AUD120 – Digital Audio I Course Schedule Fall 2022

WEEK 1 (8/29-9/4)

- Syllabus, Course Schedule
- Logic Pro 10.5 (LX) Lesson 00 Getting Started
- LX 01 Producing Music with Logic Now! (pgs. 1-32)

WEEK 2 (9/5-9/11)

- LX 01 Producing Music with Logic Now! (pgs. 32-53)
- LX 01 Producing Music with Logic Now! (pgs. 53-79)

WEEK 3 (9/12-9/18)

- LX 02 Producing a Virtual Drum Track (pgs. 80-105)
- LX 02 Producing a Virtual Drum Track (pgs. 105-127)

WEEK 4 (9/19-9/25)

- LX 03 Using Effect and Instrument Plug-ins (pgs. 128-149)
- LX 03 Using Effect and Instrument Plug-ins (pgs. 149-169)

WEEK 5 (9/26-10/2)

- Lab 1: Producing a Song
- Work on Lab 1

Lab 1 due by 11:55pm on Sunday, 10/2

WEEK 6 (10/3-10/9)

- LX 04 Recording Audio and MIDI (pgs. 171-208)
- LX 04 Recording Audio and MIDI (pgs. 208-235)

WEEK 7 (10/10-10/16)

(No class Tuesday, 10/11)

• LX 05 – Sampling Audio (pgs. 236-262)

WEEK 8 (10/17-10/23)

- LX 05 Sampling Audio (pgs. 262-295)
- LX 06 Performing with MIDI Controllers and Logic Remote (pgs. 296-312)

AUD120 – Digital Audio I Course Schedule Fall 2022

WEEK 9 (10/24-10/30)

- LX 06 Performing with MIDI Controllers and Logic Remote (pgs. 312-333)
- Lab 2: Recording Audio & MIDI Performances
- Work on Lab 2 in class

Lab 2 due by 11:55pm on Sunday, 10/30

WEEK 10 (10/31-11/6)

- LX 07 Creating Content (pgs. 334-351)
- LX 07 Creating Content (pgs. 351-377)

WEEK 11 (11/7-11/13)

- LX 08 Integrating Your Workflow (pgs. 378-391)
- Lab 3: In-class Activity (attendance is mandatory!)

WEEK 12 (11/14-11/20)

- LX 09 Editing Pitch and Time (pgs. 392-410)
- LX 09 Editing Pitch and Time (pgs. 410-429)

WEEK 13 (11/21-11/27)

(Thanksgiving Break begins Wednesday, 11/23)

• LX 10 – Mixing (pgs. 430-453)

WEEK 14 (11/28-12/4)

- LX 10 Mixing (pgs. 453-487)
- Lab 4: Final Project
- Work on Lab 4 in class

Lab 4: Final Project due by 11:55pm on Wednesday, 12/7

WEEK 15 (12/5-12/11)

- Work on Lab 4 in class
- Present Lab 4: Final Projects

WEEK 16 (12/12-12/17)

Finish Lab 4: Final Project presentations (as needed)