COMM 662R - Sound for Picture

3 Credit Hours

COMM 662R - Sound for Picture
Instructor: Kevin R. Keplar

Office        EH 102
Office Hours  Mon/Wed 8-9AM | Tue/Thur 8-10AM & 1-2PM | Fri By Appointment
Class         11:00AM - 12:15PM Tue/Thur
Room          EH 232 / EH 233
Email         kevin.keplar@wichita.edu
Class Blog    http://blogs.wichita.edu/comm506/

Course Description
This course will focus on the use of sound as a part of the storytelling process of film and video production.

Policies
1. When it’s due, it’s due. Late material will not be graded.
2. Attendance and punctuality is crucial to passing this class.
3. Reading materials on the blog is crucial to passing this class.
4. Unexcused / incomplete assignments will be scored as 0 points and cannot be made up.

Course Objectives
• Learn about the process of incorporating various sonic elements with visual ones.
• Introduction to analog and digital equipment used in production and post production.
• Demonstrate competency in the use of computer software to capture and sync audio.
• Demonstrate competency in combining different elements of sound to a final mix.
• Learn to effectively evaluate a finished film/video audio mix.

Instructional Methods
• Lectures and Demonstrations
• Hands-on exercises
• Web Sites & Video Tutorials
• Lab Time

Required Items
• External hard drive
• Headphones
• Internet access outside of class
• Misc online accounts
Grading

<table>
<thead>
<tr>
<th></th>
<th>Grade (points)</th>
<th>%</th>
<th>Grade (points)</th>
<th>%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Online Presence</td>
<td>A (4.00)</td>
<td>93</td>
<td>C (2.00)</td>
<td>73</td>
</tr>
<tr>
<td>Project 1</td>
<td>A- (3.70)</td>
<td>90</td>
<td>C- (1.70)</td>
<td>70</td>
</tr>
<tr>
<td>Project 2</td>
<td>B+ (3.30)</td>
<td>87</td>
<td>D+ (1.30)</td>
<td>67</td>
</tr>
<tr>
<td>Project 3</td>
<td>B (3.00)</td>
<td>83</td>
<td>D (1.00)</td>
<td>63</td>
</tr>
<tr>
<td>Project 4</td>
<td>B- (2.70)</td>
<td>80</td>
<td>D- (0.70)</td>
<td>60</td>
</tr>
<tr>
<td>Project 5</td>
<td>C+ (2.30)</td>
<td>77</td>
<td>F (0)</td>
<td>0</td>
</tr>
<tr>
<td>Project 6</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Project 7</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Final Project</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>TOTAL</td>
<td>500</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Projects will be graded with expectation rubrics. Points are determined and based on the following evaluative criteria: Advanced, Proficient, Developing, and Underdeveloped.

Teaching Philosophy

The role of teacher and student is a contractual one. My job is to assess what skills, both practical and theoretical, you need in today's marketplace, set objectives to meet those needs, and then assess if you have met them. Your job as a student is to integrate the materials in this class with your existing set of experiences.

I am a pretty easy person to get along with as long as you take this course seriously. The harder you work, the more successful you will be. If you show up and do the work that is expected of you - then you are an 'average' student deserving of an average grade (or a C). Those who go above and beyond what is required are the ones who succeed. Those who go to greater efforts become above average people/students - deserving of greater rewards (like better grades).

Deadlines, and your ability to meet them or not, can make or break you in this business. Work is due when assigned - very few exceptions (if any) will be allowed. If you have a problem with deadlines, you will have a problem passing this course.

Finally, I will be holding you responsible for your own success in the completion of this course. You will be responsible for meeting deadlines, reading materials, scheduling times to work in labs, arranging for assistance when it is needed, and any other tasks that may be required of you to be successful in this class.

Sharing Projects and Your Online Presence

One of the best things about digital production is the ease in which content can be shared and distributed. If you aren't already all over the internet, you should be. All projects will be turned in digitally using a method of your choosing. I recommend a combination of a media hosting service (SoundCloud, YouTube, Vimeo, etc) and a blogging tool (like WordPress or Tumblr). Turning in projects will be as simple as emailing a link.

Recommended Reading

- Producing Great Sound for Film & Video by Jay Rose
- Sound Design: The Expressive Power of Music, Voice and Sound Effects in Cinema by David Sonnenschein
- The Angry Filmmaker Survival Guide Part 2 by Kelley Baker
Definition of a Credit Hour
Success in this 3 credit hour course is based on the expectation that students will spend, for each unit of credit, a minimum of 45 hours over the length of the course (normally 3 hours per unit per week with 1 of the hours used for lecture) for instruction and preparation/studying or course related activities for a total of 135 hours.

Disabilities
If you have a physical, psychiatric/emotional, or learning disability that may impact on your ability to carry out assigned course work, I encourage you to contact the Office of Disability Services (DS). The office is located in Grace Wilkie Annex, room 150, (316) 978-3309 (voice/tty). DS will review your concerns and determine, with you, what academic accommodations are necessary and appropriate for you. All information and documentation of your disability is confidential and will not be released by DS without your written permission.

Counseling and Testing
The WSU Counseling & Testing Center provides professional counseling services to students, faculty and staff; administers tests and offers test preparation workshops; and presents programs on topics promoting personal and professional growth. Services are low cost and confidential. They are located in room 318 of Grace Wilkie Hall, and their phone number is (316) 978-3440. The Counseling & Testing Center is open on all days that the University is officially open. If you have a mental health emergency during the times that the Counseling & Testing Center is not open, please call COMCARE Crisis Services at (316) 660-7500.

Shocker Alert System
Get the emergency information you need instantly and effortlessly! With the Shocker Alert System, we will contact you by email the moment there is an emergency or weather alert that affects the campus. Sign up at www.wichita.edu/alert.

Student Health Services
WSU’s Student Health clinic is located in Ahlberg Hall. Hours are 8:00am to 4:00pm (3:00pm on Fridays), though the clinic may be closed occasionally on Wednesdays from noon to 1:30pm. In addition to outpatient and preventive care (including immunizations, a prescription service, and testing/counseling for sexually transmitted infections), Student Health can handle minor injuries. All services are confidential. For more information see www.wichita.edu/studenthealth.

Intellectual Property Rights
Wichita State University students are subject to Board of Regents and University policies regarding intellectual property rights. Any questions regarding these rights and any disputes that arise under these policies will be resolved by the President of the University, or the President’s designee, and such decision will constitute the final decision.
Tentative Schedule

The following is tentative and subject to change. Changes will be announced in class and/or on the class blog. While keeping up with the syllabus is valuable, it is not a replacement for coming to class and reading the blog.

WEEK 1 (Jan 21 & 23)
- Course Introduction
- Why is sound important?
- Planning for sound.
- Audio Recording Equipment
- Internet Sharing Resources

WEEK 2 (Jan 28 & 30)
- Audio Production Software and Editing
- Production Recording Equipment and Techniques
- Assignment: Project 1

WEEK 3 (Feb 4 & 6)
- On-Set Audio Production
- Room Tone
- B-Roll, Dialogue and SFX

WEEK 4 (Feb 11 & 13)
- Production Week
- Assignment: Project 2

WEEK 5 (Feb 18 & 20)
- Preparing audio for editing
- Editing in DAWs

WEEK 6 (Feb 25 & 27)
- Production Week
- Assignment: Project 3

WEEK 7 (Mar 4 & 6)
- Sound Design

WEEK 8 (Mar 11 & 13)
- Production Week
- Assignment: Project 4

WEEK 9 (Mar 18 & 20)
- SPRING BREAK: March 17 - 23

WEEK 10 (Mar 25 & 27)
- The Dialogue Edit
- Voice overs
- ADR

WEEK 11 (April 1 & 3)
- Production Week
- Assignment: Project 5

WEEK 12 (April 8 & 10)
- Sound Effects for Picture
- Produced Sound Effects
- Use of Prerecorded Sound Effects

WEEK 13 (April 15 & 17)
- Production Week
- Assignment: Project 6

WEEK 14 (April 22 & 24)
- Music Underscoring
- Introduction to Copyright Law
- Assignment: Project 7

WEEK 15 (April 29 & May 1)
- Mixing and Rerecording
- Signal Processing
- Outputting Sound
- Working on Final Projects

WEEK 16 (May 6 & 8)
- Wrapping up work on Projects
- Final Project Presentations

Attendance is expected each class period, even during weeks listed as “production weeks,” unless otherwise noted by me. Other rules and expectations will be posted to the class blog. Please read over that section and let me know if you have any questions and/or concerns.
Assignment Descriptions

Below are brief descriptions of the projects to be completed this semester. We will discuss these projects in more detail in class. Make sure to ask any questions about a project before attempting to complete it.

PROJECT 1  Due - Feb 4
Location Recording / Backgrounds and a Car Kit...
Part 1: Record three absolutely different backgrounds - urban, suburban or rural. One of the three needs to be an interior. Record at least 5 minutes of each. Part 2: Put together a car kit - pick any car (or truck) and record EVERY sound it makes. Label and organize your audio by individual clips into one folder.

PROJECT 2  Due - Feb 18
Location Recording / Dialogue...
Use two different microphones (boom and wireless lav) to record both interior and exterior dialogue. The script is up to you. Consider dialogue that you may need for the final project. Use a video camera (a smart phone is fine) to record the process - I want to see a full body shot, but make sure the mics can not be seen. Post the video clip comparing the mics (camera, boom and lav) at different times.

PROJECT 3  Due - March 4
Building an Effects Library...
Working in the studio or in the field, record some sound effects. Consider recording sounds that you may use for your final project. You will need a total of 25 different sounds. Name the files and organize them into a folder.

PROJECT 4  Due - March 25
Faux Play...
Using a short film provided, design and build three absolutely different backgrounds for the three shots in the film. You will have 3 copies of the same shot (a couple in bed - about 22 seconds). For each, create a different background that tells where they are, who they are, what they may be doing. While there is no dialogue between the characters, you may use one with internal monologue. Only one of the three can be funny.

PROJECT 5  Due - April 8
Post Production / Dialogue...
Working with other students, record dialogue for your final project through a number of ADR sessions. The script is up to you. Use the original dialogue, or write your own. Dialogue should match up with the video as closely as possible.

PROJECT 6  Due - April 22
Post Production / Sound Effects...
Start adding sound effects to your final project. You may use prerecorded or produced effects, or a combination of the two. Consider using effects recorded for an earlier project.

PROJECT 7  Due - April 29
Post Production / Underscore Music...
Start adding music to your final project. You may use prerecorded music or compose something unique.

FINAL PROJECT  Due - May 8
Putting It All Together...
Wrap up work on the final mix of your project. All dialogue, sound effects and music should be complete for your film. Mix the three elements using the techniques discussed in class.

Projects are to be posted to a resource of your choosing online (personal web site or blog for example). An email with a link to the project is due by 10:00AM the day the project is due.

Projects not posted on time will be considered late and will not be graded. Projects that are not available online (email attachments are not acceptable) will not be graded. Any material that is offensive or demeaning in any way will be subject to grade penalties.