

Liverpool John Moores University

Title: Desktop Audio 3
Status: Definitive
Code: **6538STE** (124051)
Version Start Date: 01-08-2021

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

Team	Leader
Karl Jones	

Academic Level: FHEQ6
Credit Value: 20
Total Delivered Hours: 53
Total Learning Hours: 200
Private Study: 147

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	12
Tutorial	5
Workshop	36

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	Portfolio	Portfolio of practical exercises	40	
Presentation	Pres	Presentation of Practical Project	60	

Aims

This module is designed to build on the skills and knowledge acquired in Desktop Audio 1 and 2. It aims to provide learners with the knowledge and understanding of more advanced sequencing coupled with a deeper utilisation of samplers and synthesisers that can be incorporated into desktop audio production. Advanced areas of MIDI control will also be explored with the creation of advanced MIDI control environments. This use of MIDI is useful in several areas of music

industry such as bespoke MIDI environments within the theatre and live performance 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 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:

Portfolio	1	2	3
Presentation	1	2	3

Outline Syllabus

*Advanced Sequencing
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, Frequency modulation and wavetable synthesis*

*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 will be delivered using the following teaching and learning strategies:

Lectures to introduce key concepts and theories

Workshops to apply these concepts using appropriate software and hardware

Individual tutorials to support ongoing coursework development

Individual study in line with guidance and direction from tutors

Notes

Mark Atherton is the Module leader (m.atherton@lipa.ac.uk)