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 andnotated 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).
Prerequisite(s): Music for New Media majors only.

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.
Prerequisite(s): Music for New Media majors only.;Music for New Media 1, PY.320.101[C], required. Student must have received at least a B- in order to progress.

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.
Prerequisite(s): Music for New Media majors only.;Music for New Media 2, PY.320.102[C], required. Student must have received at least a B- in order to progress.

PY.320.202. Music for New Media 4. 3 Credits.
Students will undertake a semester long research and composition project related to the vast field of composing music for film, TV, or games. This will serve as a guided preparation for the type of projects they may work in their private studies as upperclassman or the capstone project. Each project will be presented to the class, exposing all students to a diverse range of techniques, styles, and conventions — co-developing their vocabulary of scoring. Students will also generate a printed score for a soloist or ensemble to play on one of their compositions and investigate alternative workflows in creating a Main Title or Main Menu Suite.
Prerequisite(s): Music for New Media majors only.;Music for New Media 3, PY.320.201[C], required. Student must have received at least a B- in order to progress.

PY.320.211. The Tools of New Media 1. 2 Credits.
Beyond writing music, music then needs to be implemented to become a part of the soundscape of a game. The ability to implement their music will open up additional opportunities for game composers. Starting with direct implementation in the game engine Unity, students will learn how to create and manipulate objects using the C# programming language. We will then transition into using the middleware audio engine Wwise to create deeper reactivity and variation in our scores.
Prerequisite(s): Music for New Media majors only.;Completion of Introduction to Programming required (PY.350.466[C]).;Music for New Media 2, PY.320.102[C], required. Student must have received at least a B-in order to enroll.

PY.320.212. The Tools of New Media 2. 2 Credits.
How does technology complement and enhance the work of a composer working on film and games? Investigate the key components of modern sample libraries and how best to use them. Use modern synthesizers and samplers to create unique and compelling sonic landscapes to accompany moving images. Through “mock-up” exercises, various aspects of MIDI programming (“virtual orchestration” or “synthestration”) will be explored, culminating in building a moderate sized scoring template.
Prerequisite(s): Music for New Media majors only.;Tools of New Media 1, PY.320.211[C], required. Student must have received at least a B- in order to progress.;Completion of Introduction to Programming required (PY.350.466[C]).

PY.320.301. Mixing Sound for Picture. 3 Credits.

PY.320.419. Internship. 2 Credits.

PY.320.495. Music for New Media Capstone. 2 Credits.
The culmination of all course work and private study in the degree, the Capstone Project is equivalent to a recital given by a performance major. By the end of the second year (through instruction in New Media Composition class) students will submit for approval an outline of their intended Capstone Project. Completed projects will be displayed, performed, demonstrated, etc. at the conclusion of their final semester of study.
Prerequisite(s): Music for New Media majors only.

PY.320.501. Music for New Media Seminar. 1 Credit.
A required course for New Media students. Particular attention will be paid to the role of music in media, as well as current industry trends and developments in the field. (1