

SOUND RECORDING TECHNOLOGY (REC)

REC 200 | INTRODUCTION TO SOUND RECORDING TECHNOLOGY | 2 quarter hours (Undergraduate)

Introductory course to acquaint students with concepts and techniques of sound recording technology. Open to all music students and required for SRT majors. (2 quarter hours)

Status as an Undergraduate Music student or as a Music Recording Minor student is a prerequisite for this class.

REC 201 | RECORDING TECHNOLOGY I | 4 quarter hours (Undergraduate)

Basics of audio engineering and studio signal flow with an emphasis on analog and digital consoles. This is part of a two-year sequence of courses for sound recording technology majors. Status as a Sound Recording Technology major is a prerequisite for this class.

Status as a Sound Recording Technology student is a prerequisite for this class.

REC 202 | RECORDING TECHNOLOGY II | 4 quarter hours (Undergraduate)

Advanced studies in audio engineering with an emphasis on the principles of digital recording and editing. This is part of a two-year sequence of courses for sound recording technology majors. REC201 and status as a Sound Recording Technology major is a prerequisite for this class.

REC 201 and status as a Sound Recording Technology student is a prerequisite for this class.

REC 203 | RECORDING TECHNOLOGY III | 4 quarter hours (Undergraduate)

Advanced studies in audio engineering with an emphasis on acoustics, microphones, and microphone techniques. This is part of a two-year sequence of courses for sound recording technology majors.

REC 202 and status as a Sound Recording Technology student is a prerequisite for this class.

REC 204 | BASICS OF LIVE SOUND | 2 quarter hours (Undergraduate)

This course is designed to provide an overview of the technology and applications of the tools used in the field of live sound reinforcement. Topics will include: basic electronics, troubleshooting and equipment repair, audio and network cables and protocols, wireless audio, small and large venue sound integration and installation, monitor and sound system tuning, as well as analog and digital consoles. This course is built on prior material such as REC 200, which covers the basics of microphones, signal flow, and sound generation. (2 quarter hours)

Status as an Undergraduate Music student or Music Studies minor is a prerequisite for this class.

REC 205 | GAME AUDIO FOR MUSICIANS | 4 quarter hours (Undergraduate)

Game Audio For Musicians is intended for sound recording majors and music students who are interested in advanced studies in audio for video games. Students will create music and sound design in the context of a video game and learn out to implement that audio in a game engine such as WWise.

COM 326 is a prerequisite for this class.COM 326

REC 209 | ELECTRONICS FOR MUSICIANS | 4 quarter hours (Undergraduate)

This course is designed to teach practical skills in analog electronics. Some basic theory will be outlined using as little mathematics as possible. Hands-on skills to be covered include soldering, testing, and modifying solid state circuitry.

Status as an Undergraduate Music student or as a Music Recording Minor student is a prerequisite for this class.

REC 216 | PRO TOOLS AND THE DEVELOPMENT OF THE RECORDING STUDIO | 4 quarter hours (Undergraduate)

The goal of this course is to transform students from casual listeners of recorded music into educated critical analysts. Students will study the history and development of recording technology and recording studios. Lab exercises will teach the basics of recording and signal processing using Digidesign Pro Tools software. Arts and Literature.

REC 217 | EDM AND THE ART OF ELECTRONIC MUSIC | 4 quarter hours (Undergraduate)

The course will trace the genesis of contemporary electronic dance music and explore the interrelationships between popular electronic music styles and the electroacoustic music of the twentieth and twenty-first centuries. Students will develop listening skills and key musical vocabulary to enable them to analyze, interpret and respond to historically significant works from a diverse body of relevant genres.

REC 300 | CONTEMPORARY FILM SCORING | 4 quarter hours (Undergraduate)

Undergraduate level course designed for Music, CDM, Communication, and Theater majors who want an understanding of film music and the mechanics of scoring to picture. It will cover the basics of spotting films, writing with a click track, and utilizing synthesizers and samplers to realize film music.

Status as Undergraduate Music student, Undergraduate Theatre student, Undergraduate Communication student or Undergraduate CDM student is a prerequisite for this class.

REC 301 | RECORDING TECHNOLOGY IV | 4 quarter hours (Undergraduate)

Advanced studies in audio engineering with an emphasis on signal processing and audio for film post-production. This is part of a two-year sequence of courses for sound recording technology majors. COREQUISITE(S): REC 304.

REC 203 and status as a Sound Recording Technology student is a prerequisite for this class.

REC 302 | RECORDING TECHNOLOGY V | 4 quarter hours (Undergraduate)

Advanced studies in audio engineering with an emphasis on tracking and mixing different genres of music. SRT5 includes the capstone audio/video sound design project. This is part of a two-year sequence of courses for sound recording technology majors. COREQUISITE(S): REC305.

REC 301 and status as a Sound Recording Technology student is a prerequisite for this class.

REC 303 | RECORDING TECHNOLOGY VI | 4 quarter hours (Undergraduate)

Advanced studies in audio engineering with an emphasis on surround sound mixing. SRT6 includes the electronic portfolio project. This is part of a two-year sequence of courses for sound recording technology majors. COREQUISITE(S): REC306.

REC 302 and status as a Sound Recording Technology student is a prerequisite for this class.

REC 304 | SOUND PRACTICUM I | 2 quarter hours

(Undergraduate)

Practical experience with technological applications in the recording studio. CO-REQUISITE(S): REC 301. (2 quarter hours)

REC 203 and status as a Sound Recording Technology student is a prerequisite for this class.

REC 305 | SOUND PRACTICUM II | 2 quarter hours

(Undergraduate)

Practical experience with technological applications in the recording studio. COREQUISITE(S): REC 302. (2 quarter hours)

REC 304 and status as a Sound Recording Technology student is a prerequisite and REC 302 is a corequisite for this class.

REC 306 | SOUND PRACTICUM III | 2 quarter hours

(Undergraduate)

Practical experience with technological applications in the recording studio. COREQUISITE(S): REC 303. (2 quarter hours)

REC 305 and status as a Sound Recording Technology student is a prerequisite and REC 303 is a corequisite for this class.

REC 307 | COMMERCIAL MUSIC PRODUCTION | 4 quarter hours

(Undergraduate)

For students with a music theory background who want to learn how to realize music using digital sequencing and sampling. This course will focus on creating tracks in pop genres for film, soundtracks, video games, and commercials.

Status as an Undergraduate Music student or as a Music Recording Minor student is a prerequisite for this class.

REC 308 | AUDIO FOR BROADCAST | 4 quarter hours

(Undergraduate)

This course is an introduction to sound for broadcast, covering both production and post-production sound. We will be discussing roles and opportunities in both fields. Additionally, there will be hands-on experience with tools of the trade including an introduction to field mixer/recorders, lavalier/boom mic techniques and the basics of wireless technology. Lastly, there will be an introduction to the Izotope RX software package and its uses in repairing poor audio. Prerequisite: REC200 Intro to SRT.

Status as an Undergraduate Music student or as a Music Recording Minor student is a prerequisite for this class.

REC 360 | TOPICS IN SOUND RECORDING TECHNOLOGY | 2-4 quarter hours

(Undergraduate)

In-depth investigation of a topic in sound recording technology.

Status as an Undergraduate Music student or as a Music Recording Minor student is a prerequisite for this class.

REC 398 | INDEPENDENT STUDY | 1-4 quarter hours

(Undergraduate)

Independent Study (2 quarter hours)

Status as a Sound Recording Technology student is a prerequisite for this class.