Studio Recording Technology and Production

Instructor: Michael John Ahearn, [mjahearn@syr.edu](mailto:mjahearn@syr.edu)

Wednesdays, 8:30-10:00 PM EST

In this workshop, students will learn the fundamentals of sound recording and production. Topics include, but are not limited to microphone techniques, tracking, music production, editing, mixing, and mastering. The techniques that students will acquire in becoming familiar with this technology have use in real world applications such as music, live sound, film, animation, gaming, and more. Students will take an idea from the conceptual stages all the way to having a final product.

Students will investigate different techniques of sound production. The world of recorded sound is a vast and fascinating place. This is a great workshop to get you started or to refine your techniques if you have already work with sound.

This course runs on your creativity. You may also use your own videos, films, animations, songs, and game projects, if you would like to work on sound for those or to even just show the class your work.

### Program Objectives

* Learn how to decide which microphones to use for specific situations
* Learn how to run a recording session
* Collaborate with other students to come up with unique ideas
* Advance skills in Logic Pro X and/or your DAW of choice
* Get a broad understanding of Software Instruments and Audio/MIDI plug-ins

Students can choose to continue onto Field Recording Technology and Sound Design after this course in order to strengthen their knowledge and further develop more skills in Sound.

### Technology Requirements

* A laptop or desktop computer (Mac or Windows) with a webcam
* A reliable internet connection
* Software required: A Digital Audio Workstation (DAW), such as Logic Pro X, Pro Tools, Ableton Live, Reaper, Adobe Audition, etc. Free trials may be available. This course will be using Logic Pro X for the purposes of instruction. *Feel free to email me if you have questions about required software!*
* Focusrite Scarlett Solo Studio 3rd Gen Recording Bundle and Mic Stand **OR** Behringer U-Phoria Studio Recording/Podcasting Bundle and Mic Stand.
* I would also suggest getting a MIDI keyboard for you DAW’s built-in software instruments, such as an Akai MPK Mini **Or** a Launchkey MINI. There are options for all price ranges. Feel free to contact me with any questions and for recommendations.
  + Buy from Sweetwater or Amazon

If you do not plan on using a microphone but instead want to only plug an instrument in (ie. electric guitar or keyboard), feel free to find an audio interface bundle without a microphone.

Students should be on the lookout for free trials for software. Logic Pro X and Ableton Live are offering 90-day free trials during the pandemic and Reaper always has a 60-day free trial available.

### Recommended Textbook (not required)

Modern Recording Techniques 9th, 8th, **OR** 7th Edition

ISBN: 1138954373

Available from Amazon or Sweetwater

## Faculty Bio

Michael Ahearn is a prolific Sound Engineer, specializing in live sound, sound design, audio production, recording, mixing, and mastering. Michael was previously a teaching assistant for this course for four summers in a row, before taking lead as the Instructor in the Summer of 2018. He has also taught multiple semesters of the Intro and Advanced courses of ‘Audio Production and Recording’ at Syracuse University, through the Computer Art and Animation program in VPA’s Department of Transmedia. He was the live Sound Engineer of the Turquoise Tiger night club at Turning Stone Resort Casino for over three years. He is currently putting his skills to use as the Sound Engineer and Lighting Technician of the Events Department at Mohawk Valley Community College in Utica, NY. He enjoys writing his own music, such as electronic music, soundscapes, and indie pop rock. Along with coding his own instruments and effects in Max, a node-based audio/visual programming language, he has also been known for turning his Xbox 360 controller into a MIDI effects controller for live performances, and plans on doing the same with Switch Joy-Cons.