
Mustc 223 Multitrack Music Production 3

Spring Quarter 2009

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www.revolvercreative.com/shoreline
Office Hours: M 3:30-4:45 / T 2:00-3:15 / W 3:30-4:45 / Th 2:00-3:15

Class Times Section 1 – Tuesday 3:30pm - 6:20pm – Room 818
 Section 2 – Thursday 3:30pm - 6:20pm – Room 818

Prerequisites Mustc 121, 122, 123, 221 and 222 or instructor permission

Credits 3 credits are awarded upon successful completion of class

Course Description Students learn the operation of a multitrack recording studio and work as engineers on a variety of projects. Instruction combines demonstration and hands-on learning opportunities. Student option grading.

Upon successful completion of the course, students will have the skills needed to operate a multitrack audio production studio; plan, manage, and direct a recording session; and make creative production and engineering decisions.

Books & Materials

Required Textbook

- *Behind the Glass*, by Howard Massey
- *Recording Tips for Engineers* (2nd Edition) by Tim Critch

Recommended Textbooks

- *The Mixing Engineers Handbook*, written by Bobby Owsinski
- *Understanding Audio* (1st Edition) by Dan Thompson
- *Tape Op* magazine, *Mix* magazine, *EQ* magazine, and other audio recording periodicals.

Other Required Materials:

- A suitable Firewire hard-drive (7200 RPM, Oxford 911 chipset)
- CDRs
- Sharpie Markers
- Console Tape (White painters tape)
- Large envelopes (for turning in projects)
- Access to the internet (Some materials will be on the class website, listed above)

Late Assignments **Late weekly homework will not be accepted.** Other projects will be penalized by 20% per class. If you know that you are going to have a problem meeting a deadline and bring it to Matt's attention beforehand, there may be a way to work out a solution.

Attendance The course material contains complex subject matter. Attendance and class participation are essential to the successful completion of the course. You are expected to participate fully, and stay present for the duration of the class. It is your responsibility to keep up with all material presented in class. Call or email Matt, prior to the beginning of class if you know you will be absent. Attendance will be taken at the beginning of class. If you arrive late it is your responsibility to see Matt after class to discuss your attendance. Tardiness, taking extra long breaks, and leaving early will be noted. **Any missed tests or assignments must be completed before the next regularly scheduled class meeting.**

In addition to regular class attendance, it is essential that students have flexibility in their schedules to allow for participation in sessions and lab time scheduled outside of class.

Grading Production Project 1 – 30%
Production Project 2 – 30%
Hands-on Final – 10%
Weekly Homework & Reference CD – 15%
Participation – 15%

Extra Credit will be rewarded to students who record a student or faculty recital, rehearsal, or other performance. The project must be handed in before or during the last week of classes and must contain a CD or your work and a 2-3 page session report.

Weekly Homework Accompanying the weekly reading assignment will be a brief written assignment that will be due at the by the week's first meeting. The assignments will be found on the class website (www.revolvercreative.com/shoreline) in PDF format and will be submitted online using the Online Homework Submission Interface at the following address: <http://www.revolvercreative.com/ohsi/>, unless otherwise noted on the assignment. Weekly Assignments will not be accepted late.

Plagiarism and Cheating Each student is expected to exhibit academic integrity. Shoreline Community College does not permit any form of academic dishonesty, such as cheating or plagiarism. Plagiarism is the intentional submission of another's work as one's own. This will result in a failing grade for the assignment. Students who are found cheating on a test (that is, copying from another student's answers, giving a test to another person, etc.) will receive a 0% on the test and can lead to failing the class.

Students with Disabilities Students with disabilities that have accommodation needs are required to meet with Disabled Student Services (206-546-5832) to establish their eligibility for accommodation. Please review your accommodation requirements with Matt so that he understand and can meet your needs.

Booking **Studio assignments** must be booked, by the **booking deadlines**, through the Shoreline Community College Studios website (www.shoreline.edu/sccstudio). Be sure to check the online studio schedule and select an available block of time before you submit a scheduling request. The available blocks of time will be labeled with the project title (example: "Mix 1"). If a block is taken, it will contain a student's name. The booking deadline will be announced in class for each project.

After regular class projects have been booked, students may request any **open time** on the schedule for miscellaneous projects. Make the request on the SCC Studios website (www.shoreline.edu/sccstudio). Check the online room schedule to **make sure the room you need is available**. List your room request on your studio schedule request. When an open request is confirmed, it will be posted on the studio schedule.

Mics, headphones, etc. must be reserved to make sure they are available for a session. If you require a small amount of items, make request through the SCC Studios website. For larger sessions, list the equipment you need on a Mic Assignment sheet (available in the studio office), with your name and studio session time at the top, and turn it in to the studio supervisor. These lists are kept in a notebook in the office. If you are requesting lots of things, for a large session, prior approval from the instructor may be required.

Missing a session is a big deal! Someone else could have used that time. If you miss a scheduled session, you will not be able to book any studio time until the instructor has cleared you.

Project Guidelines

The following criteria apply to all projects.

1. All late projects will be graded as late. Your grade will drop 20% for every week late.
2. All projects require a 2-3 page session report. The session report will be a synopsis of your session and must include justification for all technical and creative decisions you make. It will also include a description of anything you learned from the experience, as well as discussion of anything you would do differently next time. The session reports MUST be word-processed, properly formatted, and well composed. Please, do not use Note Pad or Text Edit, it MUST look professional. Remember, the library has computer labs for all your word processing needs.
3. All engineering projects require technical documentation. This includes console recall sheets, outboard gear settings, and microphone setup sheets.
4. All projects require completed session contracts.
5. If you do not finalize your CDR before handing the project in, your grade for the project will drop two letter grades, without exceptions.
6. The song on the CD must start right away, do not leave 30 seconds of silence.
7. All material handed in must include the following information:
 - Your name
 - Project title (example: Mixdown 1)
 - The name of the artist
 - The name of the song
 - The date
 - Your email address

Rules for Facility Use

1. **No food or drink is allowed** in the recording or MIDI studios. There is no smoking allowed anywhere inside the building. **Alcohol is not permitted anywhere on the college campus.**
2. **If you are going to be late for a studio session, you must call the studio** and notify the supervisor of your situation. If we receive no word from you, your time will be given to someone else **10 minutes** after your scheduled start time.
3. If you miss your session without notifying Cody 24 HOURS in advance your grade for the project will drop a full letter grade.
4. If your session runs late, by any amount of time, your grade for the project will be dropped a whole letter grade. If there is a technical problem that is out of your control, you must still finish on time, but the studio will owe you the lost time. Please check out with the supervisor if you finish early. Your remaining time may be given to someone else.
5. **The head engineer is responsible for "zeroing" the studio.** Credit for the project will not be awarded if the studio is not properly zeroed. Also, the students involved will lose practice time privileges for a period of time determined by the instructor and studio manager. Zeroing includes:
 - Picking up all trash, in any areas used in the session, including the outside stairwell.
 - Returning all equipment to its proper place.
 - Properly wrapping and returning all cables to their proper place.
 - Straightening up in the classrooms if things were moved for the session.
 - Zeroing the console.
 - Pulling all patch cables.
 - Removing console tape.
6. Be sure your hands are clean before using the studio equipment.
7. The door to the studio should remain closed and locked unless the supervisor on duty has propped it open. See the supervisor for admission to the studio.
8. **Do not unplug cords or cables from behind the equipment.** Access to all equipment is through the patch bays on the console or the wall in studio A. If you need assistance ask the studio supervisor.