

PY.320 (NEW MEDIA)

PY.320.101. Music for New Media 1. 3 Credits.

A foundation of compositional skills. Students will analyze the work of seminal composers of Western music and learn to compose by mimicking their style. Compositions will be scored and notated for common instruments but realized through software emulation. Software used in class: a digital audio workstation (e.g., Logic Pro) and notation software (e.g., Finale).

PY.320.102. Music for New Media 2. 3 Credits.

Further development of compositional skills as they relate to film, TV and video game scoring. Students will analyze historic and contemporary scores, considering the role of music when it is synchronized to picture. Students will be required to make short cues 'inspired by' or as 'clones' of cues from the movies they study. They will examine ways to invoke common cinematic moods using a range of scales/modes, intervals, chord sequences, and instrumental choices. In lab classes they will have time to individually work on simple exercises, making original themes and variations under headphones that they will then share with the rest of the class for critiques. They will have homework time to complete these pieces and be graded on them. Students will delve deeper into sample-based sound libraries, learning how to create simple orchestrations, arranged for common instruments but realized through software emulation. Software used in class: for composition—a digital audio workstation e.g., Logic Pro, Ableton Live, plus the Amadeus orchestral software library etc; for video editing and audio mastering—Avid ProTools.

PY.320.201. Music for New Media 3. 3 Credits.

Students explore the role of sound design by composing soundscapes to accompany moving images, and recording Foley elements. In addition, principals of orchestration studied in the Instrumentation course are applied to software instruments. Students will learn to create an orchestral realization of a composition that sounds as realistic as possible. Final project will be a scene in which they are individually responsible for creating all sound elements except dialogue. Project will model professional work through the use of contracts, timeline development and other project management skills. Prerequisites: Music for New Media 2 and Instrumentation and Arranging; Co-requisite: The Tools of New Media 1.

PY.320.202. Music for New Media 4. 3 Credits.

This semester will bring the tools and techniques already learned into the 3D virtual reality formats, with some sound elements locked in place while others respond to head-tracked movements. Software: Spatial Audio plugins for Logic Pro and Pro Tools. Prerequisite: Music for New Media III.

PY.320.211. The Tools of New Media I. 2 Credits.

Students will demonstrate competence and creativity in using the software and hardware tools integral to work in interactive media, such as Unity, Unreal Engine, Adobe Air, and MaxMSP. Prerequisite: Music for New Media II.

PY.320.212. The Tools of New Media II. 2 Credits.

A continuation of Tools of New Media I. In addition, students will apply their skills to VR hardware systems and their associated software development kits (SDKs). Prerequisite: Tools of New Media I.

PY.320.521. Music Tech. for Classical & Jazz. 3 Credits.

Music Tech for Classical and Jazz Musicians is a 3-credit online-only course is designed for Peabody students and alumni who want to learn how computers and technology can enhance their working methods and practice/performance techniques, while expanding their access to a range of potential career paths and general employability. LEARNING OBJECTIVES At the end of the online course, students will be able to: 1. Understand how to use computers and tablets for recording, notation, and arrangement 2. Know how to input, edit, process and mix MIDI music and digital audio on their own devices, or in select Peabody project studios 3. Enhance their musical CVs by uploading their work to online audio/video hosting sites such as SoundCloud and YouTube. Instructor permission required for enrollment.