

1	SOUND DESIGN
2	COMPULSORY
3	EQF LEVEL 6
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7	GIORGIO ROSA
8	<p>The course aims to provide the tools and basic notions to realize the design of the sound on a video (feature film, short film, advertising, video art etc), the knowledge necessary for the manipulation and synthesis of sounds, noises and sound atmospheres. The course deals with the fundamental concepts that describe sound, starting from practical and creative aspects such as generation, synthesis and retouching. Learning takes place with practice on a recommended software (Steinberg Cubase), but the concepts provided allow you to independently learn the use of any other dedicated software.</p> <p>The Sound Designer is a "sound communication designer", a sound professional able to relate to the many forms of sound communication, and to produce audio using indifferently musical languages and production tools - mainly the computer, but also the study of recording, the mixer, etc. - to compose soundtracks, sound objects composed of music, speech, sound effects and electronic manipulation.</p>
9	FACE TO FACE
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11	<p>the concept of sound design: as an art and as a profession; essential accessories for home recording contexts: video, cinema, commercials and videogames, theater and dance, sound installations and sound reinforcement of environments Cubase: architecture and operation of a DAW Non-destructive editing techniques: volume, pan, fades, looping and repetition, time stratching and pitch shifting, sound dynamics The plugins: reverbs and equalizers; insert and send Record with the microphone Synchronize audio and video Management of a soundtrack the basics of mixing and mastering Audio and midi: virtual instruments</p>
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13	Tutorials proposed by the teacher
14	Presentation of an original audio or audio - video project chosen among the models proposed during the Academic Year
15	Italian