MDIA1005, MUSC2803

Creative Sound Technologies

Term 3, 2021
Course Overview

Staff Contact Details

Convenors

<table>
<thead>
<tr>
<th>Name</th>
<th>Email</th>
<th>Availability</th>
<th>Location</th>
<th>Phone</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dr Adam Hulbert</td>
<td><a href="mailto:a.hulbert@unsw.edu.au">a.hulbert@unsw.edu.au</a></td>
<td>Email for appointment</td>
<td>Room 108, Robert Webster</td>
<td>(02) 9385 1115</td>
</tr>
</tbody>
</table>

School Contact Information

School of the Arts and Media

Room 312, Level 3, Robert Webster Building (G14)

Phone: (02) 9385 4856

Email: sam@unsw.edu.au

Website: www.arts.unsw.edu.au/sam
Acknowledgement of Country

UNSW Arts, Design and Architecture Kensington and Paddington campuses are built on Aboriginal Lands. We pay our respects to the Bidjigal and Gadigal peoples who are the Custodians of these lands. We acknowledge the Aboriginal and Torres Strait Islander peoples, the First Australians, whose lands, winds and waters we all now share, and pay respect to their unique values, and their continuing and enduring cultures which deepen and enrich the life of our nation and communities.

Image courtesy of the Office of the Pro Vice-Chancellor Indigenous

UNSW's Indigenous strategy
Course Details

Units of Credit 6

Summary of the Course

This course provides an introduction to sound technology and its creative applications. You will evaluate a range approaches to sound-making using digital tools, and the explore the relationship between sound and moving image. Throughout this course you will gain foundational skills in sound design, sequencing, mixing, editing and post-production using a Digital Audio Workstation (DAW). Projects are structured around creative applications of these technologies. The course fosters and encourages collaborations between Screen and Sound Production and Sonic Arts/Music students.

Course Learning Outcomes

1. Demonstrate technical abilities in editing and mixing sound within a Digital Audio Workstation (DAW)
2. Demonstrate analytical, critical and listening skills appropriate to understanding electronic music
3. Create original sound and music to accompany moving image

Teaching Strategies

Rationale for the inclusion of content and teaching approach

Online lectures and curated links present core concepts of the course. A weekly three hour workshop introduces practical techniques and applications of sound recording: including sampling, sequencing, editing, mixing, and postproduction using a Digital Audio Workstation (DAW).

Teaching strategies

Online lectures and explorations introduce key concepts such as: the fundamentals of sound design and the principles of digital technologies; evaluation of key electronic/electroacoustic music ideas; central themes and issues around making sound for moving image.

A three hour workshop provides practical tutelage on--and experience with--software applications, as well as addressing practical techniques and applications of sound recording. Workshops will cover sampling, sequencing, editing, mixing, and post-production through the Digital Audio Workstation (DAW).

In this setting students will be encouraged to work independently on set tasks, and to seek guidance from their peers or the tutor where needed.
Assessment

Correct use of scholarly sources is necessary for all written material. Where referencing is required, use UNSW Harvard (https://student.unsw.edu.au/harvard-referencing). Note that you need to make a valid attempt at all assignments (written and composed) in order to qualify to pass this course.

<table>
<thead>
<tr>
<th>Assessment task</th>
<th>Weight</th>
<th>Due Date</th>
<th>Course Learning Outcomes Assessed</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Research Paper</td>
<td>25%</td>
<td>10/10/2021 11:59 PM</td>
<td>1</td>
</tr>
<tr>
<td>2. Short remix</td>
<td>30%</td>
<td>24/10/2021 11:59 PM</td>
<td>1, 3</td>
</tr>
<tr>
<td>3. Creative Sound Project</td>
<td>45%</td>
<td>19/11/2021 05:00 PM</td>
<td>2</td>
</tr>
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</table>

Assessment 1: Research Paper

Assessment length: 1500 words
Due date: 10/10/2021 11:59 PM

1500 words. Feedback via LMS.

This assignment is submitted through Turnitin and students can see Turnitin similarity reports.

Additional details

Details will be available via Moodle.

Assessment 2: Short remix

Assessment length: 2-4 minutes
Submission notes: This is a remix using supplied stems, accompanied by a screenshot and written description
Due date: 24/10/2021 11:59 PM

2-4 mins. Written feedback from instructor.

This is not a Turnitin assignment

Additional details

Due to their size, the remixes and animations are uploaded to the course drive, which means you'll need to bring them to the labs at Robert Webster to submit on the shared drive prior to 5pm.

Assessment 3: Creative Sound Project

Assessment length: Length of supplied animation
Submission notes: This is a soundtrack to an animation, accompanied by a screenshot and short description.
Due date: 19/11/2021 05:00 PM
1-3 mins. Self-assessment and written feedback provided via LMS

This is not a Turnitin assignment

Additional details

Due to their size, the remixes and animations are uploaded to the course drive, which means you'll need to bring them to the labs at Robert Webster to submit on the shared drive prior to 5pm.
## Attendance Requirements

Students are strongly encouraged to attend all classes and review lecture recordings.

## Course Schedule

[View class timetable](#)

### Timetable

<table>
<thead>
<tr>
<th>Date</th>
<th>Type</th>
<th>Content</th>
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<tbody>
<tr>
<td>Week 1: 13 September - 17 September</td>
<td>Topic</td>
<td><strong>The DAW and the Sound Object</strong></td>
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<tr>
<td></td>
<td></td>
<td>This week we introduce the concept of 'the sound object'. This is the idea of using actual chunks of sound, rather than notes, as the basis for composition, and it dates back at least as far as the use of tape splicing in the 1950s.</td>
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<tr>
<td></td>
<td>Studio</td>
<td>The 'sound object' forms the basis for editing in a Digital Audio Workstation (DAW) and in the tutorials you'll start moving around sound objects in Avid's Pro Tools DAW software. This is the industry standard for film and television, as well as being common in studios around the world. By the end of this subject you should be competent with this software.</td>
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<tr>
<td>Week 2: 20 September - 24 September</td>
<td>Topic</td>
<td><strong>Composing with Time and Space</strong></td>
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<td></td>
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<td>This week we explore the way time and space can be used in relation to position and transform the sound object.</td>
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<tr>
<td></td>
<td>Studio</td>
<td>In the labs, you'll work on your own soundscapes or ambient works, using techniques of automation and audio effects to create space and manipulate time.</td>
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<tr>
<td>Week 3: 27 September - 1 October</td>
<td>Topic</td>
<td><strong>Synthesis and Sequencing</strong></td>
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<tr>
<td></td>
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<td>This week we explore models of sound and acoustics that led to synthesis, and consider</td>
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some of the ways synthesisers have been used in composition.

<table>
<thead>
<tr>
<th>Studio</th>
<th>In the tutorials you'll be using MIDI and synthesiser plugins to produce sequenced electronic music.</th>
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<tr>
<th>Week 4: 4 October - 8 October</th>
<th>Topic</th>
<th>The Art of Mixing - Part 1</th>
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<tr>
<td></td>
<td>In preparation for the remix assignment, we'll explore the art of mixing. We'll consider the idea of 'height, width and depth' as a way to approach both music and sound design.</td>
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</table>

| Studio | In the labs, you'll explore some fundamentals of mixing, including setting up a mixing session, using compression and equalisation to shape the piece. |
| You'll have some time to start working on your remix. |

<table>
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<tr>
<th>Week 5: 11 October - 15 October</th>
<th>Topic</th>
<th>The Art of Mixing - Part 2</th>
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<td></td>
<td>Continuing preparation for the remix assignment, we'll go deeper into the art mixing, exploring techniques for both music and sound design. We'll also consider some approaches to mixing and remixing.</td>
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| Studio | In the labs you will have time to work on your remix, with feedback from the tutor and your peers. |

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<tr>
<th>Week 6: 18 October - 22 October</th>
<th>Topic</th>
<th>Flexweek</th>
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<tr>
<td></td>
<td>This week does not have an online lectures or formal tutorials. You can work on your remixes, catch up on your reading, or just recharge as we prepare to move into composing for image.</td>
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</table>
| Week 7: 25 October - 29 October | Topic | **Syncronising Sound and Image - Part 1**  
Something powerful happens when sound and moving image come together! This week we explore ways in which we can start to understand and work with this relationship. Over the next two weeks we'll explore examples from cinema, music videos, VR, games and animation. |
|--------------------------------|-------|------------------------------------------|
| Week 8: 1 November - 5 November | Topic | **Syncronising Sound and Image - Part 2**  
This week we continue to think about and examine approaches to sound and moving image. |
| Studio | **In the tutorial we'll start using video within Pro Tools. We'll explore how to use with multi-sampled instruments from Native Instruments Kontakt to create compositions for moving image. At this stage, you should have everything you need to start working on your final composition over the next few weeks.** |
| Week 9: 8 November - 12 November | Topic | **Sound Design and Professional Practice**  
This week we hear from audio professionals about some of the practicalities of working in the industry. |
| Studio | **This week you can continue to work on your final project in the labs, with feedback from your tutor and your peers.** |
| Week 10: 15 November - 19 November | Topic | **Course recap and next steps**  
In this last week, we'll review some of the course content, and think about opportunities for the future. |
| Studio | **In your tutorials, you will be screening your final** |
works. This is an excellent chance to enjoy and comment on the work of your peers, and to receive feedback about your work as it approaches completion.
Resources

Prescribed Resources

Dedicated hard drive for audio material (not thumb drive). This will allow you to store all your files and explorations as you progress through the course, and allow you to work on the larger video files that are part of the final assignment.

Recommended Resources


This very practical approach to mixing is an invaluable resources. Copies available at the library and via the UNSW Bookshop.

Course Evaluation and Development

Evaluation is via myExperience survey at the end of semester. Please see Moodle site for an outline of recently implemented changes.

I deeply value feedback from students both through conversations as well as the more formal procedures, and your thoughts about the course will help it to grow. If you have suggestions or gripes about the course, please feel free to contact me at a.hulbert@unsw.edu.au at any time, or make an appointment to come and chat with me about the course and your experience.
Submission of Assessment Tasks

Turnitin Submission

If you encounter a problem when attempting to submit your assignment through Turnitin, please telephone External Support on 9385 3331 or email them on externalteltsupport@unsw.edu.au. Support hours are 8:00am – 10:00pm on weekdays and 9:00am – 5:00pm on weekends (365 days a year). If you are unable to submit your assignment due to a fault with Turnitin you may apply for an extension, but you must retain your ticket number from External Support (along with any other relevant documents) to include as evidence to support your extension application. If you email External Support you will automatically receive a ticket number, but if you telephone you will need to specifically ask for one. Turnitin also provides updates on their system status on Twitter.

Generally, assessment tasks must be submitted electronically via either Turnitin or a Moodle assignment. In instances where this is not possible, it will be stated on your course’s Moodle site with alternative submission details.

For information on how to submit assignments online via Moodle: https://student.unsw.edu.au/how-submit-assignment-moodle
Academic Honesty and Plagiarism

Plagiarism is using the words or ideas of others and presenting them as your own. It can take many forms, from deliberate cheating to accidentally copying from a source without acknowledgement.

UNSW groups plagiarism into the following categories:

Copying: Using the same or very similar words to the original text or idea without acknowledging the source or using quotation marks. This includes copying materials, ideas or concepts from a book, article, report or other written document, presentation, composition, artwork, design, drawing, circuitry, computer program or software, website, internet, other electronic resource, or another person's assignment without appropriate acknowledgement.

Inappropriate paraphrasing: Changing a few words and phrases while mostly retaining the original information, structure and/or progression of ideas of the original without acknowledgement. This also applies in presentations where someone paraphrases another’s ideas or words without credit and to piecing together quotes and paraphrases into a new whole, without appropriate referencing.

Collusion: Working with others but passing off the work as a person’s individual work. Collusion also includes providing your work to another student for the purpose of them plagiarising, paying another person to perform an academic task, stealing or acquiring another person’s academic work and copying it, offering to complete another person’s work or seeking payment for completing academic work.

Inappropriate citation: Citing sources which have not been read, without acknowledging the "secondary" source from which knowledge of them has been obtained.

Duplication ("self-plagiarism"): Submitting your own work, in whole or in part, where it has previously been prepared or submitted for another assessment or course at UNSW or another university.

Correct referencing practices

The UNSW Academic Skills support offers resources and individual consultations. Students are also reminded that careful time management is an important part of study. One of the identified causes of plagiarism is poor time management. Students should allow sufficient time for research, drafting and proper referencing of sources in preparing all assessment items.

UNSW Library has the ELISE tool available to assist you with your study at UNSW. ELISE is designed to introduce new students to studying at UNSW but it can also be a great refresher during your study. Completing the ELISE tutorial and quiz will enable you to:

- analyse topics, plan responses and organise research for academic writing and other assessment tasks
- effectively and efficiently find appropriate information sources and evaluate relevance to your needs
- use and manage information effectively to accomplish a specific purpose
- better manage your time
- understand your rights and responsibilities as a student at UNSW
- be aware of plagiarism, copyright, UNSW Student Code of Conduct and Acceptable Use of UNSW ICT Resources Policy
- be aware of the standards of behaviour expected of everyone in the UNSW community
- locate services and information about UNSW and UNSW Library
Academic Information

Due to evolving advice by NSW Health, students must check for updated information regarding online learning for all Arts, Design and Architecture courses this term (via Moodle or course information provided.)

For essential student information relating to:

- requests for extension;
- late submissions guidelines;
- review of marks;
- UNSW Health and Safety policies;
- examination procedures;
- special consideration in the event of illness or misadventure;
- student equity and disability;
- and other essential academic information, see

https://www.arts.unsw.edu.au/current-students/academic-information/protocols-guidelines/

Image Credit

Trillion-Tone Piano, 1931. Image adapted by Princess Suyat.

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