DXARTS 460 A: DIGITAL SOUND

- Summer 2020

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
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