

PROGRAM FOCUS

QUARTERS 1-3

- AP101 Survey of the Music Industry
- AP102 Fundamentals of Audio
- AP110 Audio Technology I
- AP111 Digital Audio I
- AP112 Music Theory I
- AP113 Audio Technology II
- AP114 Audio Recording I
- AP115 Music Theory II
- AP211 Digital Audio II
- AP212 Listening and Analysis
- AP214 Electronics I
- ART109 Image Manipulation

QUARTERS 4-6

- AP210 Acoustics
- AP213 Audio Recording II
- AP215 MIDI System I
- AP216 Digital Audio III
- AP217 Electronics II
- AP218 Live Sound Reinforcement I
- AP299 Internship I
- AP310 MIDI System II
- AP311 Electronics III
- DFVP111 Fundamentals of Video Production
- IMD131 Introduction to Scripting Languages
- RS100 Fundamentals of Business

QUARTERS 7-9

- AP312 Live Sound Reinforcement II
- AP314 Digital Audio IV
- AP315 Synthesis and Sound Design I
- AP316 Advanced Recording Techniques I
- AP317 Advanced Recording Techniques II
- AP318 Synthesis and Sound Design II
- CD400 Career Development
- DFVP113 Fundamentals of Editing
- DFVP212 DVD Authoring
- DFVP411 Media Delivery Systems and Distribution
- RS318 Copyright and Intellectual Property
- RS350 Digital Marketing Strategies

QUARTERS 10-12

- AP320 Senior Project I
- AP399 Internship II
- AP420 Senior Project II
- AP430 Portfolio
- IMD273 Media Business Practices
- Program Elective
- Program Elective
- Program Elective

GENERAL EDUCATION

- ENGL1301 English Composition
- MATH1310 College Mathematics
- PHYS1301 Physics

- English Humanities Elective
- History Humanities Elective
- Math and Science Elective

- History Humanities Elective
- Math and Science Elective
- PSYC2301 General Psychology

- SOCI1306 Social Problems
- Social Science Elective
- SPCH1315 Public Speaking

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/austin/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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073019

Audio Production (BS)

COURSE DESCRIPTIONS

AP101
SURVEY OF THE MUSIC INDUSTRY
 Students explore the music industry and its constituent sectors, including music performing, recording, promoting, and record distribution. Lectures and projects focus on identifying various careers opportunities and typical career paths in the music industry and knowledge and skill sets needed to succeed as an entry level professional.
Prerequisite: *None*
Credits: 3

AP102
FUNDAMENTALS OF AUDIO
 This course addresses the principles of recording sound and covers the study of sound characteristics, basic acoustics, ergonomics, and basic techniques for field recording. The role of sound in media production is explained and exemplified
Prerequisite: *None*
Credits: 3

AP110
AUDIO TECHNOLOGY I
 This course examines the principles of audio signals and the equipment used to record, process, and distribute audio content. 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, basic stereo mixers, microphones, amplifiers, and loudspeakers will be presented.
Prerequisite: *AP102 Fundamentals of Audio*
Credits: 3

AP111
DIGITAL AUDIO I
 This course introduces students to the theories, practices, and tools used in digital audio production and techniques of non-linear digital audio editing, focusing on the fundamental theories and concepts behind various types of digital audio tools. Through lectures and in-class projects, students develop the knowledge and skills needed to operate non-linear audio workstations.
Prerequisite: *AP102 Fundamentals of Audio*
Credits: 3

AP112
MUSIC THEORY I
 This course introduces students to the rudiments of music theory. Students learn to identify notes and common scales as well as the notation of notes, scales and simple rhythms. The concept 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 rhythms.
Prerequisite: *None*
Credits: 3

AP113
AUDIO TECHNOLOGY II
 In this course students continue to study the principles of audio signals and the equipment used to record, process, and distribute audio content. Sound in acoustical form is discussed in relation to studio acoustics. Students expand their understanding of signal flow of advanced audio systems by creating and reading complex block diagrams. Some of the topics studied in depth are: signal processors, dynamic range, distortion, analogue recording, and SMPTE time code.
Prerequisite(s): AP110 Audio Technology I, concurrent enrollment in AP114 Audio Recording I
Credits: 3

AP114
AUDIO RECORDING I
 This course runs in conjunction with Audio Technology II. The theoretical foundations presented in Audio Technology II are reinforced in this course through practical, hands-on applications. Students learn the operational techniques of basic audio systems with an emphasis on mix down of prerecorded multi-track tapes and eight-track recording projects.
Prerequisite(s): AP101 Survey of the Music Industry, concurrent enrollment in AP113 Audio Technology II
Credits: 3

AP115
MUSIC THEORY II
 This course continues with the development of the rudiments of music theory and expands into an introduction to harmony, voice leading, modes and compound time signatures. Students will learn to create simple lead sheets. An ear-training component will extend the work from Music Theory I to include more complex chords and intervals.
Prerequisite: *AP112 Music Theory I*
Credits: 3

AP210
ACOUSTICS
 This course examines the physical behavior of sound indoors and outdoors. Topics include human hearing and the principles of psychoacoustics, sound propagation, transmission, reflection, diffraction, diffusion, noise reduction, basic studio and room acoustics, and sound isolation. Concepts will be presented through lectures and case studies.
Prerequisite(s): AP110 Audio Technology I, MATH1310 College Mathematics
Credits: 3

AP211
DIGITAL AUDIO II
 Students learn the concepts and production techniques used with Pro Tools integrated into a digital audio workstation. Topics include computer based digital audio workstations, sound design, field recording, digital audio transfer protocols, software-based effects plug-ins, and online automation.
Prerequisite(s): AP101 Survey of the Music Industry and AP111 Digital Audio I
Credits: 3

AP212
LISTENING AND ANALYSIS
 This course introduces the student to ear-training and critical listening from the perspective of the audio engineer and contemporary production techniques. The student will learn to aurally analyze and identify typical contemporary popular song forms and the production techniques used to create them.
Prerequisite: *AP115 Music Theory II*
Credits: 3

AP213
AUDIO RECORDING II
 Students expand and develop the skills learned in Fundamentals of Audio Production through multi-track recording projects. The course focuses on recording techniques used in music production. Emphasis is placed on signal flow for basic tracks, mix down, and overdubs. Other topics include close and distant microphone techniques, recording session management, analog tape recorders, studio documentation, signal processing, and moving fader automation systems.
Prerequisite: *AP114 Audio Recording I*
Credits: 3

AP214
ELECTRONICS I
 This course introduces students to 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 and filtered DC voltage, etc.
Prerequisite: *MATH1310 College Mathematics*
Credits: 3

AP215
MIDI SYSTEM I
 This course allows students to develop a working theoretical and skills-based knowledge of the multi-timbral synthesizer and the sequencing environment within the context of the contemporary MIDI production studio. Both live and studio applications are covered, and full use is made of the digital signal processing resources available within the equipment.
Prerequisite(s): AP112 Music Theory I and AP211 Digital Audio II
Credits: 3

AP216
DIGITAL AUDIO III
 This course covers in depth the use of Pro Tools in a number of different professional studio operation scenarios. Topics include SMPTE time code and synchronization, digital console automation, OMF file transfers, synchronization and machine control in post-production, and introduction to surround mixing and surround formats.
Prerequisite: *AP211 Digital Audio II*
Credits: 3

AP217
ELECTRONICS II
 In the second electronics course, students explore the concepts, building, and application of transformers and filter and learn to read, interpret, and utilize data from schematic circuit diagrams. Emphasis is placed upon applying these electronic devices to the operation and troubleshooting of audio equipment.
Prerequisite: *AP214 Electronics I*
Credits: 3

AP218
LIVE SOUND REINFORCEMENT I
 In this course students learn to set up and operate various audio equipment for a typical live sound reinforcement. Topics include reading block diagrams of audio systems, wiring speakers, connecting powers, testing and adjusting microphones, troubleshooting sound systems, and fine-tuning reinforcement effects.
Prerequisite: *AP213 Audio Recording II*
Credits: 3

AP299
INTERNSHIP I
 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 are to allow students the opportunity to observe and participate in the operation of successful businesses related to their fields of study. Students will gain the experience they need to enter the field upon graduation.
Prerequisite: *AP213 Audio Recording II*
Credits: 3

AP310
MIDI SYSTEM II
 In MIDI System II students develop a detailed knowledge of the MIDI language and learn to apply more flexible and in-depth uses of sequencers involving graphical and list based editing, static and dynamic parameter and tempo automation, and the basic recording of MIDI messages. Students gain greater proficiency in MIDI production processes through small group and individual production projects.
Prerequisite: *AP215 MIDI System I*
Credits: 3

AP311
ELECTRONICS III
 In Electronics III, students focus on the theoretical principles, physical properties, build, and characteristics of various microphones. They will learn to take apart and assemble the components of a microphone and perform basic troubleshooting and repairing of microphones.
Prerequisite: *AP217 Electronics II*
Credits: 3

AP312
LIVE SOUND REINFORCEMENT II
 This course presents students more sophisticated and complex situations for live sound reinforcement. Through studio settings or real world events, students learn to operate large format analogue and digital mixing consoles and solve signal manipulation problems with transformers. Students also learn professional protocols in live sound reinforcement settings.
Prerequisite: *AP218 Live Sound Reinforcement I*
Credits: 3

AP314
DIGITAL AUDIO IV
 In this course, students explore digital audio theory and interact with analog consoles, digital recorders, external DSP, software signal routing, interfacing equipment, and synchronizing digital audio streams. Topics include analog-to-digital/digital-to-analogue conversion, dithering, error correction and concealment, digital storage media, encoding methods involving data compression, digital audio interface standards, DAW interchange standards and synchronization methods.
Prerequisite: *AP216 Digital Audio III*
Credits: 3

AP315
SYNTHESIS & SOUND DESIGN I
 This course develops advanced skills using synthesizers and samplers. Students study the elements of sound and how they apply to simple and complex waveforms, envelopes, LFOs, filters, and keyboard architecture. Theory and practice with sampling and subtractive synthesis using software and hardware sound sources.
Prerequisite: *AP310 MIDI System II*
Credits: 3

AP316
ADVANCED RECORDING TECHNIQUES I
 This course covers the techniques and technology typical to professional music recording and mixing using advanced large format consoles. Topics include: studio procedures and professionalism, SSL Console operation, advanced signal flow, signal processing, analytical and critical listening skills, close, distant and stereo mic techniques for a variety of musical instruments, and basic mix down strategies.
Prerequisite: *AP213 Audio Recording II*
Credits: 3

AP317
ADVANCED RECORDING TECHNIQUES II
 This course provides the student a greater understanding of SSL consoles and VCA automation systems. Students use SMPTE Time Code for synchronization to a variety of multi-track formats, use digital audio sampling for sound replacement, and integrate Pro Tools and MIDI sequencers into the analog studio mixing environment. Critical listening skills and critical analysis of master tapes are emphasized. Students participate in in-class recording sessions and engineer recording projects during and out of class hours, which may be included in their portfolio.
Prerequisite(s): AP218 Live Sound Reinforcement and AP216 Advanced Recording Techniques I
Credits: 3

AP318
SYNTHESIS & SOUND DESIGN II
 This course will survey both commercially available synthesis methods and recent developments at audio research institutes. Students will also survey the current market for hardware and software implementations of various synthesis methods. Analytical listening sessions will expose students to synthesis methods in various musical contexts. Detailed study of subtractive, FM, physical modeling and granular synthesis will culminate in original sound design projects.
Prerequisite: *AP315 Synthesis and Sound Design I*
Credits: 3

AP320
SENIOR PROJECT I
 This course initiates a two quarter long comprehensive project which will be integral to students' final portfolios. Students will employ their cumulative skills to pre-produce a significant, sophisticated, multi-track digital audio work. Committee and/or faculty will approve the project content 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: *None*
Credits: 3

AP399
INTERNSHIP II
 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 are to allow students the opportunity to observe and participate in the operation of successful businesses related to their fields of study. Students will gain the experience they need to enter the field upon graduation.
Prerequisite(s): AP299 Internship I and completion of 150 credit hours
Credits: 3

AP420
SENIOR PROJECT II
 This course continues the two-quarter long comprehensive project begun in Senior Project I. Students will employ cumulative skills to produce a significant, sophisticated, multi-track digital audio work. Projects will be carried out individually or in groups based on the needs of the class as determined by the instructor.
Prerequisite: *AP320 Senior Project I*
Credits: 3

AP430
PORTFOLIO
 Built on the preliminary collection of work from Portfolio Preparation, this course allows each student to determine and design the final organization and presentation of the graduation portfolio. Each student is expected to verbally present the portfolio and address audience questions as a format of defense.
Prerequisite: *AP320 Senior Project I*
Credits: 3

ART109
IMAGE MANIPULATION
 In this introduction to raster-based digital image manipulation, students become acquainted with the concepts, hardware, and software related to digital image acquisition, image editing, manipulation, color management basics, masking, layering, retouching, scanning, and output.
Prerequisite: *None*
Credits: 3

CD400
CAREER DEVELOPMENT
 This course prepares students for the business environment and the transition into an applied arts profession. It emphasizes the concepts of professionalism and an overall understanding of self-marketing in the field. Professional development tools are presented, including resume and cover letter writing, networking, and interviewing skills. Freelance business operating practices such as negotiations of contracts, pricing and estimation of services, ethical guidelines, and pertinent tax laws will be addressed.
Prerequisite: *None*
Credits: 3

DFVP111
FUNDAMENTALS OF VIDEO PRODUCTION
 Students will study the technical terms of video production and learn to operate basic video production equipment, using typical industry techniques.
Prerequisite: *None*
Credits: 3

DFVP113
FUNDAMENTALS OF EDITING
 This course introduces the student to the editing of visuals and sound. The course covers using video recorders and players, and the techniques of dubbing, assembling, and inserting visuals from source to record.
Prerequisite(s): DFVP111 Fundamentals of Video Production, AP102 Fundamentals of Audio
Credits: 3

Course descriptions describe the learning opportunities that are provided through the classroom and coursework. It is each student's responsibility to participate in the activities that will lead to successfully meeting the learning outcomes.

DFVP212
DVD AUTHORIZING
 An introduction to creating interactive DVD titles. This course will focus on production techniques of DVD authoring, proofing, and premastering.
Prerequisite: *DFVP113 Fundamentals of Editing*
Credits: 3

DFVP411
MEDIA DELIVERY SYSTEMS AND DISTRIBUTION
 This course addresses the end part of digital filmmaking and video production—delivery and distribution. Students will study a variety of delivery methods and systems and determine the advantages and limitations of each. They will also examine the relationship between delivery systems and distribution methods and evaluate the relative efficiency, cost, and effectiveness of each.
Prerequisite: *DFVP313 Advanced Editing or permission of the Academic Director or Program Coordinator*
Credits: 3

IMD131
INTRODUCTION TO SCRIPTING LANGUAGES
 Students will develop and refine basic programming skills needed to design, develop, and produce practical applications with a specific scripting or programming language.
Prerequisite: *ART109 Image Manipulation*
Credits: 3

IMD273
MEDIA BUSINESS PRACTICES
 This is a survey course with emphasis placed on entrepreneurship and small business ownership. It provides the student an overview of the following disciplines: forms of business ownership, principles of management, human relations, marketing and consumer behavior, basic accounting principles, finance management, business law, and business planning.
Prerequisite: *None*
Credits: 3

RS100
FUNDAMENTALS OF BUSINESS
 In this course, students are introduced to the fundamentals of business. Topics of learning include forms of business ownership, starting a business, developing a business plan, business management principles and strategies, and marketing and promotion strategies for a business.
Prerequisite: *None*
Credits: 3

RS318
COPYRIGHT AND INTELLECTUAL PROPERTY
 This course introduces students to the various concepts of copyright law and intellectual property and provides an in-depth exploration of copyright and intellectual property issues in competitive business practices. The emphasis of the course is placed on the protection of intellectual property, including copyright, trademark, business and service marks.
Prerequisite: *AP101 Survey of the Music Industry*
Credits: 3

RS350
DIGITAL MARKETING STRATEGIES
 This is a marketing course for digital media. Students learn to conduct demographic analysis for customer needs and expectations and develop marketing strategies to effectively market value-added media products.
Prerequisite: *None*
Credits: 3

GENERAL EDUCATION REQUIREMENTS
 (All courses are 4 CREDITS):*

ENGL1301	English Composition
MATH1310	College Mathematics
PHYS1301	Physics
PSYC2301	General Psychology
SOCI1306	Social Problems
SPCH1315	Public Speaking

English Humanities Elective (choose one):

ENGL1302	Introduction to Literature
ENGL2307	Creative Writing
ENGL2311	Business Writing for Professionals
ENGL3511	Literature and Film Analysis

History Humanities Elective (choose two):

ARTS1303	Art History I
ARTS1304	Art History II
HIST1301	U.S. History I
HIST1302	U.S. History II
HIST2321	World Civilizations I
HIST2322	World Civilizations II

Math and Science Elective (choose two):

BIOL1308	Biology
ENVR1401	Environmental Science
MATH4332	Mathematics for Decision Making

Social Science Elective (choose one):

PSYC2319	Social Psychology
PSYC3019	Human Sexuality

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