DXARTS 460 A: DIGITAL SOUND

- Autumn 2018

Meeting Time: TTh 2:30pm - 4:20pm

Location: RAI 129

SLN: 13625

Instructor:

Ewa Trębacz

View profile

ADDITIONAL DETAILS:
DXARTS 46x series (a.k.a. Sound Series) consists of the following courses:

- DXARTS 460 Digital Sound
- DXARTS 461 Digital Sound Synthesis
- DXARTS 462 Digital Sound Processing (prerequisite: DXARTS 461)
- DXARTS 463 Advanced Digital Sound Synthesis and Processing (prerequisite: DXARTS 462)

For most students we recommend beginning with DXARTS 460.

It is a project-based course focused on creating **electroacoustic sound compositions**. Among other things, this first course lays down the basic conceptual foundations for working with Digital Sound. These foundations are both technical and aesthetic, including a review of important musical examples, the fundamentals of acoustics, psychoacoustics and digital sound theory and basics of recording techniques.

A few musical examples of computer music in the Western "Art Music" tradition, available through the UW Library portal:

- Parmegiani, Bernard. *De natura sonorum* (1975)

**DXARTS 460: WHAT IS IT NOT?**

- It is **not** a course in multi-track studio recording.
- It is **not** a course in the use of MIDI keyboards, synthesizers, or sequencing.
- It is **not** a course in analog synthesis.
- It is **not** a course on popular song arranging or specific techniques used in dance music, techno, etc.
- It is **not** a course on Dj-ing.
- It is **not** a course on sound design for theater or film.
- It is certainly **NOT** a quick and easy way to get 5 credits.

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**Catalog Description:**


**GE Requirements:**

Visual, Literary, and Performing Arts (VLPA)

**Credits:** 5.0

**Status:** Active

**Last updated:** October 17, 2018 - 9:04pm

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