MUST - Music-Technology

MUST 112. Basic Home Recording. 3 Credits. (3 Lab) S
This class will familiarize students with information and processes in a functioning home studio using Pro Tools. Through hands-on tutorials, the students will develop essential techniques for setup, recording, editing, and basic mixing.

MUST 115. Introduction to Digital Music. 3 Credits. (3 Lec) F
PREREQUISITES: MTEC Majors ONLY First course in the Music Technology Sequence. Concepts and terms, creative projects using software and hardware, historical background, an introduction to the music industry, and tools for building self-directed careers within the changing field of music technology.

MUST 125. MIDI and Electro-Acoustic Comp. 3 Credits. (3 Lec) S
PREREQUISITE: MTEC Majors ONLY, MUST 115 Continuation of the MIDI component of Introduction to Digital Music. Composition and music notation, synthesizer programming, constructing an integrated music technology studio, and advanced applications for film and theatre.

MUST 217. Entertainment Business. 3 Credits. (3 Lec) S
PREREQUISITE: W and US core. Explore the business of Music, Entertainment, and Film industries. Artist Copyright, Royalties, Mechanical Licensing, Performance Contract, and basic contracts will be discussed with regard to business history, organization, media channels, and customer base.

MUST 220. Recording I. 3 Credits. (3 Lec) F
PREREQUISITE: MTEC Majors ONLY, MUST 125, MUSI 105, MUSI 135, MUSI 140. Introduction to, and exploration of, technologies and concepts used to create, record, edit, format, manufacture, reinforce and reproduce audio. Combination of lecture and hands-on learning.

MUST 225. Electronic Monster Laptop Ensemble. 2 Credits. (2 Lab)
PREREQUISITE: consent of instructor. Performance and study of music making in an ensemble of mainly laptop computers. Computer music programming skills as well as music performance experience desirable.

MUST 294. Seminar/Workshop. 1 Credit. (1 Sem) S
PREREQUISITES: MTEC Majors ONLY, MUST 125. Introduction to faculty research through faculty mini seminars. Departmental research facilities. Research groups. Research planning decisions (MSU laboratory, summer internship, student exchange, REU, USP, etc).

MUST 305. Orchestration for New Media. 3 Credits. (3 Lec) F
PREREQUISITE: MTEC Majors ONLY, MUST 125, MUSI 106, MUSI 136, MUSI 141, Applied Music (MUSI 195 or MUSI 260); other music majors: permission of instructor only. Study of the full orchestra, its subgroups, and integration of software instruments for orchestrating music in today's world.

MUST 320. Recording II. 3 Credits. (3 Lec) F
PREREQUISITE: MTEC Majors ONLY, MUST 220, EEELE 217. An advanced laboratory course in recording and mixing, to include microphone techniques, outboard gear, recording and mixing individual instruments and ensembles, mastering techniques, session management, and business organization.

MUST 341. Sound Design and Synthesis. 3 Credits. (3 Lec) S
PREREQUISITE: MTEC Majors ONLY, MUST 220, MUSI 106, MUSI 136, MUSI 141, Applied Music (MUSI 195 or MUSI 260) Students will explore artistic and scientific applications of recent research in sound, including software for analysis-resynthesis, noise reduction, cross-synthesis, physical modeling, and acoustical analysis. Links between music composition, acoustics, computer science, and multimedia post production are emphasized.

MUST 350. Real-Time Computer Music. 3 Credits. (3 Lec) F
PREREQUISITE: MTEC Majors ONLY, MUST 341. Study of the real-time interactive computer music programming and application. Students will learn standard objects and operational strategies by building small modules and assembling them into larger patches, which then facilitate compositions and performances.

MUST 380. Interdisciplinary Project I: Visual Music. 3 Credits. (3 Lec) F
PREREQUISITE: MTEC Majors and FILM Majors Only, all other majors: Consent of Instructor; MUST 341 or FILM 212. For upper-level Film and Music Technology students. Exploring and creating works in cross-disciplinary audiovisual genres. Multimedia projects with visuals and sound. Overview of the history and creation of innovative audio, audiovisual, and installation art forms.
Font Notice

This document should contain certain fonts with restrictive licenses. For this draft, substitutions were made using less legally restrictive fonts. Specifically:

Times was used instead of Adobe Garamond Pro.

The editor may contact Leepfrog for a draft with the correct fonts in place.