USCSchool of Dramatic Arts

THTR 490: Directed Research RESEARCH IN SOUND DESIGN

Number of Units 1 Units

Fall 2018 Section: TBD

Location: Lighting Lab PED 114

Instructor: Scott Faris

Office: MCC 101D

Contact Info: scottfar@usc.edu

917-825-2739

Student: Shanghai exchange student

I. Course Description

This course will focus on individualized sound design areas to explore each students' specific interest. The study will be monitored by Scott Faris, in consultation with Phil G. Allen, Professor of Sound Design.

II. Overall Learning Objectives

The purpose of this class is to teach how to program sound and music cues into a playback platform, as well as teaching the basic tasks of a sound designer during production.

III. Description of Assignments

Student, Hueying Wang (Sharon), will be responsible for completing tasks assigned to implement their defined focus.

PRACTICAL ASSIGNMENT: Sharon will observe and assist the Sound Designer, Amy Glenn-Shuster, during preproduction, technical rehearsals and performance of "The Sign in Sidney Brustein's Window."

DELIVERABLES: Sharon will create documentation required by sound designer and submit at end of production, along with report on how sound cueing interfaces with a stage manager duties on a production:

- Sound Cue Sheet
- Design flow chart
- Plugging schematic

Due date for deliverables:

Nov 26

IV. Meeting Times

Sharon will check in with Scott Faris in MCC 101D, on Mondays every other week at 1:00pm in MCC 101D on the following schedule:

Oct. 1

Oct. 15

Oct. 29

Nov. 12

Nov 26

V. Grading

50% of the grade will be on the practical element of working on productions. 50% will be on the paper project assignments.