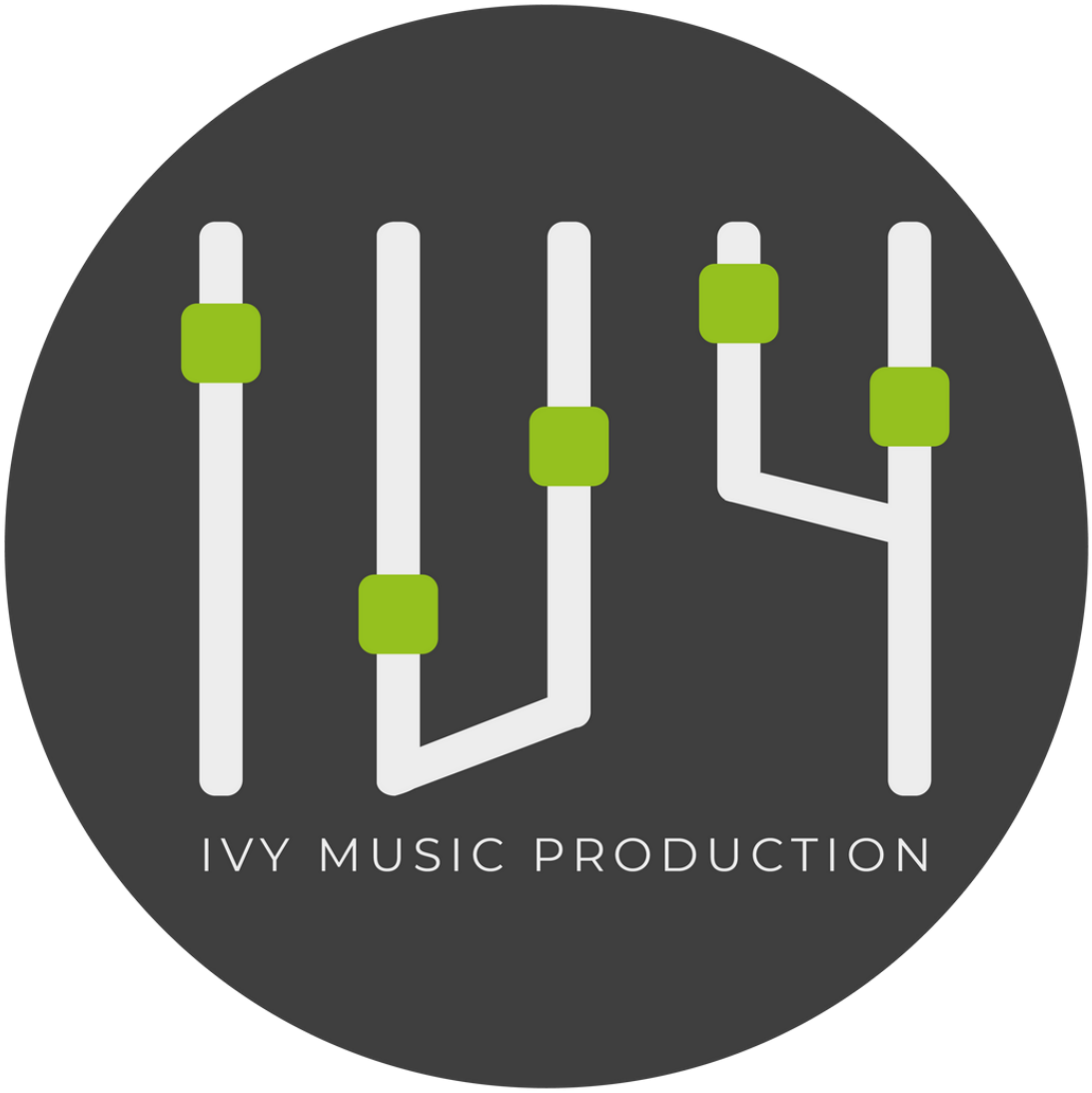
SYLLABUS

2023

MODERN FILM COMPOSER COURSE



Alessio Miraglia

Location

- Online

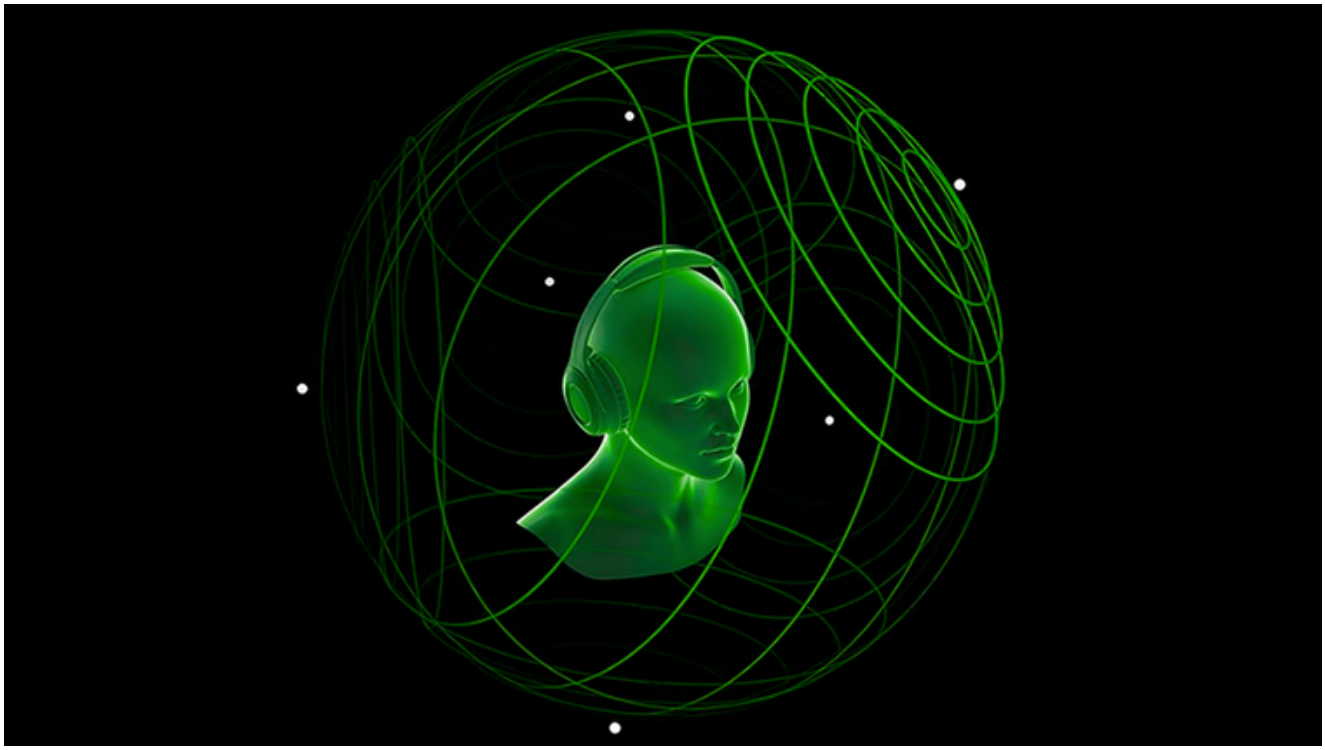
Duration

- ***12*** Weeks

Explanation

This course is an in-depth exploration of the tools, techniques, workflows, and creative considerations in composing, and producing audio for film, television, Video games, and related media.
It explores the history of film as a medium, through the development of technology for synchronizing audio to moving pictures, to modern-day practices in audio post-production. It also explores the process and technique of creating sound for pictures. Participants gather, craft, edit, and mix sound effects, backgrounds, and Foley and apply them to visual media.

This course prepares students for recording scores and managing a recording session with a large ensemble of musicians.
It also prepares students to manage the process of delivering audio to the project's final mix and understand the process of the final mix including exploring the new frontier of Immersive Audio & the Dolby Atmos.
By the end of this course, you'll have the knowledge and skills to start building your own portfolio and tackle your first job in the industry.



Requirements and Prerequisites

Students should be able to:

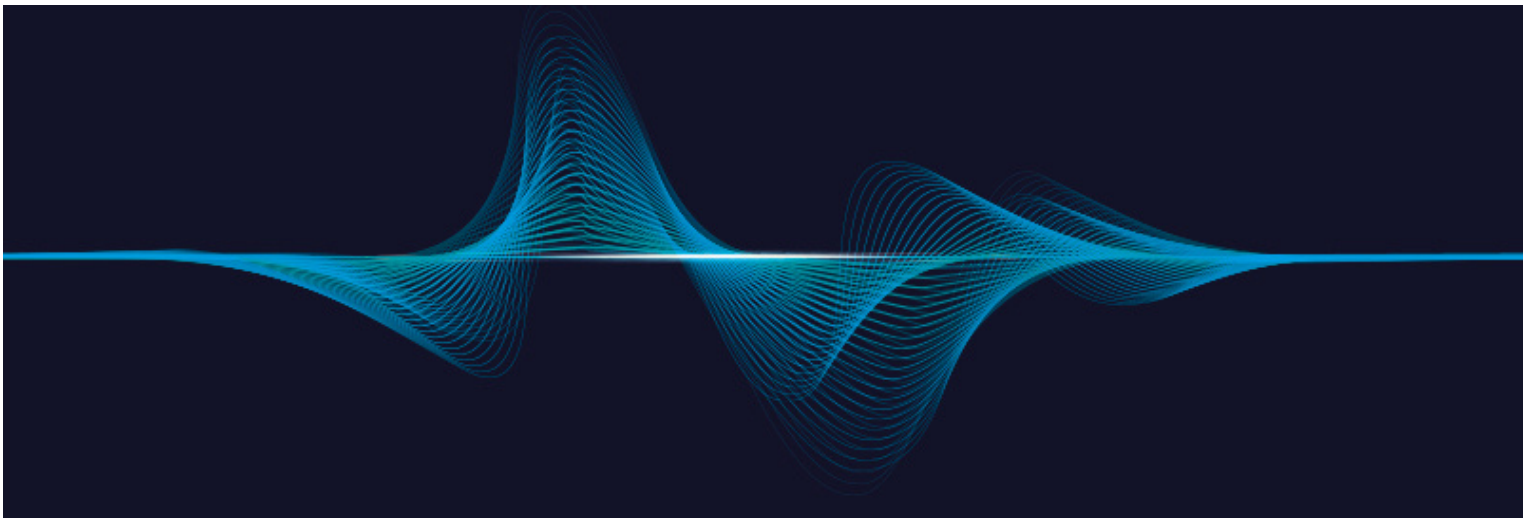
- Work comfortably with a Digital Audio Workstation (DAW), having fundamental skills, preferably with Pro Tools
- Possess good musical theory knowledge, and fundamental mixing skills using basic EQ, dynamics processing, reverbs, and delays

Software Requirements

- Pro Tools 12 or higher (earlier versions, Pro Tools First, and Pro Tools Demo are not supported in this course)*
- iZotope's Ozone 7 or higher (Standard or Advanced version, not Elements)*
- FabFilter mixing plugins
- Notation software: Finale, Sibelius, Dorico, Dorico SE, or MuseScore (free)
- Sample Libraries covering the standard orchestral families: The Spitfire BBC Symphony Orchestra Discover (free with a 2-week wait) in addition to the virtual instruments included in the accepted DAWs are sufficient for this course.

Hardware Requirements

- MIDI keyboard
- Audio interface with at least one mic input and stereo output



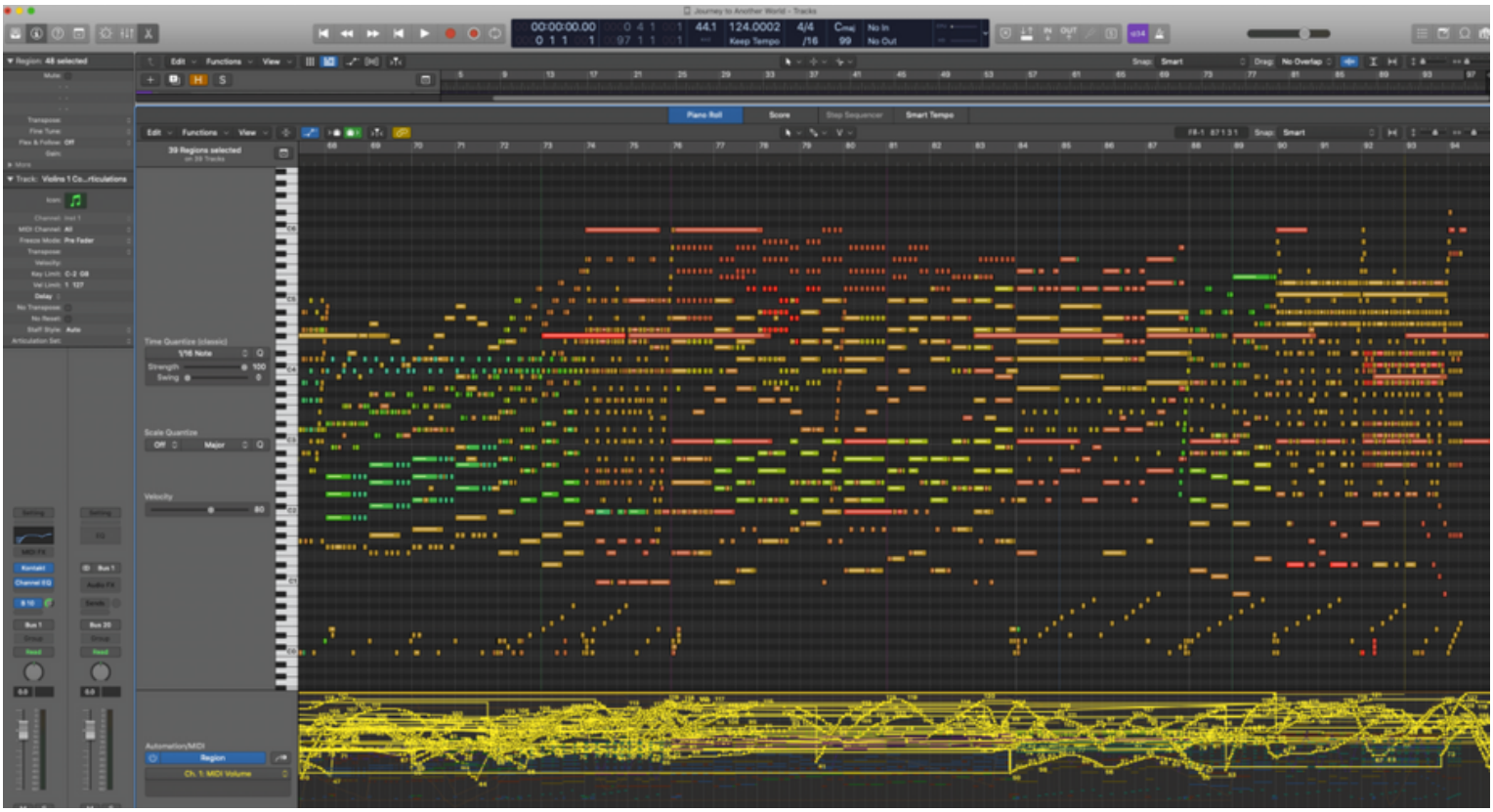
SYLLABUS

1- PRINCIPLES OF AUDIO

Principles of Audio is an introduction to the concept of sound as a physical phenomenon and enables students to predict its behavior in different situations. Students are introduced to the fundamental concepts of audio production, including the use of Digital Audio Workstations (DAWs) for recording and editing scenarios. This is also an introduction to MIDI mock-ups and orchestration, including humanizing MIDI production and sample library performances.

TOPICS INCLUDE:

- MENTORING
- SOUND THEORY
- MIDI-MOCKUP
- INTRODUCTION TO DAW AND SEQUENCING ENVIRONMENTS
- INTRO TO MUSIC THEORY
- ORCHESTRATION FOR THE MIDI COMPOSER
- THE SECRET OF FILM SCORING
- STORYTELLING: THE ANATOMY OF A SOUNDTRACK
- **ASSIGNMENT**: *CREATE A MIDI MOCK-UP AND A SHORT COMPOSITION*



2- DESKTOP MUSIC PRODUCTION

In ‘Desktop Music Production,’ students learn to design sounds using analog & digital synthesizers, synthesis, and sampling techniques within a Digital Audio Workstation (DAW). Students also compose, arrange, and produce music productions, taking into account a basic understanding of music for various visual media including trailers.
Students learn to apply EQ and Dynamics processing and other DAW-based mixing and processing techniques to their productions to effectively present their work.

TOPICS INCLUDE:

- SYNTHESIS AND SAMPLE SEQUENCING
- TRAILER MUSIC
- IMPORTANCE OF THE FIRST IMPACT
- BASIC SOUND DESIGN
- FOLEY
- THE BRAAAAMS
- EFFECTS PROCESSING (EQ, REVERB & DELAY)
- DYNAMICS PROCESSING
- THE ART OF MIXING
- FINALIZING & DELIVERY
- **ASSIGNMENT**: *COMPOSING AND PRODUCING MUSIC FOR A TRAILER*



3- DIRECTING AND FILM ANALYSIS

In the other half of the apple Symposium, The director and the music composer are part of the same "synolon" inseparable and unbreakable.
Students are introduced to the basis of directing and the relationship between the director and the music composer in a journey between the proto and the contemporary cinema, from Melies to the modern directors' poetic and technology, from the first in-camera experiments to the led volume virtual production.
The relationship between the director and the modern music composer, exploring different scenarios: idea and crafting.

TOPICS INCLUDE:

- THE CINEMA HISTORY
- THE EDITING
- DIRECTING FUNDAMENTALS
- THE RELATIONSHIP BETWEEN THE DIRECTOR AND THE MODERN MUSIC COMPOSER
- THE CREATIVE AND ARTISTIC MIND: *CONVERGENT VS DIVERGENT THINKING*
- SEMIOTIC: *IMAGES AND OBJECTS, STRUCTURE AND APPROACH TO THE SCREENPLAY ANALYSIS, AND FILM SCORING ANALYSIS FROM THE DIRECTOR'S POV.*
- THE IMPORTANCE OF COLORS IN A FILM
- ANALYSIS OF BEHAVIORS OF A FEATURE FILM
- **ASSIGNMENT**: *ANALYZE A FILM'S DRAMATIC STRUCTURE &THE FILMMAKER'S DECISIONS*



4- AUDIO PRODUCTION & LEGAL ASPECTS OF THE MUSIC INDUSTRY

The Audio Production Industries module focuses on production workflows and techniques that are common across various audio fields, including music and audio for multimedia. Students are introduced to the music and multimedia industries and explore their various roles and legalities.
This module enhances skill sets in audio marketing, social media management, legal proceedings, and music media business.
It also explores the intellectual property and copyrights involved with sync licensing.
At the end of this module, students are allowed to research and write about an area of the audio industry relevant to them.

TOPICS INCLUDE:

- INVEST ON YOURSELF
- SOCIAL MEDIA & WEBSITES
- PRODUCTION PLANNING
- MAKING MONEY W/ MUSIC, ADS, SYNC & LICENSING
- HOW TO READ A DEAL
- MUSIC RIGHTS & LEGAL ASPECTS
- INTELLECTUAL PROPERTY & COPYRIGHT
- **ASSIGNMENT**: *DEVELOP A BUDGET AND FINAL PROJECT*



The future is here!
There is no doubt that immersive audio is gaining traction and is a key component of many games, VR experiences, and now streaming music! Designed to move sound all around us, immersive audio transforms the way we experience sound.

5- VIRTUAL REALITY & DOLBY ATMOS

This module provides a survey of immersive audio and related technologies, as well as hands-on techniques for developing and integrating audio assets for immersive environments such as virtual reality experiences, games, and 360 videos.
Students gain a fundamental understanding of capturing and designing sound environments using Ambisonic recording techniques, and sound design techniques for 360 sound localization of traditional audio assets.
Projects are designed around the use of Ambisonic microphones, VR headsets, and a Dolby Atmos speaker system.

TOPICS INCLUDE:

- DAW ADVANCED SETUP
- VR, IMMERSIVE AUDIO, 360, SPATIAL AUDIO, AMBISONIC
- DOLBY ATMOS
- MIXING IN DOLBY ATMOS
- FILM SOUND TOOLS
- COMMERCIALS AND SOUND BRANDING
- BROADCAST / TV / MEDIA PREPARATION
- ORGANIZATION & DELIVERY
- **ASSIGNMENT**: DOLBY ATMOS - *SETUP & MIX SESSION*



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THANK YOU

Alessio Miraglia