

MIC 291 : Audio for Visual Media

This course will introduce students to the special techniques and needs of creating audio for video media such as video games, television, and film. Students will learn the technical side of sync (SMPTE time code and frame rates) and create score and design original sound effects.

Upon completion of this course with a "C" or better, students should be able to do the following:

1. Demonstrate understanding of the unique audio requirements for video production
2. Create unique sound effects for use in video
3. Identify the professional time code frame rates
4. Create tempo maps within Pro Tools to use as scoring reference
5. Survey and discuss classic and contemporary composers and sound effect editors
6. Demonstrate understanding of Foley
7. Demonstrate understanding of field recording techniques

Credits 3

Theory Credit

3

Prerequisites

[MIC 153](#)

[MIC 253](#)