

TH 340 – FOLEY SOUND FOR MULTI MEDIA

Monday/Wednesday 2:40-4:00

Instructor: Johnna Doty jd0016@uah.edu

Office Hours: T/TH 12:30-2:30 – Fri 2:00-4:00

UAH Theatre Website: www.uah.edu/theatre

COURSE DESCRIPTION

This course offers students an exploration of Foley Sound including digital hardware and software for studio recording. There will be a particular emphasis on Foley recording techniques, the creative use of the digital audio workstation (DAW), and an introduction to the history, theory, and methods of the art and craft of Foley. The students will create several projects by applying acquired recording mixing and editing techniques.

COURSE OBJECTIVES

Upon completion of this course, the student will work towards the following objectives, through creative application:

- To offer an analytical approach to creating a Foley studio.
- To gain an advanced working knowledge of analog and digital audio systems for both studio sound effects and vocal performances.
- To experiment with various types of computer software unique to sound design. (Audacity, FL Studio, ProTools, Ableton, etc.)
- To gain hands-on experience at designing Foley sound through various assigned exercises and projects.
- To understand the concept of Foley sound design in relation to theatre, radio, video, film, animation, and gaming.
- To explore the internet in relation to research, resources and file-sharing.
- To examine the possibility of creating your own personal DAW!
- To embrace the current exponential rate of growth and innovation in the audio technology world of today.

REQUIRED TEXT

THE FOLEY GRAIL The Art of Performing Sound for Film, Games, and

Animation 2nd Edition

Vanessa Theme Ament

COURSE EXPECTATIONS

Students will come to class on time and respect general rules of courtesy. There will be no food or drink in classroom. Cell phones and devices will be turned off during class.

Sleeping is not allowed. Work on other courses during class is prohibited. Lateness may not count as attendance. All conflicts must be directed to the instructor in a timely fashion. Students are expected to attend class and turn in assignments on time. Students must give their best effort on all assignments. This course will assess your grade based on responsibility, effort and attitude. If you are guilty of plagiarism or cheating of any kind, the minimum penalty for student misconduct is an “F” or “0” points for the course, the maximum penalty is legal recourse and expulsion from UAH.

The University of Alabama in Huntsville will make reasonable accommodations for students with documented disabilities. If you need support or assistance because of a disability, you may be eligible for academic accommodations. Students should identify themselves to Disability Support Services (128 Wilson Hall, 256.824.1997) and their instructor as soon as possible to coordinate accommodations.

GRADING

EXAMS (2) Exams will be administered during the semester for a total of 15 points each or **30** points of the final grade. *Exam dates are listed below and will include a review session the class period noted on the schedule. Make up tests are at the discretion of the instructor.*

DESIGN PROJECTS & PRESENTATIONS: (5) For a total of **10** points each or a total of the **50** points of the final grade.

Subjects and due dates are listed below and will include a specific description for each exercise.

CANVAS DISCUSSIONS (8) For a total of **2.5** points each or a total of the **20** points of the final grade.

*Subject and due date is listed below. This project should be one of the **FIRST** things you begin to plan for.*

EXAMS (2)	30
DESIGN PROJECTS (5)	50
CANVAS DISCUSSIONS (1)	20

CLASS SCHEDULE – TH - 340

*Note: This schedule is subject to **change** – Notification will be given by the instructor.

WEEK 1	Mon Wed	<p>Introductions/Orientation</p> <p>What Foley Artists Do, and Why History, Theory and Methods</p> <p>Creating Our Foley Studio</p> <p>Creating Your Own DAW</p>	<p>Read Part 1 Chapters 1-3 (Quiz)</p> <p>Locate Noisemakers</p>	
WEEK 2	Mon Wed	<p>The Foley Stage Begin studio set-up</p> <p>Foley Ingredients and Recipes View first Group/Indy Project</p> <p>Introduction to the Microphone and Multi-Track Recording</p>	<p>Read Part 6 Chapters 15-16</p> <p>Formulate Recipe Locate Ingredients</p> <p>Canvas Discussion 1</p>	(2.5)
WEEK 3	Mon Wed	<p>How Foley Artists Work LAB: Group Foley Studio</p> <p>Spotting, Cueing and Marking LAB: Group Foley Studio</p>	<p>Read Part 2 Chapters 4-5 (Quiz)</p>	
WEEK 4	Mon Wed	<p>LAB: Group Foley Studio</p> <p>Group Hands-on with ProTools LAB: Work on Indy Project 1</p>	<p>Read Part 5 Chapter 12</p> <p>Canvas Discussion 2</p>	(2.5)
WEEK 5	Mon Wed	<p>LAB: Work on Indy Project 1</p> <p>Presentation: Indy Project 1 Assign Indy Project 2</p>	<p>Read Part 5 Chapters 13-14</p> <p>Submit Project 1</p> <p>Canvas Discussion 3</p>	(10) (2.5)

WEEK 6	Mon	Review TEST 1 (Parts 1-2 & 5-6)	Study! Find Visuals for Indy Project 2	(15)
	Wed	TEST 1 LAB: Work on Indy Project 2		
WEEK 7	Mon	LAB: Work on Indy Project 2 Group Hands-on with ProTools	Submit Project 2 Canvas Discussion 4	(2.5)
	Wed	Presentation: Indy Project 2 Assign Indy Project 3	Read Part 3 Chapters 6-7	(10)
WEEK 8	Mon	Foley for Games and Animation Voice Acting		
	Wed	LAB: Group Foley Studio The Vocal Booth Character Voice Overs LAB: Group Improvisation (VO's)		
WEEK 9	Mon	LAB: Group VO's continued	Revisit Chapters 3 and 14	(2.5)
	Wed	LAB: Work on Indy Project 3	Submit Project 3 Canvas Discussion 5	
WEEK 10	Mon	Presentation: Indy Project 3 Assign Indy Project 4	Read Part 4 Chapters 8-9	(10)
	Wed	LAB: Group Foley Studio		
WEEK 11	Mon	Creating a Foley Toolbox LAB: Group Foley Studio	Read Part 4 Chapters 10-11(Quiz) Submit Project 4 Canvas Discussion 6	(2.5)
	Wed	LAB: Work on Indy Project 4		

WEEK 12	Mon	Presentation: Indy Project 4		(10)
	Wed	Assign Final Indy Project 5 LAB: Work on Final Project 5		
WEEK 13	Mon	LAB: Work on Final Project 5	Read Part 7 Chapters 17-18	
	Wed	LAB: Work on Final Project 5	Canvas Discussion 7	(2.5)
WEEK 14	Mon	LAB: Work on Final Project 5	Submit Project 5 (or what you have so far)	
	Wed	Presentation: Indy Project 5 Review TEST 2 (Parts 1-7)	Canvas Discussion 8	(2.5)
WEEK 15	Mon	Presentation: Indy Project 5		(10)
	Wed	TEST 2		(15)