

Mission Valley ROP
SOUND DESIGN FOR FILM AND VIDEO GAMES 2 SYLLABUS
2023-2024

Course Title: Sound Design For Film And Video Games 2
Course Code: SDFV2
Units Of Credit: 20 UNITS
Meeting Times/Dates: 1:45-3:45 PM M-F
Instructor Name: Caitlyn Lee

Location/ Room #: ROP CENTER ROOM 101
Office Hours: By Appointment
Contact Info: 510-657-1865 x 15101
clee@mvrop.org

Course Description:

Sound Design For Film And Video Games 2 will be a primarily independent project-based course that will help returning students build onto their portfolios.

Returning students will continue to build on their knowledge of music theory and ear training from the previous year. Subjects in Music Theory will include Chromatic scales, Pentatonic scales, Scale Modes, more note types, and basics of Seventh Chords. Basics of Digital Audio Workstation layouts and functions will be reviewed as they learn more about Automations, shortcuts, and the Inspector Panel. Knowledge of MIDI will be expanded as an intermediate understanding of the Piano Roll functions and layouts are explored. They will learn more advanced levels of the sound design practices they learned from their previous year. Intermediate Mixing and Mastering will aid them as they turn in final projects for Semester 1. Semester 2 will have students learning about more intermediate parts of the game audio design and implementation process as they explore more functions of Unreal Engine and Wise

Units to include an introduction to:

- Intermediate Music Theory/Ear Training
- Intermediate Digital Audio Workstation Layouts/Functions
- MIDI /VST's (cont)
- Mixing and Mastering
- Intermediate Recording Techniques
- Intermediate Live Sound
- Intermediate Multi-track Recording
- Online Portfolio Presentation

Prerequisites:

Sound Design For Film And Video Games 1
Basic computer skills
Recommended 10th grade reading level

Course Objectives:

To build on previous knowledge of music theory concepts, equipment, and processes. Students will continue to compose music and integrate sound effects in a professional manner while learning about the sound design industry, culture, and practices

Learning Outcomes:

- Graduate from Basic Music Theory to Intermediate Music Theory
- Learn about more intermediate Digital Audio Workstation layouts and functions
- Create multiple sound design projects
- Develop skills in studio recording for Foley and ADR sessions
- Develop and practice safety procedures with equipment in recording settings
- Build on knowledge of the role of Blueprints in Unreal Engine
- Polish Online Portfolio and develop presentation skills

Required Text, Materials, Tools, Resources provided by the instructor include:
Avid Pro Tools, Logic Pro X, Microphones, Speakers, Sound Boards, Cables and Connectors, Mic
Preamps, MIDI Keyboard Controllers, and Computers

Each student is encouraged to bring 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 classwork, tests, & projects

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Assignment Category Breakdown:

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

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

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 Professionalism:

Career professionalism heavily counts towards your grade in this class. Your daily Career professionalism includes showing up on time and displaying professional behavior is worth 10 points (50 in total for a week)

Per day If you are tardy or are not acting in a career professional way, it will cost you 5pts. for each occurrence. Tardiness and lack of professionalism in class will jeopardize your grade and a recommendation from your instructor. Multiple absences, tardies, will be reported to your home school and will result in you being dropped from the program.

(ADDENDUM)

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.

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.

COURSE SCHEDULE: (Subject to change throughout the year)

UNITS (Semester 1)

1. Intermediate Music Theory/Ear Training
2. Basics Of Digital Audio Workstations Review
3. Intermediate Digital Audio Workstation Layouts/Functions
4. Intermediate VST's (Virtual Instruments)
5. MIDI Basics Review
6. Intermediate MIDI
7. Studio Recording for Foley/ADR
8. Lyric Writing
9. Mixing Basics Review
10. Introduction to Mastering

UNITS (Semester 2)

11. Sound Design History
12. Unreal Engine Review (Sound Cues, Nodes, Triggers, Etc)]
13. Unreal Engine Blueprints
14. Wwise
15. Sizzle Reel
16. 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:_____