Audio Engineering/Recording Courses

**MUSC 1327**  
Audio Engineering I (3 credits)  
An overview of the modern recording studio and related personnel. Topics include basic studio electronics and acoustic principles, waveform analysis, microphone concepts and miking techniques, studio set up and signal flow, recording console theory, signal processing concepts, tape machine principles and operation, and an overview of mixing and editing. (2 lecture and 4 lab hours per week).

**MUSC 2427**  
Audio Engineering II (4 credits)  
A continuation of Audio Engineering I with emphasis on implementation of the techniques and theories of the recording process. Topics include applications on microphones, the audio console, the multi-track tape recorder and signal processing devices in recording session environments. (2 lecture and 4 lab hours per week)

**MUSC 2447**  
Audio Engineering III (4 credits)  
Presentation of advanced procedures and techniques utilized in recording and manipulating audio information. Topics include advanced computer-based console automation, hard disk based digital audio editing, nonlinear digital multi-track recording and advanced engineering project completions. (2 lecture hours and 4 lab hours per week)