### Audio Production

**QUARTERS 1-3**
- **AUDB101**: Fundamentals of Audio
- **AUDB102**: Music Theory for Audio Professionals I
- **AUDB103**: Audio Technology I
- **AUDB111**: Survey of the Audio Industry
- **AUDB113**: Digital Audio I: Introduction to the Interface
- **AUDB123**: Video Production for Audio
- **AUDB202**: Music Theory for Audio Professionals II
- **AUDB213**: Audio Technology II
- **AUDB243**: Digital Audio II: Digital Audio Systems

**QUARTERS 4-6**
- **AUDB133**: Audio Recording I
- **AUDB203**: Production Sound
- **AUDB205**: Listening & Analysis
- **AUDB209**: Portfolio I
- **AUDB223**: MIDI Systems
- **AUDB233**: Post-Production Sound
- **AUDB253**: Audio Recording II
- **AUDB313**: Digital Audio III: Mixing
- **AUDB333**: Sound for Interactive Media

**QUARTERS 7-9**
- **AUDB143**: Electronics I
- **AUDB263**: Live Sound Reinforcement I
- **AUDB273**: Electronics II
- **AUDB302**: Synthesis & Sound Design
- **AUDB312**: Special Topics
- **AUDB323**: Advanced Recording Techniques I
- **AUDB353**: Live Sound Reinforcement II
- **AUDB408**: Business & Culture of Audio
- **AUDB409**: Portfolio I

**QUARTERS 10-12**
- **AUDB283**: Audio Distribution Technologies
- **AUDB403**: Senior Project
- **AUDB404**: Internship
- **AUDB418**: Media Business Practices
- **AUDB409**: Portfolio II
- **AUDB418**: Media Business Practices
- **AUDB418**: Program Elective II

**GENERAL EDUCATION**
- **EN101**: English I
- **EN102**: English II
- **MT113**: Ideas of Mathematics
- **COM105**: Public Speaking
- **HU120**: World Music Development
- **PS101**: Introduction to Psychology
- **EN305**: Professional Communications
- **HU305**: Critical Thinking
- **SC116**: Acoustics
- **EN305**: Professional Communications
- **HU305**: Critical Thinking
- **SC116**: Acoustics
- **General Education Elective I**
- **General Education Elective II**
- **General Education Elective III**

**PROGRAM FOCUS**

**ENGLISH I**

**ENGLISH II**

**IDEAS OF MATHEMATICS**

**PUBLIC SPEAKING**

**WORLD MUSIC DEVELOPMENT**

**INTRODUCTION TO PSYCHOLOGY**

**GENERAL EDUCATION ELECTIVE I**

**GENERAL EDUCATION ELECTIVE II**

**GENERAL EDUCATION ELECTIVE III**

**PROGRAM ELECTIVE**

**INTERNATIONAL DATA**

**ACOUSTICS**

**BACHELOR OF ARTS — 180 CREDITS**

START DATE ____________________________
LENGTH OF QUARTER __________________
BREAKS BETWEEN QUARTERS _____________
APPROX. HOURS IN CLASS PER WEEK ________
APPROX. HOURS OUTSIDE OF CLASS—HOMEWORK ________

Please visit our Student Consumer Information page to find the average time to completion for continuously enrolled students for each credential level offered. This data is available at the average credit load, full-time or at full load. Changing programs, beginning programs at the mid-term start date, taking remedial courses, taking time off from coursework, registering for fewer hours or unsuccessful attempts at course completion will increase the total length of the program and overall cost of education from what is disclosed. Transfer credits awarded toward your program will likely decrease the overall length and cost of education.

Course descriptions for elective and general education courses can be referenced in the catalog.

STUDENT CONSUMER INFORMATION
https://www.artinstitutes.edu/atlanta/student-consumer-information

This is a sample schedule only. Schedule subject to change without notice at the discretion of the school.

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AUDI01 FUNDAMENTALS OF AUDIO
This course introduces basic recording and sound concepts and characteristics, basic acoustics, and the basics of audio recording. The role of sound in media production is explained. Prerequisite: DP1810 or Approval of Academic Director
Credit: 4

AUDI02 MUSIC THEORY FOR AUDIO PROFESSIONALS I
This course is an introduction to the rudiments of music theory. Students learn to identify notes and common scales as well as the notation of music. Topics covered include basic music theory and structure of the lead sheet will be introduced. An ear training component will develop the students’ skill in identifying and transcribing simple chords, melodies, and harmonies. Prerequisite: None
Credit: 4

AUDI03 AUDIO TECHNOLOGY I
This course examines the principles of audio signals and the equipment used to record, reproduce, and present audio. Students will begin to develop an understanding of signal flow of audio systems using block diagrams. A survey of audio transmission, manipulation, and delivery systems including cables, connectors, mixing consoles, and loudspeakers will be presented. Prerequisite: None
Credit: 4

AUDI11 SURVEY OF THE AUDIO INDUSTRY
This course explores the audio industry and its constituent sectors. The course will have an emphasis on strategies for networking and portfolio development. Prerequisite: None
Credit: 4

AUDI13 DIGITAL AUDIO I - INTRODUCTION TO THE INTERFACE
This course examines the theories, principles, and tools used in digital audio production and techniques of non-linear digital audio editing focusing on the fundamental theories and concepts of digital audio hardware and software tools. Students develop knowledge and skills needed for non-linear audio workstations. Prerequisite: None
Credit: 4

AUDI12 VIDEO PRODUCTION FOR AUDIO
This course introduces students to the technical terms, equipment and techniques of video production. Prerequisite: None
Credit: 4

AUDI13 AUDIO RECORDING I
This course covers theoretical foundations, presented through practical, hands-on exercises within a MIDI production environment. Students learn the techniques of basic audio systems with an emphasis on mix down of pre-recorded multi-track sessions. Prerequisite: None
Credit: 4

AUDI14 ELECTRONICS I
This course introduces the fundamental concepts of electronics as they relate to audio production. Topics include Ohm’s Law, AC and DC circuits, basic troubleshooting for audio equipment, AC line voltage, transformers, and basic DC voltage, etc. Prerequisite: AUDI0102
Credit: 4

AUDI20 MUSIC THEORY FOR AUDIO PROFESSIONALS II
This course continues with the development of the rudiments of music theory and expands into an introduction to harmony, voice leading, modes, and the construction of chords. Students will learn to write and read simple lead sheets. An ear training component will extend the work from Music Theory I to include more complex chords and intervals. Prerequisite: AUDI02
Credit: 4

AUDI21 PRODUCTION SOUND
This course is an introduction to the science and art of production sound. Students learn how to use microphones, field mixers, and digital sound equipment to record dialogue and sound effects in a variety of settings. The fundamentals of sound editing and mixing are introduced. Prerequisite: AUDI12
Credit: 4

AUDI26 LISTENING & ANALYSIS
This course covers ear-training and critical listening from the perspective of the audio engineer and contemporary production techniques. The student will learn to acoustically analyze and identify typical contemporary popular song forms and the production techniques used to create them. Prerequisite: AUDI1103
Credit: 4

AUDI28 PORTFOLIO I
This course prepares students for the transition to professional audio production by providing practical and technical skills needed to complete student projects. Prerequisite: Approval of Academic Director
Credit: 4

AUDI23 ELECTRONICS II
Students continue to study the principles of audio electronics that are relevant to the equipment used to record, produce, and distribute audio content into the world of sound. This course is a technical exploration of ear training and sound technology background, sound production, and presentation, and other skills as they assemble and refine their portfolio projects. Working individually with an instructor, each student will select representative projects showcasing work that reflects a unique style and developing them further as needed. Particular emphasis is placed on identifying short and long-term professional employment goals, industry- and profession-related resources and portfolio development strategies. Prerequisite: Approval of Academic Director
Credit: 4

AUDI29 DIGITAL AUDIO II - MIXING
This course covers the rudiments of recording and mixing and explores the techniques used with Pro Tools integrated into a digital audio workstation. Topics include digital audio production, digital audio tools, digital audio production software, digital audio mixing, parameter and automation, sound design, field recording, digital audio transfer, digital audio effects, sound libraries, and digital audio networking concepts. Prerequisite: AUDI1103
Credit: 4

AUDI22 ADVANCED RECORDING TECHNIQUES I
This course covers the techniques and technology typical to professional recording and mixing using advanced large format consoles. Topics include studio procedures and protocols, analog-to-digital conversion, on-site recording, critical listening, and advanced signal processing. Prerequisite: AUDI12
Credit: 4

AUDI23 ADVANCED RECORING II
This course covers the art of production sound and explores the techniques used in recording audio for film, video, television, and games. Prerequisite: AUDI12
Credit: 4

AUDI25 AUDIODIGITAL II - MIXING
This course covers recording and mixing and explores the techniques used with Pro Tools integrated into a digital audio workstation. Topics include digital audio production, digital audio tools, digital audio production software, digital audio mixing, parameter and automation, sound design, field recording, digital audio transfer, digital audio effects, sound libraries, and digital audio networking concepts. Prerequisite: AUDI1103
Credit: 4

AUDI27 SOUND REINFORCEMENT I
This course provides the student with the fundamentals of sound reinforcement. Topics include basic microphone technology, the science of human hearing, and the science of sound waves and wave theory. Prerequisite: AUDI1103
Credit: 4

AUDI22 PORTFOLIO II
This course aims to prepare students for entry-level employment in the audio industry by working with the development and presentation of an audio production portfolio that reflects the stated skills and competencies. Students will demonstrate an advanced skill-set in areas such as sound design, sound organization, presentation, and other skills, as projects are refined and assembled into a cohesive, comprehensive body of work. Particular emphasis will be placed on identifying short- and long-term professional employment goals, industry and professional related resources and standards, portfolio development and presentation strategies. Prerequisite: Approval of Academic Director
Credit: 4

AUDI23 SENIOR PROJECT
This course initiates a two-quarter long comprehensive project which will be integral to students’ final portfolios. Students will apply their cumulative skills to pre-produce a significant, sophisticated, multi-track digital audio work. Committee and/or faculty will approve the project concept and type of the audio work. Projects will be carried out individually or in groups based on the needs of the class as determined by the instructor Prerequisite: Approval of Academic Chair
Credit: 4

AUDI40 INTERNSHIP
Through a field internship experience, students will be able to apply their skills in a real and practical situation. The main objectives of the internship will be to observe and participate in the operation of successful businesses related to their field of study. The student will gain the experience they need to see entry-level positions in the field in which they graduate. 100 hours per quarter
Prerequisite: Approval of Academic Director
Credit: 4

AUDI30 MEDIA BUSINESS PRACTICES
This course covers basic business theory and practices for the media professional, as well as by legal requirements for artistic industries are addressed in this course. Prerequisite: None
Credit: 4

AUDI41 FUNDAMENTALS OF MUSIC THEORY
This course initiates a two-quarter long comprehensive project which will be integral to students’ final portfolios. Students will apply their cumulative skills to pre-produce a significant, sophisticated, multi-track digital audio work. Committee and/or faculty will approve the project concept and type of the audio work. Projects will be carried out individually or in groups based on the needs of the class as determined by the instructor Prerequisite: Approval of Academic Chair
Credit: 4

AUDI42 MUSIC THEORY FOR AUDIO PROFESSIONALS III
This course continues with the development of the rudiments of music theory and expands into an introduction to harmony, voice leading, modes, and the construction of chords. Students learn to write and read more complex lead sheets. An ear training component will extend the work from Music Theory I to include more complex chords and intervals. Prerequisite: AUDI02
Credit: 4

AUDI43 DIGITAL AUDIO III - MIXING
This course covers digital audio theory and interacts with analog consoles, digital recorders, external DSP for soft-sound interfacing, interfacing equipment, and synthesizing digital audio streams. Topics include analog-to-digital/digital-to-analog conversion, dithering, error correction and concealment, digital storage media, encoding and decoding techniques, digital audio transfer, digital audio effects, sound libraries, and digital audio networking concepts. Prerequisite: AUDI1103
Credit: 4

AUDI44 ADVANCED RECORING II
This course covers recording and mixing and explores the techniques used in recording audio for film, video, television, and games. Prerequisite: AUDI12
Credit: 4

AUDI45 DIGITAL AUDIO II - MIXING
This course covers recording and mixing and explores the techniques used with Pro Tools integrated into a digital audio workstation. Topics include digital audio production, digital audio tools, digital audio production software, digital audio mixing, parameter and automation, sound design, field recording, digital audio transfer, digital audio effects, sound libraries, and digital audio networking concepts. Prerequisite: AUDI1103
Credit: 4

AUDI46 INTERNSHIP
Through a field internship experience, students will be able to apply their skills in a real and practical situation. The main objectives of the internship will be to observe and participate in the operation of successful businesses related to their field of study. The student will gain the experience they need to see entry-level positions in the field in which they graduate. 100 hours per quarter
Prerequisite: Approval of Academic Director
Credit: 4

AUDI47 BUSINESS & CULTURE OF AUDIO
This course explores the business side of the production facility as well as its role in a changing market and the impact that technology, personal aptitude and the degree that they relate to working in the audio industry. Prerequisite: Approval of Academic Director
Credit: 4

AUDI48 GENERAL EDUCATION REQUIREMENTS (4 CREDITS)*

COM105 PUBLIC SPEAKING
Credit: 4

EN102 ENGLISH I
Credit: 4

EN105 ENGLISH II
Credit: 4

HIST305 HISTORY I
Credit: 4

HIST305 HISTORY II
Credit: 4

MT113 MATH I
Credit: 4

PS101 PSYCHOLOGICAL INTRODUCTION
Credit: 4

SC116 SCIENCE I
Credit: 4

GENERAL EDUCATION ELECTIVE I
Credit: 4

GENERAL EDUCATION ELECTIVE II
Credit: 4

MEDIA BUSINESS PRACTICES
This course covers basic business theory and practices for the media professional, as well as by legal requirements for artistic industries are addressed in this course. Prerequisite: None
Credit: 4

*Course descriptions for general education and elective courses can be found in the catalog.