

MUSIC INDUSTRY (MUIN)

MUIN 1561 Recording Workshop 3 s.h.

Introduction to the music recording process and the recording studio. An overview of music recording grounded in history and the principles of acoustics. An exploration of analog and digital technology involved in music recording.

MUIN 1564 Microphone Techniques 3 s.h.

Investigation of the characteristics of different microphones, microphone design, microphone selection, and microphone placement. The accessories of various miking situations will be investigated. Experiments with different microphone techniques in both the analogue and digital domains.

Prereq.: MUIN 1561 or permission of instructor.

MUIN 2622 Studio Ear Training 1 s.h.

Studio ear training will feature active listening across the frequency spectrum. Students will examine EQ, delay, compression, and harmonic modulatory effects from an aural perspective through the lens of the listener to aid in the recording and mixing environment.

Prereq.: MUIN 1561 or permission of instructor.

MUIN 2662 Live Sound Production 3 s.h.

This course prepares students for how to configure, operate, and optimize live sound systems in order to amplify an ensemble of musicians in a variety of indoor and outdoor event productions.

Prereq.: MUIN 1561 or permission of instructor.

MUIN 3700 Survey of Music Industry 2 s.h.

A general overview of the major functional areas of the music industry, with attention to the theoretical foundations and practical application of current business practices in the music industry.

Prereq.: Junior standing or permission of instructor.

MUIN 3739 Dana Records 3 s.h.

This class meets once a week for the three credit hours to facilitate hosting in-person recording sessions, applying knowledge with clients in the studio. Other topics include marketing, branding, website, advertisement, pricing model, duplication, distribution, and other current topics. This course will create a collaborative project.

Prereq.: MUIN 1561 and MUIN 3765.

MUIN 3742 Video and Sound for Games and Film 3 s.h.

Basics of video editing for the recording engineer; synchronization of sound to video, foley engineering, theory of surround panning and mixing. Mixing audio and sound design for video games.

Prereq.: MUIN 1561.

MUIN 3762 Digital Sound Production 3 s.h.

An overview of MIDI and electronic musical instrument technology. Sequencers and mixing in the MIDI environment. Basic compositional techniques using MIDI and the computer and the application of MIDI in the music recording environment.

Prereq.: MUIN 1561.

MUIN 3763 Digital Recording and Editing 2 s.h.

A study of both linear and non-linear music recording and editing various hardware and software options, as well as the production of recording projects in both domains.

Prereq.: MUIN 1561.

MUIN 3764 Advanced Microphone Techniques 2 s.h.

Investigation of the characteristics of different microphones, microphone design, microphone selection, and microphone placement. The accessories of various miking situations will be investigated. Experiments with different microphone techniques in both the analogue and digital domains.

Prereq.: MUIN 3763.

MUIN 3765 Advanced Recording and Digital Editing 3 s.h.

Expertise in multiple DAW software with both linear and non-linear editing techniques joins an investigation in hybrid mixing with the SSL Origin 32 console and other analog gear; the course features advanced techniques in noise reduction and restoration techniques and a multitude of plug-in effects and outboard hardware gear. 3 s.h.

Prereq.: MUIN 1561.

MUIN 4833 Career Development in Music 3 s.h.

Development of the professional skills necessary for a sustainable career in music. Self-marketing, business and finance, networking, and interviewing topics will be explored. Creation of professional documents needed for personal promotion in the industry.

Prereq.: MUTC 3733 or MUTC 3712.

MUIN 4866 Recording Internship 3 s.h.

Practicum in appropriate music recording environments. Addresses all aspects of the music recording industry. Students communicate weekly with the professor to share and discuss experiences from the intern position. An average of 3-5 hours per week will be spent in the field.

Prereq.: MUIN 3765 and senior standing in music recording.

MUIN 4867 Senior Project 3 s.h.

Capstone experiences are expected of all seniors in the degree programs of the department. This capstone project represents a significant demonstration of practical or scholarly ability in one of the sub-disciplines of audio and music production. Faculty approved project proposal and presentation of capstone project in a public exhibition is required. Grading is A, B, C, NC/PR.

Prereq.: MUIN 3765 and senior standing in music recording.

MUIN 5878 Special Topics in Music Industry 3 s.h.

Topics in music industry and recording arts not covered in regular upper-division offerings. Topics may include event planning, copyright law and music publishing, grant writing and fundraising. May be repeated once with a different topic.

Prereq.: Junior or senior standing.

MUIN 5878B ST Exp Synth/Sound Creation 3 s.h.

Topics in music industry and recording arts not covered in regular upper-division offerings. Topics may include event planning, copyright law and music publishing, grant writing and fundraising.

Prereq.: Junior or senior standing.