

DESN 275 Digital Sound

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Most important skills?

- Specific Software? Not so much?
 - Everyone uses different stuff.
 - Changes yearly anyway.
 - Pro Tools has been a standard for some specific jobs.
 - Even that is changing.

Importance of sound

- Our favorite music. Themes for life's activities.
- Our dominant communication medium.
- Quick at making us comfortable or not.
- At least 50% of film and advertising experience.
 - Try turning off the sound and watching...
 - Visual effects often become lame.
- Required for game experience.

Listening

- Accurate listening skills for evaluation.
 - Be able to describe precisely.
 - Compare and contrast.
- Being able to observe what is out there.
 - What should a particular space sound like?
 - What makes a sound sound close?
 - What makes particular sounds hard to hear?

Listening

- Be able to listen to sound
 - Not the room
 - Not the speaker
 - Not the headphones
- To understand what how the room, the speaker, the headphones, or the listener's brain are changing the sound.

Production skills

- Know what needs to be done to record.
 - Identify problems, causes, and ways to avoid. (Better than fixing a poor product afterwards.)
- Understand how sound will affect people.
 - Then apply it to the project, whether music, informational products, film, video, or promotional products.

In This Class

- Surprisingly important organizational skills
 - 500 files in a project?
 - 100 projects in your portfolio?
 - Several apps and 10+ plugins per project.
 - We must
 - Use folders.
 - Insist on naming conventions.
 - Backup religiously.
- Hopefully we will have time to listen to a lot of what we do in this class and ask:
 - What am I hearing? Why is it good or how could it be improved?
 - How did s/he do that?
 - How does it affect me?
- I will also ask for specific technical details from you related to levels and frequencies and the occasion of distortion, etc.