

# **IAT 380: Sound Design**

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**Philippe Pasquier.**  
**Assistant Professor**  
Office 565 (floor 14)  
pasquier@sfu.ca

**SFU**

Philippe Pasquier, September 2008

## **Outline of today's lecture**

- **Introduction:**
  - A little bit about me
  - A little bit about you
  - What will that course be about?
  - Evaluation and deliverables
  - Communication
- **Fundamentals of audio processing (part 1)**
- **For next week**
- **Cinema for the ears**

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## Philippe Pasquier?

- **Background in artificial intelligence:**
  - Working on artificial agents and multi-agent systems,...
  - Working on Metacreation (with machine learning, artificial life, ...)
- **Practice in contemporary arts:**
  - Multidisciplinary involvement:
    - Phylm: experimental cinema and audio
    - P: multidisciplinary theater and media art
    - Miji dance company: dance and new technologies
    - Robonom: analogue-electronic improvised music in France
    - NAOS: interactive art, ...
  - Bus 117: artists-run art gallery in Melbourne
  - Avatar: audio art center in Québec, Canada
  - Vancouver New Music: <http://www.newmusic.org/>

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## **A little bit about you**

- **Simple questions: raise your elbow (a little) or you arm (quite a lot).**
  - Have you been working with sound in the past?
  - Have you done any acoustic / electronic / computer music?
  - Have you done a soundtrack for a film?
  - Have you done a soundtrack for a web or multimedia project?
  - Have you ever been using a sequencer?
  - Have you been using ProTools?
  - Have you been using MAX/MSP?
  - Have you been using Metasynth?
  - Have you been using Audacity?

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## Content of the course

### Theory and practice of sound design

Each week, 1.5 hours of lecture and 20mn of active listening

Each week, 1.5 hour of Lab on ProTools, Audacity, MAX/MSP, Metasynth, ...

Investigating seminary figures in contemporary music and sound design

Three sound design projects

## Content of the course

- **Throughout the course, you will be introduced to:**
  - Acoustics
  - Digital signal processing
  - Field recording and mixing
  - Mastering
  - Electro-acoustic music
  - Sound design for moving images
  - Audiovisual synaesthesia
  - Sound spatialisation
  - Generative/Interactive Audio
  - Sound synthesis.
  - Audio Art, Sound Installation and Performance
  - Sound for video games, new media and Internet.

## Organisation of the course



- **Lecture: Wednesday 6pm-7.50pm, SUR-5380**



You will need the coursepack (50\$CA)

- **Laboratory: Thursday 11.30am-1pm, SUR-3100**



You will need a pair of headset  
(Circumaural with 1/4" male Jack adapter)



You will need to check out a  
M-Audio sound card before  
the lab and return it right after.



**Solid state recorders,  
minidisks, microphones, ...**



<http://www.lib.sfu.ca/about/surrey/equipment/equipmentinventory.htm>

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## Evaluation and deliverables

- **Three sound design projects:**
  - Project One (20%): a music concrete composition
    - Due Wednesday 1<sup>st</sup> of October 2008 (week 5).
  - Project Two (30%): soundtrack composition (sound with moving images)
    - Due Wednesday 22<sup>nd</sup> of October (week 8)
  - Project Three (40%): MAX/MSP project on interactive sound.
    - Due Wednesday 19<sup>th</sup> of November (week 12)
- Multiple choices and fill the blank questionnaires will be used to test your assimilation of theoretical and technical content (10%).
- Assiduity and participation matter!

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## Organisation and Communication

- **Webpage:** <http://www.sfu.ca/~ppa12/IAT-380/>
- **Mailing list (receive only):** [iat380-all@sfu.ca](mailto:iat380-all@sfu.ca)
- **My e-mail address:** [pasquier@sfu.ca](mailto:pasquier@sfu.ca)
- **My Skype ID:** pasquierphilippe
- **My Phone:** 7787828546
- **I will be in my office (Office 565, floor 14) every Friday afternoon, 1.30-5pm, available for you!**
- **Consent form (signature required)**
- **Your teaching assistant (Andrew Hawryshkewich: [andrew@ah-on.ca](mailto:andrew@ah-on.ca))**



**Please Communicate**

