

CAPILANO UNIVERSITY COURSE OUTLINE

MOPA 217 – SOUND DESIGN FOR FILM AND VIDEO

Spring 2017

Division	School of Motion Picture Arts		
Course Name	MOPA 217 – Sound Design for Film and Video	Credits: 1.5	
Instructor			
Office			

VISION STATEMENT

The School of Motion Picture Arts is dedicated to inspiring a new generation of independent Canadian filmmakers through the fostering and mentoring of emerging talent utilizing progressive learning environments and authentic production experiences, such that graduates make valued contributions to the global media culture.

Course Format
Four lecture hours per week, for 8 weeks.
Course Prerequisites
17 credits of 200 level MOPA.

STUDENT LEARNING OUTCOMES
General This course builds upon the foundation of sound editing and sound recording knowledge acquired in the first year and first term of the second year of the Bachelor of Motion Picture Arts program. The purpose of this course is to teach the foundations of the principles of sound aesthetics, creating sound, and how to apply them to a sound edit in film and video.
Instructional Upon successful completion of this course students will be able to: <ul style="list-style-type: none">* Operate sound editing software (Pro Tools), the standard program used in film industry post-production;* Apply sound aesthetic principles to a sound edit session;* Demonstrate the stages of a sound edit to a complete final sound mix;* Edit a complete sound track to accompany the visuals of a film;* Design new and unique sounds from their own recordings, music, and library sound effects using filters and plug-ins with Pro Tools.

PROGRAM LEARNING OUTCOMES
Program Mission
We teach motion picture entertainment industry workflows by advancing student skills in the areas of technical motion picture arts practices and other professional work processes.
Program Goals
<p>Our program goals include:</p> <ul style="list-style-type: none"> - Identify and clarify the specific hierarchies and corresponding workflows of the diverse entertainment industry sectors; - Build upon students' skills in industry-standard time management, communications, human resources and team-based working processes; - Advance creative and technical skillsets within the context of industry standards; - Assist students in building critical awareness of their unique interests and aptitudes in relation to the diverse employment opportunities in the entertainment industries.

PROGRAM STUDENT LEARNING OUTCOMES
<p>Students successfully completing this program will:</p> <ol style="list-style-type: none"> 1. Apply creative principles used to develop a screenplay and critique scripts for production purposes; 2. Execute basic film directing skills, including conceiving a visual strategy for telling a story using motion picture arts, working actors and leading a film crew; 3. Design and produce sophisticated short independent films while employing protocols of professional film set procedures and advanced technical skills in a professional manner; 4. Schedule and budget the pre-production, production and post-production of short independent films; 5. Identify and describe major factors that influenced filmmaking over the course of cinema history.

REQUIRED TEXTS

All resource material will be provided by the instructor.

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WEEKS 1-8
WEEK 1: BC 321
Functions of sound review Deconstructing the scene Steps in creating sound design “Spotting” picture and sound
WEEK 2: LAB
217 Pro Tools Tutorial # 1
WEEK 3: BC 321
Sound Designer approaches
WEEK 4: LAB
217 Pro Tools Tutorial # 2
WEEK 5: BC 321
Dialogue & ADR
WEEK 6: LAB
217 Pro Tools Tutorial # 3
WEEK 7: BC 321
Music, Mixing, and Genre analysis
WEEK 8: NOTE: take-home exam/paper
Final exam

Fourth hour: may include screenings, project meetings, set supervision, guest speakers, and/or director interviews.

EVALUATION PROFILE	
Assignment and tutorials **	60%
Final exam/paper	30%
Participation	10%
Total	100%

**ASSIGNMENTS	
Pro Tools Tutorials (3 @ 20% each)	60%
Total	60%

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Paper outline – assuming a 4 page paper.

1. What you think the director is trying to say through the use of sound. (1/2 page)
2. Give a very brief overview what the movie is about.
3. Discuss the use of sound effects. What functions do they serve in the film (ie. dimension to the location, make the visual more real, etc.)? What sound aesthetic terms apply to the sound effects? Give examples from the film. (1 page)
4. Discuss the use of ambience tracks. What functions do they serve in the film (ie. define time/date, relate directly to the character, etc.)? What sound aesthetic terms apply to the use of ambience? Give examples from the film. (1 page)
5. Discuss the use of music. What functions does it serve in the film (ie. leitmotif, source vs. score, counterpoint, etc.)? What sound aesthetic terms apply to the music? Give examples from the film. (1 page)
6. Assess whether you think the sound design was affective. Why or why not? Give examples. (1/2 page)

Grading Profile			
A+ = 90-100%	B+ = 77-79%	C+ = 67-69%	D = 50-59%
A = 85-89%	B = 73-76%	C = 63-66%	F = 00-49%
A- = 80-84%	B- = 70-72%	C- = 60-62%	

OPERATIONAL DETAILS:
Capilano University has policies on Academic Appeals (including appeal of final grade), Student Conduct, Cheating and Plagiarism, Academic Probation and other educational issues. These and other policies are available on the University website.
ATTENDANCE:
Attendance will be taken daily and will form part of the final grade (See Evaluation Profile). When students are absent from class, they are still responsible for the material covered during their absence, including announcements, assigned readings and hand-outs.
PUNCTUALITY:
Punctuality is essential and forms part of the participation grade. Late attendance will be reflected in the student's final grade.
LATE ASSIGNMENTS:
All assignments must be delivered at the place and time specified by the instructor. Late assignments will only be accepted if prior approval for a late submission date has been given by the instructor.
MISSED EXAMS AND QUIZZES:
Missed exams and quizzes will be assigned a grade of zero. Students will be allowed to make up exams and quizzes only under the following conditions: if a doctor's certificate of illness is provided; if, in the case of the death of a close family member, a death certificate is provided; if prior approval of the instructor has been obtained.
CHEATING/PLAGIARISM:
Plagiarism is the presentation of another person's work or ideas as if they were one's own. Plagiarism is both dishonest and a rejection of the principles of scholarship. All students should familiarize themselves with the University Policy on Cheating and Plagiarism (See the University website) as such behaviour can result in suspension from the University.

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INCOMPLETE GRADES:
Grades of Incomplete “I” will be granted only if there is a valid reason for extending the evaluation deadline and if students have a reasonable chance of improving their grade to pass the course.
ENGLISH USAGE:
All written work submitted must use good academic English and follow the guidelines provided in the Capilano University Guide to Writing Assignments (available from the University Bookstore). It is the responsibility of students to proof-read all their writing for any grammatical, spelling and stylistic errors.
STUDIO/FILMING DISCIPLINE:
Students must be dressed appropriately. Wet and cold weather requires waterproof and warm clothing. Students are required to wear work clothes for technical and production sessions. Clothing may be subjected to dirt, paint and dust. Sturdy shoes are a must. No food or beverages are allowed on set during production activities and during technical classes. Disruptive students will be asked to leave.
COMPUTER COURSE REQUIREMENTS/RESPONSIBILITIES:
You are expected to abide by the Statement of Appropriate Use of Information Technology Facilities and Services in any use of computers at the University. This statement can be obtained from your department, the Library, Computer Services or on the University website.
ELECTRONIC DEVICES/LAPTOPS:
Use of electronic devices is not allowed during class time, except at the discretion of the instructor.
COMPUTER LAB USAGE:
No food or beverages are allowed in the University’s computer labs at any time. Students must not abuse internet privileges by visiting inappropriate or illegal websites. Intentionally opening and/or altering other students’ projects will not be tolerated. Respect for other students’ work is of utmost importance. Offences regarding the above will result in the “0” mark in the participation grade, and restricted access to facilities.
PARTICIPATION/PROFESSIONAL BEHAVIOUR:
The grade for class participation is based on both the frequency and the quality of students’ comments, questions and observations, with the emphasis on quality. The quality is determined by, among other things, the relevance, insight and clarity of remarks. Students are expected to demonstrate a professional attitude and behaviour towards their work, fellow-students, and their instructor. Students should demonstrate reliability, respect for and co-operation with colleagues. A willingness to work calmly and courteously under difficult conditions as well as a determination to achieve first-class work while meeting deadlines is necessary in this course. Students should have respect for equipment and systems, and a constructive response to criticism.
EMERGENCY PROCEDURES:
Students should familiarize themselves with emergency procedures posted in the classroom.