

Greensheet F/TV 30: LOCATION AUDIO PRODUCTION

Instructor: Warren Haack
Office Hours
Tuesday: 9:30 to 1:15 in Room AT107

Contact Info:
Email: haackwarren@fhda.edu

Three Quarter Units: Lecture & Laboratory **Spring Quarter, 2025**

Time: Tuesday: 9:30 to 1:15
Required Reading: *Discover the Potential of Sound Design*
By Warren Haack

Additional Reading: *In The Blink of an Eye* - Walter Murch

Student Learning Outcome Statements (SLO)

Develop and execute a sound recording plan for indoor and outdoor film making.
Identify and operate different microphones and recording equipment. Learn ADR and Foley techniques. Learn best techniques for microphone usage.

Final Exam: **Tuesday, June 25. Attendance Required.**

Class Materials: 8 gig or larger SD Card for Recording Audio
Thumb Drive for copying and archiving material
Access to NLE or DAW software to sync sound and picture
Video Camera (a cell phone camera is OK if you can download the video you shoot to sync sound to).

Attendance Policy:

Attendance and participation in person on campus is mandatory for this class, in order to learn the equipment hands on and do the assignments in the lab time. It is the responsibility of the student to withdraw from the class. **Since there is little written homework the majority of the grade is based on Field Production assignments, which students are expected to complete outside of class.** It is up to students to schedule equipment, record sound, and turn projects in for a grade. Projects that are missing or incomplete will receive no credit, and result in a lower grade.

Anyone with disabilities or special needs will receive accommodation and individual counseling to support their needs. Students with English as a second language may wish to contact the instructor to discuss a strategy for their success.

Grading Policy:

Students should turn in **assignments** by submitting an SD card of your field recordings and supporting material in class.

Please do not send via google drive, or other sharing apps.

Read the following twice to make sure you understand it.

Do not use canvas to turn in projects.

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Students ***must*** keep a copy of all their work until the end of the quarter so that if for some reason an assignment is lost, they can resend it. This happens. It is part of digital filmmaking. Backup, backup and backup.

AUDIO PROJECTS and PERCENTAGE VALUE

- Audio Project #1. (Sound Only) 10%*
Record an Interview. Using a Sound Devices Mix Pre-6 Recorder and a Lavalier Mike, interview someone on a subject they know well, lasting between one and two minutes. Take a photo of the person you interview so I can see how you are placing the mike, put the files in a folder, with a sound log and turn it in.
- Audio Project #2. (Sound & Picture) 10%*
ADR Recording to Picture. Using a Sound Devices Mix Pre-6 Recorder and a Lavalier Mike, playback the 30 second *picture* file and record new dialogue, using the script you will receive of a telephone conversation. Sync the new sound to the picture, delete the old sound, output a self-contained movie and turn it in.
- Audio Project #3 (Sound & Picture) 10%*
Double System Sound Recording. Check out a Sound Devices Mix Pre-6 Recorder and Shotgun Mike Kit. Using your own camera or cell phone, record a 30 second to one minute *double system* sound recording. Frame it with the boom operator in the frame so I can evaluate mike technique. Import sound and picture into Premiere, Pro Tools, FCP or other editing software, sync the sound, and output a digital file as a self-contained movie and turn it in.
- Audio Project #4. (Sound Only) 10%*
Record ten sound effects in *different locations*, using the Sound Devices Mix Pre-6 recorder and shotgun mike kit. Length of each recording: maximum of 15 seconds. Students may work in groups. Each person's recording will be different. Do not make one recording for the group and copy it. Slate the sfx verbally and enter them on the sound report. Put it in a folder and turn it in.
- Audio Project #5. (Sound & Picture) 15%*
Foley Recording to Picture. A two minute silent picture file is on the computer in the Foley Stage. Students will record sound effects in sync to the picture in Pro Tools. I will download the finished projects when due from the computer in the Foley Stage.
- Audio Project #6 (Sound Only) Multiple Miking 15%*
Record a narrative drama outdoors, using a shotgun mike, a Lavalier Mike, and the Sound Devices Mix Pre-6 recorder, paying attention to ambient noise and clarity of dialogue. Keep a sound log of all recordings. Record room tone. Length: 3-5 minutes. Use three actors minimum. Two may be seated or stationary. One actor must move into and out of the scene. Thus, the actor that moves will have a wireless lavalier mike, connected to Input 2 of the SD recorder.
You will be working in groups on this. Each person's recording will be different. Do not make one recording for the group and copy it to everyone in the group. Take a picture of the person operating the boom so I can evaluate your mike technique. Use a Sound Report and slate everything as per protocol learned in class.

EXAMS**Midterm**

10%

There will be one midterm exam, which may be repeated, with no penalty if you are not satisfied with the grade received. This will be an open book take home test, with short essay questions, fill in the blanks, etc.

Final

10%

This is a written exam covering the entire class. This will be primarily based on class discussions and demonstrations, backed up by reading, and will ask the students to place themselves in hypothetical circumstances in Audio Production. This is an open book test, to be done at home, and turned in during the Final Exam date, June 25, 2024.

CLASS PARTICIPATION

10%

Because this is a class that depends on group participation, and class involvement, a grade will be given on how much you contribute to the class. It will be combined with quiz scores and on time attendance.