**MUS 3108 Studio Music Production**

***Description:***

Students will be equipped with skills in digital recording, editing and mastering, involving the hands-on use of hard disk based digital recording, processing, and editing equipment in a variety of applications. Students will also be introduced to major theory, practice and techniques used in multi media arts planning, production and post-production. Students will benefit from the guest lecturers and demonstrations from music studio producers already in the field.Students produce a musical video during the class.

***Objectives:***

1. To equip students with skills in digital recording, editing and mastering musical recording
2. To equip students with skills to create and produce music using software, especially the popular Pro logic

*Course Outline*

Topic 1: Introduction to Studio and Production Procedures (Pre-Production, Session Management

* Process of Music Production and Its Consideration on the Recording Engineer
* Pre-production and Session Planning and Management
* Recording Activity Preparation

Topic 2: Introduction to the Music Production Workflow

* Pre-production, Recording Session, Mixing Session, Mastering etc.
* Introduction to the Music Producer’s Influence
* Planning the Session

#### Topic 3: Making Music with Logic

* Launching Logic
* Exploring the Interface
* Starting a Project with Apple Loops

#### Topic 4: Digital Audio Recording Settings

* Recording a Single Instrument
* Recording Additional Instruments

#### Topic 5: Editing Audio

* Deleting Unused Audio Files
* Importing Audio Files with the Browser
* Comping Takes, Flatten Take Folder

#### Topic 6: Editing and Programmig MIDI

* Importing MIDI Files
* Editing in the Piano Roll Editor

#### Topic 7: Programming Drums

* Programming a Drum Beat
* Editing Velocity and Accents
* Humanizing a Pattern and Creating a Snare Roll

#### Topic 8: Manipulating Tempo and Time Stretching

* Adjusting a Song’s Tempo to a Loop & a Loop’s Tempo to a Song
* Tempo Changes & Curves

#### Topic 9: Arranging the Song

* Using the Grid
* Inserting Time Signature Changes
* Using the Catch Function
* Using the Skip Cycle Mode

#### Topic 10: Mixing

* Preparing for Mixing
* Using the Mixer
* Individual Channel Strips for Ultrabeat
* Surfaces Region- vs. Track-based Automation
* Writing and Editing Offline Automation
* Recording Online Automation
* Using External Controllers

#### Topic 11: Troubleshooting Logic

* Getting Sound Out and In
* Getting MIDI Out and In
* Recovering Deleted Audio or MIDI Regions

Topic 12: Mastering

* An overview of stereo Mastering Equipment
* Contemporary Issues in Mastering
* Typical Mastering Processes
* File Management Principles

Topic13: Mastering Principles

* Signal Processing in Mastering
* Equalization in Mastering: Theory, Types and Techniques
* Compression Techniques in Mastering: Parallel Compression, Multi-band Compression

*Learning Outcomes*

1. Ability to creatively compose and produce music using Logic Pro or Logic Express
2. An understanding of the main processes used in mastering and appreciation of the contextual issues relating to mastering.
3. Competent knowledge of stereo mastering principles and techniques
4. Ability to use**Keyboard Shortcuts in producing and recording a song in the studio**

*Methods of Teaching/Delivery*

Lectures, tutorials, demonstrations, field trips, hands-on in the lab, group work, listening, and individual reading

*Modes of Assessment*

Course work

* Attendance and participation in class discussions: 5%
* Group assignments: 5%
* Mid-Semester test: 10%
* Lab Assignments: 20%

Final Examination

* Studio Project: 30%
* Written: 30%

*Selected Readings*

# Franz, David. 2004. *Recording and Producing in the Home Studio: A Complete Guide, Includes Pro Tools Hints and Tips.* Boston: Berklee Press.

# Mitch, Gallanger. 2006. *Acoustic Design for the Home Studio.* New York: Artistpro.

# Newell, Philip. 2008. *Recording Studio Design.* Second Edition. Boston: Elsevier.

# Owsinski, Bobby. 2009. *The Recording Engineer's Handbook*. Second Edition. Boston: Cangage Learning.

# Thompson, Daniel M. 2005. *Understanding Audio: Getting the Most Out of Your Project or Professional Recording Studio*. Boston: Berklee Press.