

# RECORDING ARTS & TECHNOLOGY (RA&T)

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## RA&T 100 MUSIC TECHNOLOGY 3 UNITS

Grade Only  
Lecture 3 hours  
Offered: ALL  
Introduces the computer's role in music, synthesizer parameter definition, sequencers, editors, and notation programs. Provides computer-assisted instruction in music theory. [D; CSU; UC; C-ID CMUS 100X] (Same as: MUS 100)

## RA&T 105 ELECTRONIC MUSIC TECHNOLOGY 3 UNITS

Pass/No Pass or Grade is Allowed  
Lecture 3 hours  
Offered: ALL  
Introduces branches of electronic music and the composers that developed the style. Includes hands-on use of computer based DAW software (Digital Performer), Musical Instrument Digital Interface (MIDI) sequencing software and hardware synthesizers like the Roland Juno-D, used in contemporary computer-based music production. [D; CSU; UC] (Same as: MUS 155)

## RA&T 110 MUSIC BUSINESS/CAREER OVERVIEW 3 UNITS

Grade Only  
Recommended Preparation: RDG 158 or equivalent or through the Southwestern College multiple measures placement processes.  
Lecture 3 hours  
Offered: ALL  
Explores the business aspects of music, with an emphasis on copyright law, production, contract law, personal management, professional organizations, and other elements of music which account for success in the music industry. [D; CSU] (Same as: MUS 150)

## RA&T 120 RECORDING TECHNIQUES 3 UNITS

Grade Only  
Recommended Concurrent Enrollment: FTMA 101.  
Lecture 2 hours, laboratory 3 hours  
Offered: ALL  
Introduces audio recording with an emphasis on current digital recording techniques, equipment, and practices. Focuses on the physics of sound propagation, psychoacoustics, microphones, mixers, signal processing, and historical perspectives on analog, digital and HD audio recording, and multi-track recording and mixing. [D; CSU; UC] (Formerly: TELE 151; Same as: FTMA 111; MUS 151)

## RA&T 121 AUDIO RECORDING TECHNOLOGY I 2 UNITS

Grade Only  
Prerequisite: RA&T 120 or equivalent.  
Lecture 1 hour, laboratory 3 hours  
Offered: ALL  
Explores the non-linear and digital recording techniques with an emphasis on the development of advanced recording skills, including digital multi-track recording, large format consoles automated mixing, and digital editing. Includes the practical application of learned skills in diverse recording projects. [D; CSU]

## RA&T 122 AUDIO RECORDING TECHNOLOGY II 4 UNITS

Pass/No Pass or Grade is Allowed  
Prerequisite: RA&T 121 or equivalent.  
Lecture 2 hours, laboratory 6 hours  
Offered: ALL  
Investigates the artistic and aesthetic differences between mixing the elements of live sound and recorded sound, and how these differences can be enhanced. Enables students to envision recording devices as musical instruments. [D; CSU]

## RA&T 123 AUDIO RECORDING TECHNOLOGY III 4 UNITS

Grade Only  
Prerequisite: RA&T 122 or equivalent.  
Lecture 2 hours, laboratory 6 hours  
Offered: ALL  
Investigates the artistic and aesthetic differences between mixing the elements of live sound and recorded sound, and how these differences can be enhanced. Enables students to envision recording devices as musical instruments, with an emphasis on developing critical and analytical listening skills. [D; CSU]

## RA&T 299 INDEPENDENT STUDY 1-3 UNITS

Pass/No Pass or Grade is Allowed  
Limitation on Enrollment: Eligibility for independent study.  
Lecture 3 hours  
Offered: ALL  
Individual study or research in some area of Recording Arts and Technology of particular interest to the student and not included in regular courses of the College. [D; CSU; \*\*UC] (\*\*UC Limitation: credit for variable topics courses is given only after a review of the scope and content of the courses by the enrolling UC campus.)