

# MUSIC TECHNOLOGY (MUST)

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## **MUST 110 - Digital Audio & Multitracking. 2 Credits.**

Offered autumn and spring. Composition of computer music through recording, editing, and processing sound with digital audio software. Study of the theory and application of digital audio recording, multitracking, and digital signal processing, and electroacoustic music history. Survey of historical and current electronic and computer music composers, pieces, and practices.

## **MUST 192 - Independent Study. 1-3 Credits.**

(R-6) Requires consent of instructor. Course material appropriate to the needs and objectives of the individual student. Students must have projects approved by a music faculty member before enrolling.

## **MUST 210 - Sequencing, Synthesis, and Sampling. 2 Credits.**

Offered spring even numbered years. Composition of electronic music using digital and analog synthesis methods, including software, hardware, modular, keyboard, and other electronic instruments; exploration of sampling as a composition device and its history in music-making practices; sequencing as a formal and compositional tool and the exploration of its inherent challenges and benefits; MIDI, modulation, and other non-standard input sources as a way of interacting, performing, and improvising with electronic music.

## **MUST 310 - Interactivity and Digital Signal Processing. 2 Credits.**

Offered fall even numbered years. Advanced techniques for processing, mixing, designing, and producing audio in both studio and performance settings using digital, analog, software, and hardware tools; exploring the usage of industry-standard tool sets for digital audio manipulation such as compression, EQ, pitch correction, effects, etc.

## **MUST 410 - Designing the Show. 2 Credits.**

Offered spring odd numbered years. Restricted to student with upper-division standing. This is an interdisciplinary, multimedia course that gives students opportunities to apply complex and detailed knowledge in music, media arts, stage production, and event management in order to create large-scale performance experiences for live audiences. Technology is used to develop and implement new ideas in performance practice, culminating in a final performance event that showcases students creative ideas and skills. Level: Undergraduate-Graduate

## **MUST 491 - Special Topics. 1-6 Credits.**

(R-6) Offered intermittently. Experimental offerings of visiting professors, experimental offerings of new courses, or one-time offerings of current topics. Level: Undergraduate-Graduate

## **MUST 492 - Independent Study. 1-3 Credits.**

(R-9) Offered autumn and spring. Requires consent of instructor. Course material appropriate to the needs and objectives of the individual student. Students must have projects approved by a music faculty member before enrolling. Level: Undergraduate-Graduate

## **MUST 591 - Special Topics. 1-8 Credits.**

(R-24) Restricted to graduate students in Music. Offered intermittently. Experimental offerings of visiting professors, experimental offerings of new courses, or one-time offerings of current topics. Level: Graduate

## **MUST 592 - Independent Study. 1-6 Credits.**

(R-6) Offered intermittently. Requires consent of instructor. Course material appropriate to the needs and objectives of the individual student. Students must have projects approved by a music faculty member before enrolling. Level: Graduate