Liverpool John Moores University

Title:	DESKTOP AUDIO 3
Status:	Definitive
Code:	**6521STE** (118583)
Version Start Date:	01-08-2019

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

Team	Leader
Karl Jones	Y

Academic Level:	FHEQ6	**Credit Value:**	12	**Total Delivered Hours:**	30
Total Learning Hours:	120	**Private Study:**	90		

Delivery Options
Course typically offered: Semester 1

Component	Contact Hours
Lecture	10
Workshop	20

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Practice	PRACTICAL	PRACTIAL ASSIGNMENT	60	
Reflection	CONTINUOUS	CONTINUOUS ASSESSMENT	40	

Aims

This module is designed to build on the skills and knowledge acquired in Desktop Audio 1 and 2. It aims to provide you with the knowledge and understanding of additional areas that can be incorporated into desktop production and to develop areas covered in the first and second years to a higher level. Advanced use of samplers and synthesisers will be utilised from within a desktop environment. Advanced areas of MIDI sequencing and the creation of some advanced MIDI

control environments will also be explored. This advanced use of MIDI is useful in several areas of music industry such as bespoke MIDI environments within the theatre and customised live settings.

Learning Outcomes

After completing the module the student should be able to:

1. Employ complex software patching and modulation techniques to integrate sampling and synthesis within the desktop audio environment
2. Design advanced MIDI control environments to control software and hardware devices
3. Choose appropriate tools and techniques to create bespoke solutions in a desktop audio environment

Learning Outcomes of Assessments

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

PRACTICAL ASSIGNMENT	1	2	3
CONTINUOUS ASSESSMENT	1	2	3

Outline Syllabus

Advanced Sequencing
Using Pro Tools from within Logic, Using a TDM and Native environment together, Using Ableton Live

Sampling & Synthesis Theory
Understanding waveforms; Building blocks of synthesis – VCAs and VCOs; Envelopes and other modifiers; Filters and resonance; Controlling synthesis by use of modulation; CV and Gates

Sampling Practical
Advanced operation and use and integration of software samplers

Synthesis Practical
Advanced use of Reason incorporating Recycle, Use of Native Instruments and Reactor Synthesisers

Advanced MIDI
Use of Logic's MIDI environment; designing an advanced virtual control surface manipulating MIDI data with transformers

Learning Activities

This module is delivered in both lecture and workshop format. The lecture will

generally cover some theoretical or general concepts that you will cover practically in supervised workshops later.

As some of the software packages you will be learning can be complex, at times an extended demonstration will take the place of lectures and workshops. Where this happens, it will be offset in the following week by having longer workshop times.

Notes

Workshops in the early stages of the module will be task-based and tutor led. In the later stages of the module the workshops will be focussed towards the completion of your coursework, with the opportunity to book individual tutorials to help you with this, or to revisit subjects that you are having difficulty with.

Your coursework is designed to assess both your practical ability and your understanding of certain concepts and techniques. In addition to handing in a finished project, you will be expected to demonstrate and talk about your work to your tutor during a scheduled assessment time.