

## **Introduction to Digital Audio Production & Design**

The new age of audio has arrived holding hands with Digital Filmmaking. Now the recording engineer has innovative and powerful tools at hand to guide the sound design process.

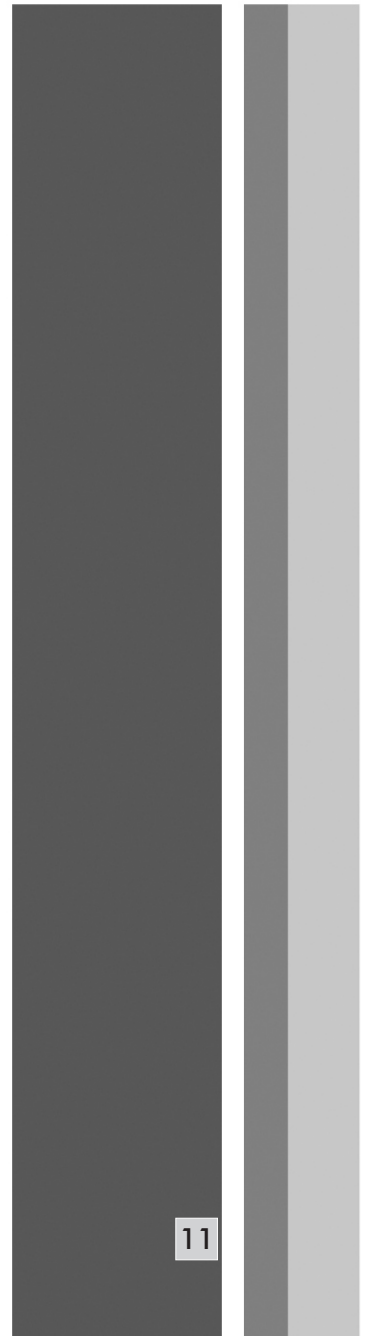
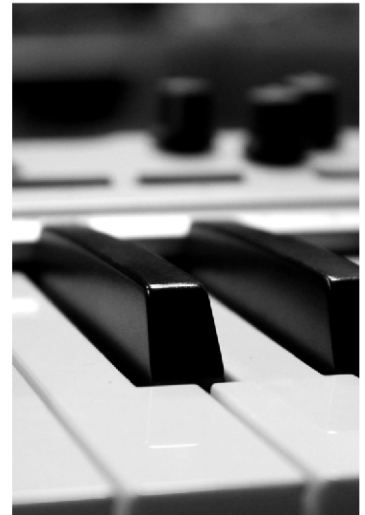
Living Arts College is again shaping the destiny of the individual who has the soul and priority to engage in audio production. The courses and program that follow have been created by professionals with years of production experience. An important part of program design has been to provide for a diversity of training giving the student an added foundation in visual design. These skills will enhance the graduate's strength in marketing his or her talents. This program does not seek to develop music skills. Under this umbrella of learning, the successful individual may direct his or her energies toward:

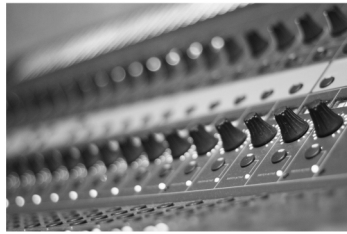
- Audio production for film, DVD publishing and Internet distribution
- Promotion and Internet marketing for entertainment
- Practical skills for editing, audio directing and studio recording

With the need for self promotion, suddenly a strong foundation in visual promotion becomes a worthy skill set.

The unique combination of audio, technical and creative engineering plus promotion know-how for the Internet, print, film and video becomes a rewarding experience. The courses in this program are eclectic but with a purpose. Please check availability of programs with the admissions office.

\*A student must successfully complete a Certificate in Digital Audio Production & Design I before taking a Certificate in Digital Audio Production & Design II. An exception to this policy may be approved by an interview with the Program Coordinator or Director of Education.





## **Bachelor of Arts in Audio Production & Design**

This is a program unique to the audio production industry. It is designed to support the graduate for a role in both the recording arts and audio post production. This translates to an incredible array of possibilities for mapping a career plan in the world of pro audio. Today, the creator of computer games, feature films, television programming and Internet audio video streaming must have wide, digital production know-how. This program moves in this direction via a series of structured courses all dependent on the goal of producing a set of finished audio and promotion experiences. As part of this experience, the student joins with others as a production team. The team roles rotate to include engineer, producer and director. Supporting the program is a studio environment specifically designed to maximize the learning experience. This is done by presenting elements of the program in a ProTools HD surround sound mixing theater. The 200 seat theater contains such features as surround sound, digital mixing console system and other high end software combined with a triamplified speaker and amplifier component. A sound stage and additional mixing studios are housed in a dedicated Monolithic dome structure. Additional program details include study of preproduction, production and post-production plus digital art, paint and Internet site development including 2D animation delivered in 12, ten week quarters. There are 45 courses within this 180 credit program. Class size is limited to 28 students, except General Education courses. Graduation requirement includes maintaining satisfactory grades (minimum 2.0 GPA) and completing an assigned portfolio combining hard copy and CD/DVD production elements.

**Program Goal:** The graduate of the program is prepared for an entry level position in audio production and visual promotion to support digital recording, mixing, sound design and visual promotion for filmmaking, interactive gaming, television broadcast as well as Internet streaming.

Prerequisite and entrance requirements for this program include completing a series of short evaluation exercises. These include attending a Guided Interview to present the prospective student's level of interest and experience to date plus demonstrated potential for creativity in audio or visual design. In addition to all requirements listed in the catalog, the candidate for enrollment must be prepared to study and perform to a satisfactory level in both areas of production education; audio engineering and visual/audio promotion. Catalog requirements include entrance testing, an additional interview with a Subject Specialist or Faculty member plus high school completion or GED attainment. See Admissions section for additional information.

<b>Code</b>	<b>Course</b>	<b>Credits</b>	<b>Hours</b>	<b>Code</b>	<b>Course</b>	<b>Credits</b>	<b>Hours</b>
AD101	Visual Construction	4	60	DM207	Advertising Design	4	60
AD102	Color Construction	4	60	DM210	Website Design & Production	4	60
AD103	Creative Thinking/Visual, Audio Acuity	4	60	DM312	Website Animation I	4	60
AD104	Personal Branding Strategies	4	40	IC140	Web Audio & Video	4	60
AD407	Web Design Portfolio/Self Promotion	4	60	IC401	Website Campaign & Control	4	60
AP101	Audio Engineering I	4	60	ART100	Art Appreciation I	4	40
AP102	Digital Audio Workstation I	4	60	ART200	Art Appreciation II	4	40
AP103	Music Fundamentals	4	60	CSM100	Computer Applications	4	40
AP201	Digital Audio Workstation II	4	60	ECN400	Introduction to Economics	4	40
AP202	Audio Engineering II	4	60	ENG200	English Composition	4	40
AP203	Digital Audio Workstation III	4	60	ENG400	Oral Communication	4	40
AP204	Applied Virtual Instruments	4	60	HUM100	Music Appreciation*	4	40
AP301	Production Audio	4	60	MTH100	Contemporary Mathematics	4	40
AP302	Sound Design	4	60	MTH300	Geometry	4	40
AP303	Game Audio	4	60	SCI300	Environmental Science	4	40
AP304	Studio Maintenance & Design	4	60	SCI301	Life Science	4	40
AP305	Broadcast Audio Production	4	60	SOC200	Geography	4	40
AP401	Audio Project Studio	4	60	SOC201	Sociology	4	40
AP405	Music & Entertainment Business	4	60	PSY200	Psychology	4	40
AP406	Production Studio Management Practices	4	60				
BU218	Studio Business Practices	4	40	<b>TOTAL</b>		<b>180</b>	<b>2,380</b>
BU415	Portfolio Studio I	4	60				
BU418	Portfolio Studio II	4	60				
BU420	Conceptual Design	4	60				
DF120/B	Broadcast Design I*	4	60				
DF205	Production Editing I	4	60				

\*With approval, an elective may be substituted for these courses.

## **Certificate in Digital Audio Production & Design I**

This program is delivered in four, 10 week quarters. Class size limited to 28 students. Audio engineering is emphasized along with foundation instruction in graphic and advertising design, color construction and digital photography.

The program consists of 8 courses within this 32 credit hours (480 hours) of instruction delivered over four quarters. The graduate will expect to create a portfolio display of accomplishment in the audio and visual arts. The qualification for job titles in this program include assistant audio engineer, graphic designer and audio editor.

Program Goal: Program completion includes satisfactory completion of study in audio engineering and graphic and advertising design elements for entry level positions noted above.

Prerequisite and entrance requirements for this program require the candidate to complete a Guided Interview to display a serious level of intent and interest in the arenas of audio engineering and promotion. This will include an additional interview with a Subject Specialist or Faculty member. High school graduation or GED attainment is needed. An entrance examination will also be given. Class size is limited to 28. See Admissions section for additional information.

Code	Course	Credits	Hours
AD101	Visual Construction	4	60
AD102	Color Construction	4	60
AP001	Digital Audio Engineering I*	4	60
AP002	Digital Audio Workstation I	4	60
AP006	Music Theory	4	60
AP007	Digital Audio Workstation II	4	60
AP008	Digital Audio Workstation III	4	60
DM112	Graphic Design	4	60
Total		32	480

## **Certificate in Digital Audio Production & Design II**

This four quarter, 10 weeks per quarter program usually follows Digital Audio Production & Design I. During this program, students move toward shaping their foundation education in audio engineering and visual design toward commercial like applications. Sound design for film and interactive gaming and television is introduced. In addition, this program places special emphasis on Internet site development. Additional instruction in audio and video plus 2D animation for web site development is included in this program. The student works in a project course environment to complete a demonstration portfolio of work. The program consists of 8 courses within this 32 credit hours (480 hours) of instruction.

Program Goal: Upon graduation from this program, the individual will be able to engineer digital audio tracks for film, television, interactive gaming and Internet sites containing video and audio. Entry level job titles sought in this program will be assistant sound designer, audio digital audio engineer and Internet site designer or developer.

Prerequisite and entrance requirements for this program require the candidate to complete a Guided Interview or previous study or experience in audio production, advertising design and graphic design or completion of Digital Audio Production & Design I. High school graduation or GED attainment is needed. An entrance examination will also be given if the individual has not completed the previous certificate program. Class size is limited to 28. See Admissions section for additional information.

Code	Course	Credits	Hours
AD201	Web Design Port/Self Promo	4	60
AP003	Sound Design*	4	60
AP004	Audio Project Studio I	4	60
AP005	Audio Project Studio II	4	60
AP010	Digital Audio Engineering II	4	60
DM141	Web Animation I	4	60
DF120	Broadcast Design/C	4	60
IC140	Web Audio & Video	4	60
Total		32	480

\*With approval, this course may be an elective in a BA program.

