Instructor: Rob Kaplowitz (917) 541-7942 / <u>rkaplowi@theater.umass.edu</u>

Mondays, 2:00 to 5:00 pm

What is theatrical sound design? Funny you should ask...

Introduction to sound design attempts to answer that question, exploring what sound design is, how to look at a text and launch your creative process, and how to take the ideas based on that creative process and turn them into sounds to be used in a show. This is all done through a series of introductory lab projects and then a complete design for a short play, all while learning 3 new pieces of software. This is a highly interactive class, where student participation is key; students will be expected to take part in each others projects, as well as creating their own work.

Date	Covered	Assignment (due the	Reference
01/07		following week)	Info
01/26	Intro, student level assessment, sound design	Record 10 sounds,	
	philosophy, brief technical overview, lab intro,	begin listening	
	journal intro, music intro.	journals	
02/02	Listen to selected sounds & discuss.	Build Non-narrative	ProTools
	Listen to Listening Journals	Collage (1-3 minutes)	Basics 1
	PRO-TOOLS 1: Getting sounds in, playing with	1 Listening Journal	
	soundfiles, volume and pan.	entry	
02/09	Listen to Non-narrative Collages	Build Narrative	ProTools
	Listen to Listening Journals	Collage (1-3 minutes)	Basics 2
	Discuss Narrative Collage	1 Listening Journal	
	PRO-TOOLS 2: Q&A, Plug-Ins, Auxes		
02/16	Listen to Narrative Collages, Listening Journals	"I'll Go Get Phil"	ProTools
	Introduce and Discuss "I'll Go Get Phil"	project, including cue	Recording
	Introduce Cue Synopsis	synopsis	& Sample
	PRO-TOOLS 3: Voice Over's, Mic Technique	J 1	Cue
	1		Synopsis
02/23	Present "I'll Go Get Phil" projects	Read All Final Plays,	Final
02/28	Intro Word Response	1 Word Response	Plays
	PRO-TOOLS catch all	1 Word Response	
03/02	Discuss final plays & assign teams	Final Play Emotional	
	Listen to Word Responses	Response: director	
	Listen to Word Responses	AND designer	
03/09	Listen to Emotional Responses	Final Play research, 2	Reason 1
	Discuss Research, sources.	sources, Cue Synopsis	Ttouson 1
	REASON #1 – What's a sampler &how to use it?	sources, oue synopsis	
03/23	Present Research, hand in Cue Synopsis	Final Play rehearsal,	Signal
	Signal Flow – what is it, and why?	Signal flow sample	Flow
03/30	Runthroughs of all Final Scenes	Revise Cue Synopsis	Reason 2
	REASON #2 – What else can we do?	based on runthru, 4	Reason 2
	INLINGOR #2 - What else can we do:	cues for Final	
04/06	Review cues, discuss challenges, true tales of	Final Roughs	
04/00	show business	That Roughs	
04/13	Present Final Preliminaries	Final Finals	SFX 1
		Final Finals	SFX I
	SFX #1 – What is it? How does it work?	D 1 '11M 111'	CEVA
04/20	Present all Final cues in ProTools	Prebuild Medallion	SFX 2
	SFX #2 – Getting from ProTools to SFX, etc.	SFX in the Lab	
04/27	Tech Finals in the Black Box	Revisions based on	
-30		tech	
05/04	Final Project Marathon.	Vacation	

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<u>Grading Policy: Total Grade = 100 Points</u>

Homework: 10 Classroom Participation: 10
Non-Narrative Collage: 10 Narrative Collage: 10
"I'll Go Get Phil": 10 Final Project: 40

Instructor discretion: 10

If you're not in class, your classroom participation grade automatically becomes a "F." and you won't be able to present and discuss your homework, which means that grade becomes an "F" as well. This will certainly have a detrimental impact on your grade. But, much more importantly, if you miss a class, you'll miss that week's ideas, information & technology, and that's going to make it a whole lot harder for you to do your work. None of us want that. (Limited documented excused absences are, of course, acceptable.)

Grades are based not on a sense of "right" or "wrong" but on how you connect your ideas to their execution. Your product is important only in as much as it is to be a fulfillment of your process.

You must back up your work. In the real world, if the director shows up for a listening meeting and you don't have anything to play for her/him, then you're not too likely to work with that director again... All assignments are expected to be handed in when due; "the computer crashed" may be true, but it sounds a lot like "the dog ate my homework." We all deal with computer crashes regularly in this industry; we also all show up with the expected product.

Lastly – please bring all of your sound assignments on CD, and hard copies of all of your written assignments that I can take away with me. I will give it all back at the end of the semester!