



Course Syllabus

Course Code	Course Title	ECTS Credits
MUTX-311	Music and Sound for the Moving Image	6
Prerequisites	Department	Semester
MUTX-202	Music and Dance	Spring
Type of Course	Field	Language of Instruction
Concentration	Music Technology	English
Level of Course	Lecturer(s)	Year of Study
1 st Cycle	Dr. Christina Georgiou	4
Mode of Delivery	Work Placement	Co-requisites
Face-to-face	N/A	None

Course Objectives:

The main objectives of the course are to:

- Explore the function of music and sound in moving image projects, through case studies.
- Provide an introduction to key sonic elements, techniques and approaches of enhancing visuals, by implementing sound design and original scoring through assignments

Learning Outcomes:

After completion of the course students are expected to be able to:

- 1) Analyze visual/audio components and project structure.
- 2) Determine the key sonic elements (musical and non-musical components) within moving image projects and understand their context and function.
- 3) Demonstrate the understanding and aesthetic approach of sound and music within films, TV spots, videogames, theatre and dance performances etc. both historically and in the present time.
- 4) Compose music for the moving image implementing a variety of stylistic and sound-design approaches
- 5) Illustrate the knowledge of recording techniques, as well as notation idiosyncrasies in software (e.g. timestamp, hit-points, etc.).
- 6) Illustrate a practical understanding of fundamental skills for producing sound for film, television, computer games, stage plays etc.

- 7) Recite the delivery formats required for different types of moving image projects
- 8) Demonstrate essential communication skills for effective collaboration with other moving image professionals and clients.

Course Content:

- Key sonic elements of moving image projects (musical and non-musical sound components, diegetic and non-diegetic music etc.)
- Approaches of sound and music within different types of moving image projects (visual punctuation)
- The sounds of early and contemporary cinema, radio and television
- Theory and practice in sound synthesis and sampling
- Multi-track and field recordings for various projects. Use of Sound Effect libraries.
- Notational and sound idiosyncrasies in animated films and video games.
- Use of voice-overs, dubbing and dialogue in television or film production.
- Registering original works, clearing rights for sample use, editing pre-existing material, using temp tracks
- Communicating with the client and meeting the project requirements

Learning Activities and Teaching Methods:

Lectures, assignments, projects, class participation, final examination

Required Textbooks / Readings:

Title	Author(s)	Publisher	Year	ISBN
On the track: A guide to Contemporary Film Scoring	Karlin, Fred	Routledge	2004	978-0415941365
Sound Design: The expressive Power of Music, Voice and Sound Effects in Cinema	Sonnenschein, David	Michael Wiese Productions	2001	978-0941188265

Recommended Textbooks / Readings:

Title	Author(s)	Publisher	Year	ISBN
The Art and Craft of Audio Post Production for the Moving Image	Avarese, John	Bloomsbury Academic	2017	9781501327476
Silent Film Sound	Altman, Rick	Columbia University Press	2004	978-0231116624
Audio-vision: Sound on Screen, trans. Claudia Gorbman	Chion, Michel	Columbia University Press	2009	978-0231078993
Drawn to Sound: Animation Film Music and Sonicity	Coyle, Rebecca	London : Equinox Publishing Ltd	2010	978-1845533526 978-1845538064