

Liverpool John Moores University

Title: Advanced Studio Techniques
Status: Definitive
Code: **5530STE** (124036)
Version Start Date: 01-08-2021

Owning School/Faculty: Engineering
Teaching School/Faculty: Liverpool Institute for Performing Arts

Team	Leader
Karl Jones	

Academic Level: FHEQ5
Credit Value: 20
Total Delivered Hours: 60
Total Learning Hours: 200
Private Study: 140

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	20
Seminar	4
Workshop	34

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Exam	Exam	Practical Exam	40	2
Technology	Recording	Mixed and Mastered Recording	60	

Aims

The aim of the module is to allow students to gain a deeper understanding of the specialist tools and techniques employed during the processes of professional music recording, mixing and mastering. Specifically it will:

- *encourage the development of the students' ability to identify, design and create sound qualities that are appropriate in the context of clearly defined recording genres*

- *help students to define goals and benchmarks for their practical work.*
- *encourage the application of increasingly sophisticated recording chains and creative technical processes to realise their goals*
- *connect underlying technical concepts to practical processes*
- *develop the students' understanding of a range of specialist recording tools and their practical applications*
- *promote the adoption of professional practises that will allow them to prepare final recording sessions for the mix process using established professional standards and present their final mix sessions in a form that takes account of the expectations of professional clients.*

Learning Outcomes

After completing the module the student should be able to:

- 1 Use advanced analogue and digital production consoles efficiently and effectively
- 2 Choose appropriate technical tools and methods to solve defined engineering and production needs
- 3 Mix and master multi-track recordings to a defined brief, making use of automation, EQ, effects and dynamics processors as appropriate
- 4 Explain the function and application of specialist tools employed in a music recording studio environment

Learning Outcomes of Assessments

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

Practical Exam	1	4
Mixed & Mastered Recording	2	3

Outline Syllabus

- *Recording Consoles & Studios - operation of a range of professional recording consoles and their technical integration into the studio environment, encompassing analogue & digital signal paths and DAW control surface options.*
- *Studio Configuration - introduction to IP networking; configuring studio consoles and DAWs to communicate over IP.*
- *Genre and Sound Quality - an introduction to defining music genres and identifying their sound qualities.*
- *Advanced Recording Paths - evaluating and selecting equipment for the recording process.*
- *Sound Design Techniques - advanced application of reverb, spatial processing, dynamic processing, distortion and other processes in recording, mixing and mastering.*
- *Magnetic Tape - Lining up tape machines; technical considerations and practical processes when recording to tape; comparing the sound of physical tape recordings*

to digital emulations.

- *Synchronisation - introduction to core concepts; using SMPTE, LTC and MTC; generating and striping time code to tape; chase synchronisation configuration in Pro Tools.*

Learning Activities

Learning takes place through a variety of activities. Lecture delivery is linked to hands-on practical workshops and demonstration sessions; small group seminar and discussion sessions allow formative feedback; and a strong emphasis on individual study, practical application and reflective review of work form the core of learning activities in this module.

Notes

Paul Stakounis is the Module Leader (p.stakounis@lipa.ac.uk)