

Mississippi Valley State University
Department of Fine Arts, Collage of Arts and Sciences

MU251 Fundamentals of MIDI and Software Synthesis (3cr)

Fall 2008

MWF 11:00 & M 2:00 Lecture and Lab, Rm 27 Walter Sillers Building

Instructor: Paul Schreiber

Office: # 4 (Upstairs)

Phone: 254-3685 - Office, 254-3112 - Recording Studio

Email: paul@psmus.com

Office Hours: Monday: 10:00-10:50, 3:00-4:00

Tuesday: 10:00-11:50

Wednesday: 3:00-4:00

Thursday: 10:00-11:50

Friday: 10:00-10:50

or by appointment

Course Description: This course is designed to teach Recording Industry majors the basics of the MIDI (Musical Instrument Digital Interface) system, its software, and the instruments commonly used with desktop MIDI workstations, such as synthesizers and digital samplers. The first semester will focus on Windows applications and the second semester will focus on Macintosh applications and the integration of these two environments.

Prerequisite: Recording Industry Major, enrolled in or passed MU121 (Theory I) or consent of instructor.

Required text books*: Rona; *The MIDI Companion*

Required Headphones*: Sennhieser HD 280 Pro, See Rudy the book store manager, \$120.00

***Required textbooks and Headphones must be purchased, failure to purchase required textbooks will result in a grade of F**

Supplementary books: Rodes, Curtis; *The Computer Music Tutorial*

Required Materials: CDR s, USB memory sticks or USB hard drive (needed for backup). Floppy Disc only will not work. If you have or are going to buy a Hard Drive, see me in order to get any drivers installed that may be required.

Class Content:

- " Windows XP Operating System
- " Fundamentals of the MIDI 2.0 Standard
- " Fundamentals of the Alseis QS Synthesizer
- " Introduction to Finale Notation Software
- " Sequencing in Sonar
- " Incorporating software Synths in sequencing

- " Begin the fundamentals of sound design (Reason)
- " Reading current articles on various aspects of the recording industry

Goals and Objectives:

- " To begin to study the changing face of music technology.
- " Integrate various computer applications and music hardware for the purpose of Music/Audio Production.
- " Learn to troubleshoot problems that arise in the course of production.
- " Begin to learn signal flow.
- " Learn various editing techniques.
- " Understand all topics in the Class Content category.

Misc:

- " A passing grade (C or better) on the final exam and all three projects will be required for a passing grade in this course.
- " Cheating and plagiarism will not be tolerated.
- " Students are required to come to classes armed with pencils, erasers, paper, textbook and any handouts passed out over the semester.

Grading:**

Reading Assignments (7)	10%
Quizzes (6)	10%
Audio Project*	15%
MIDI Project*	15%
Finale Project*	10%
Midterm Exam	10%
Final Written Exam*	20%
Final Oral Exam*	10%

*** A passing grade (C or above on all five) is required to pass the class**

**** I reserve the right to change the grading system**

Grading Scale:

- A - 90% to 100%
- B - 80% to 89%
- C - 70% to 79%
- D - 60% to 69%
- F - Below 60%

Success in this course will require regular attendance, consistent study and turning in all

assignments. **Late assignments will not be accepted. If you know you will be absent, you must turn in your assignment ahead of time (my mailbox in the office) or send it with a classmate.**

Attendance:

The recording industry requires attendance. You cannot miss anything or you will not be working. Therefore, attendance is required. There are two type of absences, excused and un-excused. Excused absences consist of absences such as University obligations, or sickness with a doctors excuse. For an excused absence you must notify the instructor by telephone or written note before the start of the class. A note from the doctor the **following class period** will be accepted as an excused absence. Tardiness is not allowed. After five minuets, the door will be locked. Since much of the course consists of hands on computer instruction, it is unreasonable to have to stop the class and instruct a single (late) student so they can catch up with what they have missed. If you know that you be unable to attend classes because of University obligations, (i.e., Choir, Band, Athletics, etc...) you will have the opportunity to make these classes up.

Consequences: Each un-excused absence will lower your final grade 1 %. It is your responsibility to keep track of your absences. **You cannot be absent more then six (6) times excused or un-excused and receive a passing grade.**

Lab Attendance: Attendance is required in labs. A minimum of 1 hour (50 min) is required each week. Most of the time assignments/projects will require you to spend more then one (1) hour a week in the lab. Each un-excused absence from the lab will lower your final grade an additional 1%. Your grade for your lab will be the same grade as the grade earned in the class.

Students with Special Needs:

Students having any special needs (i.e., disabilities, problems, or any other factors that may affect their performance in class), or who require special instructional strategies should make these special needs known to the instructor during the first week of the course. The instructor will meet with the student to insure access to resources in the University and make appropriate instructional modifications.

This document does not constitute a contract with the University. It contains guidelines.

MU251 Calendar

Aug 22, 2008	Review Syllabus, Windows Operating System.
Week of Aug. 25	Windows Operating System, Backing-up work, Audio Signal Flow, Sonar and Samples, Quiz 1 on Windows, and Signal Flow, Article reading assignment 1.
Week of Sept 2	QS6 Basics, Sampling in Sonar, Chapter 2 Language of Machines, Sampling Assignment, Backing-up Samples as Data. Article reading assignment 2.

Week of Sept. 8	Sequencing in Sonar with Samples, Project 1 assigned, Quiz 2 Chapter 2
Week of Sept. 15	Chapter 3 What MIDI Sends - A Musical Breakdown, QS6 in-depth, Article Reading Assignment 3, making backups of all audio and data in Sonar. Quiz 3 Chapter 3
Week of Sept. 22	Sample Rate and Bit Depth Rate, Burning Audio CD s. QS6 continued, Project 1 due.
Week of Sept. 29	Sonar, MIDI and the QS6, Chapter 5 The Basics, Quiz 4 QS6.
Week of Oct. 6	Sonar, MIDI and the QS6. Quiz 5 Chapter 5, Article reading assignment 4.
Week of Oct. 13	Make-up week
Week of Oct. 20	Reason and MIDI, QS6 as a controller, review for Midterm, Midterm Exam is Wednesday October 22
Week of Oct. 27	Reason and other Software synths, Quiz 6 Reason. MIDI Project assigned
Week of Nov. 3	More with Software Synths, Begin Finale, Article reading assignment 5.
Week of Nov. 10	Finale in-depth, Finale Project Assigned
Week of Nov. 17	Importing midi from other applications to Sonar, Article reading assignment 6.
Week of Nov. 24	Fall Break/Thanksgiving Holiday
Week of Dec. 1	More of Finale, Article reading assignment 7
Week of Dec. 8	Final Exam week