

FOUNDATION COURSE IN SOUND ENGINEERING & MUSIC TECHNOLOGY

Duration: 10 weeks (1 day per week, 10am – 5pm) starting February 2007

Cost: £545 including all course materials and media

COURSE OUTLINE:

This course covers the basic operational skills required for work in recording studios and live sound. It gives an introduction to the technical, creative and practical elements of sound engineering and music technology applications. It is an excellent course for anyone interested in starting a career as a sound engineer or using music technology equipment in their own project studio.

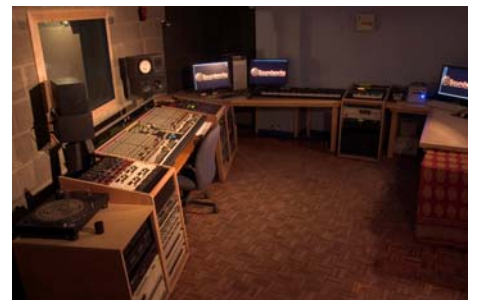


SYLLABUS COVERS THE FOLLOWING AREAS:

- Microphone Types and uses, Microphone Placement
- Connections and Signal Flow, Fault Finding
- Theory of Sound, Analogue vs Digital Audio
- The Mixing Desk, Equalisation
- Stereo Recorder Operation, Recording Mediums, Archiving
- FX / Signal Processors: Compressors, Gates, Delays, Reverbs
- Digital Editing, Mastering
- Revision and Exam

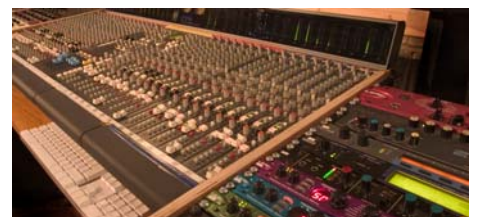
- The course is divided into 18 individual units.

A detailed schedule is provided at the start of the course –



PRACTICAL WORK:

Students will be set practical tasks including making and editing a voice recording, and recording a full band. Students are expected to set up all the equipment and manage the session as if it was for a paying client and the recordings made form part of the final assessment.



RESOURCES:

Soundworks is a professional recording studio, and is equipped with state of the art, industry standard recording equipment for students to learn and familiarise themselves with. Being in such a professional environment throughout the course is the ideal way to learn the art of sound engineering alongside the real-world aspects of the job. Class sizes are strictly limited to ensure everyone gets sufficient hands-on time with the equipment.

