



5055 Santa Teresa Blvd  
Gilroy, CA 95023

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### Course Outline

**COURSE:** FTVE 6                      **DIVISION:** 10                      **ALSO LISTED AS:** MCTV 6

**TERM EFFECTIVE:** Summer 2024

**CURRICULUM APPROVAL DATE:** 05/16/2024

**SHORT TITLE:** INTRO AUDIO PRODUCTION

**LONG TITLE:** Introduction to Audio Production

<u>Units</u>	<u>Number of Weeks</u>	<u>Type</u>	<u>Contact Hours/Week</u>	<u>Total Contact Hours</u>
3	18	Lecture:	2	36
		Lab:	3	54
		Other:	0	0
		Total:	5	90

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Out of Class Hrs:                      72.00

Total Learning Hrs:                162.00

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#### **COURSE DESCRIPTION:**

The class studies the theory and practice of audio techniques in radio, television, film and multimedia, including acoustics, audio language and terms, signal flow, use of microphones, use of mixers and related audio production and digital recording equipment, and the aesthetic aspects of sound mixing and post production. Students will be able to apply knowledge and gain hands-on experience recording, editing, mixing, and mastering audio. Previously known as MCTV 6.

**PREREQUISITES:**

**COREQUISITES:**

**CREDIT STATUS:** D - Credit - Degree Applicable

#### **GRADING MODES**

L - Standard Letter Grade

P - Pass/No Pass

**REPEATABILITY:** N - Course may not be repeated

#### **SCHEDULE TYPES:**

- 02 - Lecture and/or discussion
- 03 - Lecture/Laboratory
- 04 - Laboratory/Studio/Activity
- 05 - Hybrid
- 71 - Dist. Ed Internet Simultaneous
- 72 - Dist. Ed Internet Delayed
- 73 - Dist. Ed Internet Delayed LAB

#### **STUDENT LEARNING OUTCOMES:**

By the end of this course, a student should:

1. Demonstrate knowledge of audio recording concepts and terminology, including the sound wave, frequency/pitch, amplitude/loudness, phase and timbre.  
Understand audio theory, acoustics, and aesthetic aspects.
2. Identify, explain, and apply knowledge of the operational elements of a professional audio system including acoustics, microphone classification, placement and use, and the theory and practical use of analog and digital recording equipment and storage devices.
3. Demonstrate the use of audio equipment to record audio both in the studio and on location and edit, process, and mix audio elements together into a finished program.
4. Record a live performance, demonstrating knowledge of digital recording audio techniques.

#### **COURSE OBJECTIVES:**

By the end of this course, a student should:

1. Identify and operate all audio equipment.
2. Be able to handle a boom without handling noise.
3. Identify the appropriate microphone for the situations.
4. Be able to create and sync timecode.
5. Be able to record and mix audio at correct levels without peaking distortion.
6. Be able to do post-production audio recording, including looping and Foley.
7. Be able to do a final mix, eliminating noise and adding in musical scores.
8. Identify audio terms like MOS, digetic, ambient, Foley, ADR, scratch track, etc.

**COURSE CONTENT:**

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10 HOURS

CONTENT: Principles of Audio

- Ears, Hearing and Listening,
- Physics and Psychophysics of Sound, Acoustics
- Occupations in Audio
- Audio theory and acoustics.
- Components of sound waves,
- Frequency, sound envelope

10 HOURS

CONTENT: Audio equipment and applications

- Microphones
- Mixers & consoles
- Analog & Digital Recording
- Signal Processing
- Loudspeakers & Monitoring
- Setting up microphones, mixers and consoles for a variety of performance presentations in a variety of venues
- Microphone pick-up patterns
- Meters, patching and operating modes of audio consoles
- Wired and wireless microphone systems
- Standard accessories for professional microphones including: XLR cables, various stands and clips for microphone mounting, etc.

8 HOURS

CONTENT: Studio Production vs. Field Production

- Synchronization
- Timecodes
- Frame rates
- Studio Production: Live and Live to Tape
- Sound and the Speaking Voice
- Recording speech in Radio or Podcasts
- Recording speech Television Studio: Multicamera
- Recording Speech (ADR, Looping, Dubbing)
- Recording a Music Performance

3 HOURS

CONTENT: Sound Design

- The Function of Sound: "Speech, Sound Effects, Music, Silence"
- Functions of Sound in relation to Picture
- Strategies in Designing Sound: "Script Analysis"
- Sound effects
- Sound used to create a desired emotional response from the audience

**COURSE CONTENT (CONTINUED):**

3 HOURS

CONTENT: Postproduction Editing

- Dialogue, Sound Effects
- Editing: Methods, Linear & Non-Linear
- Techniques & Aesthetic Considerations
- Mixing and Rerecording: Radio, Video, Film, Multimedia

2 HOURS

Final Exam

**METHODS OF INSTRUCTION:**

Classroom lecture and technical demonstrations. Presentations and projects prepared and presented by students. Hands-on exercises in connecting and operating audio equipment in a variety of venues. Class discussions conducted in the form of production meetings. Collaborative project between students.

**OUT OF CLASS ASSIGNMENTS:**

Required Outside Hours 72

Assignment Description

Every student must create an individual project (film with an emphasis on audio, podcast, music video), which will have an emphasis on the audio recording and mixing.

**METHODS OF EVALUATION:**

Skill demonstrations

Evaluation Percent 75

Evaluation Description

In-class audio projects and individual projects

Objective examinations

Evaluation Percent 20

Evaluation Description

Hands on quizzes of equipment and skills

Final Exam

Problem-solving assignments

Evaluation Percent 5

Evaluation Description

Class and individual projects

**REPRESENTATIVE TEXTBOOKS:**

Modern Recording Techniques: A Practical Guide to Modern Music Production, David Miles Huber, Emiliano Caballero, & Robert Runstein, Focal Press, 2023 or a comparable textbook/material.

ISBN: 978-1032197159

Rationale: This is a great textbook that covers all the areas in audio production.

13 Grade Verified by: Grant Richards

## **ARTICULATION and CERTIFICATE INFORMATION**

Associate Degree:

CSU GE:

IGETC:

CSU TRANSFER:

Not Transferable

Not Transferable

UC TRANSFER:

Not Transferable

Not Transferable

## **SUPPLEMENTAL DATA:**

Basic Skills: N

Classification: Y

Noncredit Category: Y

Cooperative Education: N

Program Status: 1 Program Applicable

Special Class Status: N

CAN:

CAN Sequence:

CSU Crosswalk Course Department: CART

CSU Crosswalk Course Number: 260

Prior to College Level: Y

Non Credit Enhanced Funding: N

Funding Agency Code: Y

In-Service: N

Occupational Course: D

Maximum Hours:

Minimum Hours:

Course Control Number: CCC000644912

Sports/Physical Education Course: N

Taxonomy of Program: 061220