MUSIC COMPOSITION (MUSC)

MUSC 110. Music Notation Software. 1 Hour.
Semester course; 1 lecture hour. 1 credit. Prerequisite: MHIS 145.
Enrollment is restricted to VCU music majors and minors. This course
focuses on principles and techniques of music notation using computer
software.

MUSC 200. Introduction to Composition. 2 Hours.
Semester course; 1 lecture and 1 laboratory hour. 2 credits. Prerequisites:
MHIS 146, MUSC 110 and APPM 174. Enrollment is restricted to VCU
music majors and minors. This course is designed to provide students
with an introduction to the compositional process as well as the basics
of instrumentation and orchestration. In collaboration with the instructor,
students are guided through exercises and lessons designed to hone
their compositional craft.

MUSC 210. Digital Music Production. 3 Hours.
Semester course; 2 lecture and 1 laboratory hours. 3 credits. This course
will cover contemporary music production techniques applied to music
creation using digital audio workstations. Students will learn about
virtual instruments, loops, recording and manipulating audio and MIDI,
signal processing, plug-ins, and mixing in a DAW environment. It is
highly recommended that students have a basic understanding of music
principles and concepts similar to those presented in MHIS 115; however,
MHIS 115 is not a prerequisite for this class.

MUSC 220. Orchestration. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisite: MHIS 146.
Enrollment is restricted to VCU music majors and minors or by
permission of the instructor. This course focuses on the techniques of
combining different instruments for effect and mood. Students will learn
the characteristics of various instruments and apply that knowledge to
create a full score orchestration.

MUSC 300. MIDI Orchestration. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisites: MUSC 210 and
MUSC 220. Enrollment is restricted to music majors and music minors
or by permission of the instructor. This course focuses on advanced
techniques in creating realistic orchestral mockups with high-quality
industry-standard virtual instruments. Course work includes creating
mockups of classical scores and modern film scores, as well as scores
of the student's own composition and/or choice. Particular emphasis is
placed on technical considerations as they apply to MIDI programming,
sample selection and mixing.

MUSC 310. Dramatic Scoring. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisite: MUSC 300.
Enrollment is restricted to students in a VCU music major program, music
minor or the sound design minor. Students will analyze film scores to
better understand their construction and application in movie scenes,
and will apply that analysis in composing music in the style of scores for
specific movie genres.

MUSC 340. Film and Media Scoring. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisite: MUSC 310.
Enrollment is restricted to students in a music major program, or music
minor. Project-based course designed to provide students the opportunity
to compose and realize a varied array of music for motion pictures
including film, television and ads. Aesthetics and psychology of mood
music, sound-film synchronization, timing techniques and scoring
procedures will be covered, and practical methods of scoring will be
demonstrated. Analysis and performance of student projects is included.

MUSC 406. Orchestration. 3 Hours.
Semester course; 3 lecture hours. 3 credits. No degree credit for graduate
composition majors. Prerequisite: MHIS 245. Application of idiomatic
scoring devices for orchestral instruments and voices in both large and
small combinations.

MUSC 410. Directed Study in Media Scoring. 3 Hours.
Semester course; 1 lecture hour and 2 studio hours. 3 credits.
Prerequisite: MUSC 340. Enrollment is restricted to music majors and
minors. In this course, students will focus on developing and compiling
their portfolios. They will be advised on the scoring process while
collaborating with filmmakers and producers, creating music for media
projects. Instructor's feedback and peer critique will assist students to
shape their demo reel.