

SOUND DESIGN (SNDS)

SNDS 101 Sound for Film and Television (5 Credits)

This course introduces sound designers and filmmakers to the unique contributions that dialogue, sound effects and music bring to film and television. Students develop an applied understanding of the workflow and practices associated with soundtrack development. This course promotes effective collaboration between audio and video professionals. Students apply their knowledge and skills in the development of a basic soundtrack for live action film or television.

Attributes: Studio Elective Requirement

SNDS 102 Sound for Animation and Games (5 Credits)

This course introduces sound designers, animators and game developers to the unique contributions that dialogue, sound effects and music make to animation and interactive games. Students develop an applied understanding of the aesthetics, workflow and practices associated with animation and interactive games. This course promotes effective collaboration between audio and video professionals. Students apply their knowledge and skills in the development of a complete soundtrack for animation or in the development of assets for an interactive game.

Attributes: Studio Elective Requirement

SNDS 110 Fundamentals of Audio (5 Credits)

This course provides the building blocks for the study and practice of sound design. A wide range of topics are introduced including the physics of audio, synthesis, digital audio, basic engineering, ear training and desktop applications. Students develop an extensive lexicon associated with sound for media.

Attributes: Studio Elective Requirement

SNDS 125 Sound in Media (5 Credits)

The cultural impact of sound in media is explored from the creation of Edison's wax cylinder to the emerging technologies found in cutting-edge workflows. The development of sound technology and its influence on various media is examined from both a technical and aesthetic perspective.

SNDS 203 Field Sound Effects Recording (5 Credits)

This course focuses on techniques used to record and manage original sound effects (SFX) libraries. Students are introduced to specialized field recording equipment and gain staging and microphone theory.

Prerequisite(s): (SNDS 101; SNDS 102; SNDS 201 or SNDS 205) and SNDS 110 and (SNDS 125 or SNDS 225).

Attributes: Studio Elective Requirement

SNDS 206 Production Audio (5 Credits)

This course provides a thorough foundation for recording dialogue on film and television productions, both on set and in the field. The course progresses through single- and double-system audio acquisition, utilizing industry-standard microphones, recorders and mixers.

Prerequisite(s): FILM 100; SNDS 101; SNDS 201; SNDS 102 or SNDS 205.

Attributes: Studio Elective Requirement

SNDS 208 Immersive Sound Design (5 Credits)

Sensory environments engage and elevate how audiences experience immersive content. In this course, students investigate how multi-dimensional sound realities—including auditory perception, active listening and audio spatialization—enhance and manipulate immersive reality experiences.

Prerequisite(s): DIGI 130 or CMPA 110.

Attributes: Studio Elective Requirement

SNDS 212 Music for Media (5 Credits)

Students examine the relationship between music and visual media by exploring the roles of music supervisor, music editor and composer. Students learn how to spot and edit music to moving images, while developing the vocabulary needed to collaborate with directors, producers and composers.

Prerequisite(s): SNDS 101; SNDS 102; SNDS 201 or SNDS 205.

SNDS 223 Sound Editing (5 Credits)

Sound editing explores a comprehensive set of skills used by sound editors and sound designers in the development of the sound effects stem. These include specialized editing skills, signal flow and signal processing. These skills are complemented by the exploration of advanced principles of sound design and basic ear training.

Prerequisite(s): SNDS 101 or SNDS 102.

Attributes: Studio Elective Requirement

SNDS 308 Sound Art (5 Credits)

Students explore sound as a distinct fine art through the design, implementation and presentation of unique projects and installations. Experimental signal processing and progressive approaches to audio presentation are also fostered.

Prerequisite(s): SNDS 223.

Attributes: Studio Elective Requirement

SNDS 309 Modular Synthesis (5 Credits)

Students explore sound synthesis modularity in both the analog and digital domain, as well as learn basic programming skills in order to build their own sound synthesis environments. Concepts developed in this course inform the process of creating sound art and sound for game audio.

Prerequisite(s): SNDS 223.

Attributes: Studio Elective Requirement

SNDS 312 ADR and Voice-over (5 Credits)

This course develops the foundation for all forms of studio recording. Students explore specific techniques associated with automated dialogue replacement (ADR) and voice-over. Students work with directors and producers to develop a variety of film, television, radio, online and interactive game content.

Prerequisite(s): SNDS 101; SNDS 201; SNDS 102 or SNDS 205.

Attributes: Studio Elective Requirement

SNDS 313 Dialogue Editing (5 Credits)

This course focuses on editing and pre-dub techniques specific to production dialogue, ADR and voice-over. Students develop an ear for sonic issues and an eye for synchronization. File management skills are also emphasized along with the delivery requirements for the mix stage.

Prerequisite(s): SNDS 101 or SNDS 102.

Attributes: Studio Elective Requirement

SNDS 314 Music Sequencing (5 Credits)

This course provides students with comprehensive skill sets used in contemporary digital music production and the integration of digital music sequencing into traditional music production workflow. Topics covered include sound synthesis, electronic instrument development, advanced sequencing and MIDI mockup techniques.

Prerequisite(s): SNDS 101; SNDS 201; SNDS 102 or SNDS 205.

Attributes: Studio Elective Requirement

SNDS 322 Foley Production Techniques (5 Credits)

This course develops the skills and aesthetic associated with Foley production for all types of media production. Students learn and practice the roles of supervising Foley editor, Foley mixer and Foley artist. This course also has a strong practicum component, addressing the needs of the current film, animation and interactive game industries.

Prerequisite(s): SNDS 312 or SNDS 320.

Attributes: Studio Elective Requirement

SNDS 343 Make Yourself Audible: Professional Practices for Sound Designers (5 Credits)

Students receive a comprehensive overview of the professions and career-paths available within the field of sound design. Students learn how to devise professional and engaging cover letters, resumes, demo reels, and websites tailored to their areas of interest. Strengthening their communication and interview skills, students connect with a variety of professionals to launch their careers in sound design.

Prerequisite(s): SNDS 223 and (SNDS 313 or SNDS 345).

Attributes: Business-focused elective

SNDS 402 Music Production (5 Credits)

This course develops skill sets associated with the roles of assistant engineer, recording engineer and music mixer. Students develop a variety of approaches for recording a rhythm section and vocals. Students gain experience mixing on a large format console utilizing a variety of supporting technologies. Each student is responsible for securing talent and developing or acquiring their own music projects. The use of cloud collaboration as a source of projects and talent is explored and encouraged.

Prerequisite(s): SNDS 314.

Attributes: Studio Elective Requirement

SNDS 403 Sound Design Collaboration (5 Credits)

This course builds on the foundations of design theory and practice established in previous dialogue, sound effects and music courses. Students advance their skills while practicing various roles through collaborative projects. Advanced editing and signal processing are presented through hands-on activities. Class projects address film, television, animation and interactive game media.

Prerequisite(s): SNDS 313 or SNDS 345.

Attributes: Studio Elective Requirement

SNDS 409 Game Audio Design (5 Credits)

The development of game audio in this course contextualizes sound design theory and practice for game development. Special attention is given to non-linear audio, audio compression and unique delivery requirements.

Prerequisite(s): SNDS 403 or SNDS 316.

Attributes: Studio Elective Requirement

SNDS 419 Stereo Mixing (5 Credits)

The art of mixing music in stereo is explored and practiced. Advanced ear training skills are developed to facilitate the use of advanced signal processing. Students also develop skills utilizing a large mixing console.

Prerequisite(s): SNDS 403 or SNDS 316.

Attributes: Studio Elective Requirement

SNDS 429 Multi-channel Mixing (5 Credits)

This course exposes students to the technical and aesthetic considerations involved in mixing music, film and television in multi-channel formats. Students learn advanced session optimization and signal flow to develop a mix from predubs to printmaster. Students mix in 5.1 and 7.1 developing final assets for digital cinema package authoring.

Prerequisite(s): SNDS 403 or SNDS 316.

Attributes: Studio Elective Requirement

SNDS 440 Sound Supervision (5 Credits)

Sound supervision focuses on the development and management of a sound design team for audio postproduction for live action narrative, documentary and animation projects. In addition to dialogue and sound effects, the development of score and mix are also addressed.

Prerequisite(s): SNDS 403 or SNDS 316.

Attributes: Business-focused elective; Studio Elective Requirement

SNDS 479 Undergraduate Internship (5 Credits)

Internships offer students valuable opportunities to work in a professional environment and gain firsthand experience to help them prepare for careers. In an approved internship setting, a student typically spends one quarter working with an on-site professional supervisor and a faculty internship supervisor to achieve specific goals and objectives related to the program of study.

SNDS 501 Sound Mixing Aesthetics and Practice (5 Credits)

From iconic film scores to explosive space battles to the impassioned cry of a lost soul, sound mixers envelop audiences in the action, emotion and drama of cinematic storytelling. Students investigate and apply the cutting-edge recording, mixing and re-recording techniques used by industry professionals to complete the final mix. Students experience workflows and take on multiple roles in the creation of production audio, studio dialogue and sound effects for film, television and gaming.

Attributes: Studio Elective Requirement

SNDS 502 Sound Editing Artistry and Practice (5 Credits)

From a busy city street to the hushed wind of desert plains, sound editors layer, sculpt and create the sonic tapestries that transport audiences to imaginary yet believable worlds. Students in this course learn the artistry and practice of sound editing as it applies to film, game development, animation and other professions. Through exploring the unique roles of dialogue, music and sound effects, students learn to orchestrate levels of human perception, using sharp trained ears to create seamless soundscapes.

Attributes: Studio Elective Requirement

SNDS 503 History and Modern Trends in Sound Design (5 Credits)

Sound is an integral part of how audiences experience content — from video games to film and television to theme parks and attractions. Through the study of historical and contemporary sound design practices, students in this course learn to navigate the changing technological landscape of sound in entertainment. Students enhance their aesthetic sensibility and follow industry-standard workflows in audio postproduction.

Attributes: Studio Elective Requirement

SNDS 701 Sound Design for Film and Video (5 Credits)

This course examines audio production techniques, technologies and aesthetics related to the development of a compelling soundtrack. Students receive training in all phases of digital sound recording, editing and mixing. Students work with industry-standard location and field recording equipment. In addition, they learn advanced editing and mixing techniques associated with digital audio workstations.

Attributes: Studio Elective Requirement

SNDS 705 Production Mixing (5 Credits)

Mixing audio on set requires advanced skills and experience with film and television productions. This course places an emphasis on multi-channel mixing, as well as playback issues with music video production and large event coverage. Through in-depth and hands-on work, students gain essential insights and skill.

Attributes: Studio Elective Requirement

SNDS 729 Theory and Practice in Sound Design (5 Credits)

This course emphasizes the use and developments of sound in historic and contemporary media. Through analysis of the interrelationship between sound, culture and media theory, students develop a vocabulary for describing, and thereby begin to understand, the complexities of sound in media. Small research projects throughout the quarter give students an opportunity to develop the skills necessary for successful completion of the written component of sound design thesis project. The research projects are complimented by short studio projects that interpret topics discussed in class.

SNDS 730 Scoring to Picture (5 Credits)

The development of music cues for media requires specialized scoring skills. Students learn to edit and license pre-existing music. Through analysis of existing soundtracks, students develop an understanding of the function of music in narrative forms.

Attributes: Studio Elective Requirement

SNDS 734 ADR and Foley Mixing (5 Credits)

Through in-depth study and hands-on learning, students gain exposure to the techniques and workflow associated with ADR and Foley production. Students manage and record ADR and Foley sessions for a variety of exciting media productions.

Attributes: Studio Elective Requirement

SNDS 737 Game Audio Design (5 Credits)

Essential to any successful game, effective audio design relies on advanced production and editorial skills unique to game audio. In this course, students cut, design and prepare dialogue, SFX and music for use in cinematics and game play. Emphasis is placed on collaboration and creating a design approach that supports the vision of the game developer.

Attributes: Studio Elective Requirement

SNDS 741 Sound Effects and Dialogue Editing (5 Credits)

This course actively confronts the unique challenges and opportunities of editing dialogue and SFX for narrative media. Students delve into rigorous study of the selection, design and editing techniques associated with the development of design elements. Students develop exceedingly strong dialogue editing skills by manipulating production audio and ADR, while gaining essential, advanced, professional experience.

Attributes: Studio Elective Requirement

SNDS 743 Postproduction Methodologies (5 Credits)

Students gain specialized experience in postproduction methodologies. The needs of a large media project are evaluated by students, and a workflow, budget and schedule are designed to facilitate the project. Acting as supervising sound editors for original films, students assemble and lead teams of sound editors culminating in a complete soundtrack.

Attributes: Studio Elective Requirement

SNDS 749 Sound Design M.A. Final Project (5 Credits)

Essential to career preparation, this course focuses on the development of final project and supporting paper. The project represents the culmination of the student's progress throughout the program and demonstrates specialization and mastery fostered during participation in the program and includes both written and studio components.

Prerequisite(s): minimum score of 5 in 'Graduate Prerequisite Test'.

Attributes: Studio Elective Requirement

SNDS 752 Advanced Studio Recording (5 Credits)

Through advanced study, this course facilitates the development of music projects that are not tied to narrative media. Students work in a professional studio developing advanced recording techniques and workflow for a variety of styles of music and instrumentation, fostering skills integral to outstanding studio recording.

Attributes: Studio Elective Requirement

SNDS 755 Sound Design M.F.A. Studio (5 Credits)

This course provides students a forum for developing a topic for their M.F.A thesis. Students propose projects that facilitate further exploration in their chosen area of specialization. Topics and related resources are critiqued on a regular basis to provide feedback necessary for shaping a working thesis.

Attributes: Studio Elective Requirement

SNDS 756 Sound Art and Installation (5 Credits)

This course allows students to explore experimental and non-commercial approaches to sound. Innovative practices are fostered through advanced signal processing techniques, alternative exhibition formats and critical review of previous work in sound art.

Attributes: Studio Elective Requirement

SNDS 761 Audio Signal Processing (5 Credits)

Through advanced study and hands-on application, students develop skills in design, installation and the operation of advanced audio systems in this course. Students study audio systems found in live venues as well as in controlled studio environments. Students also learn how to evaluate recording and performance spaces and diagnose common problems associated with these environments.

Attributes: Studio Elective Requirement

SNDS 762 Advanced Modular Synthesis (5 Credits)

The art of sound synthesis is explored as applicable to sound design and music production in both the analog and digital domains. Students develop a thorough understanding of signal flow in an audio network. Modularity is discussed as a conceptual framework for creative problem-solving throughout the course.

Attributes: Studio Elective Requirement

SNDS 764 Electronic Music Production (5 Credits)

Students learn how to develop electronic music through the use of MIDI, synthesis and sampling technologies. Students explore the historic impact of electronics in sound arts. Students apply this knowledge in the creation of soundscapes for narrative and experimental work.

Attributes: Studio Elective Requirement

SNDS 776 Surround Sound for Media (5 Credits)

Multi-channel mixing takes a vital approach to the emerging trends in media exhibition. Students develop different workflows and aesthetics for music, film, television and game projects through rigorous, graduate-level study. An emphasis on the development of advanced control surface techniques and systems calibration is integral to the highly sophisticated career preparation students receive.

Attributes: Studio Elective Requirement

SNDS 779F Graduate Field Internship (5 Credits)

Students in this course undertake a field assignment under the supervision of a faculty member.

SNDS 779T Graduate Teaching Internship (5 Credits)

Students in this course undertake a teaching assignment under the supervision of a faculty member.

SNDS 790 Sound Design M.F.A. Thesis (5 Credits)

This is the culmination of the expertise and mastery developed during the course of the sound design graduate experience. The thesis consists of a single work representative of the specialization fostered during participation in the program. A written component demonstrates the research informing the development and philosophy of the work itself.

Prerequisite(s): SNDS 755 and minimum score of 6 in 'Graduate Prerequisite Test'.