

AMSD02 INTRODUCTION TO SOUND TECHNOLOGY

UNIT-1

- 1.1 Basic Physics of Sound,
- 1.2 Sound and Vibration,
- 1.3 Samples Waveforms & Wave Tables,
- 1.4 Characteristics of Sound Waves,
- 1.5 Frequency, Amplitude, Wavelength, Phase and Phase Shift,
- 1.6 Harmonic content Behavior of sound in rooms,
- 1.7 Echoes, Reverberation, Modulation

UNIT-2

- 2.1 Aesthetics of Sound, Sound Recording,
- 2.2 Sound Design, Sound Editing & Mixing,
- 2.3 Visual perception versus Sound perception,
- 2.4 Dubbing & Post Synchronization, Foley Recording

UNIT-3

- 3.1 The future of Sound Technology, Surround Sound,
- 3.2 Dolby Digital in cinema,
- 3.3 Digital sampler and synthesizer generated sounds
- 3.4 Film music in the 21st century

Reference Books:

1. Sound Check: The Basics of Sound and Sound Systems by Tony Moscal
2. Back to Basics Audio by Julian Nathan
3. Surround Sound by Tomlinson Holman
4. The Audio Expert: Everything You Need to Know About Audio by Ethan Winer
5. Computer Sound Design: Synthesis techniques and programming (Music Technology) by Eduardo Miranda