

Mission Valley ROP
SOUND DESIGN FOR FILM AND VIDEO GAMES 2 SYLLABUS
2024-2025

Course Title: Sound Design For Film And
Video Games 2
Course Code: SDFV2
Units Of Credit: 20 UNITS
Meeting Times/Dates: 1:45-3:45 PM M-F
Instructor Name: Caitlyn Lee

Location/ Room #: ROP CENTER ROOM
101
Office Hours: By Appointment
Contact Info: 510-657-1865 x 15101
clee@mvrop.org

Course Description:

Sound Design For Film And Video Games 2 will be a primarily independent project-based course that will help returning students build onto their portfolios.

(UC "F" Credit)

Returning students will continue to build on their knowledge of music theory and ear training from the previous year. Subjects in Music Theory will include Chromatic scales, Pentatonic scales, Scale Modes, more note types, and basics of Seventh Chords. Basics of Digital Audio Workstation layouts and functions will be reviewed as they learn more about Automations, shortcuts, and the Inspector Panel. Knowledge of MIDI will be expanded as an intermediate understanding of the Piano Roll functions and layouts are explored. They will learn more advanced levels of the sound design practices they learned from their previous year. Intermediate Mixing and Mastering will aid them as they turn in final projects for Semester 1. Semester 2 will have students learning about more intermediate parts of the game audio design and implementation process as they explore more functions of Unreal Engine and Wise

Units to include an introduction to:

- Intermediate Music Theory/Ear Training
- Intermediate Digital Audio Workstation Layouts/Functions
- MIDI /VST's (cont)
- Mixing and Mastering
- Intermediate Recording Techniques
- Intermediate Live Sound
- Intermediate Multi-track Recording
- Online Portfolio Presentation

Prerequisites:

Sound Design for Film And Video Games 1
Basic computer skills
Recommended 10th grade reading level

Course Objectives:

To build on previous knowledge of music theory concepts, equipment, and processes. Students will continue to compose music and integrate sound effects in a professional manner while learning about the sound design industry, culture, and practices

Learning Outcomes:

- Graduate from Basic Music Theory to Intermediate Music Theory
- Learn about more intermediate Digital Audio Workstation layouts and functions
- Create multiple sound design projects

- Develop skills in studio recording for Foley and ADR sessions
- Develop and practice safety procedures with equipment in recording settings
- Build on knowledge of the role of Blueprints in Unreal Engine
- Polish Online Portfolio and develop presentation skills

Required Text, Materials, Tools, Resources provided by the instructor include:

Avid Pro Tools, Logic Pro X, Microphones, Speakers, Sound Boards, Cables and Connectors, Mic Preamps, MIDI Keyboard Controllers, and Computers

Each student is encouraged to bring a flash drive/external hard drive to save his/her projects and student portfolio. The portfolio will include a resume, completed job application, one outstanding work sample/project, and a certificate of completion for every student earning a grade of C or better.

Grading Policy:

Standard grading policy of:

- Less than 59% = F
- 60-69% = D
- 70-79% = C
- 80-89% = B
- 90-100% = A on all class work, tests, and projects

Assignment Category Breakdown:

Tests & Projects	50%
Classwork	30%
Career Professionalism	20%

Classroom Rules And Procedures:

Rules:

1) **Respecting Each Other**

Students must show respect for each other. This includes refraining from insults, using inappropriate language, and not disrupting anyone's academic time.

Consequences: Deduction of professionalism points and/or facing administrative attention

2) **Using/Respecting Classroom Equipment**

Students must respect all classroom equipment. This entails using equipment properly and not damaging them from misuse.

Consequences: Deduction of professionalism points, facing administrative attention, and potentially playing for broken equipment

3) **Use Of Personal Devices** Students may not use personal electronic devices in class unless it is an emergency.

Students must inform the instructor if there is an emergency and ask permission to use their device in these instances

Consequences: Deduction of professionalism points, confiscation of personal device, facing administrative attention. May have to fill out an "action plan" if problem persists.

4) **Independent Study**

If students have completed their assignments for the day, they may use their spare time to work on assignments from other classes. Students must show the instructor that they have completed their assignments and ask for independent study time before pursuing it.

Consequences: Deduction of professionalism points, confiscation of personal device (if involved), facing administrative attention. May have to fill out an "action plan" if problem persists.

Procedures:

Start Of Class Procedures:

- 1) Enter the classroom and check the assignment table to see if there are any papers/worksheets that need to be picked up for the day
- 2) Pick up a pair of headphones from the headphone cabinet and a MIDI keyboard from the Keyboard cabinet.
- 3) Ask instructor for a MIDI cable for their keyboards
- 4) Check the board for the Daily Question (Starting assignment) and complete them in a Google Document.

Attention Up Front Procedures

- 1) When the instructor says
 - Attention Class
 - Eyes Up Front
 - Can I Get Your Attention
 - Etc.

Students will stop what they are doing, quiet down, and give their undivided attention to the instructor.

- 2) When the instructor taps on the microphone, students will stop what they are doing, quiet down, and give their undivided attention to the instructor.

Turning In Assignments

- 1) At the beginning of class, turn in any homework from the previous day to the Assignment Table bin. For online assignments, turn in your work to the appropriate Google Classroom assignment slot
- 2) For Quizzes and Tests, each row will pass their assignments up to the front for the instructor to collect

Asking For Help

- 1) If a student requires assistance, they must raise their hand and wait for the instructor to make their way to them
- 2) If the matter is urgent, students must raise their hand and call the instructor's name

Restroom Breaks

- 1) If a student needs to use the restroom, they must either raise their hand and ask to use the restroom or approach the instructor in down time to ask
- 2) Before going, they must use a sign out sheet writing their name and the time they went to the restroom
- 3) They must take the restroom pass with them
- 4) When coming back to the classroom, they must return the pass and write the time they came back on their sign out sheets

Using Equipment

- 1) If a student needs to use equipment outside of the assigned assignment, they must first ask the instructor if they can use them
- 2) The instructor must retrieve the inquired equipment for the student.
- 3) When the student is done, they must put the borrowed equipment away properly and return them to the instructor

Group Assignments

- 1) When there is a group assignment, the instructor will announce the required group sizes and objectives.
- 2) Students will either break up into their assigned or chosen groups per those instructions
- 3) Student groups must fill out a sheet detailing what each member's assigned task is and turn it into the instructor before starting their assignment
- 4) Once the assignment is complete, students will individually fill out a sheet reflecting on their work and evaluate their group member's work and contributions.

Putting Equipment Away At The End Of The Day

- 1) Students will put their headphones and cables into the bag in which they came from
- 2) Students will unplug their MIDI keyboards and cables

- 3) Headphones will be put away in the Headphones cabinet and MIDI keyboards into the Keyboard Cabinet in a neat and organized manner
- 4) Students will return their MIDI cables to the instructors
- 5) Students will shut down their computers

Dismissal

- 1) Five minutes before dismissal, students will make sure that their workstations are clean and fully packed up
- 2) They will make sure their computers are shut off.
- 3) They will stay at their desks until it is officially time to be dismissed
- 4) When dismissal time comes, the instructor will dismiss them and tell them to have a good day

Weekly Assignment Schedule:

Weekly assignments will be posted on the board above the instructor's desk. Assignments are due by the specified date from the instructor. Daily questions will be written on the board every day, and students must answer each and turn them in at the end of the week.

Mission Valley ROP's mission is to prepare students for employment and career preparation via post-secondary educational opportunities. Just as in business and industry, where employees are expected to show up on time every day, Mission Valley ROP students are expected to be on time for classes every day. If your home high school has no school, a minimum day, or an optional student event that may conflict with your Mission Valley ROP class, you are still expected to attend your Mission Valley ROP class.

Make up assignments will be given for excused absences only, which include medical, legal, or bereavement circumstances. Failure to complete make up assignments will adversely affect your grade. If you are tardy or miss a Mission Valley ROP class multiple times, your grade will be adversely affected. If you are more than 30 minutes late, you will receive a cut.

Students must arrive on time to class. Talking on a cell phone or having personal conversation outside the class is unproductive and will be considered a tardy. Tardiness reduces instructional time and is disruptive to the classroom. Tardies, ay prevent the student from receiving a course certificate.

Perfect attendance certificates will only be issued to students who have no absences or tardies. There are no exceptions.

Career Professionalism:

Attendance is a core component of Career Skills and Professionalism. Career Skills and Professionalism heavily counts towards your grade in this class. Your daily Career Skills and Professionalism is worth 10 points (50 in total for a week)

Per day If you are tardy, disruptive, or not displaying appropriate Career Skills, it will cost you 5pts for your Career Professionalism grade. for each occurrence. Lack of any can jeopardize your grade and a recommendation from your instructor. Multiple absences and tardiness will be reported to your home school and will result in you being dropped from the program.

(ADDENDUM)

Make up assignments for excused absences only. Excused absences are as follows: Medical/Illness, Legal/Court, or Bereavement. If a student misses more than 3 days for an illness, a note from an MD is required. If a student is absent for any legal matter, he/she must provide the appropriate documentation. If a student is absent for bereavement circumstances, the appropriate documentation must be given to the instructor. If a student misses more than 3 days for any other reason, a contract with the teacher must be established. This is especially important for planned absences. Failure to complete makeup assignments will adversely affect your grade. An email or a NOTE with parent/guardian

contact on it must accompany you back to class. Medical related absences three consecutive days or more should be accompanied with a doctor's note.

Additional Policies and Procedures Of The Classroom:

Mission Valley ROP is committed to preparing students for the workforce. This preparation includes technical skills as well as business ethics. Mission Valley ROP does not condone cheating. Any student caught cheating on an exam or copying work from other students will be given one warning and a failing grade on that assignment. Any subsequent incident will result in termination from his/her Mission Valley ROP program, a failing grade, and loss of credits.

No foods or drinks (with the exception of water in clear plastic bottles) will be allowed in MVROP buildings, including classroom, lobby, hallway, and restrooms. The Student Lounge is the only room where food or drinks other than water should be consumed. Students violating this policy will receive one warning. Any subsequent incident will result in termination from his/her entire program.

Students completing this course with a grade of C or better will receive a Mission Valley ROP Certificate of Completion listing competencies achieved in the course.

COURSE SCHEDULE: (Subject to change throughout the year)

UNITS (Semester 1)

1. Intermediate Music Theory/Ear Training
2. Basics Of Digital Audio Workstations Review
3. Intermediate Digital Audio Workstation Layouts/Functions
4. Intermediate VST's (Virtual Instruments)
5. MIDI Basics Review
6. Intermediate MIDI
7. Studio Recording for Foley/ADR
8. Lyric Writing
9. Mixing Basics Review
10. Introduction to Mastering

UNITS (Semester 2)

11. Sound Design History
12. Unreal Engine Review (Sound Cues, Nodes, Triggers, Etc)]
13. Unreal Engine Blueprints
14. Wwise
15. Sizzle Reel
16. Online Portfolio

In-Class Events:

Students are required to work in various groups to complete class projects. Each student must individually submit each class project to the instructor.

Course Content Waiver

I would like to inform you that our Music Production and Sound Design Classes may occasionally include content with offensive language, as students are often exposed to a wide variety of musical genres, artistic expressions, and graphic gaming content. I strive to create a respectful and inclusive environment, and I will make every effort to address and contextualize any inappropriate language and content that may arise during lessons. If you have any concerns or questions, please do not hesitate to contact me.

Parent/Guardian Initials_____

Signature:

Print Student Name:_____

Student Signature: _____

Date:_____

Print Parent Name:_____

Parent Signature: _____

Date:_____