



Course Syllabus

Course Code	Course Title	ECTS Credits
MUTX-311	Music and Sound for the Moving Image	6
Prerequisites	Department	Semester
MUTX-202	Music & Dance	Spring
Type of Course	Field	Language of Instruction
Thematic Area	Music Technology	English
Level of Course	Lecturer(s)	Year of Study
1 st Cycle	Dr. Christina Georgiou	3 rd – 4 th
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:

- Analyze visual/audio components and project structure.
- Determine the key sonic elements (musical and non-musical components) within moving image projects and understand their context and function.
- 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.
- Compose music for the moving image implementing a variety of stylistic and sound-design approaches
- Illustrate the knowledge of recording techniques, as well as notation idiosyncrasies in software (e.g. timestamp, hit-points, etc.).
- Illustrate a practical understanding of fundamental skills for producing sound for film, television, computer games, stage plays etc.
- Recite the delivery formats required for different types of moving image projects
- 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

Assessment Methods:

Class attendance and participation; Assignments; Projects; Final Examination

Required Textbooks / Readings:

Title	Author(s)	Publisher	Year	ISBN
<i>Scoring the Screen: The Secret Language of Film Music</i>	Hill, Andy	Hal Leonard	2017	978-1495073731
<i>Sound for Moving Pictures: The Four Sound Areas</i>	Hillman, Neil	Focal Press	2021	978-0367517786

Recommended Textbooks / Readings:

Title	Author(s)	Publisher	Year	ISBN
<i>The Art and Craft of Audio Post Production for the Moving Image</i>	Avarese, John	Bloomsbury Academic	2017	978-1501327476
<i>Composing Audiovisually: Perspectives on audiovisual practices and relationships</i>	Harris, Louise	Focal Press	2021	978-0367346911
<i>Audio-vision: Sound on Screen, trans. Claudia Gorbman</i>	Chion, Michel	Columbia University Press	2009	978-0231078993
<i>Drawn to Sound: Animation Film Music and Sonicity</i>	Coyle, Rebecca	London : Equinox Publishing Ltd	2010	978-1845533526 978-1845538064