

MU 061: CREATING MUSIC FOR VIDEO

WEBSITE www.uvm.edu/~dfeurzei/061

Spring 2018
MWF 10:50-11:40
Southwick 200D
The University of Vermont
Office hours Mon. 9:30-10:30, Wed. 1-2, Fri. 11:45-12:45, and by appointment.

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COURSE OVERVIEW AND OBJECTIVES. Students will

- create music for video in a software environment, using Apple Logic Pro X.
- analyze the role of music and sound in movies and other video genres (such as music videos, video games, and advertisements) through study of videos and readings.
- gain fluency with Logic as a tool for creating music and soundscapes.
- learn to work with video in the Logic environment and to handle format and compatibility issues.
- mix between multiple sound tracks (dialog, music, foley).

Depending on time, opportunity, and student interest, we may also:

- collaborate with student directors for the final project (opportunities permitting).
- record live sound (spoken or musical) for inclusion in the soundtrack.

REQUIRED MATERIALS: 4GB or larger flash drive to store, transfer, and back up your work.

ASSIGNED READINGS AND VIEWINGS: These will be posted online; some readings may have hard copies be on reserve in both Bailey-Howe and the Music Department Office.

LAB ACCESS: Most of your work will be done in the Southwick Technology Lab (200D). Your CATcard will give you access to the room during all open building hours (7 am to midnight, 7 days a week), except when there are other classes meeting as posted on the door. **No food or drink** is permitted in the lab.

GRADING

Scoring projects #1-3 @12%	36%
Final scoring project, #4	24%
Written critiques and analyses of film music, including peer project critiques	20%
Quizzes (announced or unannounced) on terminology, readings, and viewings	10%
Class participation	10%
There is no final exam.	

COMPONENTS

Sound work: Three narrowly defined scoring projects and a fourth final project scoring a video of your choice (subject to my approval); plus preliminary assignments to help master skills necessary for the projects.

Written work: 3-4 short assignments analyzing music in film; reading summaries; critiques of your own and peer projects.

Quizzes: 3-4 short quizzes to check your understanding of the readings.

Participation: In-class discussion of viewing and reading assignments, and of one another's work.

ATTENDANCE is necessary for discussion and for critical guided experience with the software. If you must miss a class, please notify me as early as possible, but at least 24 hours in advance for all non-emergency situations. More than one unexcused absence will result in your final grade being lowered 1/3 of a grade for each additional absence.

IN-CLASS TECH ISSUES: If you have a hardware or software snag during class, let me know as soon as you can do so appropriately. However, we can't afford much time to troubleshoot in class, so in most cases you will need to pair up with a neighbor at another computer.

HELP: I am available to help you outside of class, via email, phone, and in person. If my scheduled office hours do not work for you, contact me to schedule other meeting times.

ACADEMIC INTEGRITY: All work must be your own except on specified group assignments. Inappropriate collaboration will result in loss of all credit for all parties involved. Further consequences may result according to the UVM Code of Academic Integrity: www.uvm.edu/~uvmppg/ppg/student/acadintegrity.pdf

RELIGIOUS HOLIDAYS: Students have the right to practice the religion of their choice. Submit a documented religious holiday schedule to me by the end of the second full week of classes.

DISABILITY ACCOMMODATIONS: If you have a documented disability and wish to discuss accommodations, please contact me as soon as possible, but no later than the third week of classes.

CLASS SCHEDULE

The following is an outline and subject to change. Detailed readings, assignments, and due dates will be announced in class and posted on the course website.

week of

- Jan. 15 (*no class Monday*) Intro to course and to Apple Logic Pro X
- Jan. 22 Using Logic: software instruments, linking to video, basic editing
Internet archive and other useful sources
Accessing personal and class server space
- Jan. 29 **Project 1 due** (“free” underscore) via upload by **Weds. @10:00 am**
- Feb. 5 Analysis of dramatic underscores
- Feb. 12 Using Logic: dialog tracks, mixing, more editing techniques
Continued analysis in class
- Feb. 19 Using Logic: more editing techniques
(?) audio recording (depending on class time and interest)
- Feb. 26 (*no class Monday*) **Project 2 due** (dramatic underscore) via upload by **Weds. @10:00 am**
- Mar. 5 Using Logic: beat maps and loops
Written peer critiques of Project 2 due Monday
- Mar. 12 ...Spring break*
- Mar. 19 Work on project 3
- Mar. 26 **Project 3 due** (“rhythmic” score) via upload by **Weds. @10:00 am**
Proposals for final projects (possible pairings with student directors)
- Apr. 2 Work on final project and discussion of selected professional scores
Written peer critiques of Project 3 due Monday
- Apr. 9 Work on final project & discussion of scores, cont.
- Apr. 16 Work on final project & discussion of scores, cont.
- Apr. 23 **Final Project due** via upload by **Monday @10:00 am**
Final project viewings
- Apr. 30 Final project viewings, continues
- Monday, May 7* There is no final exam, but if we need more time to complete project viewings, we may use our 8-10 a.m. exam time slot for that purpose.