

TPA 4264 Sound Design 2

Spring 2026 3 Credit Hours

Revised 20240304

Basic Information

Instructor: Jing Zhao

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Time and Place: T/Th 8:30-10:25, CON 217

Office: CON 201, T/Th 12:45 – 1:45

Course Description

This course introduces the students to the operations in different aspects of sound design. Students will learn to use a Digital Audio Workstation (DAW) through lectures, exercises and projects.

Course Goals and/or Objectives

- Understanding of audio production practices and techniques.
- Development of vocabulary and knowledge at a comfortable level for engagement on a production.
- Acquiring skills and techniques with a Digital Audio Workstation.
- Skills to edit dialog, sound effects, and music at professional studio level.
- Ability to design sound and implement the design digitally.

Textbooks, Software and Instructional Materials

- Recommended: Modern Recording Techniques 8th Edition by David Miles Huber and Robert Runstein.
- Required: DAW User Guide (Free Download)

Course Fees

Material and supply fees are assessed for certain courses to offset the cost of materials or supply items consumed in the course of instruction. A list of [approved courses and fees](#) is published in the Schedule of Courses each semester. (UF-3.0374 Regulations of the University of Florida).

Material and supply and equipment use fee information is available from the academic departments or from the schedule of courses (Florida Statutes 1009.24). The course fee for this class is \$136.88.

Course Schedules

Date	Topic	Assigned	Due/Quizzes
1/13	Introduction to Course and DAW		
1/15	Digital Audio Revision		
1/20	NO CLASS: KCACTF		
1/22	NO CLASS: KCACTF		
1/27	DAW Basics and Template	Exercise 1 – DAW Template	Quiz 1 – Digital Audio
1/29	Work Day – Exercise 1		Exercise 1 – DAW Template
2/3	Editing and Bouncing	Project 1 – Audio Editing	
2/5	Work Day – Project 1		
2/10	Project 1 Playback & Critique		Project 1 – Audio Editing
2/12	Mixing: Channel Strip & Routing		
2/17	Mixing: Automations	Project 2 – Sound Story	
2/19	Work Day – Project 2		Quiz 2 – Mixing
2/24	NO CLASS: KCACTF		
2/26	Project 2 Playback & Critique		Quiz 3 – DAW, Project 2
3/3	Video, ADR, Takes, SFX	Project 3 – Audio for Video	
3/5	Work Day – Project 3 – Dia Prep		
3/10	Dialog REC		
3/12	Dialog REC		
3/17	NO CLASS: SPRING BREAK		
3/19	NO CLASS: SPRING BREAK		
3/24	Dialog REC		
3/26	Work Day – Project 3 Dialog Edit		
3/31	Foley/SFX Recording		Project 3 Dialog
4/2	Foley/SFX Recording		
4/7	Foley/SFX Recording		
4/9	Work Day – Project 3 SFX Edit		
4/14	Music and Mixing		Project 3 SFX
4/16	Work Day – Project 3 Mixing		Project 3 Music
4/21	Final Project Playback & Critique		Project 3 Final Mix

Graded Assignments

Exercise 1

In this project, you will create a Project Template in the Digital Audio Workstation (DAW) used in this course. This template will serve as the starting point for the three projects in this course.

Project 1

In this project, you will create a “radio edit” of a song of your choice. The song you choose must be more than 3 minutes in length, and the final edit must be no more than 30 seconds. The final edit must contain at least 3 distinctive parts from the original song, edited to perfection. The goal is that the editing is unnoticeable to the average listener, and that the end product is musically pleasing.

Project 2

In this project, you will create a story told solely with sound. You are not allowed to use any dialog or language to help tell the story. Instead, find sounds from a good free sound library such as sounddogs.com, or record your own with your phone. Feel free to use music but it shouldn’t be the main story telling device.

Project 3

This is the final and most comprehensive project for this course. In this project, you will record, edit, and mix all the sounds for a short video. The video can be anything from a TV commercial, a movie trailer, a scene from a movie, etc. This project is carried out and graded in four stages – dialog, sound effects, music and final mix.

Evaluation of Grades

Assignment or Course Component	Points
3 Quizzes (5 points each)	15
1 Exercise	5
Project 1	10
Project 2	10
Project 3 - Dialog	10
Project 3 – SFX	10
Project 3 - Music	10
Project 3 – Final Mix	30
Total	100

Grading Scale

Letter Grade	% Equivalency	GPA Equivalency
A	94 – 100%	4.0
A-	90 – 93%	3.67
B+	87 – 89%	3.33
B	84 – 86%	3.00
B-	80 – 83%	2.67
C+	77 – 79%	2.33
C	74 – 76%	2.00
C-	70 – 73%	1.67
D+	67 – 69%	1.33
D	64 – 66%	1.00
D-	60 – 63%	.67
E, I, NG, S-U, WF		0.00

More information on grades and grading policies can be found at
<https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

Course Policies

Assignments

There are a number of class assignments including 1 exercise and 3 projects. It is important to complete the class projects in the time assigned, as completed projects will become the basis for continued projects. A description of each assignment will be uploaded to Canvas when it is assigned.

Grading

Your assignment grades will be based on these factors:

- Your understanding of the assignment and your ability to follow instruction
- The completion of the project during the time required
- All factors that are in the assignment are addressed completely and correctly
- Your quality, level of research, preparedness and ability to discuss your project using the correct terminology when called upon.

Participation and Attendance

The success of this course is based on discussion and class participation. Attendance is vital. Your first unexcused absence from class will be permitted without penalty. The second unexcused absence will lower your final grade by 5%. The third unexcused absence will lower your final grade by 15%. The fourth unexcused absence will lower your final grade by 30%. Two (2) late arrivals and/or early departures to/from class will count as one (1) absence.

Excused absences are consistent with university policies in the undergraduate catalog (<https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/>) and require appropriate documentation.

Quiz/Exam Policy

There are 3 quizzes to be given at the beginning of classes. Each quiz is worth 5 points. There is no final exam for this course.

Make-up Policy

Late assignments or Missed Exams will be marked down at 80% unless a prior arrangement is made. Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at:

<https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>

Course Technology

The students will be required to have access to a personal computer with the access to the Internet. Word editing software will be required for written assignments, if any. Students should have personal access to the Internet. Other technologies will be introduced during the course session. The student is required to have a fast USB hard drive or thumb drive to store and back up project files.

Course Communications

Students can communicate directly with the Instructor regarding the course material through email. Electronic communication must demonstrate a formal tone and style and, unless absolutely urgent, will be responded to M-F 10am – 6pm

UF Policies

<https://go.ufl.edu/syllabuspolicies>

Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.