

**TPA 3262 Sound Design I**  
**WF 9:30-10:50**  
**Professor: Thomas Shorrock**  
**Office: PA 113C, Hours: WF 11:00=12:20**

**Fall 2019**  
**shorrock@fau.edu**  
**3 credits**  
**phone: 561-297-3810**

**Class Description:**

Sound for the stage is an introductory course to live and recorded sound use on the stage. This course will introduce the process and skills necessary to analyze a script for sound needs, locate and capture the sounds, edit the sounds into a usable format, and finally prepare the sounds for playback in a production.

**Class Details (Objectives):**

Sound Design is quickly coming into its own as a design discipline like scenic, costume, and lighting. It requires knowledge and skillsets that are unique to sound and require study and practice. This course will provide the student with a general overview in the specific areas of sound design, along with how it relates to other aspects of the production.

**Class Grading Scale: (There is no curve in this class)**

600-501 = A      500-400 = B      399-300 = C      299-200 = D      199-0 = F

*A Note about Grades:* By definition, most of us are average. Average performance in this class—that is, the level of performance that most of you will achieve—will be rewarded with a grade of C. This is a good grade! Simply showing up for class every day and turning in all assignments on time is expected. Merely meeting expectations in this class will earn a grade of C. To earn greater than a C your work will have to be exceptional in quality, quantity and enthusiasm for the subject. Grades are for you to measure your own level of achievement against that of your peers; they have no meaning outside of the academic environment.

**Text Books and course material:**

Required:

Laptop (MAC or PC)

Full Size Stereo Headphones with mini 1/8" and 1/4" adapter (for monitoring)-examples on website.

We will be reading several different plays during the semester. Most are widely available or will be on Reserve in Tom office.

**Projects and quizzes: 400 Points**

You will complete several projects worth a variety of points that are due as listed on the class schedule on page three. Your grade for each project will be penalized by 50% for each day it is late (Calendar day, not class day).

**Final Exam Project: 200 Points**

Your final exam project is due on the final exam period. This project is worth 2/5 of your grade, and provides your first substantial portfolio piece to use in preparing for your job search after college. Please pay close attention to detail and the guidelines we discuss in class so your project is complete and accurate.

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**Attendance policy:**

***Note this is more restrictive than departmental policy***

The Class attendance policy is: Two absences will lower your final grade by one letter grade. Each subsequent absence will lower your final grade by one letter grade. Five absences will result in automatic failure. Three tardies equals one absence. If you arrive to class after roll is taken, it is your responsibility to check in at the end of class to make sure your attendance is recorded. See University policies in the FAU Student Handbook <http://www.fau.edu/handbook/>

Students will not be penalized for absences due to participation in University-approved activities, but proof of involvement must be provided. Reasonable accommodation will be made for student absences due to religious observance(s). Also, note that grades of Incomplete ("I") are reserved only for students who are passing the course but have not completed all the required work because of exceptional circumstances. Incompletes should be pre-arranged with the instructor before the end of the term.

**Disability Policy Statement**

In compliance with the Americans with Disabilities Act Amendments Act (ADAAA), students who require reasonable accommodations due to a disability to properly execute coursework must register with Student Accessibility Services (SAS) and follow all SAS procedures. SAS has offices across three of FAU's campuses – Boca Raton, Davie and Jupiter – however disability services are available for students on all campuses. For more information, please visit the SAS website at [www.fau.edu/sas/](http://www.fau.edu/sas/)

**CAPS Statement**

Life as a university student can be challenging physically, mentally and emotionally. Students who find stress negatively affecting their ability to achieve academic or personal goals may wish to consider utilizing FAU's Counseling and Psychological Services (CAPS) Center. CAPS provides FAU students a range of services – individual counseling, support meetings, and psychiatric services, to name a few – offered to help improve and maintain emotional well-being. For more information, go to <http://www.fau.edu/counseling/>

**Academic Integrity Statement**

Students at Florida Atlantic University are expected to maintain the highest ethical standards. Academic dishonesty is considered a serious breach of these ethical standards, because it interferes with the university mission to provide a high quality education in which no student enjoys an unfair advantage over any other. Academic dishonesty is also destructive of the university community, which is grounded in a system of mutual trust and places high value on personal integrity and individual responsibility. Harsh penalties are associated with academic dishonesty. For more information, see University Regulation 4.001. If your college has particular policies relating to cheating and plagiarism.

**THIS SCHEDULE IS SUBJECT TO SIGNIFICANT CHANGES AS THE SEMESTER PROGRESSES!**

<b>DAY</b>	<b>CLASS</b>	<b>ASSIGNMENT</b>
<b>Week 1</b>		
Wed 8/22	Introduction Syllabi review	
Friday 8/24	L1: What is Sound Design	Project #1 Labeling (Due 8/29)
<b>Week 2</b>		
Wed 8/29	L2: DAW Vs. Wave edit	See Star Wars (Due 8/31)
Friday 8/31	L3(a) Audacity L3(b) Audition	Quiz #1 Sound Design (In Class) Project #2- Basic Edit (Due 9/7)
<b>Week 3</b>		
Wed 9/5	L4: Sound and Physics of sound	
Friday 9/7	L5: Kinds of Design and designers	Project #3 Illustrate a Mood (Due 9/14)
<b>Week 4</b>		
Wed 9/12	L6: Parts of Sound Design	
Friday 9/14	In Class Presentation of Project #3	Project #4 Focused Concept (Due 9/21)
<b>Week 5</b>		
Wed 9/19	In Class presentations of Project #3	
Friday 9/21	L7: Underscoring	Project #5 Music for a performance (Due 10/5)
<b>Week 6 (Children's hour Tech)</b>		
Wed 9/26	L8(a): Garageband L8(b): PC	Project #6 Using multitrack (Due 9/28)
Friday 9/28	L9: Connectors	
<b>Week 7</b>		
Wed 10/3	In class presentation of Project #6	Project #7 Using Filters (Due 10/5)
Friday 10/5	In Class presentation of Project #6	
<b>Week 8</b>		
Wed 10/10	L10: Design Process	
Fri 10/12	L11: Microphones	Project #8: Basic Mic Work (Due 10/12)
<b>Week 9 FF</b>		
Wed 10/17	L12: Speakers	
Fri 10/19	L13: Amplifiers	Project #9: Lear Concept (Due 10/24)
<b>Week 10</b>		
Wed 10/24	L14: Live Foley/Live Sound	Project #10: Foley/Live Sound (Due 10/26)
Fri 10/26	L15: The Design Package	Project #11: Concept/Approach
<b>Week 11</b>		
Wed 10/31	L16: Block Diagrams	Project #12: Presenting ideas in sound
Fri 11/2	In class groups Project #11	Project #13 Do a block diagram
<b>Week 12 (Frankenstein Tech)</b>		
Wed 11/7	L17(a): Q lab L17(b): SFX	Project #14: Telling a story with sound
Fri 11/9	L18: Other Equipment	
<b>Week 13</b>		
Wed 11/14	Final Project Overview	
Fri 11/16		
<b>Week 14</b>		
Wed 11/21	In class concept presentations	Final #1 Director's concept check in
Fri <i>No Classes; Thanksgiving</i>		
<b>Week 15</b>		
Wed 11/28	In Class approach check in	Final #2: Approach check in
Fri 11/30 ( <i>Last day of Class</i> )	In class paperwork drafts	Final #3: Paperwork Drafts
<b>Week 16</b>		
Wed 12/12 7:45-10:15 AM		Final Due