, to contextualize, to provide emotional dimension, and to provide subtext in media. Students produce soundtracks to visual media. Students are also introduced to outstanding examples of soundtracks and sound designs from the world of cinema, as well as other media. Three lecture hours and one laboratory hour per week.

Course Student Learning Outcomes

1. Understand how sound can be used to underscore, to provide spatial dimension, to contextualize, to provide an emotional dimension, and to provide subtext.
2. Analyze video content for inherent aspects of rhythm and tempo, and to be able to list significant visual events on a cue sheet.
3. Use effects such as reverb to provide spatial dimension and to provide emotional impact.
4. Understand basic concepts of music including chords, rhythm, tempo, and texture.
5. Assemble music from loops using Apple's Garage Band software.
6. Synchronize music with digital video media using Apple's iMovie, and to export their work to iDVD and Quicktime.

Credits: 3
Program: Music