



Name of subject	Audio
Entity running the module	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 3/ semester 5, first level studies
ECTS credits	2
Module organizer	dr Marcin Rupociński
Academic aims	Students' ability to create their own soundtracks to their video projects with special emphasis on creativity in source material acquisition, advanced sound editing and processing as well as developing interrelations of both media.
Module prerequisites	Independence in sound recording, editing and montage. Ability to record one's own soundtrack.
Learning outcomes with respect to:	
– knowledge	Students acquire knowledge in the area of Media Art concerning advanced sound editing techniques, methods of sound synthesizing and restoring of recordings. They become familiar with the issue of time disposal in music.
– skills	Students acquire skills allowing them to move freely in the area of sound montage and synchronization of sound and video images. They can use tools for sound editing, restoring and synthesis. They can prepare starting material in a proper form for various types of presentations.
– 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	Time in music. Form development. Influencing the image reception by conscious distribution of hitpoints. Creative sound editing. Advanced audio montage techniques. Audio signal compression as a working and recreation tool. Advanced sound editing techniques (sidechaining). Restoring of recordings. Rudiments of sound synthesis (types of synthesis with elements of soundtrack). Audio file compression for the needs of various media.
Module form and number of module hours	Classes in a sound engineering studio, lectures, consultations, corrections; 45 hours
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. Kirm: Real World Digital Audio D.L. Yewdall: Practical Art of Motion Picture Sound F. Alton Everest: Podręcznik Akustyki D. Hosken: An introduction to Music Technology A. Beach: Kompresja dźwięku i obrazu wideo
Notes	Sound engineering studio, computers with relevant software, multimedia projector
Language of instruction	Polish language, it is possible to communicate in English too