

# MUSIC PRODUCTION

## TRIMESTER 1 - Bachelor & Diploma units

### MIXING & STUDIO FOUNDATIONS

→ Recording Studio Techniques

This subject introduces the concept of mixing and recording techniques. Focus is given to the fundamentals of signal flow and gain structure, as well as the application of editing and effects. As part of this series of subjects, students are encouraged to participate in other recording sessions as both observers and assistants to increase their skill level. Students will learn the foundations of DAW software and basic signal flow in the recording studio.

### ENSEMBLE REHEARSAL & DIRECTION 1

→ Music Performance and Direction

In this subject, students commence with a basic understanding of various instrumentation and techniques in a weekly workshop. Students develop an awareness of fundamental skills that are required to play an instrument in a collaborative environment with other musicians. Foundations emphasises the skills of playing an instrument and developing techniques and practice. Students will perform specific works in a group setting for an end performance or production assessment.

### COMPOSING & SEQUENCING

→ Music Production and Composition Technology

This subject is designed to provide students with knowledge and skills to use music technology as a tool for composition and production. Professional music producers must have knowledge of the underlying principles of music sequencing, arrangement, composition and audio manipulation and the ability to apply these skills across a variety of constantly evolving tools.

## TRIMESTER 2 - Bachelor & Diploma units

### SOLO RECORDING & WORKING WITH MUSICIANS

→ Recording Studio Techniques

This unit focuses on the planning process using critical feedback and dialogue to prepare the project. The collaborative recording process will be explained as well as an exploration of communication skills, professional etiquette, time, and resource management. Students are encouraged to participate in other recording sessions as observers or assistant engineers.

### TECHNOLOGY IN PERFORMANCE 1

→ Music Performance and Direction

In this subject, students will apply acquired knowledge and techniques relevant for pre- production with arranging and composing effectively using technology for an end assessment. This unit introduces students to using technology in modern performance and rehearsal. Students will explore performance techniques including live sequencing and programming, routing live audio, and actively controlling effects in real-time, triggering samples, controlling sequences, and live looping.

### CREATIVE SOFTWARE PRACTICE

→ Music Production and Composition Technology

This subject focuses on sound design as a tool for creating unique virtual instruments and engaging sonic environments within the digital audio workstation. Students will develop their knowledge of the underlying principles of synthesis, automation and complex signal processing. During this subject students develop a sensibility for abstract sound design, engaging with a variety of soft synths and manipulating samples to create their own sound design compositions.

### THE FUNDAMENTALS OF SOUND & MUSIC

→ Audio, Music and Business Theory

This subject deals with the elementary nature of sound and music, and how these principles are applied in music production. Students are guided through the principles of sound and hearing, additional topics are explored on MIDI, analogue audio and digital technology. The materials of music are also covered and students learn to recognise and label scales, chords, intervals, meters and textures that are central to contemporary music practice.

### CRITICAL THINKING

→ Industry Awareness

In this subject, students are challenged to activate their critical thinking skills and engage in assignment writing, creative work, reading, listening, presentations, and performance. Students will strengthen their critical thinking skills through exploring modes of analysis, problem-solving, reflection, evaluation, and creation. Students will be presented with artistic works and industry issues, which they must then critically evaluate, embracing both analytic and synthetic thinking processes.

### MICROPHONE & MUSIC: THEORY AND HISTORY

→ Audio, Music and Business Theory

This subject explores both the theory and history of western music and audio reproduction and its practical application. Microphone types and usage is given particular emphasis, as is microphone operating principles and stereo recording techniques. Drawing on research and analysis, musical examples will be explored as to how concepts of music change and how these changes manifest themselves in the sound and delivery of music.

### CRITICAL SURVEY

→ Industry Awareness

In this subject, students will hear presentations by industry professionals that cover various roles and facets within the entertainment and content industries, and guest speakers will connect with students to share their experiences. Presentations will consider industry trends such as the impact of digitisation, the forces transforming the industry, and the functions of principal organisations within the industry.

### TRIMESTER 3 - Bachelor only units

#### SMALL GROUP RECORDING

→ Recording Studio Techniques

Throughout this subject, students are expected to participate in other recording sessions as both observers and assistant engineers. Students' technical knowledge is expanded by introducing stereo microphone techniques, multiple headphone mixes and advanced dynamics processing. Students gain access to control surface technology, and develop more experience with advanced DAW platforms.

#### ENSEMBLE REHEARSAL AND DIRECTION 2

→ Music Performance and Direction

In this subject, focus will be given to a detailed understanding of creating original works. The components of the ensemble is exploring genres and techniques to arrange and create compositions. Along with their idiomatic roles and groupings such as rhythm section, front line, and vocals. In this unit, students develop an understanding of the roles of ensemble components and the communication required for effective rehearsals and performances for an end assessment.

#### SOUND DESIGN: MUSIC FOR IMAGE

→ Music Production and Composition Technology

This unit focuses on sound design and composition for moving images. Students will develop analytical and practical skills in composition and scoring for film, TV and games. They will develop skills to analyse and interpret moving images and apply compositional and sound design skills to the creation of complementary music and sound.

### TRIMESTER 4 - Bachelor only units

#### MASTERING

→ Recording Studio Techniques

This subject will focus on mastering - the final process of completing a project, quality, depth and dimension, and delivery. In this context, content will focus on specific issues such as macro-dynamics, equalization, noise reduction, dealing with random and deterministic jitter, best practice in metering, monitoring, levelling practices and compression. Students will apply mastering techniques to a major recording project.

#### TECHNOLOGY IN PERFORMANCE 2

→ Music Performance and Direction

This subject builds on previous subjects where students will apply acquired knowledge and techniques relevant to preparing, arranging and integrating with technology. It introduces a collaborative production project with a prescribed visual that will be analysed and arranged, including live sequencing and programming, routing live audio and actively controlling effects in real-time, triggering samples, controlling sequences and live looping.

#### REMIXING & ARRANGING

→ Music Production and Composition Technology

This subject is designed to provide students with knowledge and skills in using music technology as a compositional and remixing tool. Students will extend their compositional and arrangement skills by creating technically proficient and expressive original compositions and remixes. They will deepen their knowledge and use of DAWs and further develop their personal compositional aesthetic.

#### ADVANCED CRITICAL LISTENING

→ Audio, Music and Business Theory

In this unit, students will improve their knowledge of many elements of production and understanding of how they sound. Producers must constantly evaluate the sound of elements of a piece of music either in performance or recording, including the sound of instruments and quality of mixes when recorded. Students will continue to develop the ability to listen critically and make these judgements.

#### BASIC LIVE SOUND

→ Industry Awareness

In this unit, students learn the basic techniques employed in live audio production. Lectures will introduce students to the basic theoretical elements of live sound while the practical sessions are 'hands-on'. The core aim of the subject is to provide students with the basic skills of running a small-to-medium-sized sound reinforcement system with which to enhance live music performance.

#### INTRODUCTION TO CREATIVE ENTREPRENEURSHIP

→ Audio, Music and Business Theory

This subject will present students with the knowledge and skills to identify the management issues surrounding the establishment and survival of a small business: understand the key steps in setting up a small business and the resources that are available. These skills will include the diverse issues that face the entrepreneur such as selecting, registering and protecting a name, purchasing, licensing, franchising and partnerships.

#### BUSINESS MANAGEMENT FOR MUSIC PRODUCERS

→ Industry Awareness

This subject is tailored to Music Producers and presents a broad overview of the entertainment industry explaining how its various segments operate. The purpose of this subject is to provide a comprehensive overview of the music and entertainment industries and lay the foundations for issues to be explored. For artists, producers, engineers, and content creators of any kind, a holistic understanding of the business of music and entertainment is imperative for success.

## TRIMESTER 5 - Bachelor only units

### LARGE-SCALE PRODUCTION

→ Recording Studio Techniques

In this subject, students complete a large-scale production with a focus on delivering a complex final mix. Students undertake their large-scale production project as the major assessment for this subject. This project explores how to manage a larger number of musicians, a much higher track count, and includes cross-platform synchronization.

### INSTRUMENTAL PERFORMANCE 1 OR ELECTRONIC MUSIC PERFORMANCE 1\*

→ Music Performance and Direction

\*Students will choose to undertake one of these subjects

**Instrumental Performance** consists of technical interpretation skills. Emphasis is given to understanding the nuances of blending and communicating within an ensemble at a more sophisticated level than encountered during the foundation units. Students will apply their skills in creative approaches to original arrangements.

**Electronic Music Performance** is designed to develop particular professional skills in electronic music performance and technique. The various ensembles and individual performances include an electronic music performance and a range of technology should be embraced for performance, including control surfaces, MIDI, and other control mechanisms.

## TRIMESTER 6 - Bachelor only units

### SELF-DIRECTED PROJECT 1

→ Recording Studio Techniques

As the final stage of MPRST, Students will be required to plan, manage and produce a large-scale, self-directed recording project. This project allows students to bring together knowledge and skills from all units of the course. Students will work with a staff mentor, meeting weekly to plan and discuss their project in their seminar - sharing solutions to problems, discussing approaches to projects and any other issues relevant to the subject.

### INSTRUMENTAL PERFORMANCE 2 OR ELECTRONIC MUSIC PERFORMANCE 2\*

→ Music Performance and Direction

\*Students will choose to undertake one of these subjects

**Instrumental Performance 2** consists of technical interpretation skills. Emphasis is given to understanding artistic direction and individual aesthetic with preparing quality material and project manage a final portfolio of work.

**Electronic Music Performance 2** is designed for students to showcase their professional skills in electronic music performance and production. Students demonstrate an effective use of technology within their production and understand their individual aesthetic and sound and present as a final portfolio of work.

### PRODUCING DIFFERENT STYLES

→ Music Production and Composition Technology

This subject focuses on extended compositional and sequencing principles across multiple genre and styles. Students develop analytical skills to evaluate and codify musical and technical characteristics. They apply their knowledge of Digital Audio Workstations (DAWs) and modern producing techniques to the creation of pieces that replicate the musical characteristics of diverse genres.

### CREATIVITY & INTELLECTUAL PROPERTY MANAGEMENT

→ Audio, Music and Business Theory

In this subject students are provided with a comprehensive understanding of the key concepts of copyright and how those concepts are applied to their rights and income in the publishing and recorded music industries. As well as providing an understanding of the principles of copyright, the unit considers the fundamental role that copyright plays in the exploitation of music and lyrics, sound recordings, artwork, photography, video clips and merchandise.

### GROUP PROJECT

→ Industry Awareness

In this subject, students work across degree programs and areas of specialization to plan and execute a collaborative project. Students will work with a mentor who will provide guidance and advice as students propose, plan, and execute their project.

### SELF-DIRECTED PRODUCTION

→ Music Production and Composition Technology

This subject focuses on creative sound production, with an emphasis on artistic response, collaboration, artist relations, and project management. Students will develop skills in project management by designing, proposing, and completing a self-directed production project in collaboration with other artists or clients.

### CLIENT RELATIONS & PSYCHOLOGY FOR PRODUCERS & MUSICIANS

→ Audio, Music and Business Theory

This subject deals with the personal and group dynamics that can occur in music production situations, either in the recording studio or performance. This subject deals with managing stressful situations, interpersonal relations, the psychology of performance and music, ethics, and client relations.

### INDUSTRY PLACEMENT PORTFOLIO

→ Industry Awareness

This subject is to be completed in the last trimester of every student's academic career at Collarts and aims to build on all skills and knowledge previously acquired throughout the course. While it is a stand-alone subject, it aims to provide students with either practical experience, or a portfolio that follows on from their previous studies.