Instructor

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Course Description

Recording, Mixing and Editing for the Screen Composer is an introduction to techniques and applications of recording sound on personal computers. Discussions will also include a study of the hardware and software required as well as editing music, dialog, and sound effects for song, commercials and film.

Requirements, Exams and Grading Information

Student evaluation in 521a will consist of practical assignments, quizzes and exams. The assignments include short exercises and a final project. In general, students will be given one week to complete and turn in exercises. Assignments turned in late will be lowered one grade per week and will not be accepted beyond three weeks late. All assignments must carefully follow file management and format guidelines. Instructions for the final project will be available at a later date.

Quizzes will be given via BlackBoard and will cover assigned research, reading and video assignments, as well as, instructor notes and handouts. The midterm exam will consist of both written and hands-on questions. The final will be a hands-on exam designed to test the practical skills developed during the semester. All exams and quizzes must be taken during the scheduled times and cannot be made up at a later date.

Attendance is taken at each meeting and scored into your final letter grade. After two absences your grade will be lowered one-half grade for each additional absence. Because of the importance of hands on experience with this subject, attendance to all classes is the only method of understanding the concepts of this specialized topic.

Remote Learning

Spring 2021 is scheduled for distance remote learning. This pedagogy may not be a static method and can could be changed based upon issues such as social considerations and/or technology changes. Therefor course instructor requests all students be practical and flexible to the possibility of change - if needed. Any possible changes will be discussed with students and then announced as timely as possible. The course student learning outcomes are to be as standardized and directed towards the current music industry at all times, when possible.

Grading Summary

1.	Participation	15%	Attendance and online particiations
2.	Quizzes	20%	Assigned research and reading content
3.	Lab Exercises	25%	Group class works and self study works
4.	Midterm Exam	20%	Based on quiz content
5.	Final Project	20%	Assigned student project

Class Materials – Highly Recommended Only

- 1. Textbook: "Pro Tools 101: An Introduction to Pro Tools" version 2018 (required, available at USC bookstore and Amazon.com)
- 2. Lynda.com videos available through BlackBoard: *Pro Tools 12 Essential Training*; Foundations of Audio series: *EQs and Filters*; *Compressions and Dynamic Processing*; and *Reverb*, *Delay and Modulation*.
- 3. Pro-Tools Reference Guide (free download from http://avid.force.com/pkb/articles/en_US/User_Guide/en379111)
- 4. Instructor handouts and lecture notes (available on BlackBoard under Course Documentation)
- 5. Reference headphones are required and should be brought to all classes. All assignments will be evaluated using Sony MDR 7506 reference headphones!
- 6. USB Memory Stick and/or other external storage device! not needed for remote learning

Communication

Please make it a habit to use/check your USC E-mail account. Any E-mail I send to the class will use that account. ***Please add "521a" in the subject header of any and all email that you send me.*** This will help me to organize all the emails that I receive and enable me to respond to you more quickly. In addition, most course materials, quizzes and class grades will be posted on Blackboard (http://blackboard.usc.edu). For example the course syllabus can be found under Syllabus, instructor handouts and project instructions under the Content tab. All exercise materials and instructions will be posted to the class folder (instructions on how to access this folder will be provided during week 2 and will be posted to Blackboard).

Disabilities

Any student requesting academic accommodations based on a disability is required to register with Disability Services and Programs (DSP) each semester. A letter of verification for approved accommodations can be obtained from DSP. Please be sure the letter is delivered to me as early in the semester as possible. DSP is located in STU 301 and is open 8:30 a.m.-5:00 p.m. Monday through Friday. The phone number for DSP is 213/740-0776.

Academic Integrity

Academic Integrity-Students are expected to adhere to the Academic Integrity Guidelines of USC as outlined in the current edition of SCampus. Work found to contain plagiarized or uncited materials will be referred to the USC Office of Student Conduct for review. Academic Integrity violations will result in a failing grade for submitted material and for the course, and dismissal from Thornton School of Music majors and minors.

***Please be advised anyone found surfing the web will be asked to leave the class. Before you can be readmitted to the class you must meet with the program chair.

Course Schedule (Schedule and Content Subject to Instructor Changes)

Week 1 - Class Introduction and Review

Native system setup

PTs Playback Engine and H/W buffer and system latency

Navigating a PTs session

Changing zoom level, track height, rulers, Edit window options

Playback and scrolling options

Making selections

PTs file types and management

Exercise Procedures and Expectations

Reading: 101 – 1 and 2

Exercise 1: Navigating the Edit Window

Week 2 - Audio Editing Review

Importing audio

Audio clip attributes and management

Separate, break, heal clip

Copy/paste, duplicate, repeat, loop, and loop trim clips

Clip trim, trim to insertion, trim from insertion

Conform clip to tempo

Fades: in/out, cross fade, equal power vs. equal gain

Master Fader Tracks

Introduction to dither and noise shaping

Bounce to disk, bounce "rules"

Reading: 101 – 5, 7 and 8; Pro Tools 11 Essential Training chapters 3 and 6

Exercise 2: Audio Editing Basics

Week 3 - Recording Audio

Creating PTs sessions: file types, sample rates, bit depth, I/O considerations

Creating and naming tracks, track I/O, phantom power

Setting record levels/gain structure

PTs signal path, recording with a "pre-disk" aux track

Click tracks, countoffs, tempo and meter

Punch record and pre/post roll

Monitoring options, Input Monitoring

Introduction to volume editing/automation

Reading: 101 – 3 and 4; Pro Tools 11 Essential Training chapter 4

Exercise 3: Voice Over Recording and Editing

Week 4 - Working with Playlists and Alternate Takes

Playlist overview

Create, duplicate and delete playlist

Switching playlists

Playlist use and strategy

Playlist view, comping tracks from multiple takes

Crossfade use, issues and solutions

Clip consolidation

Track freeze

Reading: Instructor handout

Exercise 4: Playlist Comping Exercise

Week 5 - Plug-ins

Adding and removing plug-ins

Copying settings

Recalling and saving presets

Copying plug-ins

Bypassing and inactivating plug-ins

Multi channel and multi mono plugs

Plug-in formats (AAX, RTAS, AU, VST, etc.)

AudioSuite plug-ins

Reading: Instructor handout; Pro Tools 11 Essential Training chapter 12

Exercise 5: Using AudioSuite plugins

Week 6 - The Mix Window: Inserts, Sends and Groups

Mix window overview

Track signal path and routing

Track inserts (series processing)

Bus effects and sends (parallel processing)

Creating headphone cues

Prefader sends, using mono vs. stereo sends

Solo safe

Master fader track signal path and use

Creating and using submixes

Reading: 101 - 9

Exercise 6: Insert, Sends, Bus Effects, and Submixing

Week 7 - Mid-Term Exam

Week 8 - Drum Sound Replacement and Enhancement

Old school sound replacement

Sample replacement with Sound Replacer

Sample enhancement with Slate Trigger

Strip Silence

Audio editing to enhance groove ("Pocketing")

Reading: Instructor Handout

Exercise 7: Drum Sound Replacement and Enhancement

Week 9 - Organizing the Mix

Relinking source files

Marker and none type memory locations

Color coding tracks and markers

Track groups

VCA Faders

Setting levels and pans

Term Project Explanation

Reading: Instructor handout

Week 10 - Drum Editing and Processing

Timbre and the "magic frequencies"

Filter shapes, parameters and use

Parametric EQ parameters and use

Basic applications of audio filters and equalization

Compression overview

Compression parameters: threshold, ratio, attack/release, makeup gain

Basic pop/rock applications of compression

Other dynamic processors: limiters and noise gates

Reading: Instructor handout; Lynda.com Foundations of Audio: EQ and Filters

chapters 2-3

Week 11 - Bass and Guitar Editing and Processing

Bass and Guitar EQ, filters and compression

Track duplication

Intro to groove editing

Reading: Lecture Notes: Lynda.com Foundations of Audio: Compression and

Dynamic Processing chapter 2

Week 12 - Vocal Processing; Delay and Reverb Processing

De-essers: parameters and use Vocal EQ and Compression

Reverb: setup, parameters and application

Creating a session tempo map, adding tempo markers

Delay: setup, parameters and application

Lynda.com Foundations of Audio: Reverb chapter 3, Delay and Modulation

chapter 1, Pro Tools 11 Essential Training chapter 11

Week 13 - Introduction to Automation

Real-time automation

Graphic automation basics

Automation breakpoints, tools

Create, edit, copy, paste and nudge automation

Override automation

Reading: Instructor handout, 101 – 09

Week 14 - File and Session Management

Clip management

Archiving sessions

Reading: Instructor handout, 101-10

Week 15 - Final Project progress check

Final project due 8pm in the course server drop box by last day of USC "Study Days" semester schedule. No direct emails with attachments will be accepted.

Final Exam – Date and Time published online via USC Finals Schedule

*** Important Note! TMC G-147 will be closed end of study week. There will be no open lab time after that date. There will be no exceptions to this policy so, please plan accordingly. Does not apply to remote learning presentations