

Semester: 5	
Course : Mass Communication and Videography	
Paper Title : Advanced Audio Practices	
Paper code: C3MV230541P	Credits:4
Hours/week : 4	
Category: Core/MDC/SEC/VAC : Core	
Theory / Practical / Composite : Practical	
No of Modules : 1	
<p>Course Overview: The course intends to take on an advanced level of understanding the technical and aesthetic requirement of the medium of sound recording and reproduction. The students will remember the past experiences with real and recorded sounds and start applying them on a practical basis. The students will be introduced to the various tools and gadgets at an advanced level so that they understand the diverse possibilities and can come up with solutions to different problems. The students shall implement their learned skill to come up with a concrete production using sounds only and/or audio for video. The final outcome shall be a audio production using voice, effects and music, where students shall work in groups to create it.</p>	
Course Outcome:	
1. Remember the past experiences with different sounds and their characteristics and start applying them in various scenarios.	
2. Understand the different components required and their characteristics.	
3. Apply the gained understanding of the different situations and start working on a concrete project.	
4. Analyze the characteristics of the different elements and apply them correctly in their respective projects.	
5. Evaluate the application of the different tools to predict and understand the outcome of their final product.	
6. Create a audio only and/or audio for video project in groups with given parameters.	
Prerequisites: <i>Basic knowledge of computers.</i>	
SYLLABUS	

UNIT/Module	CONTENT	HOURS or NUMBER OF CLASSES	CO Mapping	COGNITIVE LEVEL
I.	<ul style="list-style-type: none"> • Understanding Microphones: Classifications, characteristic usages, precautions, limitations, accessories, special types, selection and placements. • Use of other components: DAW- basic architecture, Recorders- different types, Mixing Consoles, Loudspeakers- classification and different types of loading. • Pre-production, Production and Post Production- Role of the sound designer/engineer in all the stages of production. • Introduction to digital sound recording and reproduction, different sampling rates and bit depths in common practice and their implications. • Sound design in production, basics of multi- track recording, Live recording, Dubbing, Foley recording, Editing, Mixing and Mastering with examples. • Production of a sound narrative using voice, ambience, special effects and music. • Basics of Editing and Mixing music in a given format. 	4	CO1, CO2, CO3, CO4, CO5, CO6.	KI, K2, K3, K4, K5, K6
Text Books				
<ol style="list-style-type: none"> 1. Rumsey, F., McCormick, T., & Safari, an O'Reilly Media Company. (2014). <i>Sound and Recording</i>. (7th ed). Routledge. 				
<ol style="list-style-type: none"> 2. Watkinson, J. (2017). <i>An introduction to digital audio</i> (2nd ed.). Routledge, Taylor & Francis Group 				

Suggested readings
<p>1. Kerner, M. M. (1989). <i>The art of the sound effects editor</i>. Focal Press.</p>
<p>2. Harper, G. (2009). <i>Sound and music in film and visual media : an overview</i>. Continuum.</p>
<p>3. Hillman, N. (2021). <i>Sound for moving pictures: the four sound areas</i> (1st ed). Focal Press.</p>
<p>4. Everest, F. A., & Pohlmann, K. C. (2022). <i>Master Handbook of Acoustics</i> (7th ed). McGraw-Hill Education.</p>
Web Resources
<p>1. https://www.youtube.com/@inthemix</p>
<p>2. https://www.youtube.com/audiouniversity</p>
<p>3. https://www.youtube.com/@WickimediaNet</p>
Evaluation: Continuous Assessment: 95 marks
Paper Structure for Theory Semester Exam Module : NA

Course outcomes (COs) and Cognitive Level Mapping

COs	CO Description	Cognitive levels
CO1	Remember the past experiences with different sounds and their characteristics and start applying them in various scenarios.	K1
CO2	Understand the different components required and their characteristics.	K2
CO3	Apply the gained understanding of the different situations and start working on a concrete project.	K3
CO4	Analyze the characteristics of the different elements and apply them correctly in their respective projects.	K4
CO5	Evaluate the application of the different tools to predict and understand the outcome of their final product.	K5

CO6	Create a audio only and/or audio for video project in groups with given parameters.	K6
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