

Liverpool John Moores University

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Title: Audio Recording
Status: Definitive
Code: **5500AMPCC** (127604)
Version Start Date: 01-08-2021

Owning School/Faculty: Engineering
Teaching School/Faculty: Coleg Cambria

Team	Leader
Tony McKenna	Y
Anthony Lanigan	

Academic Level: FHEQ5 **Credit Value:** 20 **Total Delivered Hours:** 55
Total Learning Hours: 200 **Private Study:** 145

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	22
Practical	33

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Practice	AS1	Studio equipment levels and effects signal chain	50	
Practice	AS2	Analyse the Glynn Johns method and the production of an audio CD & DVD package	50	

Aims

To enhance students' knowledge of the equipment used in a Recording Studio and hence address the practical issues arising from recording using a control surface.

Also to allow students to gain experience in using both hardware and software audio devices deployed in digital audio recording

Learning Outcomes

After completing the module the student should be able to:

- 1 Appreciate Recording Studio equipment levels
- 2 Develop a usable audio signal chain using effects within the studio environment
- 3 Describe and analyse the Glyn Johns method of microphone placement
- 4 Produce an audio CD and DVD package

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Studio equipment levels	1	2
Glynn Johns method	3	4

Outline Syllabus

Critical listening, construction, deconstruction

Emulated recording

Plugins: Drummer, Amp designer, Bass amp designer

Processing: reverb (convolution & algorithmic), distortion

Compression and dynamics, effects pedals and stomp boxes,

Noise gates, signal to noise ratio

Production techniques (recording a variety of instruments),

Glynn Johns' method, studio microphone techniques, three to one rule

Mixing and mastering

Recording repair and enhancements, drop in recording

Recording software choice and implementation, control surfaces

Recording solid-state, valve and modelling amplifiers

Reflection filters & pop shields

Studio types, equipment (including outboard), patch-bays and wiring,

DI devices

The history of recording and how it informs current trends

Learning Activities

Practical sessions and demonstrations including student work groups

Notes

The module encompasses the theoretical knowledge and practical skills of audio & music production and the equipment used in the production of audio recording.

