DXARTS 460 A: DIGITAL SOUND

- Autumn 2019

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

**Location:** RAI 129

**SLN:** 13722

**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.
Catalog Description:

GE Requirements:
Visual, Literary, and Performing Arts (VLPA)

Credits: 5.0
Status: Active
Last updated: August 2, 2019 - 9:03pm