

Digital Media Audio Production (DAPR)

DAPR 1000. Intro to Digital Audio. (1 Credit)

Provides a basic overview of the Digital Audio Program and career opportunities within the audio industry. Helps students decide which educational and career path to pursue.

DAPR 1030. Digital Audio Workstation Training I. (3 Credits)

Prerequisite(s): DAPR 2000

Teaches proficiency in the use of a Digital Audio Workstation at the beginning level. Implements the first half of AVID Corporation's "ProTools User Level" certification, and successful completion of this course, together with its follow-on course, DAPR 1031, will earn students their AVID ProTools certification at the "User" level.

Lab access fee of \$45 applies.

DAPR 1031. Digital Audio Workstation Training II. (3 Credits)

Prerequisite(s): DAPR 1030

Teaches proficiency in the use of a Digital Audio Workstation at the intermediate level. Implements the second half of AVID Corporation's "ProTools User Level" certification, and successful completion of this course, together with its preceding course, DAPR 1030, will earn students their AVID ProTools certification at the "User" level. Lab access fee of \$45 applies.

DAPR 2000. Digital Audio Essentials. (3 Credits)

Prerequisite(s): MAT 1030 or MAT 1035 or MATH 1050 or MATH 1055

Corequisite(s): DAPR 200L

Reviews basic sound principles, cable types, microphone types, and basic techniques of use. Teaches recording of basic sounds and musical instruments into a Digital Audio Workstation. Introduces multi-track audio, editing, EQing, mixing, and mastering a 3-minute piece with voice and music. Includes a final project consisting of a multi-track music project designed for use in film, commercial radio, or other multimedia applications. Software fee of \$15 applies. Lab access fee of \$45 for computers applies.

DAPR 2001. Audio Portfolio Prep. (2 Credits)

Prerequisite(s): DAPR 1000

Teaches how to get a job in the entertainment industry by examining the hiring process from the employer's point of view. Helps student develop a critical eye when creating their portfolio and gives them valuable networking strategies to ensure employment after graduation.

DAPR 200L. Digital Audio Essentials Lab. (1 Credit)

Prerequisite(s): MAT 1030 or MAT 1035 or MATH 1050 or MATH 1055

Corequisite(s): DAPR 2000

Lab component for DAPR 2000 Digital Audio Essentials. Allows students to apply the skills and principles learned in Digital Audio Essentials.

DAPR 2010. Core Recording. (3 Credits)

Prerequisite(s): DAPR 2000

Corequisite(s): DAPR 201L

Teaches how to work as a studio assistant in a high-end studio including studio etiquette. Examines studio operation and care, signal flow, proper mic use and care, DAW usage and tracking. Teaches project budgeting and artist/client relations.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies. Course fee of \$95 for materials applies.

DAPR 201L. Core Recording Lab. (1 Credit)

Prerequisite(s): DAPR 2000

Corequisite(s): DAPR 2010

Provides students hands-on experience in studio operation and care, signal flow, proper mic use and care, and DAW usage and tracking. Requires students to use studio etiquette.

DAPR 2020. Core Mixing. (3 Credits)

Prerequisite(s): DAPR 2010

Corequisite(s): DAPR 202L

Teaches the science and art of audio mixing, centering on a broad range of musical and media post-production material. Covers initial plan, signal flow, and skills for all signal processors, including spectral, dynamic, time-based and distortion effects. Explores audio editing techniques. Also, teaches mix room acoustics, treatments and workarounds.

Lab access fee of \$45 applies.

DAPR 202L. Core Mixing Lab. (1 Credit)

Prerequisite(s): DAPR 2010

Corequisite(s): DAPR 2020

Provides students hands-on experience mixing music and media post-production projects. Prepares students with experience in signal flow and audio editing techniques. Provides practice using mix room acoustics, treatments, and workarounds.

DAPR 2080. Podcast and Radio Production. (3 Credits)

Teaches the history of radio, the structure of typical radio stations, from management to music programming and sales, and production and promotion. Covers methods of producing radio promos, radio shows, commercials, underwriting and news segments, as well as features and interviews. Examines the use of Digital Audio Workstations to produce several radio segments of the student's choosing. Includes lectures, demonstrations, and guest lecturers from radio stations in the community.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

DAPR 208R. Special Topics in Digital Audio. (1-4 Credits)

Introduces specific audio tools and concepts currently used in the digital audio production. Includes relevant and changing topics and tools. Emphasizes hands-on experience along with lectures and demonstrations. Varies curriculum from one semester to another. May be repeated for a maximum of 9 credits toward graduation.

Software fee of \$15 applies.

Lab access fee of \$45 for computers, applies.

DAPR 2110. Production Sound for Cinema. (3 Credits)

Teaches location film sound and general on-the-set etiquette, techniques, and best practices. Covers the proper use of industry standard gear such as boom microphones, wireless systems, portable recorders, and lavalier microphones. Examines how to capture clear, consistent, and intelligible audio in less-than-ideal conditions. Teaches how to work as a part of a larger film crew.

DAPR 2170. Sound Design for Visual Media I. (3 Credits)

Examines how to create original sound design, tell stories with sound and analyze critically audio intended to support visual stories. Teaches techniques for manipulating sound to tell impactful stories.

DAPR 2171. Sound Design for Visual Media II. (3 Credits)

Prerequisite(s): DAPR 2170

Continues the student's exploration of sound design by creating performable sound design instruments, recording sound effects in the field, learning about different types of synthesis, and creating assets that can be used in films, games or sound effects libraries.

DAPR 2240. Digital Audio Restoration. (3 Credits)

Prerequisite(s): DAPR 2000

Teaches tools to restore, preserve, and archive audio from a variety of sources, such as cylinders, vinyl records, tapes, and film soundtracks. Teaches the removal of ambient, impulsive, periodic, and random noise. Explores audio forensics.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

DAPR 2250. Audio Hardware Basics. (3 Credits)

Pre- or Corequisite(s): MATH 1050 or 1055

Teaches students to understand the fundamental system of the studio, the wiring. Covers the connections, and proper techniques in wiring, building cables, electrical safety, soldering, basic electronic connections soldering electrical components and terminology for proper studio wiring and building techniques. Teaches the history, current trends and future of audio connection. Includes DANTE level 1 certification.

DAPR 2255. Audio Hardware I. (3 Credits)

Prerequisite(s): DAPR 2250

Emphasizes electronic equipment and circuits used with electrical safety in media hardware. Includes basic DC/AC theory such as voltage, current, resistance, power dissipation, batteries, and solar cells. Introduces the basic construction and theory of operation of circuits used in media containing electronic components, resistors, capacitors, inductors, diodes, transistors, and operational amplifiers. Designed for Digital Media students.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

DAPR 2300. Sound for Games I. (3 Credits)

Introduces the techniques and methodologies most commonly used in implementing sound and music assets into an electronic game environment. Covers the basic principles of sound implementation as part of the game development structure, project workflow, and common middleware tools.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies. Course fee of \$170 for materials applies.

DAPR 2345. Spatial Audio I. (3 Credits)

Teaches the basic concepts and techniques behind producing audio for virtual reality, augmented reality, mixed reality and extended reality applications. Teaches students to edit and mix linear projects in a variety of formats including binaural, ambisonic, channel-based and object-based. Familiarizes students with the major concepts necessary to understand and produce spatial audio content for linear applications.

DAPR 3010. Advanced Recording. (3 Credits)

Prerequisite(s): DAPR 2020, Portfolio Review Acceptance and University Advanced Standing

Corequisite(s): DAPR 301L

Delves deeper into the use of the recording studio space. Reviews the etiquette of a professional recording studio. Teaches advanced recording techniques. Prepares students for a successful audio career by providing greater experience with audio software and hardware.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies. Course fee of \$95 for materials applies.

DAPR 301L. Advanced Recording Lab. (1 Credit)

Prerequisite(s): DAPR 2020, Portfolio Review Acceptance and University Advanced Standing

Corequisite(s): DAPR 3010

Is a practical companion course to DAPR 3010 and gives students hands-on experience in advanced recording techniques, proper microphone use, console operation, DAW use, outboard gear operation, patch bay use and audio monitoring system setup and use.

DAPR 301R. Digital Lecture Series. (1 Credit)

Prerequisite(s): ENGL 2010 and University Advanced Standing

Uses guest speakers who lecture on current topics in digital media. May be repeated for a maximum of 3 credits toward graduation.

DAPR 3020. Advanced Mixing. (3 Credits)

Prerequisite(s): Grade of B- or better in DAPR 2020 and 3010, Portfolio Review Acceptance, and University Advanced Standing.

Corequisite(s): DAPR 302L

Teaches in greater depth audio engineering principles and techniques including signal processing, professional-grade equipment operation, and challenges in mixing audio. Covers in-depth theory and application of mixing consoles, signal processors, and mixing workflows. Addresses problems that arise in complex mixes.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies. Course fee of \$95 for materials applies.

DAPR 302L. Advanced Mixing Lab. (1 Credit)

Prerequisite(s): Grade of B- or better in DAPR 2020 and 3010, Portfolio Review Acceptance, and University Advanced Standing.

Corequisite(s): DAPR 3020

Is a practical companion course for the DAPR 3020 Advanced Mixing class. Provides hands-on experience for working directly with industry-standard and cutting-edge equipment in mixing audio.

DAPR 3030. Digital Audio Workstation Training III. (3 Credits)

Prerequisite(s): DAPR 1031 and University Advanced Standing

Teaches proficiency in the use of a Digital Audio Workstation at the advanced level. Is the UVU implementation of the first half of AVID Corporation's "ProTools Operator Level" certification, and successful completion of this course, together with its follow-on course, DAPR 3031, will make AVID ProTools certification at the "Operator" level available.

Lab access fee of \$45 applies. Course fee of \$95 for materials applies.

DAPR 3031. Digital Audio Workstation Training IV. (3 Credits)

Prerequisite(s): DAPR 3030 and University Advanced Standing

Teaches proficiency in the use of a Digital Audio Workstation at the expert level. Teaches second half of AVID Corporation's "ProTools Operator Level" certification, and successful completion of this course, together with its preceding course, DAPR 3030, will make AVID ProTools certification at the "Operator" level available.

Lab access fee of \$45 applies. Course fee of \$95 for materials applies.

DAPR 3060. Producing Audio. (3 Credits)

Prerequisite(s): University Advanced Standing

Prepares the student to interact in a professional studio environment. Covers recording session efficiency, budgeting and planning, interacting with clients, talent, and executive producers. Includes practicum in various modalities and styles of recording session.

DAPR 308R. Advanced Topics in Digital Audio. (1-4 Credits)

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Intended for advanced students with an interest in digital audio. Includes relevant and changing topics and tools. Emphasizes hands-on experience along with lectures and demonstrations. Curriculum may vary from one semester to another. May be repeated for a maximum of 9 credits toward graduation.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

DAPR 3170. Post-Production Sound for Cinema I. (3 Credits)

Prerequisite(s): DAPR 2170 and University Advanced Standing

Provides an overview of the responsibilities, skills, tools and methods required to work at an audio post-production studio that focuses on sound for feature films and television. Covers many of the responsibilities of film sound professionals like Assistant Sound Editors, Dialog Editors, ADR Mixers, Foley Mixers and Artists, Sound Effects Editors and Re-recording Mixers. Applies the basics of each of these positions and post-production film sound in general.

DAPR 3171. Post-Production Sound for Cinema II. (3 Credits)

Prerequisite(s): DAPR 3170, University Advanced Standing

Trains students in the responsibilities, skills, tools and methods required to work at an audio post-production studio that focuses on sound for feature films and television. Covers many of the responsibilities of film sound professionals like Assistant Sound Editors, Dialog Editors, ADR Mixers, Foley Mixers and Artists, Sound Effects Editors and Re-recording Mixers. Culminating in the final mix deliverables for a short film.

DAPR 3230. Audio Plugin Development I. (3 Credits)

Prerequisite(s): MATH 1050 or 1055, University Advanced Standing

Teaches the student from beginner to early intermediate level as a developer of audio plugins. Examines creating a simple audio plugin from day one. Focuses on gain control, audio compression, and auto-panning, plugins. Requires students to have a laptop computer with a Digital Audio Workstation application installed.

DAPR 3235. Audio Plugin Development II. (3 Credits)

Prerequisite(s): DAPR 3280 and a grade of B or better in DAPR 3230, University Advanced Standing

Teaches the student from early intermediate to late intermediate level as a developer of audio plugins. Examines creating plugins ranging from full-featured equalization to time-based effects such as delay, reverb, phase, and flange. Requires students to have a laptop computer with a Digital Audio Workstation application installed.

DAPR 3240. Advanced Audio Restoration and Forensics. (3 Credits)

Prerequisite(s): DAPR 2240 and University Advanced Standing

Covers advanced principles and practices for digitally restoring difficult audio specimens and includes forensic audio restorative and reconstructive techniques important to historical, investigative, and criminological fields as well. Examines more sophisticated software in greater detail, including deClicking, deBuzzing and deNoising, and the use of spectral repair programs. Also covers in more depth, the cylinder recording period at the turn of the century.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

DAPR 3255. Audio Hardware II. (3 Credits)

Prerequisite(s): DAPR 2255, University Advanced Standing

Emphasizes active audio electronic circuits. Includes review of basic DC/AC theory such as voltage, current, resistance, and power calculations.

Continues the basic construction and theory-of-operation of transistor power amplifier circuits, and more advanced operational amplifier based circuits including basic filters, parametric EQs, frequency and component scaling of filters. Designed for Digital Audio students.

DAPR 3280. Signal Processing for Audio. (3 Credits)

Prerequisite(s): MATH 1050 or 1055, University Advanced Standing

Examines primarily the Fourier Transform and its applications. Demonstrates how to transform between the time domain and frequency domain for use in designing EQ's, solving complex circuits, matching Frequency Responses of various audio equipment to each other (transforms), and constructing complex signals such as square waves.

DAPR 3300. Sound for Games II. (3 Credits)

Prerequisite(s): DAPR 2300, University Advanced Standing

Is a continuation of Sound for Games I. Teaches students how to work with audio inside the game engine and create their own audio game.

Also teaches students to work on game development teams using industry standard software for project management, version control and asset management. Guides students to be able to confidently design and build responsive audio systems within the game engine and work well with a game development team.

DAPR 3345. Spatial Audio II. (3 Credits)

Prerequisite(s): DAPR 2300, DAPR 2345, University Advanced Standing

Teaches the basic concepts and techniques behind producing audio for virtual reality, augmented reality, mixed reality and extended reality applications.

Teaches students to create audio systems for interactive projects in a game engine using industry standard software tools. Familiarizes students with the major concepts necessary to understand and produce spatial audio content for interactive applications.

DAPR 3430. Recording Studio Design Principles and Practices. (3 Credits)

Prerequisite(s): University Advanced Standing

Addresses many issues found in the design and construction of a recording studio or listening environment. Explores the physics, mathematics and practical issues to properly design and build a sound space, including calculation and altering the reverb and standing waves of a room. Analyzes absorption of construction materials.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

DAPR 3580. Live Sound Reinforcement. (3 Credits)

Prerequisite(s): University Advanced Standing

Teaches fundamental sound concepts: propagation, absorption, reflection, transmission, frequency response, effective manipulation of the decibel in calculations of loudness, power, and voltages. Covers intelligent use of microphone patterns, and loudspeaker and monitor placement. Investigates indoor sound vs. outdoor sound. Teaches proper cabling and connections, speaker crossovers, and theory of bi-amplification. Covers mixer diagrams and basic electronics. Incorporates practical experience acquired in giving technical support to UVU theater, music department, or public relations functions.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

DAPR 4085. Writing for Digital Audio WE. (3 Credits)

Prerequisite(s): ENGL 2010, Portfolio Review Acceptance, and University Advanced Standing

Teaches the role of the written word in the digital audio arena, and helps students build competency in areas of expository, technical, persuasive, analytical, and research writing.

DAPR 4220. Audio Mastering. (3 Credits)

Prerequisite(s): DAPR 3020, Portfolio Review Acceptance, and University Advanced Standing

Teaches mastering, the final step in audio production. Briefly discusses vinyl pre-mastering. Covers the art of final EQ and compression. Examines analog and digital signal processors and the use in the mastering process. Explores the issues of bit depth, sampling rates, dither, jitter, EQ techniques, and dynamic range manipulation.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies. Course fee of \$95 for materials applies.

DAPR 490R. Senior Capstone. (3 Credits)

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Provides a capstone audio experience for senior students. Develops individual and team real-world projects in consultation with a faculty advisor. May be repeated for a maximum of 6 credits toward graduation.