IAT 380: Sound Design

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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

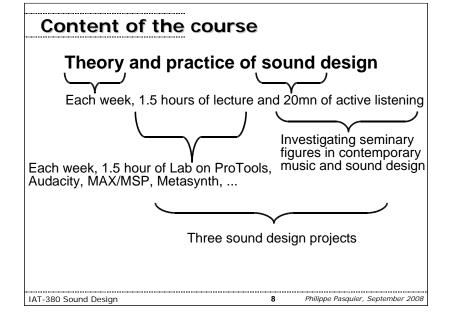
- Simple questions: raise your elbow (a little) or you arm (quite a lot).
 - Have you been working with sound in the past?
 - Have you done any acoustic / electronic / computer music?
 - Have you done a soundtrack for a film?
 - Have you done a soundtrack for a web or multimedia project?
 - Have you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

- 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.

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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, minidiscs, 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 1st of October 2008 (week 5).
 - Project Two (30%): soundtrack composition (sound with moving images)
 - Due Wednesday 22nd of October (week 8)
 - Project Three (40%): MAX/MSP project on interactive sound.
 - Due Wednesday 19th 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
- My e-mail address: 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)



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