



Module Specification

Module Title: Audio & MIDI Sequencing 2

Module code:	TBC	NQF level:	Level 5
Credit value:	20 credits	Semester of study:	1 and 2
Module type:	Compulsory	Pre-requisites:	None
Available to:	FdA Music Production	_	

Module overview

This module will consolidate and further develop students' knowledge of computer music production The module will include the manipulation of a variety of MIDI and audio material and will further explore dynamic and effects processing. Students will apply these techniques to a number of provided projects as well as their original work. In this module there will be more emphasis on the finer detail and micro processes of music production e.g. effects automation passes and finalising a mix. Students will be introduced to mastering techniques as well as the principles of additive, subtractive and granular synthesis. The topics explored in this module will directly support and relate to the content delivered in the Recording Studio Techniques 2 module.

Areas of study include more complex techniques for the manipulation of audio, MIDI, dynamic & effects processing, mixing and mastering and introduces Additive, Subtractive and Granular synthesis and processes for automation.

Aims

This module is designed to further develop and expand on the techniques and skills acquired through Audio and MIDI Sequencing 1. Students will learn to evaluate and apply these techniques across a broad range of sources and be equipped with a comprehensive knowledge, understanding and command of appropriate software. The module will address more advanced mastering, mixing and editing techniques and students will be introduced to the concepts and methodologies of synthesis and automation processes.

The module aims to

- 1. Introduce students to the principles of synthesis;
- 2. Further explore computer music software and associated techniques;
- 3. Evaluate computer music software and associated techniques in a compositional context.

Learning outcomes

On successful completion of this module, students will be able to:

- 1. Apply a sophisticated practical and theoretical understanding of music production practices by exercising significant judgement, analysis and evaluation within computer music and related software.
- 2. Show significant judgement in managing and manipulating data, a range of parameters and processing applications using MIDI and/or audio editing and production software (e.g. mastering & synthesis).
- 3. Take responsibility and apply appropriate skills in order to develop materials for a professional show-reel.
- 4. Project manage and realise an approved project to a given time schedule.

Learning and teaching methods

The sessions in this module will be delivered as tutor led workshops and will include technical demonstrations and in-class practical exercises. There will be lecture elements to the module as a way of providing context to topics. Students will be assigned tasks that will be supported by digital worksheets and they will be expected to engage ingroup discussions. Assignment design and assessment will take place in collaboration with industry partners. The





work produced by students in this module will be used to develop the student's emerging professional profile (e.g. show-reel).

Contact hours and directed study (over semesters 1 and 2)

Delivery type	Student hours
Indicative hours for learning and teaching activities	40 hours
Indicative hours of directed study	160 hours
Total hours (100hrs per 10 credits)	200 hours

Opportunities for formative feedback

Regular formative assessment through workshops, in class tasks and digital worksheets.

Assessment Method

Description of assessment	Length/Duration	Weighting	Module LOs addressed
Portfolio (Synthesis)	3 minutes	30%	2, 3
Portfolio (Mastering)	6 minutes	30%	2, 3
Portfolio (Composition and	6 minutes (including	400/	1 2 2 4
Evaluative Vlog)	Evaluative Vlog)	40%	1, 2, 3, 4

Re-Assessment Method

Description of assessment	Length/Duration	Weighting	Module LOs addressed
Portfolio (Synthesis)	3 minutes	30%	2, 3
Portfolio (Mastering)	6 minutes	30%	2, 3
Portfolio (Composition and	6 minutes (including	400/	1, 2, 3, 4
Evaluative Vlog)	Evaluative Vlog)	40%	

Indicative Reading List

Essential:

- Stavrou, M. (2003), Mixing With Your Mind. Flux research.
- Dvorin, D. (2015) Logic Pro X Advanced Audio Production, Composing and Producing Professional Audio.
 Peachpit Press.
- Katz, B. (2014) Mastering Audio The Art and Science. Focal Press.
- Savage, S. (2014) Mixing and Mastering In the Box: The Guide to Making Great. Mixes and Final Masters on Your Computer. Oxford University Press.

Recommended:

- Pejrolo, A. (2011) Creative Sequencing Techniques for Music Production: A Practical Guide to Pro-Tools, Logic, Digital Performer and Cubase. Focal Press.
- Collins, D. (2004) Pro-Tools for Music Production: Recording, Editing and Mixing (Second Edition). Focal Press.

Background:

e-resources

- https://www.lynda.com
 - Tutorial Website for Sound and Multimedia
- https://www.macprovideo.com
 - Tutorial Website for Sound and Multimedia
- http://www.soundonsound.com
 - Pro audio, recording & production
- http://www.musicradar.com/futuremusic





