

RECORDING TECHNOLOGY (REC)

REC 100

Survey of Entertainment Technology

4 Units (AA/AS; CSU)

72 lecture hours

Grade Mode: Standard Letter

Strongly recommended: ENGL 101.

This course is an introduction to conventional and online entertainment technology. Includes exploring the content and creation of recorded music, television, radio, live theatre, film, video and electronic gaming: lecture, demonstration, field trips and guest professionals; media creation.

REC 102

Record Production Basics

4 Units (AA/AS; CSU)

36 lecture hours, 108 lab hours

Grade Mode: Standard Letter

This is a course in the study and implementation of production techniques for the music industry. Students will typically work with a pop-oriented rock band, during which time they will record and mix 4 to 5 songs. The students will experience the entire process of recording a band and producing a short album.

REC 103

Introduction to Audio Engineering

4 Units (AA/AS; CSU)

54 lecture hours, 54 lab hours

Grade Mode: Pass/No Pass

Strongly recommended: ENGL 101.

This course is an introduction to the current technology, terminology and techniques used in audio engineering for recorded music, video and online media. Includes the history of audio, basic audio electronics, microphones, consoles, computer-based production systems and related signal processors.

REC 105

Fundamentals of Audio Technology

4 Units (AA/AS; CSU)

54 lecture hours, 72 lab hours

Grade Mode: Standard Letter

Prerequisite(s): REC 100, REC 103, and REC 140.

Co-Requisite(s): REC 115, REC 125, REC 135, and REC 145.

This course is an introduction to audio technologies and recording techniques. Units include computer basics for audio production, the production console, microphones, digital recording systems, signal processing, studio techniques.

REC 106

Introduction to Touring Technology

4 Units (AA/AS)

54 lecture hours, 54 lab hours

Grade Mode: Pass/No Pass, Standard Letter

A course designed for musicians to prepare concerts, touring for concerts and other special events with recording arts technology needs. Audio basics, lighting basics, communications, touring and safety are covered.

REC 107

Introduction to Audio for Video

3 Units (AA/AS; CSU)

36 lecture hours, 54 lab hours

Grade Mode: Standard Letter

Introduction to audio production for TV and film, the theory and practice of location recording, post-production editing, sound design, and mixing with audio recording equipment and software.

REC 115

Recording Studio Workshop I

4 Units (AA/AS; CSU)

54 lecture hours, 72 lab hours

Grade Mode: Standard Letter

Prerequisite(s): REC 100, REC 103, and REC 140.

Co-Requisite(s): REC 105, REC 125, REC 135, and REC 145.

This applied workshop course provides an introduction to basic audio hardware, software and recording techniques. Units include digital audio workstation set-up and operation, basic microphone techniques, software and hardware-based recording and mixing.

REC 125

Digital Audio Technology I

3 Units (AA/AS; CSU)

54 lecture hours, 36 lab hours

Grade Mode: Standard Letter

Prerequisite(s): REC 100, REC 103, and REC 140.

Strongly recommended: SPCH 100 or have passed a Multiple Measures Skills assessment.

Co-Requisite(s): REC 105, REC 115, REC 135, and REC 145.

This course is the study and implementation of MIDI technology in the audio recording industry. The course covers standard software sequencers, controllers, modules, soft-synths and applications of the technology in the industry.

REC 135

Live Sound Reinforcement

4 Units (AA/AS; CSU)

54 lecture hours, 72 lab hours

Grade Mode: Standard Letter

Co-Requisite(s): REC 105 or THEA 120.

This course focuses on the essential elements of sound reinforcement: acoustics, sound equipment and mixing techniques. Major subject areas are acoustics, microphones, live sound consoles, speakers, placement, mixing and the cumulative effects to the final sonic product.

REC 140

Music Theory for Engineers

3 Units (AA/AS; CSU)

54 lecture hours

Grade Mode: Standard Letter

An introductory course in music theory for the Recording Technology major. A study of the elements of music including melody, rhythm, chords, musical forms, and related concepts. Music notation, terminology and score reading are emphasized.

REC 145

Critical Listening Skills for Engineers

3 Units (AA/AS; CSU)

54 lecture hours

Grade Mode: Standard Letter

Prerequisite(s): REC 100, REC 103, REC 140, and have passed a Multiple Measures Skills assessment.

Co-Requisite(s): REC 105, REC 115, REC 125, REC 135.

A course in aural skills development for recording engineers. This class will focus on music, acoustic and electronic timbres, general instrument ranges and sonic properties, blend, balance, equalization, panning, reverb, compression, limiting and other tools used in the recording process.

REC 205

Advanced Audio Technology

4 Units (AA/AS; CSU)

54 lecture hours, 72 lab hours

Grade Mode: Standard Letter

Prerequisite(s): REC 105, REC 115, REC 125, REC 135, REC 145.

Co-Requisite(s): REC 215, REC 225, REC 235, REC 245.

This course is an advanced study of new technologies and techniques in multi-track recording, editing and mixing, as well as surround recording and mixing for post-production.

REC 215

Recording Studio Workshop II

4 Units (AA/AS; CSU)

54 lecture hours, 72 lab hours

Grade Mode: Standard Letter

Prerequisite(s): REC 105, REC 115, REC 125, REC 135, REC 145.

Co-Requisite(s): REC 205, REC 225, REC 235, REC 245.

This course is a project-based course intended to solidify the core principles of audio. Projects will include recording, mixing and mastering, post-production and surround mixing techniques.

REC 225

Digital Audio Technology II

4 Units (AA/AS; CSU)

54 lecture hours, 72 lab hours

Grade Mode: Standard Letter

Prerequisite(s): REC 105, REC 115, REC 125, REC 135, REC 145.

Co-Requisite(s): REC 205, REC 215, REC 235, REC 245.

This course focuses on the detailed workings of digital audio workstations as a whole, and specifically on the ProTools platform. This is a detailed class in all aspects of digital audio inclusive of tracking, mixing, troubleshooting, and plug-ins.

REC 235

Acoustics for Engineers

3 Units (AA/AS; CSU)

54 lecture hours

Grade Mode: Standard Letter

Prerequisite(s): REC 105, REC 115, REC 125, REC 135, REC 145.

Co-Requisite(s): REC 205, REC 215, REC 225, REC 245.

This course is a study of Acoustics principles and the physics of sound. It includes sound propagation, hearing and sound perception, room resonances, acoustic calculations, studio design and acoustical treatments.

REC 245

Music Business/ Audio Careers

3 Units (AA/AS; CSU)

54 lecture hours

Grade Mode: Standard Letter

Prerequisite(s): REC 105, REC 115, REC 125, REC 135, REC 145.

Co-Requisite(s): REC 205, REC 215, REC 225, REC 235.

This is a survey focusing on the practices and procedures of record companies, publishing companies, performing rights societies, and unions. The course will also study the processes of record and film production, as well as, career opportunities in these fields. Also includes an introduction to further courses of study in a targeted audio field.

REC 255

Live Sound Workshop

4 Units (AA/AS; CSU)

54 lecture hours, 72 lab hours

Grade Mode: Standard Letter

Prerequisite(s): REC 135.

Strongly recommended: ENGL 101.

This course focuses on further concepts in sound reinforcement; mixing skills, system troubleshooting, sound system design for different types of venues, audio editing for live applications and live recording.