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: **1 year /2 semesters/**

ANNOTATION

The Master's program "Sound Designer for Electronic Media and Film Production" in the professional field 8.3. Musical and Dance Arts trains students after acquiring the educational and qualification degree "Bachelor"/"Master" in the specialties "Electronic Technologies in Music", "Performing Arts (Folk Instruments or Folk Singing)" and "Performing Arts (Pop and Jazz Singing)" in the professional field 8.3. Musical and Dance Arts and the specialty "Pedagogy of Musical Art" in the professional field 1.3. Pedagogy of Education in ..., full-time form of study.

Organization of the training

The curriculum has a total of 495 hours and provides a total of 60 ECTS credits, distributed equally over the two semesters in accordance with state requirements.
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 CD and DVD production, 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 carry out 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 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 director for radio broadcasts;
- Sound director for television broadcasts;
- Sound director for sound recording of feature documentaries, animations and short films;
- Music designer for sound recording of advertisements;
- Sound director for sound recording studios, for CD and DVD production;
- Sound director 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 – Audio equipment operator
- unit group 3035 – Sound operator
- unit group 3038 – First assistant, sound engineer
- unit group 3039 – Sound effects specialist

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

- to specialize in various forms of postgraduate qualification and continuing education;
- to continue their education in the educational and 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 recording in film and television	I	c.asst.	**6,0**	60	15		45	120
2	Sound engineering and technologies in a broadcast studio	I	exam	**6,0**	60	15		45	120
3	Sound design for radio broadcast	I	c.asst.	**5,0**	45	15		30	105
4	Audio editing	I	c.asst.	**5,0**	45	15		30	105
5	Elective courses	I	c.asst.	**8,0**	90	30		60	150
	TOTAL FOR SEMESTER I :			**30,0**	**300**	**90**		**210**	**600**
	Sound recording, mixing and mastering of various genres of music	II	exam	**3,0**	45	15		30	45
7	Post-production	II	c.asst.	**2,0**	30			30	30

8	Sound design for broadcast television	II	c.asst.	**2,0**	30			30	30
9	Elective courses	II	exam	**8,0**	90			90	150
10	State exam or thesis defense	II	exam	**15,0**					450
	TOTAL FOR SEMESTER II:			**30,0**	**195**	**15**	**0**	**180**	**705**
	TOTAL FOR THE TRAINING COURSE:			**60,0**	**495**	**105**	**0**	**390**	**1305**
	II. ELECTIVE COURSES								
	First group								
1	Acoustics of musical instruments	I	exam	**4,0**	45	15		30	75
2	Sound design	I	c.asst.	**4,0**	45	15		30	75
3	Interactive music composition	I	c.asst.	**4,0**	45	15		30	75
4	Integration and interaction of software programs	I	exam	**4,0**	45	15		30	75
	Total horariom of the disciplines chosen by the group	**I**		**8,0**	**90**				**150**
	Second group								
5	Dubbing	II	exam	**4,0**	45			45	75
6	Video editing and after effects	II	exam	**4,0**	45			45	75
7	Signal processing	II	exam	**4,0**	45			45	75
8	Outdoor sound recording technology	II	exam	**4,0**	45			45	75
	Total horariom of the disciplines chosen by the group	**II**		**8,0**	**90**				**150**
	Total horariom of the chosen disciplines			**16,0**	**180**				**300**
	III. OPTIONAL DISCIPLINES								
	Note: *Each student can study any course taught at the university, regardless of the faculty in which it is studied. Total hours of the selected elective courses - up to 60 hours.*								

ANNOTATIONS OF STUDY DISCIPLINES

I. COMPULSORY DISCIPLINES

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
tel.: +359 73/ 588 511
Email: valstz@swu.bg

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
tel: +359 73/ 588 511
E-mail: rusev@bnr.bg

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.

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, 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
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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
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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.

II. ELECTIVE DISCIPLINES

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
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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: 0 l +2 ex
Form of control of knowledge:
Current assessment: I
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
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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:
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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: I
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
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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
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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: II
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
Assoc. Prof. Klavdija Kamburova
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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
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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: II
Methodological guidance:
Department of Music
Faculty of Arts
Lecturers:
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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.