SOUTH-WEST UNIVERSITY "NEOFIT RILSKI"
FACULTY OF ARTS

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DEPARTMENT OF MUSIC
Information Package ECTS

Specialty
SOUND ENGINEER FOR ELECTRONIC MEDIA AND FILM PRODUCTION

Educational and qualification degree: **Master**
Professional qualification: **sound engineer**
Form of study: **regular**
Term of study: **2 years /4 semesters/**

ANNOTATION

The Master's program "Sound Designer for Electronic Media and Film Production" in the professional field 8.3. Music and Dance Art trains students after acquiring the educational and qualification degree "Bachelor"/"Master" in specialties in other professional fields, full-time form of study.

Organization of the training

The curriculum has a total of 960 hours and provides a total of 120 ECTS credits, distributed equally over the four semesters in accordance with state requirements.

In terms of structure, the master's program includes mandatory, elective and facultative subjects.

Educational objectives of the master's program

The training in the master's program "Sound Designer for Electronic Media and Film Production" aims to prepare specialists with educational and qualification parameters that enable them to fully realize themselves in recording studios for the production of CDs and DVDs, for sound recording and sound processing for electronic media - radio and television, for the production of documentary, animated, short and feature films, for music programs, for music montages and layouts, for the management of sound material in musical performances.

Qualification and career development

Students who have successfully completed the master's program

"Sound Designer for Electronic Media and Film Production" are prepared to perform specialized professional activities in the field of sound processing and design.

Graduates of this master's program will be able to carry out scientific research, applied science and artistic and creative activities (according to the requirements of the "Regulation on the State Requirements for Acquiring Higher Education at the Degrees of Bachelor, Master and Specialist - Art. 9, para. 2") and to obtain professional realization as experts or consultants

as follows:

- Sound engineer for radio broadcasts;
- Sound engineer for television broadcasts;
- Sound engineer for sound recording of feature documentaries, animations and short films;
- Music designer for sound recording of commercials;
- Sound engineer for sound recording studios, for CD and DVD production;
- Sound engineer for sound recording of theatrical performances, concerts, ensembles, etc.;
- Teachers in higher education institutions for academic disciplines in the field of sound processing.

Job positions:

According to the national classification of positions and professions in the Republic of Bulgaria (2011), the positions that sound engineers with a master's degree can hold are:

- unit group 5005 - Sound engineer
- unit group 5006 - Sound designer
- unit group 3009 - Sound operator, sound mixer
- unit group 3010 - Sound technician
- unit group 3014 - Operator, audio equipment
- unit group 3035 - Sound operator
- unit group 3038 - First assistant, sound engineer
- unit group 3039 - Specialist, sound effects

The graduate of the Master's degree "Sound Director for Electronic Media and Film Production" has the right:

- to specialize in various forms of postgraduate qualification and continuing education;
- to continue their education in the educational qualification degree "doctor".

CURRICULUM

№	NAME OF THE COURSE	Evaluation		CREDITS	Auditory occupancy				Extracurricular activities /in hours/
		semester	form		total	lectures	seminars	exercises	
	I. COMPULSORY DISCIPLINES								
1	Sound Technology Part I	I	c.c..	**6,0**	60	30	30		120
2	Fundamentals of Sound Directing Part I	I	c.c..	**6,0**	45	30	15		135
3	Ear Training Part I	I	c.c..	**5,0**	30			30	120
4	Musical Acoustics	I	c.asst.	**5,0**	30	30	0	0	120
5	Elective Courses	I	exam	**8,0**	60			60	180
	TOTAL FOR I SEMESTER :			**30,0**	**225**	**90**	**45**	**90**	**675**
6	Sound Technology Part II	II	c.asst.	**6,0**	60	30	30		120

7	Fundamentals of Sound Directing Part II	II	c.asst.	**6,0**	45	30	15		135
8	Ear Training Part II	II	c.asst.	**5,0**	30			30	120
9	Audio Editing Part I	II	c.asst.	**5,0**	45	15		30	105
10	Elective Courses	II	exam	**8,0**	60			60	180
	TOTAL FOR II SEMESTER:			**30,0**	**240**	**75**	**45**	**120**	**660**
11	Sound Recording in Film and Television	III	c.asst.	**6,0**	60	15		45	120
12	Sound engineering and technologies in a broadcast studio	III	exam	**6,0**	60	15		45	120
13	Sound design for radio broadcast	III	c.asst.	**5,0**	45	15		30	105
14	Audio Editing Part I	III	c.asst.	**5,0**	45	15		30	105
15	Elective Courses	III	c.asst.	**8,0**	90	30		60	150
	TOTAL FOR III SEMESTER:			**30,0**	**300**	**90**	**0**	**210**	**600**
16	Sound recording, mixing and mastering of various genres of music	IV	exam	**3,0**	45	15		30	45
17	Post-production	IV	c.asst.	**2,0**	30			30	30
18	Sound design for broadcast television	IV	c.asst.	**2,0**	30			30	30
19	Elective Courses	IV	exam	**8,0**	90			90	150
20	State exam or thesis defense	IV	exam	**15,0**					450
	TOTAL FOR IV SEMESTER:			**30,0**	**195**	**15**	**0**	**180**	**705**
	TOTAL FOR THE TRAINING COURSE:			**120,0**	**960**	**270**	**90**	**600**	**2640**
	II. ELECTIVE DISCIPLINES								
	First group								
1	Musical instrument of choice part I	I	exam	**4,0**	30			30	90
2	Psychoacoustics - features of perception	I	exam	**4,0**	30			30	90
3	Musical ear training	I	exam	**4,0**	30			30	90
4	Arrangement	I	exam	**4,0**	30			30	90
5	Electronic musical instruments	I	exam	**4,0**	30			30	90
	Total horarium of the disciplines chosen by the group	**I**		**8,0**	**60**			**60**	**180**
	Second group								
6	Musical instrument of choice part II	II	c.asst.	**4,0**	30			30	90
7	Hearing training	II	c.asst.	**4,0**	30			30	90
8	Music analysis	II	c.asst.	**4,0**	30			30	90
9	Live sound for concert	II	c.asst.	**4,0**	30			30	90
10	Live theatrical sound	II	c.asst.	**4,0**	30			30	90
	Total horarium of the disciplines chosen by the group	**II**		**8,0**	**60**			**60**	**180**
	Third group								

11	Acoustics of musical instruments	III	exam	**4,0**	45	15		30	75
12	Sound design	III	exam	**4,0**	45	15		30	75
13	Interactive music composition	III	exam	**4,0**	45	15		30	75
14	Integration and interaction of software programs	III	exam	**4,0**	45	15		30	75
	Total horarium of the disciplines chosen by the group	**III**		**8,0**	**90**			**90**	**150**
	Fourth group								
15	Dubbing	IV	exam	**4,0**	45			45	75
16	Video editing and after effects	IV	exam	**4,0**	45			45	75
17	Signal processing	IV	exam	**4,0**	45			45	75
18	Outdoor sound recording technology	IV	exam	**4,0**	45			45	75
	Total horarium of the disciplines chosen by the group	**IV**		**8,0**	**90**			**90**	**150**
	Total horarium of the chosen disciplines			**16,0**	**150**				**330**
	III. OPTIONAL DISCIPLINES								
	Note: *Each student can study any course taught at the university, regardless of the faculty in which they study. Total number of hours of the selected elective courses - up to 60 hours.*								

SOUND TECHNOLOGY

ECTS credits: 12,0 (6,0+6,0)
Weekly horarium:
I Sem.: 2l+2ex
II Sem.: 2l +2ex
Form of control of knowledge:
current control: I
Current assesment: II
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
Dr. Margarit Rusev
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E-mail: rusev@bnr.bg

Анотация:

The course in "Sound Engineering" is aimed at developing knowledge related to traditional technologies for working with sound and the components included in the recording studio. The course aims to develop skills for independent development of a sound recording project, processing and media realization of course work. The course is in two parts.

Course content:

In the lecture course, students study the theoretical foundations of sound engineering and the technological process of recording and processing sound. They work with digital sound, the capabilities and application of various software programs. Practical tasks for mixing, post-production, mastering and finalizing a media product are developed.

In the seminar classes, initial practical skills for implementing music and media projects are mastered. Theoretical knowledge and practical skills for mixing audio files are formed. Mastering skills are acquired depending on the style and genre features of the musical material.

Teaching and assessment technology:

The course provides the necessary knowledge about the technologies for equipping a recording studio, about the layout of the individual components, their mode of operation and applicability in the recording process. Knowledge is acquired about the components of the workstation; about the structure of the recording process. Knowledge is given about digital sound and formats, analog converters, sound interfaces and post-production software programs, about the audio editors used in practice. Practical skills are formed for multi-channel recording and audio editing, analog converters, sound interfaces and post-production software programs.

Teaching aids: video presentation system, production recording studio, computer workstation with installed software and hardware recording systems.

Two tests are held in the middle and at the end of each semester. The assessment for the first and second parts is based on the completion of the tasks set during the semester.

FUNDAMENTALS OF SOUND DIRECTING

ECTS credits: 12, 0 (6,0+6,0)
Weekly horarium:
I Sem.: 2l+1ex
II Sem.: 2l+1cex
Form of control of knowledge:
Current control: I
Current assessment: II
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
Assoc. Prof. Valeri Pastarmadzhiev PhD
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Annotation:

The course "Fundamentals of Sound Engineering" forms theoretical knowledge and practical skills regarding the origin of sound, its propagation in an acoustic environment, its recording, processing, mixing and mastering of the final product. The course aims to form skills for the independent development of a sound recording project, the processing and media realization of course work. The course is in two parts.

Course content:

In the lecture course, students study the theoretical foundations of sound processing, including the application of effects from the point of view of achieving certain artistic parameters, the theoretical foundations of analog and digital signals and connections are studied.

In the seminar exercises, practical skills related to sound processing are mastered; different types of speakers, microphones and stereo microphone techniques; implementation of different types of recordings, mixing and mastering. Analog sound recording systems are introduced and compared with digital signals and connections; the settings of the computer system for recording and sound processing are configured. Students are introduced to the principle of operation of mixing consoles, hardware and virtual measuring instruments.

Teaching and assessment technology:

The course introduces students to the ways of perceiving sound, binaural hearing; provides knowledge about sound reflection and sound absorption, depending on the acoustic environment; about the types of speakers and microphones and the most common models and brands; about microphone techniques for recording stereo and surround, about the effects and principles of their use. Knowledge is gained about the features of hardware and software processors; about the effects and principles of their use.

Teaching aids: video presentation system; production recording studio; computer workstation with installed software and hardware recording systems.

Two tests are held in the middle and at the end of each of the two semesters. At least two practical tasks are developed. The assessment for the first and second parts is based on the performance of the tasks set during the semester.

EAR TRAINING

ECTS credits: 10 (5,0+5,0)
Weekly horarium:
I sem.: 2p. ex

II sem.: 2p. 1ex
Form of control of knowledge:
Current control: I
Current assessment: II
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
Assoc. Prof. Valeri Dimchev PhD
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Annotation:

The course "Aural Practice" is aimed at developing knowledge and auditory skills related to the perception of sound - across the entire frequency spectrum, the means of changing sound parameters when applying various effects. The course aims to contribute to the professional growth of students in the specialty, in accordance with their qualification characteristics. The course is in two parts.

Course content:

In the practical exercises, skills are mastered for recognizing amplitude-frequency corrections and practical skills for determining the dynamic range and reverberation and its parameters, working with effects in the mixing and mastering process. Auditory skills are formed for recognizing High/Low frequencies, for determining sound changes when affecting High/Low frequencies through shelf/peak/notch corrections in instruments and musical fragments of different nature. Auditory skills for mid-frequency corrections are developed; knowledge of dynamic sound processing is acquired.

Teaching and assessment technology:

Knowledge is acquired about the objective-subjective nature of human perception; skills to determine the low and high frequency range of instruments, groups of instruments and complete musical works; skills to distinguish auditory changes when affecting high and low frequencies in instruments, groups of instruments and complete musical works. Knowledge is given about the psychoacoustic features of perception and the influence of certain factors and conditions on auditory perception, about the nature of frequency corrections and the devices and filters for achieving them.

Two tests are held in the middle and at the end of each of the two semesters. Essays are developed. The assessment for the first and second parts is based on the performance of the tasks set during the semesters.

MUSICAL ACOUSTICS

ECTS credits: 5,0

Weekly horarium: 2l
Form of control of knowledge:
Current control**: I Methodological guidance:**
Department of Music
Faculty of Arts
Lecturers:
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Annotation:

The course "Musical Acoustics" is aimed at mastering basic theoretical knowledge about sound phenomena, the emergence and development of tone systems and the structure of musical instruments. It is widely used in a number of other musical disciplines, such as harmony, instrument science, orchestration, conducting, etc. It forms knowledge in students about the propagation of sound waves, the human auditory and vocal apparatus, the structure of musical instruments, electroacoustics and spatial acoustics..

Course content:

In the lecture course, students are introduced to specific terminology, knowledge is formed about the propagation of sound waves, the human auditory and vocal apparatus, the structure of musical instruments, electroacoustics and spatial acoustics.

The course aims to provide knowledge aimed at forming an understanding of the basic mechanisms of auditory perception of sound signals and the structure of the auditory system. The course forms knowledge for practical application in the professional development of students in the specialty, according to their qualification characteristics.

Teaching and assessment technology:

Students gain knowledge about sound and its qualities; the structure of musical instruments; electroacoustics, sound recording and reproduction; spatial acoustics, sound propagation in air and in closed rooms, reverberation. Knowledge is given about the factors determining the main characteristics of sound and the properties of the auditory system to perceive them, the impact of acoustic systems and spatial features, the speed of sound waves and the agility of oscillation and the most important factors determining the stability and reliability of subjective assessment. Knowledge is acquired about the devices that convert sound waves from acoustic to electrical signal and vice versa.
Two tests are held in the middle and at the end of the semester. An essay is developed.
Assessment is based on the completion of the tasks set during the semester.

AUDIO EDITING

ECTS credits: 5,0

Weekly horarium: 1 l +2 ex
Form of control of knowledge:
Current assessment: I
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers: Assoc. Prof. Valeri Dimchev
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Annotation

The Audio Editing course aims to improve the theoretical competence and improve the practical skills of students in their work with DAW - digital audio workstation (Pro tools, Cubase, etc.). The main emphasis in this process is on the recording of audio material and the strategic software approaches, principles, functions in its processing and manipulation.

Course content:

The lecture course is structured in three parts. Students acquire basic theoretical knowledge about the studied issues, innovative methods of audio recording and processing.

Students study not only traditional principle statements, but also some innovative or atypical approaches. Practical exercises complement the theoretical knowledge from the lecture course and develop practical tasks; the studied operations, strategies and principles are applied in practice.

Teaching and assessment technology:

Theoretical knowledge is obtained for configuring a computer for an audio workstation (DAW), skills necessary for full processing of audio material in a digital environment and existing software functions are mastered. Students acquire practical skills for recording a sound source and audio processing to full quality completion of an audio product (song, instrumental music, sound for film, TV, theater, etc.).

Students independently develop their own technological models for a pre-set task. Thus, skills are acquired for applying correct level settings and high-quality, reliable timbre characteristics. Students are prepared to work with more advanced principles and approaches in mixing and mastering such as: automation, working in groups, etc.

Two tests are held in the middle and at the end of the semester, and practical tasks are evenly distributed during the training period. Assessment at the end of the semester requires the successful completion of the activities specified in the program.

SOUND RECORDING IN FILM AND TELEVISION

ECTS credits: 6,0
Weekly horarium: 1 l +3 ex
Form of control of knowledge: current assessment
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
Assoc. Prof. Valeri Pastarmadzhiev PhD
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Annotation:

The course "Sound Recording in Film and Television" is aimed at developing knowledge and practical skills related to sound recording activities across various television and film formats. The course provides students with an understanding of the basic technologies used in film and television production, the relevant software tools, and the optimal integration between them during the sound recording process. Students will gain knowledge of the structure and content of professional sound engineering work in creative studios and on set, focusing on the production of television works in various genres.

Course Content:

The core theoretical material is divided into two main sections: sound design for film and the specifics of sound recording in various television genres. The practical sessions focus on developing skills for working with technical equipment used in sound recording, as well as mastering the specifics of sound engineering across different television genres.

Students apply the theoretical knowledge acquired in lectures through practical assignments related to the topics covered. The course also introduces the principles of working with relevant computer software used in the sound production process.

Teaching Methodology and Assessment:

The course "Sound Recording in Film and Television" enables students to acquire not only theoretical knowledge but also practical skills related to the core principles of working in creative studios on television and film productions across various genres. Students develop the ability to carry out sound recording activities regardless of the conditions in which the creative project is implemented. The course incorporates the technical and technological capabilities of contemporary film production in order to achieve a realistic soundscape.

Students complete a variety of practical assignments, including location sound recording and in-studio sound recording exercises. The final grade for the course is based on continuous assessment and the final examination, which is practical in nature. The exam consists of completing a sound recording project using a given video excerpt.

SOUND ENGINEERING AND TECHNOLOGIES IN A BROADCAST STUDIO

ECTS credits: 6,0
Weekly horarium: 1 l +3 ex
Form of control of knowledge:
Exam: I
Methodological guidance:
Department of Music
Faculty of Arts

Lecturers:
Dr. Margarit Rusev
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Annotation:

The course "Audio Engineering and Technologies in Broadcast Studios" is aimed at developing theoretical knowledge related to the equipment and technologies used in sound production, as found in broadcast control rooms and studios—both stationary and mobile. The course fosters competencies in working with the tools and technologies necessary for sound implementation in broadcast environments.

Course Content:

In the lecture component, students study the theoretical foundations of audio engineering and the technological processes involved in broadcast sound production. Key directions for independent study are also outlined. During the practical sessions, students acquire hands-on experience with technical equipment and learn the operational workflow in both in-studio and field broadcast environments.

Teaching Methodology and Assessment:

Upon completion of the course *"Audio Engineering and Technologies in Broadcast Studios,"* students will acquire theoretical knowledge of the equipment and technologies used in the implementation of broadcast sound, as well as essential practical skills for working with the technical systems and audio technologies in a broadcast studio environment.

Students gain understanding of the key technical components of a broadcast audio studio; analog and digital systems used for on-air sound support; computer-based broadcast systems; and the necessary elements of a broadcast workstation. The course develops competencies in both the equipment and technological processes required for delivering live broadcast audio.

Instructional tools include: video presentation systems, a fully equipped broadcast audio studio, and a computer-based digital audio workstation for broadcast applications.

Two written tests are administered—one in the middle and one at the end of the semester - while practical assignments are evenly distributed throughout the course. The final examination consists of two parts:

- A theoretical section, where the student develops a written response to a selected topic from the syllabus.

A practical section, which involves completing a task using professional audio engineering tools for broadcast.

SOUND DESIGN FOR RADIO BROADCAST

ECTS credits: 5,0
Weekly horarium: 1 l +2 ex
Form of control of knowledge:
Current assessment: I
Methodological guidance:
Department of Music
Faculty of Arts

Lecturers:
Dr. Margarit Rusev
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Annotation:

The course "Sound Engineering for Radio Broadcasting" is aimed at developing knowledge, skills and competencies necessary for the work of a sound engineer in the program implementation of a radio station.

Course content:

In the lecture course, students study the theoretical foundations of sound engineering in radio broadcasting and the technological process of realizing a sound program for the radio.

In the practical exercises, students master and apply theoretical knowledge in practice, acquire practical skills and competencies for the technological process of the sound realization of a radio program.

Teaching and assessment technology:

Students acquire theoretical knowledge about the technological process of on-air radio production, about the terminology and formats of radio broadcasts, the structure of the on-air program and the production technology. Students become familiar with the nature of the position - sound engineer for radio broadcast and the practical implementation of radio broadcast on air.

Students acquire competencies in working with microphones in the radio studio and switching the sound signal for on-air broadcasting; they gain skills in working with computer-based sound workstations for radio broadcast. Students also develop skills in producing radio signals and radio advertising.

Teaching aids: video presentation system; on-air radio studio; computer-based sound workstation for radio broadcast.

Two tests are held in the middle and at the end of the semester, and practical tasks are distributed throughout the semester. Assessment /current assessment/ is based on the

implementation of the tasks set during the training period.

SOUND RECORDING, MIXING AND MASTERING OF VARIOUS GENRES OF MUSIC

ECTS credits: 3,0

Weekly horarium: 1 l +2 ex

Form of control of knowledge:

exam: II

Methodological guidance:

Department of Music

Faculty of Arts

Lecturers: Assoc. Prof. Valeri Dimchev

tel.: +359 73/ 588 511

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Annotation:

The course "Sound Recording, Mixing and Mastering of Different Genres of Music" builds on already well-developed knowledge in the field of sound engineering, sound recording and sound design. All stages are followed, from the emergence of sound, its propagation in an acoustic environment and its recording, to the processing, mixing and mastering of the final product, the influence of noise effects and their overcoming. The discipline forms theoretical knowledge and practical skills for the recording process according to the conditions of implementation, as well as for the implementation of mixing and mastering.

Course content:

The lectures cover the theoretical foundations of recording and its features depending on the conditions of its implementation. Practical exercises develop practical skills in recording, mixing and mastering, and noise removal, according to the acoustic features and the type of activity being performed. Students develop practical tasks related to the topics under consideration; master the principles of working with the relevant computer programs and thus complete the tasks set.

Teaching and assessment technology:

Students gain knowledge about the frequency ranges in different styles of music; about the influence of the acoustic characteristics of the room and the importance of the placement of microphones. They gain knowledge about making a recording and its features depending on the acoustic characteristics of the environment, the effects of various noises and ways to overcome them. They gain knowledge about the mixing process and the selection of effects, with a view to pursuing certain artistic parameters. Students gain knowledge and practical skills about the mastering process.

During the semester, students develop a minimum of five practical tasks.

The exam is also practical and consists of processing a sound recording.

POST-PRODUCTION

ECTS credits: 2,0

Weekly horarium: 0 l +2 ex

Form of control of knowledge:

Current assessment: I

Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
Ch. Ass. Dr. Vencislav Mitsov
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Annotation:

The Postproduction course is aimed at developing knowledge, skills and competencies necessary for the implementation of the overall postproduction of video films. Theoretical knowledge is acquired about the main postproduction stages, the basic principles of sound editing and problems arising in practice.

Course content:

In the practical exercises, students master practical skills for implementing the post-production process related to synchronizing sound to video materials and additional audio operations, depending on the characteristics of the video material. The main stages of post-production of video materials are mastered and practical skills are mastered for implementing the sound post-production process in the preparation of audio material and its synchronization to the relevant video frames.

Teaching and assessment technology:

Students acquire theoretical knowledge about the individual stages of post-production in film production, as well as practical skills for synchronizing sound to frames in video materials. Students acquire competencies regarding the sound realization of video materials. The basic principles related to adding sound to video materials and the processes of adjusting the sound are mastered, as well as practical skills for adding voice-over, recognizing the main problems that arise in this process and ways to overcome them.
Teaching aids are: video presentation system; software for practical activities.
During the semester, students solve a test and develop practical tasks.

Assessment is based on the implementation of activities during the semester.

SOUND EDITING FOR BROADCAST TELEVISION

ECTS credits: 2,0

Weekly horarium: 0 l +2 ex
Form of control of knowledge:
Current assessment: I
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
Dr. Margarit Rusev
tel: +359 73/ 588 511
E-mail: rusev@bnr.bg

Annotation:

The course "Sound Design for Broadcast Television" is aimed at developing

knowledge, skills and competencies necessary for the work of a sound designer in various television programs.

Course content:

The course aims to develop knowledge and skills in the technology of program implementation of a sound television program. In practical exercises, students acquire competencies in the implementation of a sound product in various television formats. Theoretical knowledge is formed about the technology of television production and the role of the sound engineer in it.

Teaching and assessment technology:

Students acquire theoretical knowledge about the terminology in TV and the technological process of on-air TV production, about the structure of the on-air program, about the nature of the position - sound engineer. Skills are acquired for working with microphones in the audio studio and the switching of the sound signal for on-air broadcasting; skills are acquired for working with computer-based sound workstations for audio broadcast. Students acquire competencies for the practical implementation of a TV broadcast on air and skills for producing audio signals and TV advertising.

Teaching aids: video presentation system; on-air audio studio; computer-based sound workstation for TV audio broadcast.

Students are tested in the middle and at the end of the semester. Assessment /current assessment/ is based on the implementation of the tasks set during the semester.

MUSICAL INSTRUMENT OF CHOICE. PIANO

ECTS credits: 8 (4,0+4,0)
Weekly horarium:
I Sem.: 2 p. ex
II Sem.: 2 p. ex
Form of control of knowledge:
Exam : I
Current assessment: II
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
Prof. Jordan Goshev Dr.Sc.
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Asst. Prof. Cvetomira Sabotinova, PhD
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Annotation:

The course "Musical Instrument of Choice. Piano" - 1 and 2 parts supports the development of basic musical abilities, performance skills and

artistic creativity of students. In the process of mastering and improving piano skills, students' opportunities for enriching their musical thinking increase. The course aims to form technical skills and skills in piano playing, to support their future stage performance and their

training in studying other disciplines related to the specialty "Electronic Technologies in Music".

Course content:

In practical classes, they master basic types of piano techniques, different ways of achieving dynamic nuance and articulation diversity, a diverse repertoire in terms of style and genre. The tasks set during the practical exercises are developed independently, and the check is carried out during the next practical exercise. In view of the specifics of training in this discipline, practical classes are carried out individually with each student.

Teaching and assessment technology:

Students perform light piano pieces, apply various technical techniques and skills, according to the specifics of the particular work, recreate a diverse and diverse repertoire in terms of style and genre. Students learn to achieve a quick and accurate reading of light piano and song texture, play a prima vista.

Students participate in a closed and open class meeting. The exam in "Musical instrument of choice. Piano" in the first semester is practical and consists of playing a complete program. To form the current grade in the second semester, the student is required to have completed at least the minimum number of prerequisite units in the individual activities. Otherwise, he/she takes the exam.

MUSICAL INSTRUMENT OF CHOICE. ACCORDION

ECTS credits: 8 (4,0+4,0)
Weekly horarium:
I Sem.: 2 ex
II Sem.: 2 ex
Form of control of knowledge:
Exam : I
Current assessment: II
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
Prof. Rumen Poterov, Dr. Sc.
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tel: +359 73 588 533

Annotation:

Through the discipline "Musical Instrument of Choice. Accordion" basic motor skills are formed, necessary for students to perform light pieces with different visual characteristics. Along with mastering the basic methodological units, students also form skills for correct articulation with the bellows and dynamic construction in the basic articulations legato and staccato, as well as skills for correct selection of treble and bass registers.

Course content:

In the exercises, students master the main types of accordion techniques - legato and staccato in the treble and staccato technique in the bass in works from the vocal and instrumental Bulgarian and foreign literature. The course aims to form initial performance skills for performing elementary melodies with two hands, to form skills for correct movement of the bellows and achieving various dynamic nuances.

Teaching and assessment technology:

Students master the treble and bass technique necessary for performing technically more complex pieces from vocal and instrumental Bulgarian and foreign literature. Students perform exercises separately with both hands and together by successively alternating hands, perform chords in the left hand in the first and second positions, perform legato and staccato articulations in the treble.

Students play at a closed and open class meeting, and also perform a prima vista. The exam in "Musical instrument of choice. Accordion" in the first semester is practical and consists of playing a complete program. To form the current grade in the second semester, the student is required to have completed at least the minimum number of prerequisite units in the individual activities. Otherwise, he/she takes the exam.

MUSICAL INSTRUMENT OF CHOICE. SYNTHESIZER

ECTS credits: 8 (4,0+4,0)
Weekly horarium:
I Sem.: 2 ex
II Sem.: 2 ex
Form of control of knowledge:
Exam : I
Current assessment: II
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
Dr. Margarit Rusev
Tel.: +359 73/ 588 511
e-mail: rusev@bnr.bg

Annotation:

The course "Musical Instrument of Choice. Synthesizer" supports the development of basic musical abilities, performance skills and artistic creativity of students through work with a keyboard synthesizer. In the process of mastering and improving performance skills, students' opportunities to enrich their musical thinking increase. The course supports training in the study of other disciplines related to the specialty "Electronic Technologies in Music".

Course content:

The course develops technical skills and abilities in playing with a keyboard synthesizer and supports the students' future stage performance. In practical exercises, students master basic types of performance techniques when playing with a keyboard synthesizer (with and without automatic accompaniment), various approaches to achieving dynamic nuance and articulation diversity tailored to specific instrumental timbres. Students develop basic theoretical knowledge about the technical and expressive capabilities of the instrument.

Teaching and assessment technology:

Students perform light pieces for keyboard synthesizer, suggesting musical and artistic images and ideas embedded in the compositions, applying various technical techniques and skills, according to the specifics of the particular work. Skills are formed for the use of controllers - Sustain pedal, Volume pedal, playing techniques with Pitch Bender and Modulation Wheel are studied; skills are formed for the implementation of more complex

techniques of sound extraction, articulations, dynamics and timbres, playing is done a prima vista.

Students participate in a closed and open class meeting. The exam in "Musical instrument of choice. Synthesizer" in the first semester is practical and consists of playing a complete program. To form the current grade in the second semester, the student is required to have completed at least the minimum number of prerequisite units in the individual activities. Otherwise, he/she takes the exam.

PSYCHOACOUSTICS - FEATURES OF PERCEPTION

ECTS credits: 4,0
Weekly horarium: 2l
Form of control of knowledge:
Exam: I
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
Assoc. Prof. Valeri Pastarmadzhiev PhD
Tel.: +359 73/ 588 511
Email: valstz@swu.bg

Annotation:

The course "Psychoacoustics - Peculiarities of Perception" is aimed at studying the relationship between acoustic objects in the physical world and auditory perceptions, i.e. with the ways of interaction of physics and physiology in the process of creating sound perceptions. Knowledge of the basics of psychoacoustics is important for all those who study and work in the field of sound technologies.

Course content:

The lecture course on the course “Psychoacoustics” introduces students to the place and role of psychoacoustics in the work of the sound engineer and the establishment of a connection between the main parameters of the sound process and its subjective perception /power, pitch, timbre/. Through the course, the laws of the relationship between the objective parameters of sound signals and subjective auditory sensations are mastered. Students become familiar with the basic laws of perception of music and speech, modern methods of analysis and synthesis of sound signals based on the laws of auditory perception.

Teaching and assessment technology:

Students acquire knowledge about the relationship between the main parameters of the sound process and its subjective perception, master the habits of establishing the principles of interval formation and the mechanisms of perception of overtone series, consonances and dissonances in musical harmonies, necessary in their work on sound recordings, processing and transmission of musical and voice signals. Knowledge is given about auralization as a process of converting the sound field into audible sound through physical or mathematical modeling; about auditory illusion and its various manifestations, depending on the type of signal and the methods of influencing it.
Two tests are held in the middle and at the end of the semester. An essay is also prepared.
The exam is based on a syllabus.

TRAINING OF MUSICAL EAR

ECTS credits: 8, 0 (4,0 +4, 0)
Weekly horarium: 2 ex
Form of control of knowledge:
Exam: I, II
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers
Assoc. Prof. Valeri Pastarmadzhiev PhD
Tel.: +359 73/ 588 511
Email: valstz@swu.bg

Annotation:

The training in the subject "Training of Musical Ear" is aimed at improving the skills of aural analysis of elements in music, their recording with the generally accepted musical notation system and vocal reproduction. Students develop a sense of aural perception of polyphony, as well as the ability to perform, analyze and record folk melodies in different modes and sizes..

Course content:

In the practical exercises in the course "Training of Musical Ear", students improve their skills in auditory perception, reproduction and recording of monophonic melodies, master skills in auditory perception and vocal performance of folk melodies. The practical exercises are carried out in the traditional way, supported by musical examples from different styles and genres of music. Solfeggios are developed, which students must learn through independent work.

Teaching and assessment technology:

Students acquire skills in performing monophonic melodies in different styles and from different eras on notes in keys up to four signs with alterations; skills are developed for analyzing musical notations in keys up to 7 signs. Students recognize and record dictations with alterations. Skills are formed for vocal reproduction of various intonation-rhythmic dictations with altered first, second and fourth degrees, skills for reproduction and recording of rhythmic patterns characteristic of jazz and pop music.

The exam is practical. It consists of solfeggio of five monophonic and five two-voice dictations from those studied during the semester, in keys with three and four signs, which are previously set during the practical exercises. One solfeggio is performed at first sight (a prima vista).

ARRANGEMENT

ECTS credits: 4,0
Weekly horarium:
I semester: 2 lectures;
II semester: 1lecture + 1 exercise
Form of control of knowledge: current assessment
Type of examination: written exam
Semester: VI - VII
Academic management:
Music Department
Faculty of Arts

Lecturer:
Ch. Ass. Dr. Vencislav Mitsov
tel. +359 73 588 501,
e-mail: v.mitsov@swu.bg

Annotation:

The course is aimed at giving students knowledge and practical skills related to the principles of arranging music meant for various vocal formations, for homogeneous and inhomogeneous choirs, for creating accompaniments to children's songs and for modifying and manipulating folk tunes. Students are granted access to musical literature and exemplary recordings. The course intends to build on the foundations, set by the previously studied theory of musical elements, harmony, organology, orchestration.

Course contents:

The role of text; foreign tones in melody; arrangements for choirs of two and of three parts; arrangements for authentic folklore; creating an accompaniment; instrumental arrangements.

Methods of marking and education:

The lecture course is related to musical examples from the works of Bulgarian composers – children's, choir, and authentic folklore music. The practical exercises are based on interdisciplinary relations between musical/theoretic information, knowledge of the Bulgarian musical folklore, harmony and organology. Students have to submit written work. The requirements for successfully completing the semester are regular class attendance and regular turning in of written work.

ELECTRONIC MUSICAL INSTRUMENTS

ECTS credits: 4,0
Weekly horarium:
1 l +1 ex
Form of control of knowledge:
Exam: I
Academic management:
Music Department
Faculty of Arts
Lecturer:
Dr. Margarit Rusev
Tel.: +359 73/ 588 511
e-mail: rusev@bnr.bg

Annotation:

Through the training in "Electronic Musical Instruments" students acquire knowledge about modern electronic musical technologies. The course aims to prepare students to use an electronic musical instrument in a studio environment and on stage, to build a conceptual and terminological dictionary in the field of electronic musical technologies. Students are formed with complex competencies and musical abilities in accordance with their future profession. Course content:

In the lecture course, students are introduced to the history of the emergence and development of electronic musical instruments and the user interface.

In the practical exercises, students form skills for working with the user interface of an electronic musical instrument. Competencies are built for working with the basic applications and functions of the instruments. Students are built with skills for playing music with an electronic musical instrument.

Teaching and assessment technology:

Students are introduced to the electronic musical keyboard instrument and develop skills in working with the main components for management and control, as well as with the user interface. Students have access to a studio environment and learn basic techniques for sound extraction with different timbres. Skills are developed for recording short compositions in the sequencer of an electronic musical instrument.

Stage performances are held with the students. The exam is carried out through a test.

MUSICAL ANALYSIS

ECTS credits: 4 ,0
Weekly horarium: 1l + 1ex
Methods of evaluation:
Current control - II semester
Academic management:
Music Department
Faculty of Arts
Lecturer:
Prof. Ivanka Vlaeva Dr.Sc.
tel. +359 73 588 501, e-mail: vlaeva@swu.bg

Annotation: The subject extends the students' knowledge of musical theory in their work with musical literature. The objective is to achieve a greater awareness and skills for defining the types of musical forms in various styles and genres. There are written working outs for analysing and defining their structure and the current formation processes.

Contents: Genres and forms in vocal, solo and chamber music; Sonata-symphonic cycle; Cantata-oratorio genres; Musical stage genres; Polyphonic genres.

Technology of teaching and assessment: The lecture course provides knowledge of the major music forms as recognized in composing practice. The practice exercises help students acquire skills for analysis of musical literature. The students prepare two written analyses each semester. The recognition of a semester shall require regular attendance of classes and performance of assignments.

LIVE SOUND FOR CONCERT

ECTS credits: 4,0
Weekly horarium: 2 ex
Methods of evaluation:
Current control - II semester
Academic management:
Music Department
Faculty of Arts
Lecturer:

Assoc. Prof. Valeri Pastarmadzhiev PhD
Tel.: +359 73/ 588 511
Email: valstz@swu.bg

Annotation:

The course "Live sound for concert" is aimed at developing practical skills related to the technology of sound and sound recording of a concert performance depending on the type, composition, stylistic features of the repertoire, and the venue of the event. Students acquire theoretical knowledge about the technology of sounding concert halls and open spaces. Students also gain knowledge about the specifics of organization and implementation of the individual stages of activity in the field of sound recording, sound reinforcement and acoustics.

Course content:

In practical exercises, students apply theoretical knowledge in a real environment, acquire skills for implementing the basic acoustic laws, based on the characteristics of the space and creative concepts. In accordance with the acoustic characteristics, the required number of microphones and sound equipment is selected, the recording and sound amplification technology, dynamic range and frequency characteristics are implemented.

Teaching and assessment technology:

Students acquire skills for quick and adequate reaction to unexpected changes on the stage, for applying various effects for correction of voice, music or noises, for including artificial reverberation in accordance with the set dramaturgical tasks. Students use different microphone systems, plan the sound process and the specifics of the individual stages. Students develop skills for developing a comprehensive organization of the sound process depending on the specifics of the concert performance and acoustic parameters of the space.

Students conduct two tests and develop a plan for concert sound according to certain parameters.

Teaching aids: video presentation system, production recording studio, computer workstation with installed software and hardware sound recording systems.

The current assessment is formed on the basis of the implementation of all activities planned for the semester.

LIVE THEATRICAL SOUND

ECTS credits: 4,0
Weekly horarium: 2 ex
Methods of evaluation:
Current control: II
Academic management:
Music Department
Faculty of Arts
Lecturer:
Assoc. Prof. Valeri Dimchev
PhD
Тел. +359 73/ 588 511
e-mail: valeridimchev@swu.bg

Annotation:

The course "Sounding of a theatrical performance" is aimed at developing practical

skills related to the technology of sounding and sound recording of a theatrical performance depending on the number of participants and the acoustic characteristics of the space (open or closed). Theoretical knowledge and practical skills are formed for the technology of recording and sound amplification of actors' voices, resulting from the acoustic characteristics of the space, the specificity of the voice - strength, timbre and frequency characteristics.

Course content:

In practical exercises, students apply theoretical knowledge in a real environment, acquire skills in applying the basic acoustic laws, based on the characteristics of the space and creative concepts and on this basis select the required number of microphones and sound equipment; recording and sound amplification technology in accordance with the acoustic characteristics, dynamic range and frequency characteristics. Students gain practical experience in connecting and adjusting equipment, acquire skills in sound and sound recording of a theatrical production, depending on the acoustic parameters.

Teaching and assessment technology:

Students gain knowledge about planning the technical support of a theatrical production, skills for working in different conditions and for applying different effects for correcting voice, noise and music. Students also develop skills for including artificial reverberation in accordance with the set dramaturgical tasks, to apply different microphone systems and to operate with a larger number of microphones. Students develop skills for developing a comprehensive organization of the sound process depending on the characteristics of the theatrical performance and acoustic parameters of the space.

Two tests are conducted with the students and a plan for theatrical sound according to certain parameters is developed.

Teaching aids: video presentation system, production recording studio; computer workstation with installed software and hardware sound recording systems.

The assessment is formed on the basis of the implementation of all activities planned for the seventh semester.

ACOUSTICS OF MUSICAL INSTRUMENTS

ECTS credits: 4,0

Weekly horarium: 1 l +2 ex
Form of control of knowledge:
current assessment: I
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
Assoc. Prof. Valeri Pastarmadzhiev PhD
tel.: +359 73/ 588 511
Email: valstz@swu.bg

Annotation:

The course "Acoustics of Musical Instruments" is aimed at studying the acoustic processes in musical instruments and the physical processes and phenomena that determine them. Basic theoretical knowledge about sound formation, the emergence and development of tone systems is presented. The discipline also deals with sound formation and sound emission. Students are formed with knowledge about the propagation of sound waves, electroacoustics and spatial acoustics. The knowledge acquired through the course "Acoustics of Musical

Instruments" is widely used in a number of other musical disciplines such as harmony, instrument science, orchestration, conducting, etc.

Course content:

The course aims to provide knowledge aimed at developing an understanding of the basic mechanisms of auditory perception of sound signals and

the structure of the auditory system. The acquired knowledge and skills can be directly applied in the sound design of musical instruments. In practical exercises, students acquire knowledge about the acoustics, structure, sound formation and sound emission of various groups of musical instruments, both natural and through computer simulations.

Teaching and assessment technology:

Students gain knowledge of the basic physical principles, sound pressure, particle speed, sound intensity, sound speed, wavelength; sound vibrations in mechanical systems; sound vibrations as a function of time; knowledge of different types of musical tuning. Knowledge is given aimed at forming an understanding of the basic mechanisms of auditory perception of sound signals; the propagation of sound waves and the structure of the auditory system. Students acquire knowledge of the qualities of sound, the structure and sound formation of musical instruments and their acoustic features; the propagation of sound in air and in closed rooms, reverberation. Musical compositions are listened to and the nature of the auditory perception of musical signals is determined.

Two tests are held in the middle and at the end of the semester, and practical tasks are evenly distributed throughout the training period. An essay is also developed. The exam is in the form of a test consisting of 20 questions.

SOUND DESIGN

ECTS credits: 4,0

Weekly horarium: 3 ex
Form of control of knowledge:
Current assessment: III
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
Ch. Ass. Dr. Vencislav Mitsov
tel.: +359 73/ 588 511
email: v.mitsov@swu.bg

Annotation:

The course "Sound Design" is aimed at developing knowledge, skills and competencies necessary for the implementation of sound post-production - the overall sound design. Knowledge is gained about the individual stages in the implementation of sound design and skills are formed for final sound processing, mastering techniques and methods of work and technical support for the implementation of sound post-production.

Course content:

In practical exercises, students master the theoretical foundations of the key stages in sound design. Theoretical knowledge is formed about the essence and features of sound design.

The course aims to master the main stages, principles of work and specifics of sound

processing and master the technologies in the second most important main process in post-production after the editing and superimposition of sound files, namely their processing and final completion.

Teaching and assessment technology:

Students acquire theoretical knowledge about the technology of implementing the final process of sound design, as well as practical skills for sound processing and finalizing creative projects. Students gain knowledge and acquire practical skills for "Surround" mixing; about the types of sound effects and the features of their application. Students gain theoretical knowledge and master practical skills in creating sound effects for commercials and films. Practical skills for audio processing and sound finalization of various online objects and short video materials are acquired.

Teaching aids: video presentation system, software for practical exercises.

A test and at least three practical tasks are conducted with students during the semester. Assessment is based on the implementation of activities during the semester.

INTERACTIVE MUSIC COMPOSITION

ECTS credits: 4,0
Weekly horarium: 3 ex
Form of control of knowledge:
Current assessment: I
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
Assoc. Prof. Valeri Pastarmadzhiev PhD
tel.: +359 73/ 588 511
Email: valstz@swu.bg

Annotation:

The course "Composition of Interactive Music" is aimed at developing practical skills related to the principles and technical means of creating interactive music applicable to computer/video games, software applications, film and media music. Students acquire practical skills and habits for working with various technologies and software applications for composition, arrangement, orchestration and processing of music that interacts with a video image/picture/. The discipline aims to familiarize students with the specifics of the application of the computer in this area of music.

Course content:

Students acquire skills and habits for working with various technologies and software applications for composition, arrangement, orchestration and processing of music. Specific techniques are applied in the creation of computer simulation. Knowledge of working with music software and virtual synthesizers is used to create music applicable to an interactive environment. Particular attention is paid to overcoming technical, compositional and orchestration problems in computer simulation. Practical skills are formed for expressing a certain thematic character or situation from a video image by creating interactive music.

Teaching and assessment technology:

Students master skills for the correct use of software sequencers; work with the virtual instruments of the Pro Tools program, etc. Students plan the individual stages of composition, arrangement and orchestration according to the specifics and requirements of the interactive environment. A comprehensive concept is developed for the implementation of basic compositional solutions through the study of various musical techniques and methods of sound presentation, depending on the stylistic and genre features.

Teaching aids: production recording studio; computer workstation with installed software sequencer and hardware sound recording systems; MIDI keyboard/controller; sound interface; sound reproduction equipment, etc.

Students develop two small projects (creation of music /fragment/ for a video game, music for advertising, etc.) and a large project (creation of music for a short film). The final grade for the semester is formed as an average of the aforementioned activities during the semester.

INTEGRATION AND INTEROPERABILITY OF SOFTWARE PROGRAMS

ECTS credits: 4,0

Weekly horarium: 2 l +1 ex
Form of control of knowledge:
Exam: III
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
Assoc. Prof. Valeri Dimchev
tel.: +359 73/ 588 511
E-mail: valeridimchev@swu.bg

Annotation:

The aim of the course "Integration and Interaction of Software Programs" is to build the necessary knowledge and skills, allowing the free exchange of complete musical projects, files, ideas between different audio/video software programs and applications. The course provides the necessary preparation so that students can synchronize different programs when working on a given project. Students are also prepared for joint work with composers, studios, musicians, which requires the exchange, archiving, transfer of working projects, files.

Course content:

The lecture course is structured in four parts. It analyzes and studies the main methods and approaches for exchanging files between different computer programs, as well as modern principles and rules that allow simultaneous work with two or more software applications. Students are introduced to illustrative video materials and already developed work projects that use the studied technological approaches.

In practical exercises, students build practical skills in completing assignments; they become familiar with the methods and approaches for solving a specific task or requirement.

Teaching and assessment technology:

Students are introduced to modern principles, standards, practices that require the exchange of files and projects; a selection of appropriate audio/video MIDI, LOOP formats is made. Knowledge and skills are acquired for generating AUDIO tracks and samples using a MIDI application. Students are introduced to the REWIRE

protocol; create their own and open external OMF projects, archive projects and transfer information to various media via the Internet or physical media. Students work with external applications, virtual instruments and know the different standards - VST, VSTI, AAX, AU.

Two tests and a minimum of two practical tasks are conducted with students during the semester. The exam is written, with two questions from the syllabus being developed.

DUBBING

ECTS credits: 4,0
Weekly horarium: 3 ex
Form of control of knowledge:
Exam: II
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
Assoc. Prof. Klavdija Kamburova
tel.: +359 73/ 588 511
E-mail: kamburova@swu.bg

Annotation:

The course of study in "Dubbing" provides knowledge regarding the preparation, performance and joint work of an actor and a sound director. Professional work in front of a microphone can be carried out in radio broadcasts or be realized in dubbing and dubbing studios, sound recording of advertisements, audio books, etc. The theoretical and practical knowledge that the master's students will receive will serve them for successful realization in the field of radio and television formats.

Course content:

In practical exercises, students master skills for preparing and implementing various types of dubbing. Students are provided with theoretical knowledge about the specifics of the activity; scenarios are discussed, a shooting plan is prepared, tasks are assigned, technical equipment and the organization of rehearsals are discussed.

Teaching and assessment technology:

The discipline develops students' skills in reading and artistic voice interpretation of an unfamiliar text; in handling sound and speech characteristics of characters from films and television productions; in developing their own specific technique; in constant research and improvisation. Students develop knowledge and practical skills for dubbing e-books, animated films and games, radio and TV dubbing.

Students prepare a sound dubbing of a film excerpt. During the semester, students develop a minimum of five practical tasks. The exam is practical. It consists of a written analysis of the tasks prepared during the semester.

VIDEO EDITING AND AFTER EFFECTS

ECTS credits: 4,0
Weekly horarium: 3 ex
Form of control of knowledge:Exam: IV
Methodological guidance:

Department of Music
Faculty of Arts
Lecturers:
Assoc. Prof. Klavdija Kamburova
tel.: +359 73/ 588 511
E-mail: kamburova@swu.bg

Annotation:

The training course in "Video Editing and After Effects" aims to provide students of the master's program with theoretical knowledge and to form practical skills in editing, after effects, the basic settings and parameters when working with them. The discipline forms skills for independent mastering of new programs or versions of the ones used so far.

Course content:

In practical exercises, students master skills for working with specific software and the algorithm of actions for individual functions. The course aims to introduce students to the interface of programs in order to use the application correctly and rationally. Students learn to analyze the features of the film image; to master and handle the software interface. The course provides theoretical knowledge and forms practical skills for working with the software necessary for video editing and achieving after-effects; skills are formed for the algorithm of actions in the implementation of video editing and achieving various effects.

Teaching and assessment technology:

Students create a timeline composition and use keyframes, acquire skills to change transformation values: anchor point coordinates, position, rotation and transparency, as well as to work with multilayer content. Students distinguish between the three types of keyframe relationships: linear, bezier and hold, create and import masks, layer masks, backgrounds from Photoshop and Illustrator. Students learn to combine live images with static photos, use different blending modes for color correction, density change, sharpness change in live video images and photos, to change the speed of movement with equal acceleration and equal delay.

Students create a sound dubbing of a film excerpt, as well as other practical tasks. The exam consists of a written analysis of the tasks prepared during the semester.

SIGNAL PROCESSING

ECTS credits: 4,0
Weekly horarium: 3 ex
Form of control of knowledge:
Exam: II
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
Assoc. Prof. Valeri Dimchev
tel.: +359 73/ 588 511
E-mail: valeridimchev@swu.bg

Annotation:

The course "Signal Processing" is aimed at developing knowledge and skills necessary for independent work with individual sound effects and samples, as well as their classification and arrangement according to various indicators. The course aims to expand and enrich the

students' competencies with some widely used modern methods and approaches when working with studio sound, with various fields of application - audio, television, cinema, etc.

Course content:

In practical exercises, students acquire basic theoretical knowledge about sound signal processing and the areas of their application in contemporary music. Master's students acquire skills in creating sound libraries that contain effects (FX), loops (LOOP), virtual instruments. The created sound libraries can be widely used in television and film design, internet applications, composing acoustic or electronic music, etc.

Teaching and assessment technology:

Students gain knowledge and skills about the sound recording formats used in modern technologies with the corresponding resolutions – sampling frequency and bit, field recording of sound effects (FX), working with loop technology, making virtual instruments, etc. Students record sound sources indoors and outdoors, are able to edit the recorded files and arrange them according to a certain indicator, create completed sound libraries and sampled virtual instruments. Students are provided with theoretical knowledge about the types of audio formats and their application, as well as the necessary practical skills for working with music software for sound recording, converting audio from/to different audio formats, making music loops, making sampled virtual instruments.

The exam is written – it consists of developing two questions from a syllabus.

OUTDOOR RECORDING TECHNOLOGY

ECTS credits: 4,0

Weekly horarium: 3 ex
Form of control of knowledge:
exam: IV
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
Ch. Ass. Dr. Vencislav Mitsov
tel.: +359 73/ 588 511
email: v.mitsov@swu.bg

Annotation:

The course "Outdoor Sound Recording Technology" builds on already well-developed knowledge in the field of sound engineering, sound recording and sound design. All stages are followed, from the origin of sound, its propagation in an acoustic environment, its recording, to the processing, mixing and mastering of the final product. The influence of noise effects and their overcoming are examined.

Course content:

The course aims to develop skills for independent development of a sound recording project, processing and media implementation of course work. In practical exercises, skills for recording, mixing and mastering, noise removal are mastered, according to the characteristics of the open terrain and the type of activity being carried out. Students acquire basic theoretical knowledge about the processing of sound signals and the areas of their application in contemporary music.

Teaching and assessment technology:

Students acquire knowledge about recording and its specifics depending on the acoustic characteristics of the environment, the effects of various noises and ways to overcome them. Students also gain knowledge about the mixing process and the selection of effects, with a view to pursuing certain artistic parameters; about the mastering process. Theoretical knowledge and practical skills are formed about the recording process, according to the conditions of implementation; practical skills are developed for performing mixing and mastering.

Two tests and a minimum of two practical tasks are conducted with students during the semester. The exam is practical; it consists of processing a sound recording made outdoors.