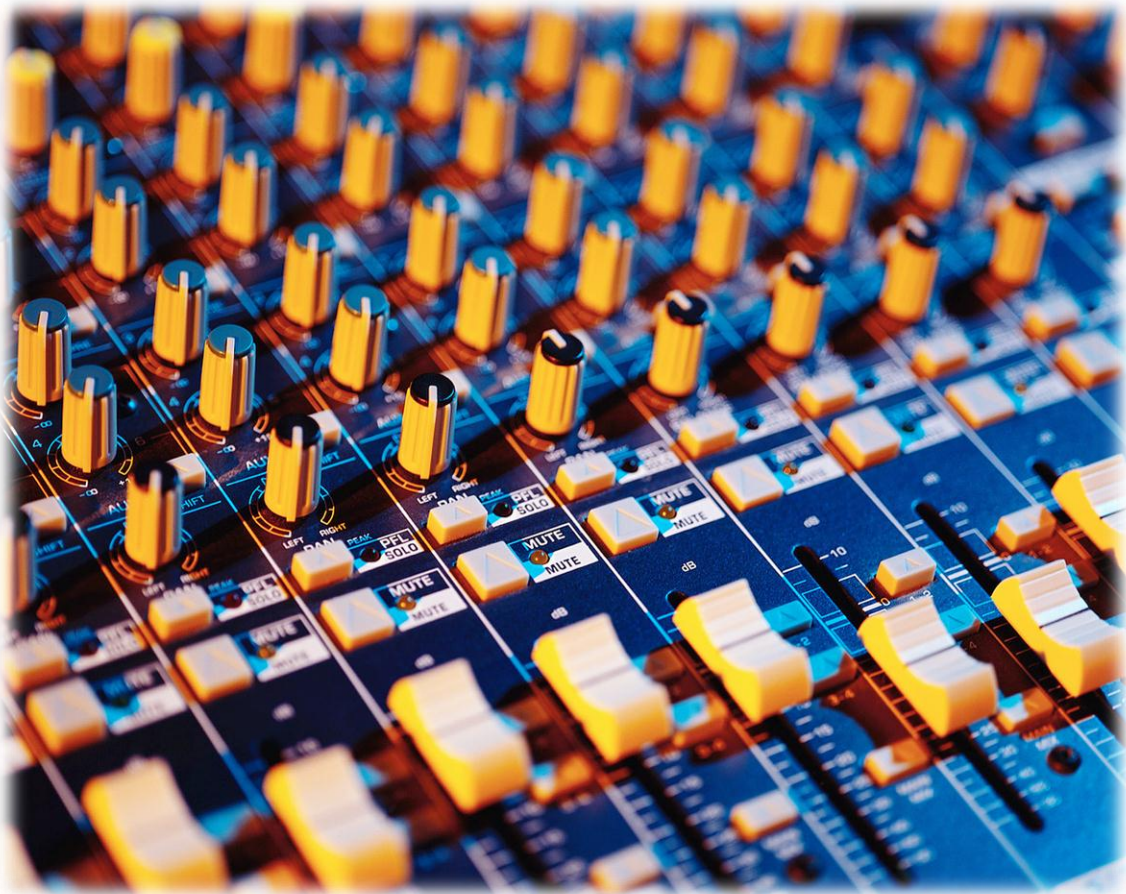


Music Production & Engineering

2011 - 2012

Mr. Marshall

Introduction Packet



Overview

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Massachusetts Arts Curriculum Frameworks General Music Standards

Music Production & Engineering

Overview

Music Production & Engineering meets three times in a cycle and designed for the student who is interested in music, but may not play an instrument. This class will spend much time exploring the newest forms of digital sound recording and manipulation on the computer through a process called sequencing. We will be investigating on-line resources and working with software programs such as Sonar 4, Audacity, Finale and Band-in-a-Box to create music without performing on traditional instruments. Students will be creating their own songs from the computer as well as arranging well-known popular, jazz, classical, and folk songs from online midi resources and then recorded on CD's or digital media. In addition to digital audio recording, students will learn about sound production and put those skills to practical use by providing sound engineering and digital recording services for school events, concerts and drama productions. Playing an instrument or ability to read music is NOT necessary for this course.

Instructional Activities

1. Assigned outlines, worksheets and readings
2. Listening and evaluating audio media
3. Sequencing, digital recording, composition, arranging, looping and editing of digital audio
4. Student research projects and presentations
5. School & Community Service Sound Production for Live Events
6. Music Software reinforcement of curriculum
7. Use of the internet for research
8. Live Audio Recording CD Production Projects
9. Individual Compositions
10. Writing Assignments
11. Individual Demonstration
12. Listening Tests
13. Frequent handouts
14. Class discussions

Instructional Materials and Resources

1. Various handouts and outlines specifically designed for this course
2. Use of the Internet for research purposes (web sites used can be located on the Music Links (Computers and Music & MIDI Resources) Page located at <http://www.somersetmusic.org>)
3. Sonar 4 (Music Sequencing Software)
4. Audacity (Music Sequencing Software)
5. Roxio Easy CD Creator 5 (CD Making Software)
6. MIDI Computer Lab
7. Various MIDI Files
8. Digital Media
9. "The Basics of Live Sound: Tips, Techniques & Lucky Guesses" by Jerry J. Slone
10. School owned sound equipment (PA System, Microphones, Mixing Boards, Amplifiers, Speakers, Monitors, Cables, etc.)
11. Edirol Roland R-09 24-bit Wave/MP3 Recorder
12. Demonstrations by the Instructor

Music Production & Engineering

Grading Requirements

Grading is scored quarterly as follows:

- **30% Tests:** Students will have a test at the end of every chapter in the course. Preparation for these tests will be in the form of outlines.
- **10% Quizzes:** Quizzes (both announced and unannounced) will be administered to touch upon weekly lessons.
- **20% Term Projects:** One major project per quarter will be assigned focusing on the many musical elements touched upon during the term.
- **20% Classwork:** In class assignments are assigned on a daily basis. Many computer assignments will be administered as well in order to assist in each chapter.
- **10% School Sound Engineering Work:** Sound engineering and digital recording services for school events, concerts and drama productions are required by each student, twice a year.
- **10% Participation and Cooperation**

Music Production & Engineering

Instructional Objectives

The successful student will have learned:

I. Sequencing and Digital Recording

- Multiple Channel Recording
- Use of Pre-recorded Loops
- Recording Console Options
- Recording Styles
- Recording Tools
- Recording and Mixing Terms
- History of Recorded Sound

II. Music File Formats (Importing, Editing and Saving)

- MIDI (Musical Instrument Digital Interface) Files
- Real Player Files
- Mp3 Files
- Wave Files

III. Composition

- 16 bar sequencing project
- Import MIDI
- Edit Arrangement / Orchestration
- Select MIDI Channels
- Add Percussion
- Transpositions

IV. Notation Software

- Creating New Files
- Understanding Notation
- Scoring
- Arranging
- Playback and MIDI Sync
- Printing

V. Sound Engineering

- Understanding and proper use of a portable and our house sound systems
- Understanding of front-of-house and monitor sound mixes
- Understanding of the proper use of microphones, amplifiers, mixing board, speakers and snakes
- Digital and audio recording from mixed sound system
- Understanding of the proper use and maintenance of audio cable
- Understanding and practice of proper microphone placement techniques for different acoustic and electric musical instruments and voice types
- Understanding and practice of proper mixing techniques

Music Production & Engineering

Course Materials

1. Pencil or Pen

The use of a pencil or pen (*blue or black ink only*) is required on a daily basis. Do not use red pen! The teacher will not supply you with one and neighboring students may not have an extra pencil on them. Students who forget to bring pencils to class will, at the least, lose Participation Credit towards their grade!

2. Three-Ring Binder (1 ½ or 2 inches)

All handouts are to be kept in a three ring binder. By the end of the course, all materials will fill up a 1-½ inch binder. You must have your binder with you every day! Students who forget to bring their binder to class will, at the least, lose Participation Credit towards their grade!

3. Notebook (1 subject with three holes for binder storage)

Notes are taken throughout the year and you should have a one-subject notebook with three holes so you can store it in your three-ring binder. Please do not keep notes in a multiple use notebook as I may ask for your notebook overnight for grading purposes and this will cause conflicts with other classes. Students who forget to bring their notebook to class will, at the least, lose Participation Credit towards their grade!

4. Agenda Book

All assignment, project and test/quiz dates should be recorded in your agenda book on a daily basis! The successful student is one who is organized and manages their time well. Please get into the routine of recording all assignments in your agenda so that nothing becomes a surprise to you! Students who forget to bring their agenda book to class will, at the least, lose Participation Credit towards their grade!

Music Production & Engineering

Standard 2 - Reading and Notation:

Students will read music written in standard notation.

Standard 3 – Playing Instruments:

Students will play instruments, alone and with others, to perform a varied repertoire of music.

Standard 4 – Improvisation and Composition:

Students will improvise, compose and arrange music.

Standard 5 - Critical Response:

Students will describe and analyze their own music and the music of others using appropriate music vocabulary. When appropriate, students will connect their analysis to interpretation and evaluation.

Standard 6 - Purposes and Meaning in the Arts:

Students will describe the purposes for which works of music were and are created, and, when appropriate, interpret their meanings.

Standard 9 – Inventions, Technologies, and the Arts:

Students will describe and analyze how performing and visual artists use and have used materials, inventions, and technologies in their work.

Standard 10 – Interdisciplinary Connections:

Students will apply their knowledge of the arts to the study of English language arts, foreign languages, health, history and social science, mathematics, and science and technology/engineering.