

School of Audio Production and Engineering

- **Core Values/Mission Statement**

Audio Production and Engineering is the amalgamation of recording engineering, sound design, music production and live sound. Students that are admitted into the Audio Production and Engineering emphasis are musically minded, with a desire to develop their technical skill-set, musical training and take control of any Audio Engineering project. Audio Production and Engineering is a High School emphasis that equips students with the skills and knowledge to perform, engineer and produce their own material and allows the time and space to create and explore the diverse realm that is sound.

- **Studio Etiquette**

A recording studio can be a hectic environment even without the learning curve. That being said Audio Production and Engineering students will be held to the highest level of respect for the classroom, teacher, each other, the equipment and the material produced within the curriculum. All of the students in the emphasis are potential collaborators, partners and even teachers, it is important to encourage each other and be mindful of each other's boundaries. The same applies to working with collaborators from outside the department, AP&E students should be in the drivers seat during recording sessions, guiding the process while accepting directions. Students are encouraged to take ownership of the studio, and create a comfortable, professional environment for everyone.

- **Curriculum/Development**

The curriculum in Audio Production and Engineering is broken down into years 1-4. As students progress they will gain access to more studio equipment, and creative freedom. All newly admitted students are considered level one students regardless of grade level, and will progress accordingly. All students will also be placed into a music theory course based upon a placement test or previous grades level of music theory study. Students will continue with Music Theory study until they have passed Music Theory 3, at which point they will either take an Advanced Placement, or AP, music Theory Course, Music History or take a TA position.

- First year: Coursework Students will get a comprehensive introduction to the studio, equipment, concepts, and processes of the Audio Production workflow. First year students are building the foundation of skills and knowledge to be applied in subsequent years when they advance in grades. These students will study: sound principles, signal flow, microphones, processing, and Pro-Tools fundamentals in Studio Production 1; Electronic music composition, MIDI and control surfaces in MIDI production 1; and basic recording setup, editing and studio etiquette in broadcast engineering.
- Second year: Practicum Experience students will build on their skills from the previous year and begin to tackle more difficult projects on their own. Second year students will study: Intermediate Pro Tools functions, recording techniques

- and session setup in Studio Production 2; Sound synthesis, MIDI mapping and automation functions in MIDI Production 2; and Microphone placement, live console operation, and live mixing in Live Sound 1.
- Third year: Practicum Experience increasing skill students will begin to branch out and take control of the interdepartmental collaborations, and their own personal projects while continuing to advance their recording and production skills. Third year students will study: Advanced Pro Tools functions, mixing, mastering and production management in Studio Production 3; Sound Design, Advanced Dialog Replacement (ADR), Foley and mixing in Post Production; and Live sound recording, mixing and management in Live Sound 2.
 - Fourth Year: Advanced Practicum and Portfolio Development students will be advanced Audio Production Artists equipped to manage and produce for any creative audio project, or almost. Fourth year students: will create an album of original material from start to finish mixed and mastered in Portfolio Sessions; These students will also be encouraged to seek out internships at local studios with the proper approvals; Arrange personal/interdepartmental collaborations of their own; Create and perform original electronic and acoustic material in Electronic Performance; and run sound for school functions as acting sound designers.

Students who do not pass a specific class will not advance in course level and will not gain access to the new studio equipment that pertains to that class. Students will pass on to the next years level but will be asked to re-take the failed course from the previous year in-lieu of the graduated course.

First year:

- Studio Production 1
- MIDI Production 1
- Live Sound 1
- Music Theory

Second Year:

- Studio Production 2
- MIDI Production 2
- Live Sound 2
- Post Production 1
- Music Theory

Third Year:

- Studio Production 3
- MIDI Production 3
- Post Production 2
- Electronic Performance 1
- Music Theory

Fourth Year:

- Portfolio Sessions
- Electronic Performance 2
- Music Theory
- Internships/Collaborations
- Professional Skills

• **Learning Objectives**

Each course within Audio Production and Engineering will present the students with different skillset within the Audio Production realm. Each subsequent year will introduce more technical and advanced courses to build upon the concepts covered in the previous year. Concepts, Studio Equipment and Methods that students should be familiar with by the end of each year are as follows:

First Year:

- Signal Flow
- Console Operation
- Routing/Patch-bay
- Microphones
- Microphone Setups
- Basic Pro-Tools operation
- Basic Logic Pro X Operation
- MIDI Composition/MIDI Control surfaces

Second Year:

- Intermediate Signal Flow
- Session Setup/Preparedness
- Intermediate Pro Tools Functions
- Intermediate Logic Pro X Functions
- Basic Sound Synthesis
- MIDI Mapping
- Live Console Operation
- Basic Live Sound Mixing

Third Year:

- Advanced Signal Flow
- Advanced Pro Tools Operation
- Advanced Logic Pro X Functions
- Mixing Techniques
- Mastering Techniques
- Sound Design
- Foley/ADR
- Live Sound Recording/Mixing

Fourth Year:

- Production Management
- Advanced Mixing
- Advanced Mastering
- Live Sound Management
- Electronic Performance
- Studio Etiquette/Session Management
- Professional Development

- **Portfolios**

Throughout their attendance in the Audio Production and Engineering emphasis students will be producing original material and contributing to interdepartmental collaborations. By the time the students are in their fourth year they will be focusing on creating and compiling their productions into a final, full-length album of work. These albums will serve as portfolios for prospective colleges, demos for potential collaborations, and material for release as artists. Students will be presenting these albums at the end of their fourth year in a listening session with the entire department.

- **Audition Requirements**

To assess the student's eligibility to attend the AP&E emphasis, students may submit a portfolio of prior work with Music Production, Post Production Sound, Recording, or Live Sound Engineering.

All students will need to demonstrate a basic understanding of Music Theory via a Music Theory Placement exam. In lieu of submitting prior recorded material applicants may take the Music Theory Placement exam, write a brief summary of why they wish to attend the AP&E courses, as well as conduct a song critique with the panel.

- **Grading**

All students will be graded daily upon their attendance and participation, these requirements are a large part of an overall course grade. In addition each course will have it's own criteria upon which students will be graded. All courses will have Midterm and Final Projects graded upon completion and adherence to project requirements; As well as Performance evaluations, graded upon completion of tasks within the evaluation. Finally all courses will have monthly quizzes to gauge student's comprehension of new material. A composite of these elements will comprise the final grade.

Grading Breakdown:

-Attendance/Participation	= 50%
-Final Project	= 25%
-Midterm Project	= 15%
-Quizzes	= 10%