

# RECORDING ARTS, B.A.

## Objectives

Recording Arts students explore the theoretical and practical elements of sound recording, reproduction, and design—the fundamentals crucial to successful work in all media that tap into the creative power of sound.

Given the enormous influence of these media, it is vital that these studies are given perspective by courses in LMU's Liberal Arts core curriculum. Recording Arts students are also required to take one music class that deals with the fundamentals of music theory. In upper division courses, students study the science of sound behavior, reproduction, and modification. They learn audio techniques that apply to both film/television sound and music recording.

The SFTV sound stages, studios, and audio workstations are the laboratories where students put their knowledge and creativity to work and build a portfolio. Each Recording Arts student gains experience with film and television sound production and produces an advanced recording arts senior project. Creative collaboration is key to success in this field.

There are two tracks to a Bachelor of Arts degree in Recording Arts. One is the conventional degree program; the other allows students to pursue an emphasis in Sound Design for screen media. Students must choose to pursue this emphasis or not upon entry into the major as the degree requirements are somewhat different. Upon review and approval by the Recording Arts Department, students may petition to change their emphasis later on. This would typically take place in the second year.

Aside from this formal choice of emphasis, students are also expected to choose an informal concentration to focus their creative work portfolios as they head into their capstone courses.

## Tracks

Recording Arts majors must elect a track upon application to the program:

- Recording Arts
- Sound Design for Screen Arts

## Recording Arts Student Learning Outcomes

Recording Arts students will understand:

- The physical and psychoacoustic properties of sound
- The techniques of making, editing, and processing sound recordings
- The aesthetic contribution of sound to media.

Recording Arts students will be able to:

- Make technically competent recordings of music as well as production and post-production sound for film and television media
- Effectively edit and process sound for those media
- Create technically competent and aesthetically pleasing mixes for those media.

Recording Arts students will value:

- The transformative power of challenging and meaningful art
- The collaborative and rigorous nature of working in sound for music, film, and television
- The cultural impact and significance of this media—past, present, and future.

## Recording Arts Model Four-Year Plan

- Normal course load is 15-16 semester hours or 4-5 courses per semester.
- Consult your advisor regarding proper course sequencing and course selection for the major.
- Most courses must be taken in a prescribed sequence; some courses are only offered one term per year.
- Each student is responsible for fulfilling all graduation requirements.
- By the fall of senior year, students should choose an informal concentration to focus their work portfolio, either: Sound Design for Film/Television, or Music Production/Recording, or a combination of the two.

Course	Title	Semester Hours
<b>First Year</b>		
<b>Fall</b>		
FTVS 1010	Art of Cinema	4
FTVS 1020	Art of Screen Media	4
MUSC 104	Fundamentals of Music	3
Select one of the following:		3-4
FFYS 1000	First Year Seminar	
University Core		
<b>Semester Hours</b>		<b>14-15</b>
<b>Spring</b>		
RECA 220	Fundamentals of Sound (must earn C or higher)	3
MUSC 107	The Piano Experience (may test out per RECA chair)	3
PROD 101	Production Bootcamp: The Film Crew at Work	3
Select one of the following:		3-4
FFYS 1000	First Year Seminar	
University Core		
<b>Semester Hours</b>		<b>12-13</b>
<b>Sophomore Year</b>		
<b>Fall</b>		
RECA 250	Sound Design (must earn C or higher)	3
University Core		3-4
University Core		3-4
Elective		3-4
Elective		3-4
<b>Semester Hours</b>		<b>15-19</b>
<b>Spring</b>		
RECA 258	Sound Editing for Screen Arts	3
University Core		3-4
University Core		3-4
Elective		3-4
Elective		3-4
<b>Semester Hours</b>		<b>15-19</b>
<b>Junior Year</b>		
<b>Fall</b>		
RECA 322	Recording Technology	3
RECA 353	Sound on Set: Production Sound Techniques	3
University Core		3-4
Elective		3-4

Elective		3-4
<b>Semester Hours</b>		<b>15-18</b>
<b>Spring</b>		
RECA 358	Post-Production Sound	3
RECA 361	Capturing Live Music	3
RECA 362	Audio Software Applications	3
University Core		3-4
Elective		3-4
<b>Semester Hours</b>		<b>15-17</b>
<b>Senior Year</b>		
<b>Fall</b>		
RECA 461	Multi-Track Studio Recording	3
University Core		3-4
University Core		3-4
Elective		3-4
Elective		3-4
<b>Semester Hours</b>		<b>15-19</b>
<b>Spring</b>		
RECA 464	Advanced Audio	3
RECA 470	Senior Capstone Portfolio	3
University Core		3-4
Elective		3-4
<b>Semester Hours</b>		<b>12-14</b>
<b>Minimum Semester Hours</b>		<b>113-134</b>

## Recording Arts -- Emphasis in Sound Design for Screen Arts Model Four-Year Plan

- Normal course load is 15-16 semester hours or 4-5 courses per semester.
- Consult your advisor regarding proper course sequencing and course selection for the major.
- Most courses must be taken in a prescribed sequence; some courses are only offered one term per year.
- Each student is responsible for fulfilling all graduation requirements.
- By the fall of senior year, students should choose an informal concentration to focus their work portfolio. Examples: Production Sound, Sound Editing, Re-recording.

Course	Title	Semester Hours
<b>First Year</b>		
<b>Fall</b>		
FTVS 1010	Art of Cinema	4
FTVS 1020	Art of Screen Media	4
SFTV Lower Division Elective-any 100- 200-level course in ANIM, FTVS, PROD, RECA, or SCWR; or MUSC 104 or MUSC 107		3-4
FFYS 1000	First Year Seminar	3-4
University Core		
<b>Semester Hours</b>		<b>14-16</b>
<b>Spring</b>		
RECA 220	Fundamentals of Sound (must earn a C or higher)	3
SFTV Lower Division Elective - any 100- 200-level course in ANIM, FTVS, PROD, RECA, or SCWR; or MUSC 104 or MUSC 107		3-4
PROD 101	Production Bootcamp: The Film Crew at Work	3
RHET 1000	Rhetorical Arts	3-4
<b>Semester Hours</b>		<b>12-14</b>
<b>Sophomore Year</b>		
<b>Fall</b>		
RECA 250	Sound Design (must earn a C or higher)	3

University Core		3-4
University Core		3-4
Electives		3-4
Electives		3-4
<b>Semester Hours</b>		<b>15-19</b>
<b>Spring</b>		
RECA 258	Sound Editing for Screen Arts	3
University Core		3-4
University Core		3-4
Electives		3-4
Electives		3-4
<b>Semester Hours</b>		<b>15-19</b>
<b>Junior Year</b>		
<b>Fall</b>		
RECA 322	Recording Technology	3
RECA 353	Sound on Set: Production Sound Techniques	3
University Core		3-4
Electives		3-4
Electives		3-4
<b>Semester Hours</b>		<b>15-18</b>
<b>Spring</b>		
RECA 358	Post-Production Sound	3
Select one of the following:		
RECA 393	Movie Music	
RECA 395	Video Game Sound	
RECA 398	Special Studies	
Other Upper Division RECA Elective		
RECA 362	Audio Software Applications	3
University Core		3-4
Electives		3-4
<b>Semester Hours</b>		<b>12-14</b>
<b>Senior Year</b>		
<b>Fall</b>		
University Core		3-4
RECA 458	The Re-recording Mix	3
University Core		3-4
Electives		3-4
Electives		3-4
<b>Semester Hours</b>		<b>15-19</b>
<b>Spring</b>		
RECA 464	Advanced Audio	3
RECA 470	Senior Capstone Portfolio	3
University Core		3-4
Electives		3-4
<b>Semester Hours</b>		<b>12-14</b>
<b>Minimum Semester Hours</b>		<b>110-133</b>