ENT3390 Sound for Multimedia   **Fall 2016**

New York City College of Technology
Entertainment Technology Department
186 Jay Street V-205, Brooklyn, NY 11201
(718) 260-5588 Fax (718) 260-5591

ENT-3390 Sound Technology
2015 Fall Semester
Instructor: Justin Colletti
Office: Room 205, Voorhees Hall, (718) 260-5588
Email: justin.colletti@gmail.com

Class Meeting Time:
Tuesday 2:00 – 5:20pm

Course Description:
An introduction to the use of sound in multimedia, including digital multitrack recording and editing, with an emphasis on integration with visual components. Students develop techniques of organizing and manipulating sound with industry standard software and hardware systems.

Digital audio formats, compression protocols, streaming audio, synchronization, and integration with multimedia elements are covered. MIDI and basic sequencing are introduced as used in internet playback systems. Importing and exporting audio protocols between a variety of applications is covered.

Students will work in an intensive, project-oriented environment, using a variety of applications on the Macintosh platform. The final project adds sound to a visual media scene.

Course Objectives:
Students who successfully complete this course will be able to:

- Demonstrate knowledge of basic concepts and terminology of audio and sound

- Demonstrate ability to use software tools for sound recording, mixing and production

- Demonstrate ability to use audio tools in multimedia production software

- Demonstrate knowledge of categories of sound used in multimedia

- Listen critically and analyze the use of sounds in professional multimedia

- Manipulate and organize sounds in a mixing environment

- Plan and produce a multi-track sound scene

- Create a multi-track sound accompaniment for a media scene

- Produce accurate technical documentation and diagrams for sound production

Attendance/Promptness:
If you have a legitimate reason for missing a class/assignment or if you will be late, you must contact me before class begins. It is NYCTC policy that if you have three unexcused absences, you will fail the class.

Grades:
Your grade will be determined as follows:

Midterm Exam and Quizzes	20%
Final Exam (Written)	10%
Four Sound Labs including Final Project	60%
Class participation, Attitude, Attendance	10%

ENT3390 Sound for Multimedia　　　　Fall 2016

NOTE: If you miss a quiz or test due to an unexcused absence, you will receive a zero for that test or quiz, and you must propose an extra credit project as a make up.

Readings
Unofficial text: *Sound for Film and Television 3rd Edition by Tomlinson Holman*
Web and other readings as assigned, discussed in class and/or posted to CUNY OpenLab

Required Tools
Throughout your career as a student in the entertainment technology program, you will be required to add to an inventory of tools. By this time should already have a flashlight and multi-tool at a minimum.
Additional tools which need to be purchased immediately include:

- USB Memory stick, 16GB or greater, or portable hard drive
- Headphones, capable of 1/4" and 1/8" connection
- CUNY OpenLab account