

# MUSIC TECHNOLOGY (MUS\_TECH)

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## **MUS\_TECH 300-0 Introduction to Music Technology (1 Unit)**

Introduction of key concepts in acoustics, digital audio theory, production, and postproduction. Through projects and presentations, students will learn to record and edit their work, use notation software, communicate with recording engineers, and prepare and present work online.

## **MUS\_TECH 321-0 Producing in the Virtual Studio (1 Unit)**

Techniques for creating and producing music in the context of a computer-based audio production environment. Topics include MIDI, audio editing, plugins, effects processing, mastering, and basic surround mixing. Assignments include creative projects.

Prerequisite: MUS\_TECH 300-0 or equivalent experience and consent of instructor.

## **MUS\_TECH 322-0 Recording Techniques (1 Unit)**

Microphone and placement techniques including stereo and close/distant miking of voices, acoustic instruments, and ensembles. Console design, signal flow, and dynamics processing. Projects include recording assignments.

Prerequisite: MUS\_TECH 300-0 or equivalent experience and consent of instructor.

## **MUS\_TECH 335-0 Selected Topics (1 Unit)**

Topics vary; announced before registration. May be repeated with change of topic.

## **MUS\_TECH 340-0 Composing With Computers (1 Unit)**

Foundational techniques of composition using music and audio software. Techniques of algorithmic composition, sound processing. Analysis of electroacoustic music. Assignments include student compositions.

Prerequisite: MUS\_TECH 300-0 or equivalent experience.

## **MUS\_TECH 345-0 Technology-Based Performance (1 Unit)**

Creation, rehearsal, and performance of technology-based music in a group setting. Topics include real-time interaction, technological performance interfaces, application of algorithmic methods.

Prerequisite: consent of instructor.

## **MUS\_TECH 350-0 Studio Techniques for Electroacoustic Music (1 Unit)**

Advanced projects in electroacoustic composition, audio programming (Max/MSP), audio engineering, or electronic instrument design; includes a largescale project, typically developed from the student's previous music technology course work.

Prerequisite: MUS\_TECH 340-0, MUS\_TECH 345-0, or equivalent experience.

## **MUS\_TECH 355-2 History and Analysis of Electroacoustic Music (1 Unit)**

Survey of electronic music repertoire from 1948 through the end of the analog era and the introduction of digital music. Examination of the aesthetic motivations and technical approaches that have shaped electroacoustic music throughout its history, focusing on the interaction between technical innovation and creativity.

## **MUS\_TECH 365-0 Electronic Film Music (1 Unit)**

The course will focus on electronic approaches to film scoring. It will consist of historical overview (going back to the 1940s), significant composers and repertoire examples, and practical exercises in scoring. The course will cover multiple film genres with special emphasis on science fiction, horror, and fantasy. Composers covered include John

Carpenter, Vangelis, Jerry Goldsmith, Dave Porter, Hans Zimmer, and Hildur Guðnadóttir.

## **MUS\_TECH 435-0 Selected Topics (1 Unit)**

Topics vary. May be repeated for credit with change of topic.

## **MUS\_TECH 499-0 Independent Study (1 Unit)**

SEE DEPT FOR SECTION AND PERMISSION NUMBERS.