

MAHARASHTRA STATE BOARD OF VOCATIONAL EDUCATION EXAMINATION, MUMBAI

1	Name of Course	C. C. IN MUSIC AND SOUND TECHNOLOGY (W.E.F. 2017-18)																																								
2	Course Code	301211																																								
3	Max.No.of Students Per Batch	25																																								
4	Duration	1 year																																								
5	Type	Part Time																																								
6	No.Of Days / Week	6 Days																																								
7	No.Of Hours /Days	4 hrs.																																								
8	Space Required	Class Room = 200 Sq feet <u>Practical Lab = 400 Sq feet</u> Total = 600 Sq feet																																								
9	Minimum Entry Qualification	H.S.C.																																								
10	Objective Of Course	To equip aspiring music professionals with working knowledge and experience of the latest music and sound technology in a real studio atmosphere.																																								
11	Employment Opportunity	1. Electronic Musician 2. Sound Engineer Teacher 3. Music Programmer 4. Sound Designer 5. Music Production Teacher 6. Live Sound																																								
12	Teacher’s Qualification	Graduate in any stream and minimum two years of experience in the field																																								
13	Training System	Training System Per Week <table><tr><td>Theory</td><td>Practical</td><td>Total</td></tr><tr><td>6 hrs</td><td>18 hrs</td><td>24 hrs</td></tr></table>						Theory	Practical	Total	6 hrs	18 hrs	24 hrs																													
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14	Exam. System	<table><tr><td>Sr. No.</td><td>Paper Code</td><td>Name of Subject</td><td>TH/PR</td><td>Hours</td><td>Max. Marks</td><td>Min. Marks</td></tr><tr><td>1</td><td>30121111</td><td>Music And Sound Technology</td><td>TH-I</td><td>3 Hrs.</td><td>100</td><td>35</td></tr><tr><td>2</td><td>30121121</td><td>Music And Sound Technology</td><td>PR-I</td><td>3 Hrs.</td><td>200</td><td>100</td></tr><tr><td>3</td><td>30121122</td><td>Project</td><td>---</td><td>---</td><td>100</td><td>50</td></tr><tr><td></td><td></td><td>TOTAL</td><td></td><td></td><td>400</td><td>175</td></tr></table>						Sr. No.	Paper Code	Name of Subject	TH/PR	Hours	Max. Marks	Min. Marks	1	30121111	Music And Sound Technology	TH-I	3 Hrs.	100	35	2	30121121	Music And Sound Technology	PR-I	3 Hrs.	200	100	3	30121122	Project	---	---	100	50			TOTAL			400	175
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Theory - I, Practical - I and Project

Music And Sound Technology

Subjects	THEORY - I	PRACTICAL - I
INTRODUCTION TO STUDIO ATMOSPHERE	Knowledge of various rooms in a studio such as control room, recording room. Trades associated with studio Studio economics	Studio etiquettes Feel of studio
MAC OS	Introduction to the most widely used platform as far as professional music production is concerned.	Mac OS practical lab training
MUSIC THEORY	Introduction to various genres of music such as Indian classical music, symphonic music, rock, jazz and blues, EDM etc.	Music Listening sessions
PHYSICS, ELECTRONICS & DECIBELS	Learning the science behind sound and getting used to associated terms such as amplitude, frequency, decibels, standing waves, etc.	-
MICROPHONES, LOUDSPEAKERS AND MIXERS	Introduction to most common basic equipment normally used in studios worldwide Types of microphones such as condenser, dynamic, etc. Types of loud speakers Introduction to cables and connections & other accessories	Techniques of micing for various types of musical instruments and vocals
SIGNAL PROCESSORS AND EFFECT PROCESSORS	Learning to modify and enhance sound using various channel strips, compressors, and limiters either analog or digital	Practical use of studio equipment for signal and effect processing
PROJECT NO 1	A small project that tests the ability to record a sound by using a combination of microphones and other gear and to attain the best possible sound out of it	
LOGIC, NUENDO, REASON AND VSTs (VIRTUAL INSTRUMENTS)	Theory of LOGIC, NUENDO, REASON AND VSTs (VIRTUAL INSTRUMENTS)	Learn to create your own music track by using widely accepted digital audio workstations (DAWs).
PROJECT NO 2	Arrange and program tracks for a given song using the above DAWs and VSTs	

Subjects	THEORY	PRACTICAL
PRO-TOOLS 101 & 110	PRO-TOOLS 101 & 110	RECORDING EDITING AND MIXING in ProTools
PROJECT NO 3	full production of three songs of different genres	
SOUND DESIGNING	To learn conceptual theory of ADR, foley, stock and ambience, and track laying	To work on one small clip of a film to create sound of foley, to create ambience and track laying
LIVE SOUND	Balancing and mixing of small and big concerts for various genres of music.	To assist a live sound engineer for a concert
HISTORY OF AND INTRODUCTION TO RE-RECORDING	Learning various transformations through which film audio has progressed over the last century.	-
SURROUND MIXING (FILM, MUSIC MIXING)	The final stage of a process related to music and audio production of any given film. Learn to place any given sound in a three dimensional space for enhancing the atmosphere of cinema.	Practical use of equipment in Dolby mixing theatre
GUEST LECTURES	Lectures from dignitaries in the above fields. Interactions with them on various topics and on their interesting and successful career experiences.	
PROJECT NO 4	A full post production of a given film or clip from sound designing to music to mixing in surround at the mixing theatre of Dawn Studio.	

List of Tool, Equipment & Furniture required for course:

Sr. No.	Name Of Tool, Equipment	Required Quantity
1	21 inch I MAC with full sized keyboard and mighty mouse	10
2	Pro Tools and Logic X (Softwares)	10
3	49 key MIDI keyboard	10
4	Sound Card	10
5	2 Head phones	10
6	Class Room Furniture for 25 Students	As per required
