

# SYLLABUS

## 5<sup>th</sup> SEMESTER

### SOUND RECORDING AND SOUND DESIGNING

#### SP. PAPER-2

# ANALOG AND DIGITAL RECORDING

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Credits-3

L	T	P
3	0	10

## 1. Introduction

- 1.1 Invention of sound recording, Purpose and importance of sound recording
- 1.2 Vocal and voice call recording, Sound recording in film and TV production
- 1.3 Quality of recording, audio quality fundamentals

## 2. The Physics of Sound (Acoustics)

- 2.1 Principles of Acoustics, Psychoacoustics
- 2.2 Room modes: Axial, Tangential and oblique modes, Room
- 2.3 Small room and large room acoustics

## 3. Transducers

- 3.1 Analogy of ear and microphone
- 3.2 Types of microphone, Working principles, Polar patterns, sensitivity, specifications
- 3.3 Monitoring with head phones and loud speakers

## 4. Types of Recording

- 4.1 Analogue recording theory, Advantages of analogue recording
- 4.2 Digital recording principles, Advantages over analogue recording
- 4.3 Digital audio workstation, OSP

## 5. Audio Production Techniques

- 5.1 Audio recording system: Single system, Double system; Controllable and Un-controllable noise
- 5.2 Microphones: Shotgun, Dynamic and lavalier microphones
- 5.3 Additional gears: Preamps, Audio cables, Test gear

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