

**SCHOOL OF MEDIA ART
BACHELOR OF FINE ARTS**

**SESSION 1 2003
STATEMENT OF EXPECTATIONS**

**SOUND STUDIO: INTRODUCTORY WORKSHOP
SOMA 2812**

UOC4 HPW3 S1

LECTURER: SIMON HUNT
CLASS CODES: 6608 6609 6610
DAY & TIME: Thurs 2-5 Fri 9-12 Fri 2-5
LOCATION: C-block various, starts CG-07

COURSE DESCRIPTION:

This course covers all aspects of audio production to produce audio art works and/or soundtracks for film, video, performance and multimedia computing.

COURSE CONTENT:

The following elements are covered: 'Protools' hard disk recording, sound editing and mixing, digital and analogue audio effects, importing sound into a computing context, studio patching, sampling, sequencing, midi, sound synthesis (e.g. 'Reaktor'), foley, the sound recording process both in the studio and in the field, microphones, introduction to audio/visual synchronisation, various portable analogue and DAT recorders, as well as an introduction to film/video soundtrack.

COURSE OBJECTIVES:

Students will gain the conceptual, artistic and technical skills to develop studio based experimental sound or soundtrack works as related to their practice. This unit is vital to all students undertaking film and/or video projects. All students will gain proficiency on the basic operation of the sound studio. Various conceptual, stylistic, aesthetic and philosophical approaches to sound and sound design will be introduced through critical discussion of examples and project work.

ASSESSMENT:

To qualify for a passing grade all students must complete all set work, which is to be submitted on time. Where absences in excess of three (3) classes occur, students may be given a fail grade (UF). Students must be punctual and participate in all class activities. The student should be expected to show evidence of the achievement of the course's objectives. One formal evaluation of Satisfactory, or Unsatisfactory will be made mid-session and students will be informed by their class lecturer of this determination.

ADVICE AND INSTRUCTIONS TO STUDENTS REGARDING WORKSPACE SAFETY AND HAZARDOUS SUBSTANCES:

Students should be aware of their responsibility to avoid causing injuries to themselves or to others. These injuries could include; eyestrain, hearing damage, back, neck and repetitive strain injury (RSI), burns, chemical poisoning, inhalation damage, lacerations and the like. Students using, or planning to use, unorthodox materials, or materials/processes/performances in a potentially damaging manner in their class, or related work, ARE REQUIRED to complete a Risk Assessment Sheet. This form must be signed by the lecturer and lodged with the relevant Technical Officer. Unorthodox materials are considered to be materital, solvents, chemicals, paints, electricity etc. not covered by standard practice or tuition within the area. All potentially dangerous materials MUST be used in consultation with the mandatory material safety data sheets (MSDS) available at the point of acquisition of such materials. It is UNSW policy that no bodily parts or fluids are used on any campus for any purpose.

When using headphones, students must ALWAYS play a short segment of sound BEFORE putting headphones on in order to avoid hearing damage.

EMAIL POLICY

You must check email often enough so that you do not miss urgent messages. Typically every other day would be a minimum, unless you are away from the university. If you use an email account somewhere else, for example in your school or outside the University, you *must* arrange to forward your email from your official address to the email account you use. If you use free web-based email such as Hotmail, you must also regularly delete old messages to ensure you will have space to receive any new messages from the University. This is your responsibility. If you know your UNIPASS, you can set this up yourself via the web. Go to the "do-it-yourself" page at <http://www.diy.unsw.edu.au> If you don't know your UNIPASS (you should!), or you need help, contact DISConnect, who can arrange to provide your UNIPASS or set up the forwarding for you. The DISConnect desk is at the back of the Kensington campus Library and their phone number is 9385 1777. Instructions for redirecting your email can be found at <http://phorum.cofa.unsw.edu.au/read.php?f=5&i=2472&t=2472>

ASSESSMENT TASKS

ATTENDANCE & CLASS WORK **20%**

PROJECT PLAN **10%**

FINAL PROJECT **70%**

DESCRIPTION OF ASSESSMENT TASKS

The **FINAL PROJECT** is very open. It may be: a sound/music piece; a film/video/web/CDrom soundtrack; an installation including a sound component; or a performance including a sound component. The project will be presented to the lecturer and other students in the final class. It must be at least two minutes in length. The structure of this Project will be determined at the time of the first set of private consultations (week 6), but may and most probably will change over the semester. You may work together (and be graded together) on projects. Students

who are already working with sound outside the course may wish to devise an entirely different system to that described above, but this must be worked out in advance.

Before your first consultation (Class 8 or 9), you will be expected to write a **PROJECT PLAN**, which will be a minimum of one A4 page. It is due on **FRIDAY APRIL 17th at 4pm** via email. The purpose is to inform me of your needs and ideas. Graded purely as follows : 10% on time, 0% late. Details as to the ideas / techniques / software to be used in the construction of the Project, together with notes and questions about your technical and other needs. Any hard copy material (videos etc) should be left in my pigeonhole *before* that time.

ATTENDANCE + CLASSWORK Any student missing more than three classes without medical certificates will automatically fail the course (COFA regulations). Being more than an hour late qualifies as an absence. There will be no exceptions and no boring negotiations around this rule. You are expected to keep count of your own absences.

COURSE SCHEDULE –
guide only, pace determined according to class understanding

CLASS 1

Introduction to Sound. Sound elements : volume, frequency, reverberation. Demo of Protools and other audio applications. Demo of TBA sound studios.

CLASS 2

Introduction to Protools functions – lab work. COFA and web sound resources.

CLASS 3

Protools functions and lab work. Studio : CG05.

CLASS 4

Protools functions and lab work. Microphones. DAT recording.

CLASS 5

Protools : Grid mode. "Music" functions .
Software synthesisers, samples and digital instruments.

CLASS 6

Live recording CG-15/17

CLASS 7

No class pre-Easter : PROJECT PLAN DUE

CLASS 8

Consultations group 1.

CLASS 9

Consultations group 2

CLASS 10

Audiovisual synchronisation

CLASS 11
Revision

CLASS 12
Consultations

CLASS 13
Consultations

CLASS 14
In-class project assessment.

ASSESSMENT NOTES / CHOOSING PROJECTS

- As the use of sound varies significantly across various student practices, a large part of your grading is based on your DEVELOPMENT of an initial idea and the PROGRESSION of your skills, i.e. your willingness to learn and experiment with something new over time, rather than producing something at the last minute using parameters you are already comfortable with.
- Sampling/appropriation of musical elements, fragments, breakbeats etc. is fine – the guideline will be an assessment of whether or not a majority of sound information, or the effect of the sum of the various parts, occurring at the time of the fragment can be considered to be “your” composition. Check with me at any time if in doubt about this, but as a rule, compare it to your own concepts of visual ownership when presenting work as “yours” in other classes.

LECTURER CONTACT

SIMON HUNT s.hunt@unsw.edu.au Office G104; telephone 9385-0657 or x657 (internal). Technical questions to the FORUM (see below).

IT IS YOUR RESPONSIBILITY TO BACK UP ALL YOUR WORK.

- Backup all work that is important to you at regular intervals.
- By COFA regulations, extensions of time for assignments will not be granted to students who lose work through software/ hardware /operator error.

SOME VALUABLE ADVICE

- * Do not come to class late. You know I hate it.
- * Start work as soon as the assessment task details are known.
- * Backup all work.
- * Follow the published guidelines.
- * Anticipate software and hardware problems may occur.
- * Turn phones OFF or to SILENT during class time. No TEXTING.

QUESTIONS?

Post questions, news, complaints, rants, gossip at COFA's sound phorum “**SoundMusicNoiseWhatever**” at <http://phorum.cofa.unsw.edu.au/list.php?f=31>

SOUND RESOURCES

- TBA labs/studios : Apple menu – Audio – Sound Notes – “SAMPLESEARCH.pdf” – two pages of links for sound FX and sample sites (*also end of this document*)
- TBA labs/studios : Core – Software Archive – Audio : Protools installers etc.
- TBA labs/studios : Core – Documents – Audio : Various pdf instructions.
- COFA Library : Sound effect CDs kept at front desk, campus loan only.
- COFA Library : “Future Music” and “Computer Music” – monthly magazine/CD containing software and music samples, CDs kept in audio/visual section.

COFA RESOURCE CENTRE

- See their site at <http://www.cofa.unsw.edu.au/units/resource/>

RECOMMENDED TEXTS/ ONLINE SOURCES

BOOKS

- Kahn, Douglas: *Noise, Water, Meat : A History of sound in the arts* , Cambridge, Mass : MIT Press 1999
- Kostalanetz, Richard: *Sound Art*.
- Nyman, Michael : *Experimental Music: Cage and Beyond*, Studio Vista. 1974
- Schaffer, Murray R.: *The Soundscape: Our Sonic Environment and the Tuning of the World* , Destiny Books, 1993
- Chernoff, John Miller : *African Rhythm and African Sensibility* , Uni Of Chicago Press, 1979
- Toop, David : *Ocean Of Sound : ether talk, ambient sound and imaginary worlds*, London : Serpent's Tail , 1995.
- Weis & Belton (ed.): *Theory and Practice of Film Sound*, Columbia Uni Press, 1985.

SOFTWARE SITES

- <http://www.hitsquad.com/smm/> - source of audio freeware/shareware/demos for all platforms.
- <http://www.digidesign.com/> - Protools homepage
- <http://www.digidesign.com/ptfree/> Protools FREE download page.
- <http://www.digidesign.com/compato/mainfreewin.html> - notes on Protools Free PC compatibility.
- <http://www.koblo.com/> - Tokyo homepage
- <http://www.native-instruments.net/> - Native Instruments : Reaktor / B4 / Absynth etc.
- <http://www.soundhack.com/> - SoundHack homepage
- <http://www.spies.com/~franke/SoundApp/> Sound App homepage.
- <http://www.kvr-vst.com/index.php> KVR - VST resources.

IDEAS and DISCUSSION

<http://www.l-m-c.org.uk/LMCframeset3.html> - Resonance magazine articles.

<http://www.thewire.co.uk/articles/index.htm> - interviews from "The Wire". Magazine and CDs from "The Wire" available in the COFA library.

<http://www.thewire.co.uk/> "The Wire" magazine – good artist interviews and links

<http://www.sonicartsnetwork.org/> - Sonic Arts network

<http://www.low-life.fsnet.co.uk/copyright/index.htm> - Good article on ethical/legal questions about sampling from UK online hip-hop magazine "Low Life", plus many links to other related sites.

<http://www.music-law.com/sampling.html> - U.S. legal perspective on sampling

<http://pages.eidosnet.co.uk/~qamutiik/database.html> : Over the top link page on experimental sound/music

<http://autonomous.org/soundsite/> SoundSite : online sound journal – not updated for some years.

<http://autonomous.org/soundsite/csa/eis2content/index.html> Essays In Sound 2: Technophonia

<http://hem.passagen.se/filmjud/filmsound.htm> FILM SOUND theory, terminology, essays etc ... great link site.

<http://www.birka.fhsk.se/sven/links.htm#filmsound> Links to articles

<http://autonomous.org/Links/links.cgi?AREA=SND> "Sound Music and Noise related sites" – more dead links than you can poke a stick at, but some gold to be found

<http://www.transom.org/shows/2001/200103.shows.audioart.links.html>
Good links list

<http://www.hearingvoices.com/> Some sound art links

<http://www.filmsound.org/cliche/> Film Sound cliches !

<http://www.filmsound.org/> FILM SOUND SITE – great resource site.

<http://www.sukothai.com/xebec.html> XEBEC - Japanese sound art site

TECHY INFO

<http://www.silcom.com/%7Ealudwig/contents.htm> How sound works

<http://www.silcom.com/%7Ealudwig/musicand.htm> More how sound/music works

<http://www.studiocovers.com/articles.htm> Music/sound production article links, frighteningly well organised. Possible to forget the rest of this section and just surf from here.

http://www.saecollege.de/reference_material/index.html SAE's reference centre on all things sound.

<http://www.sospubs.co.uk/> Sound On Sound - UK magazine, click "articles" – music and audio production.

<http://www.mixarchives.com/archives/default.asp?UserName=SimonHunt&UserID=s89rYB4058dvdvfhDIvS1134700> MIX magazine – back issues

<http://www.musictheory.net/> interactive music tutorial : cute animated fun

<http://www.musicplay.com/> Virtual MusicSchool

http://www.tweakheadz.com/how_to_get_started_with_midi.html MIDI for beginners.

http://www.tweakheadz.com/how_to%20articles.html Useful home studio stuff, lots of ads, a few popups (maybe even Britney) but ignore (unless you like Britney).

<http://www.computermusic.co.uk/tutorial/tutorialmain.asp> Computer Music tutorials, aligned often with Cubase software.

<http://www.african-drumbeat.co.uk/new-rhythms/ACONCON.htm>
African drums and rhythms

<http://www.osxaudio.com/index.php>
OSX Audio information

<http://www.hollywoodlostandfound.net/sound/robocop/>
Sound Design notes for *Robocop* !

<http://recpit.prosoundweb.com/>
Mixing and production forum

<http://www.digit-life.com/articles2/theoryofreverb/index.html>
Reverb explained

<http://support.microsoft.com/default.aspx?scid=kb;en-us;q306559>
How to create a Multiple-Boot System in Windows XP

<http://shoko.calarts.edu/~eric/gs.html>
Granular Synthesis

SOUND EFFECTS

SFX SEARCH SITES :

<http://www.findsounds.com/>

FindSounds.com – good search engine. Try 16 bit 44100 kHz if possible/

<http://www.wavcentral.com/>

WAV Central : ‘FX’ section and ‘search’ section are useful.

<http://www.musicrobot.com/cgi-bin/windex.pl>

Music Robot : “Let music robot find your sounds” hmmm

EFFECT SITES :

http://www.hollywoodedge.com/the_acb/webpage.cfm?&DID=9&WebPage_ID=16

Hollywood Edge : “Free Effects” section – good quality MP3s (convert via Sound App)

<http://www.partnersinrhyme.com/contents/contentssfx.html>

Partners In Rhyme : Has sound effects section. Any “au” sounds can be converted via Sound App.

<http://www.soundamerica.com/>

Sound America : Sound effects section is low quality, but where else are you going to find a vomiting cat ?

<http://www.historychannel.com/speeches/index.html>

Classic speeches from the History Channel

SFX LINK SITES :

<http://www.stonewashed.net/sfx.html>

Stonewashed : **Link site** for various SFX sites. Pop ups.

<http://www.soundhunter.com>

Sound Hunter : Click “Sound Effects Links” for the link page.

http://www.thefreesite.com/Free_Sounds/Sounds_freeware/index.html

The FreeSite : Click “free sounds” in left column for links to various sound sites.

<http://www.echovibes.com/Autorank/autorank.html>

“Echovibes Top 50 Sound Sites”

MUSIC SAMPLES (BREAKBEATS ETC.)

<http://www.users.globalnet.co.uk/~spufus/>

Loopasonic – really well organised site

<http://www.714cartel.com/loops/loops.html>

714 MMP : Good quality breakbeats

<http://web.iol.cz/mpc/sa/index.htm>

Sample Arena – lots of breaks, beats etc but you need to dig past the hype and promo

<http://www.synthzone.com/sampling.htm>

Sampling Zone – good link site

<http://www.tplm.com/samples/boucles/groove/home.htm>

Le breakbeats, labelled with BPM

http://www.futuremusic.co.uk/audio_samplecds.asp

Future Music magazine's site : examples of sample CD breakbeats etc. in MP3.
You're not meant to use these ! naughty!

<http://www.em411.com/>

EM411 : Good broad based electronica makers' site – samples, interviews, reviews etc. You need to sign up but they don't spam you.

<http://www.16bitsamples.com>

Search site

<http://www.waveform.dk/showall.phtml?order=date&how=DESC>

Good varied collection

<http://www.e-drummer.net///freeloops.html>

Drum loops

<http://www.superloops.com/listen.htm>

Superloops : check those crazy categories

<http://www.analoguesamples.com/index.asp>

Analogue synthy stuff

<http://meanbeat.cjb.net/>

Mean Beat – click "Samples" . Popups!

<http://www.zero1media.com/samples.htm>

Individual drum sounds & some loops

<http://www.soundcentral.com/>

various

<http://www.djsamples.com/djsamples/home/home.cfm>

Various

<http://www.internettrash.com/users/sampledirect/>

Really slow site but OK samples, analogue synth focus.