

DIGITAL MUSIC PRODUCTION (DMP)

DMP 221 INTRODUCTION TO SOUND RECORDING AND REINFORCEMENT

3, 3/0

Prerequisite: Instructor permission. Introduction to the history, technology, and future of analog and digital audio systems and their application. The physics of sound and the art and science of live sound reinforcement and recording including acoustics, microphone selection and placement, signal processing, mixing, loudspeaker design, editing, digital audio workstation software, MIDI, and sound system design for live venues. Offered fall only.

DMP 222 MUSIC BUSINESS

3, 3/0

An introduction to the fundamental aspects of the music business: music publishing, copyright, artist management, concert promotion, contracts, and career development. Offered annually.

DMP 250 FUNDAMENTALS OF MUSIC PRODUCTION

3, 3/0

Seminal concepts in digital music production central to the use of MIDI (Musical Instrument Digital Interface) hardware and software, and digital audio. Hands-on learning and operation of fundamental electronic music hardware used for audio production. Introduction to audio software applications for music sequencing, audio editing and audio mixing. Offered every fall.

DMP 295 SPECIAL PROJECT

1-3, 0/0

Prerequisite: Instructor Permission. Scholarship or creative work conducted under the supervision of a faculty member. Offered occasionally.

DMP 321 RECORDING TECHNIQUES

3, 3/0

Prerequisite: DMP 221 or instructor permission. Examination of electronic audio systems and their application, including the art and science of sound recording and reinforcement of instrumental and vocal music in live and studio situations. Topics include practical applications of microphone selection and placement, signal processing, mixing, amplification, loudspeaker types, digital audio editing software, MIDI, and sound system design for live venues. Offered spring only.

DMP 331 INTERMEDIATE RECORDING

3, 3/0

Prerequisites: Acceptance into DMP minor, DMP 321. A hands-on approach to digital audio recording and production techniques including recording, microphone techniques, editing, and mixing using professional recording software. Student led recording sessions. Offered fall only.

DMP 332 THEORY AND ANALYSIS OF POPULAR MUSIC I

3, 3/0

Prerequisites: MUS 231. The first course in a sequence addressing theoretical concepts, formal design, and compositional techniques of music rooted in 17th and 18th century western art music, learned through the study of their influence and the examination of their application in tonal and modal popular music and jazz repertoire. Offered every fall.

DMP 333 THEORY AND ANALYSIS OF POPULAR MUSIC II

3, 3/0

Prerequisites: MUS 332. Theory and analysis of compositional strategies, musical styles and aesthetic trends rooted in 19th and 20th century western art music, learned through the study of their influence and the examination of their application in tonal and modal popular music and jazz repertoire. Offered fall semester only.

DMP 340 HISTORY OF ELECTRONIC MUSIC

3, 3/0

Prerequisite: Majors and minors only. An introduction to the history, development, performance practice, and aesthetics of music involving electronics and computers. The course covers the origins and evolution of the most relevant techniques and technologies utilized by producers of electronic music, and the ways in which these tools have influenced musical aesthetics. Offered Alternating Years

DMP 341 ADVANCED RECORDING

3, 3/0

Prerequisites: Acceptance into DMP Minor, DMP 331. In-depth study of recording techniques and tools used in the modern recording industry, advanced mixing techniques used in commercial music, critical listening and music analysis from contemporary recorded music. Student recording, performance and engineering. Offered spring only.

DMP 350 ELECTRONIC MUSIC COMPOSITION I

3, 2/2

Prerequisite: Acceptance into DMP Minor. The creative use of sound and music through the exploration of technology, history, theory, and practice of electronic music since the 1920s. Provides students with a wide range of technical, theoretical, and aesthetic concepts aimed at developing and strengthening music composition skills. The technological nature of the class encompasses the learning of fundamental software tools while favoring a critical-thinking approach to the unique expressive power of electronic music composition. Offered fall only.

DMP 351 ELECTRONIC MUSIC COMPOSITION II

3, 3/0

Prerequisites: Acceptance into DMP Minor, DMP 350.
Focus on the creative use of sound, music and video through the exploration of key software tools for electronic music composition, music performance, mixed media, and sound installations. Advanced technical and theoretical knowledge of electronic music while developing music composition skills. Offered annually.

DMP 360 DIGITAL MUSIC ENSEMBLE

1, 3/0

Prerequisite: Instructor Permission. Electronic music performance in an ensemble setting with analog and digital musical instruments, portable computing devices and custom digital controllers. Emphasis on new approaches and skills for the performance and composition of electronic and computer music. Offered every semester.

DMP 361 SYNTHESIZER ORCHESTRA

1, 3/0

Prerequisite: DMP 352 or Instructor permission. Perform a wide range of electronic music repertoire in an interactive ensemble setting, using analog and digital hardware synthesizers. Explore new sonic landscapes through different audio synthesis and audio processing techniques. Offered every semester.

DMP 389 TOPIC COURSE

1-3, 0/0

Course offered periodically on various topics related to Digital Music Production, Digital Music Composition, Audio Recording, Sound Mixing, Audio Production or other areas of study related to Digital Music. Offered occasionally.

DMP 430 GAME AUDIO

3, 3/0

Prerequisite: DMP 352. Create and design audio and music for video games, gaming applications and interactive media. Study audio gaming engines in adaptive and generative music systems. Examine different audio middleware tools and their integration with software gaming platforms. Gain hands-on skills for the pre-production and post-production stages of game audio production. Offered occasionally.

DMP 432 LIVE SOUND

3, 1.5/1.5

Prerequisites: DMP 341. Advanced course in live sound reinforcement and system design and optimization, based on the physical parameters of the performance venue. Creative technical strategies to enhance musical performance in live venues. Offered spring semester only.

DMP 491 CAPSTONE IN DIGITAL MUSIC PRODUCTION

1-3, 0/0

Prerequisite: DMP 350 and permission of the instructor. Independent capstone project under the direction of an instructor.

DMP 495 SPECIAL PROJECT

1-3, 0/0

Offered every semester.

DMP 499 INDEPENDENT STUDY

3, 0/0