

Course Outline – 2008/2009 Academic Year
IAT 380-3: Sound Design
School of Interactive Arts and Technology

Instructor: Philippe Pasquier

Teaching Assistant: Andrew Hawryshkewich

Location: SFU Surrey, lectures in room 5360 and laboratories in room 3100.

Prerequisite: 48 units.

Course Description:

This course will introduce the theory and practice of sound design. Beyond sound as a medium (music and audio art), we will explore the plasticity of sound and its relationship to other media, including moving images, installation, performance, video games and interactive web sites. Students will develop their skills and aesthetic sensibilities through course projects, and gain a conceptual and historical understanding of the role of sound as a media.

Course Outcomes:

The overall goal of the course is to give students the tools and skills to develop their own sound projects (whether it is a pure sonic project, a sound track for a video, an interactive system, a sound design for a web-side or a video game). Students will gain proficiency in audio production, post-production, mixing and mastering, digital signal processing, sound synthesis and sound interaction. They will gain substantial knowledge of the historical and theoretical underpinnings of contemporary sound practice.

Delivery Method:

Each week (and for thirteen weeks) 2 hours of lecture and 1.5 hours of studio laboratory and/or tutorial.

Resources and Materials:

Computer Lab, ProTools, MetaSynth, MAX/MSP, solid state recorders, microphones, minidiscs and headphones.

Learning Activities:

The course will be punctuated by three sound design projects:

- Project One: a musique concrete composition
- Project Two: a soundtrack composition (sound with moving images).
- Project Three: a MAX/MSP project.

Multiple choices and fill the blank questionnaires will be used to test students' assimilation of theoretical and technical content.

Evaluation and Grading:

This section is subject to change.

- 20% Project One
- 30% Project Two
- 40% Project Three
- 10% Participation and quiz

This is a project based course. There will not be a final exam.

Readings and equipment:

- **Course Pack:** The course pack can be acquired through the SFU Surrey campus bookstore.
- **Headphones:** Each student should acquire and bring to the lab a pair of good headphones. By good, we mean with a neutral frequency response (ask the retailer for monitoring headphones, these are not more expensive). These headphones should be circumaural headphones, that is have circular or ellipsoid earpads that fit around the ears (preferably closed rather than semi-open to minimise the interference of background noise). Earplugs are not acceptable (no in-ear technology). The pictures below clarify this last point.



Contact details and Web site:

- Course web site: <http://www.sfu.ca/pasquier/IAT-380/>
- Mailing-list: IAT-380@sfu.ca
- Instructor email (please start your subject line with «[IAT 380]»): pasquier@sfu.ca
- Teaching assistant email: andrew@ah-on.ca