

Mission Valley ROP
SOUND DESIGN FOR FILM AND VIDEO GAMES 1 SYLLABUS
2023-2024

Course Title: Sound Design For Film And Video Games
Course Code: SDFV
Units Of Credit: 20 UNITS
Meeting Times/Dates: 1:45-3:45PM M-F
Instructor Name: Caitlyn Lee

Location/ Room #: ROP CENTER ROOM 101
Office Hours: M-F BY APPOINTMENT ONLY
Contact Info: 510-657-1865 x 15101
clee@mvrop.org

Course Description:

Students will learn about producing music and soundscapes from scratch. They will learn basic music theory such as piano key layouts, notes, scales, chords, tempo, and melodies so that they can get started on creating music in any DAW (Digital Audio Workstation). They will learn about how to utilize Digital Audio Workstation's layout and functions including writing with MIDI, setting proper tempos, mixing, and mastering. Students will also learn song structure soundscape production to accomplish writing background music for a video game trailer or scene. Sound design practices and resources such as Foley, ADR, Field Recording, and Sound Banks will be introduced in order to teach students about the production of professional sound effects. These techniques will carry over into implementing and designing sound effects for video games. Video game engines and middleware such as Unreal Engine and Wwise will be introduced in order to learn about how professionals integrate music and sound effects into game levels.

Units to include an introduction to:

- Basic Music Theory
- Digital Audio Workstations/MIDI/VST's/Audio Effects
- Sound Design
- Foley/ADR/Field Recordings/Sound Banks
- Mixing
- Video Game Engines
- Triggers
- Sound Cues
- Character Sound Design
- Middleware
- Online Portfolio

Prerequisites:

Basic computer skills
Recommended 10th grade reading level

Course Objectives:

To develop knowledge of basic music production and sound design concepts in film and video games. Students will create their own sound design for a film scene/video game trailer of their choice and produce three video game levels later on in the course. They will be joining our Game Design class at the end of the year to collaborate on a level together.

Learning Outcomes:

- Identify and utilize different elements of music theory in order to compose songs and soundscapes
- Define and employ the various functions of a Digital Audio Workstation
- Create and manipulate VST's in Digital Audio Workstations
- Utilize sound design techniques in order to create sound effects
- Develop Mixing skills to polish projects professionally

- Develop an understanding of and implement Sound Cues and Triggers in video game levels
- Implement sound effects for character actions in video game levels
- Complete a video game level using Wwise
- Complete a full video game level in collaboration with the Game Design class
- Develop a professional online portfolio and resume

Required Text, Materials, Tools, Resources provided by the instructor include:

Avid Pro Tools, Logic Pro X, Unreal Engine, Wwise, Microphones, Speakers, Sound Boards, Cables and Connectors, Mic Preamps, MIDI Keyboard Controllers, and Computers

Mission Valley ROP SLO's (Student Learning Outcomes)

WORKPLACE BASIC SKILLS AND BEHAVIORS

- Apply skills learned in class
- Analyze information and make decisions
- Communicate verbally and in writing
- Work independently and as a team member in a diverse workplace
- Work reliably, responsibly, and ethically

CAREER TECHNICAL SKILLS

- Demonstrate occupational competencies
- Use appropriate technology
- Understand and practice occupational safety standards
- Demonstrate an awareness of how a business or industry functions

JOB EMPLOYMENT SKILLS

- Develop a plan to achieve career goals
- Use effective job search strategies
- Demonstrate an awareness of the importance of lifelong learning

Each student will need a flash drive/external hard drive to save his/her projects and student portfolio. The portfolio will include a resume, completed job application, one outstanding work sample/project, and a certificate of completion for every student earning a grade of C or better.

Grading Policy:

Standard grading policy of:

- Less than 59% = F
- 60-69% = D
- 70-79% = C
- 80-89% = B
- 90-100% = A on all class work, tests, and projects (40% class work, 20% tests and projects, 40% workplace behavior).

Assignment Category Breakdown:

Tests & Projects	50%
Classwork	30%
Career Professionalism	20%

MVROP "SLO" SCHOOL LEARNING OUTCOMES

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Weekly Assignment Schedule:

Weekly assignments will be posted on the board above the instructor's desk. Assignments are due by the specified date from the instructor. Daily questions will be written on the board every day, and students must answer each and turn them in at the end of the week.

Mission Valley ROP's mission is to prepare students for employment and career preparation via post-secondary educational opportunities. Just as in business and industry, where employees are expected to show up on time every day, Mission Valley ROP students are expected to be on time for classes every day. If your home high school has no school, a minimum day, or an optional student event that may conflict with your Mission Valley ROP class, you are still expected to attend your Mission Valley ROP class.

Make up assignments will be given for excused absences only, which include medical, legal, or bereavement circumstances. Failure to complete make up assignments will adversely affect your grade. If you are tardy or miss a Mission Valley ROP class multiple times, your grade will be adversely affected. If you are more than 30 minutes late, you will receive a cut.

Students must arrive on time to class. Talking on a cell phone or having personal conversation outside the class is unproductive and will be considered a tardy. Tardiness reduces instructional time and is disruptive to the classroom. Tardies may prevent the student from receiving a course certificate.

Perfect attendance certificates will only be issued to students who have no absences or tardies. There are no exceptions.

Career Skills And Professionalism

Attendance is a core component of Career Skills and Professionalism. Career Skills and Professionalism heavily counts towards your grade in this class. Your daily Career Skills and Professionalism is worth 10 points (50 in total for a week)

Per day If you are disruptive or not displaying appropriate Career Skills, it will cost you 5pts. for each occurrence. Lack of any can jeopardize your grade and a recommendation from your instructor. Multiple absences and tardiness will be reported to your home school and will result in you being dropped from the program.

Attendance :

Make up assignments for excused absences only. Excused absences are as follows: Medical/Illness, Legal/Court, or Bereavement. If a student misses more than 3 days for an illness, a note from an MD is required. If a student is absent for any legal matter, he/she must provide the appropriate documentation. If a student is absent for bereavement circumstances, the appropriate documentation must be given to the instructor. If a student misses more than 3 days for any other reason, a contract with the teacher must be established. This is especially important for planned absences. Failure to complete makeup assignments will adversely affect your grade. An email or a NOTE

with parent/guardian contact on it must accompany you back to class. Medical related absences three consecutive days or more should be accompanied with a doctor's note.

Your PARENT must call MVROP (instructor's classroom phone) or email if you are absent from class. Your home school does NOT notify MVROP regarding attendance. 510-657-1865

Additional Policies and Procedures Of The Classroom:

Mission Valley ROP is committed to preparing students for the workforce. This preparation includes technical skills as well as business ethics. Mission Valley ROP does not condone cheating. Any student caught cheating on an exam or copying work from other students will be given one warning and a failing grade on that assignment. Any subsequent incident will result in termination from his/her Mission Valley ROP program, a failing grade, and loss of credits.

No foods or drinks (with the exception of water in clear plastic bottles) will be allowed in MVROP buildings, including classroom, lobby, hallway, and restrooms. The Student Lounge is the only room where food or drinks other than water should be consumed. Students violating this policy will receive one warning. Any subsequent incident will result in termination from his/her entire program.

Students completing this course with a grade of C or better will receive a Mission Valley ROP Certificate of Completion listing competencies achieved in the course. Students earning an F by the end of the semester may be dropped from the class.

COURSE SCHEDULE (SUBJECT TO CHANGE):

SEMESTER 1

Week 1

Classroom Rules & Procedures/Introduction To Music Theory:

We will go over the classroom rules and procedures and begin learning about the basics of music theory (Notation, Keyboards)

KEY ASSIGNMENTS: Practice Worksheets, Keyboard Project

Week 2

Music Theory/Ear Training:

Students will explore more complex music theory practices such as Scales, Melody, and Tempo. Ear training will be introduced.

KEY ASSIGNMENTS: Practice Worksheets, Melody Writing Assignment

Week 3

Music Theory:

Students will learn about song structure in music theory and apply it to their key assignments.

KEY ASSIGNMENTS: Song Notation Project

Week 4

Music Theory: Final

Students will spend time reviewing for the final Music Theory Exam.

KEY ASSIGNMENTS: MUSIC THEORY FINAL (end of school week)

Week 5-6

Digital Audio Workstations/MIDI

Students will start to explore the basic functions of a Digital Audio Workstation and MIDI

KEY ASSIGNMENTS: DAW Key Terms/Melody Assignment

Week 7

Introduction To Semester 1 Final Project

Students will be selecting the film scene/video game trailer that they would like to work on for their final sound design project for Semester 1

KEY ASSIGNMENTS: Final Project Video Selection

Week 8

Introduction To Field Recording

Students will start to learn about the process of field recording and equipment used in field recording.

KEY ASSIGNMENTS: Field Recording Research, Field Recording Project, Final Project Check In

Week 9-10

Foley/ADR

Students will learn about Foley and ADR techniques used professional sound design. They will have separate recording sessions to integrate both into their final projects

KEY ASSIGNMENTS: Foley/ADR Recording Projects, Final Project Check In

Week 11

Sound Banks

Students will be introduced to the use of sound banks in professional sound design

KEY ASSIGNMENTS: Sound Bank Research, Final Project Check In

Week 12-16

Final Semester Project Work

Students will use this time to extensively work on their final projects for the semester.

KEY ASSIGNMENTS: Final Project Check In at the end of each week

Week 17

EQing, Mixing

Students will learn about the mixing process in finalizing their projects

KEY ASSIGNMENTS: Mixing Assignment by end of the week

Week 18

Mastering, Final Project Turn In

Students will be learning about the mastering process and finishing their final semester projects

KEY ASSIGNMENTS: Final Composition Project, Album Artwork

SEMESTER 2

Week 19

Introduction To Video Game Engines: Unreal Engine

Students will begin to explore Unreal Engine

KEY ASSIGNMENTS: Unreal Engine Research Presentation

Week 20-21

Blueprints In Unreal Engine

Students will begin to explore the role of Blueprints in Unreal Engine

KEY ASSIGNMENTS: Unreal Engine Audio Roles

Week 22-23

Introduction To Sound Cues

Students will begin to explore the role of Triggers in the sound design process in Unreal Engine

KEY ASSIGNMENTS: Practice Trigger Assignments

Week 24

Sound Cues And Triggers

Students will integrate triggers in Blueprints

KEY ASSIGNMENTS: Practice Triggers In Blueprints Exercises

Week 25

Sound Design For Characters

Students will learn about integrating sound design elements in order to give characters appropriate character sounds during motions and animations

KEY ASSIGNMENTS: Character Sound Design Project

Week 26-28

Final Unreal Engine Level

Students will finish up their final levels for Unreal Engine

KEY ASSIGNMENTS: Unreal Engine Final Project

Week 29

Introduction To Middleware: Wwise

Students will be introduced to middleware that is used to integrate sound design between platforms

KEY ASSIGNMENTS: Middleware Research

Week 30

Adding Sounds In Wwise Events

Students will begin adding sound effects to levels in Wwise

KEY ASSIGNMENTS: Adding Sounds To Final Wwise Project

Week 31

Interactive Music/Final Wwise Project

Students will learn about adding interactive music to levels: Music that changes to the actions occurring in the game level

KEY ASSIGNMENTS: Interactive Music Integration Project/Wwise Project

Week 32-35

Game Design Collaboration Project

Students will collaborate with the Game Design class in order to complete a game level from start to finish

KEY ASSIGNMENTS: Game Level Collaboration Project

Week 36

Online Portfolio

Students will develop an online portfolio showcasing their work

KEY ASSIGNMENTS: Online Portfolio

In-Class Events:

Students are required to work in various groups to complete class projects. Each student must individually submit each class project to the instructor.

Course Content Waiver

This class will be taught using media such as songs, movie scenes, and video game clips that may contain mild language, dialogue, and content that may be considered to be controversial or graphic. This content will be related to very specific lessons that are a part of the course curriculum. If the student is uncomfortable with any of the course content, a replacement assignment will be created for them.

Should you have any concerns or questions about this content, feel free to contact instructor for information or details.

Parent/Guardian Initials_____

Signature:

Print Student Name:_____

Student Signature: _____ Date:_____

Print Parent Name:_____

Parent Signature: _____ Date:_____