



Name of subject	Audio
Entity running the module	The Faculty of Graphic Arts and Media Art, Department of Media Art
Entity for which the module has been prepared	
Module type	Basic module, compulsory module in the field of Media Art
Year of study/ semester; mode of attendance	Year 1 - semester 2 Second level full-time studies
ECTS credits	3 / sem.
Module organizer	dr Marcin Rupociński
Academic aims	Independent execution of particular stages of soundtrack production. Introduction to the aspects related to the execution of interactive sound projects.
Module prerequisites	Independent sound recording, editing and montage on a basic level.
Learning outcomes with respect to:	
- knowledge	Students acquire knowledge of sound perception, recording and processing. They become familiar with processes leading to the transformation of the environment sounds into organized music structures. They learn the methods of developing interactive sound forms.
- skills	Independent work in a sound engineering studio, recording synchronic effects, preparing the student's own soundtracks and their synchronization with the video image. Students can execute projects in which sound is created or processed in real time and interacts with the environment.
- personal and social competence	Students acquire competences in the area of Media Art concerning the comprehension of the specificity and role of soundtracks in video works, as well as team work skills.
Module content	<ul style="list-style-type: none"> - Advanced sound editing and montage techniques - Programme-based effect processors as a tool used in sound creation - programming of the amplitude envelope, panorama and parameters for plug-ins. - Algorithm and timeline in soundtrack composition - MIDI and OSC communication protocols - Mutual modification of image and sound parameters with the use of identified communication protocols. - Interaction techniques in audio/video projects. - Designing interaction interfaces: sound amplitude, motion detection, code readers, etc. - Media programming tools
Module form and number of module hours	Classes in a sound engineering studio, lectures, consultations, corrections; 45 hours/ sem.
Assessment methods and criteria	50% task performance, active participation in classes, work-in-progress reviews; 50% open work review
Assessment type	Graded pass
Literature	<p>P. Kirm: Real World Digital Audio, Helion, Gliwice, 2007 D.L. Yewdall: Practical Art of Motion Picture Sound, Focal Press, Oxford, 2012 F. Alton Everest: Podręcznik Akustyki, Sonia Draga, Katowice, 2004 D. Hosken: An introduction to Music Technology, Routledge, New York, 2011 A. Beach: Kompresja dźwięku i obrazu wideo, Helion, Gliwice, 2009</p>
Notes	none
Language of instruction	Polish language, English language