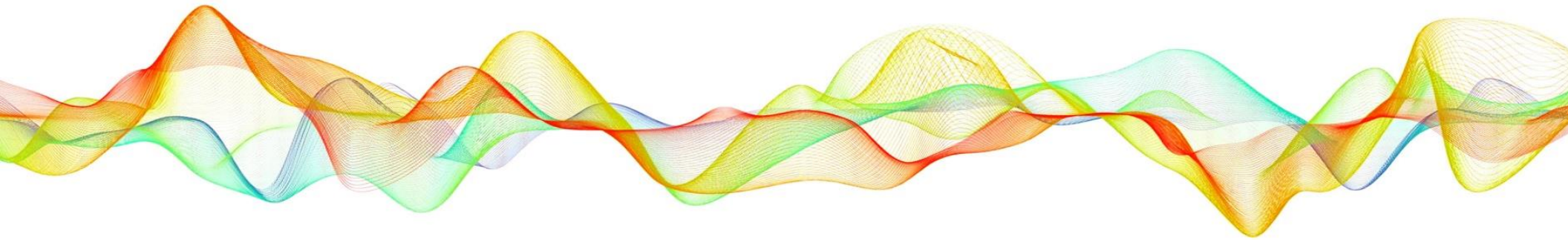


# USC School of Cinematic Arts

## IML 328: INTRODUCTION TO SOUND SPRING 2024 | 2 Units | Tuesdays | 5-7:50pm



### COURSE DESCRIPTION

This class explores sound as a distinct material and experiential modality with an independent set of theories, terminology, and processes. Sound has a social resonance and communicates in unique ways, shapes experience, transforms place, transcends time, provides fantasy and escape, effects memory, influences concepts of identity, and creates invisible connections through vibrations. A foundation for understanding sonic experience will be built through listening practices, sense perception, and the study of psychoacoustics. However, the continued evolution and use of sound technologies allows for new ways for sound to mediate our perceptions of reality, history, and daily experience.

This course provides an overview of the field of sound art and sound design as an evolution of aesthetic, technological, and cultural approaches from the historical Avant-garde to varied contemporary sonic practices. Ideological and political contexts of sound will be considered in relationship to developing sonic forms, structures, and non-musical compositional methodologies. Soundscape studies in this class has a broad application that addresses global and subaltern sonic terrains including: noise, silence, counterpublics, diasporic border-traversing sounds, sonic agency, refusals, warfare, and resilience, among other subjects. Technical methods that will be introduced and incorporated into projects include field recording, microphones, resonant objects, archival & digital sound objects, amplification, software for arranging and mixing, and multi-channel 5.1 surround sound routing. Sound theories and sound screenings will give insight into acoustic ecologies, materiality, site-contextualization, ephemerality, interactivity and participatory practices, audience awareness, and presentation methods. An exposure to a broad array of global sonic practices and approaches is intended to inform and inspire the development of sound-based projects, and students are encouraged to pursue their own interests while conceptualizing and presenting sound-based media works.

Questions? **email:** Kim Zumpfe ([zumpfe@usc.edu](mailto:zumpfe@usc.edu))