

7/1/03

MASTER SYLLABI
MINNESOTA SCHOOL OF BUSINESS
GLOBE COLLEGE
TECHNICAL COURSE SYLLABUS

COURSE NUMBER: **GD320** COURSE TITLE: AUDIO FOR GAME DEVELOPMENT
COURSE LENGTH: 12 WEEKS CREDIT HOURS: 3
PREREQUISITES: MM110, GD250 CONTACT HOURS: 50(LECTURE 10/LAB 40)

TEXT: MASTERING MAYA 2 COMPLETE, HAROVAS, Kundert-Gibbs, Lee, Sybex, Inc.
ISBN: 0782125212

COURSE DESCRIPTION: Students will create and edit their own soundtracks for animation. They will learn editing terminology and edit audio on multiple tracks. Special emphasis will center around synching audio and video, as in a character's lip-synch. In addition, students look at compositing and video post effects.

OBJECTIVES: Upon completion of this course, the student will be able to:

1. Understand audio terminology and concepts.
2. Understand MIDI
3. Set-up a MIDI system.
4. Work with sequencers.
5. Compare sequencers.
6. Orchestrate electronic instruments.
7. Create digital audio tracks.
8. Sync audio with animation.
9. Understand and apply the fundamentals of Maya Dynamics
10. Learn to use Compositing methods to create effects and optimize workflow.

COURSE OUTLINE:

	Topic/s & class activities	Required Reading
Unit #1	Particle and Body Dynamics	
Unit #2	Audio Design	
Unit #3	Lighting and Compositing Effects	
Unit #4	Animation and Effect Production	

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INSTRUCTIONAL METHODS: Class sessions will consist of instructor lectures, demonstrations, hands-on exercises and assignments. Students will be assigned reading from instructor provided hand-outs.

Students should expect homework assignments and to spend approximately 5 hours in unsupervised lab per week.

EVALUATION METHODS:

Testing	25%
Lab Exercises and Tutorials	10%
Assignments/Projects	55%
Attendance and Participation	10%