

COURSE OUTLINE

Cinematics and Audio

Course Description

ID 121. Cinematics and Audio. 3 credit hours. Prerequisite: IN 171 or ID 101 with a C or better. This course will enable the student to create unique audio based sequences and cinematic sequences for game use. The student will use industry standard tools for audio and video production with the necessary planning pipeline for game audio/video production.

Required Materials

For complete material(s) information, refer to <https://bookstore.butlercc.edu>

Portable storage device (Portable hard drive recommended)

Personal earbuds/headphones for lab use

Butler-Assessed Outcomes

The intention is for the student to be able to do the following:

1. Create or compose original works of audio for game and cinematic use.
2. Manipulate, edit, and modify audio for game and cinematic use.
3. Create original and composited cinematic sequences.

Learning PACT Skills that will be developed and documented in this course

Through involvement in this course, the student will develop ability in the following PACT skill area(s):

Technology Skills

- Discipline-specific technology - Through the use of industry-standard tools, the student will achieve an advanced level of skill in game audio and video production.

Major Summative Assessment Task(s)

These Butler-assessed Outcome(s) and Learning PACT skill(s) will be demonstrated by the following:

1. Presenting a final project which uses technical skills demonstrating the student's ability to create, compose, and manipulate cinematics and audio for games and cinematics.

Skills or Competencies

These actions are essential to achieve the course outcomes:

1. Create and compose original audio/video works for game and cinematic use.
2. Manipulate, edit, and modify audio/video works for game and cinematic use.
3. Create original and composited cinematic sequences.

Learning Units

- I. Making sense of sound for games
 - A. Video game structure
 - B. Interactivity
- II. Game audio history
 - A. 40s – 70s
 - B. 70s – 80s
 - C. 90s
 - D. 2000s and beyond
- III. Interactive audio
 - A. Compression
 - B. Challenges
 - C. MIDI
 - D. Digital audio
- IV. Styles and genres
 - A. Audio styles
 - B. Audio and cinematic genres
- V. “Sound” sound design for games
 - A. Formats
 - B. Assets
 - C. Editing techniques
 - D. Original sound creation
- VI. Original audio creation
 - A. Voice overs
 - B. Loops
 - C. Music sequences
- VII. Audio middleware
 - A. Audio “engines”
 - B. Middleware tools and structure
 - C. Current tools
- VIII. Game cinematics
 - A. Recording from games
 - B. Combining sequences
 - C. Combining audio
 - D. Creating original cinematics
- IX. Audio/cinematic editing
 - A. Titling

- B. Editing
- C. Exporting
- X. Audio and cinematics in Unity
 - A. Unity game engine
 - B. Audio for Unity
 - C. Video for Unity
- XI. Putting it all together
 - A. Original audio production
 - B. Original cinematic production

Learning Activities

Learning activities will be assigned to assist the student in achieving the intended learning outcomes through lectures, class discussions, team research, individual research, readings, viewing tutorials and study material, quizzes, tests, and other activities at the discretion of the instructor. These activities may be either face-to-face or online.

Grade Determination

The student will be graded on the learning activities and assessment tasks. Grade determinations may include the following: class participation, projects, team and individual participation, research assignments, quizzes, tests, and other methods of evaluation at the discretion of the instructor.