



LIVE SOUND

Course Overview

Faculty

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This course establishes a good foundation for a carrier in Live Sound Engineering. Get the principles of how your microphones and mixing console work. Get the basics of miking and amplification right to make the maximum from your existing.

A sound engineer who knows how to create a mix that sounds great and can build and deploy a high-quality sound system is highly coveted throughout the music industry. A good sound technician is the friend of serious artistes and musicians.

We shall study, evaluate and compare several different live and studio recordings in order to establish a point of reference for your own mix choices.

The goal of the course is to enable you to build your own mixes and use what you've learned to conform to a high standard for sonic quality, blend, and authenticity.

At the end of the course, you will be able to:

- Identify the types of sounds that work well in a professional mix.
- Achieve excellent vocal sounds for various styles, genres, and acoustical environments
- Use microphone techniques, equalization, effects and dynamics processing to build excellent piano, acoustic guitar, electric guitar, keyboard, bass guitar, drums and percussion sounds so they function well together.
- Build a high-quality mix that is appropriate for a wide variety of age groups, stylistic preferences, and acoustical environments
- Record a live show in multi-track or 2 track mode

Requirements

Students offered admission into Live Sound department must have basic education and a bias for General Science & Physics in particular. Experience in live Sound is not a prerequisite but students must have strong interest to pursue a career in Live Sound/Music.

Each Level spans 12 weeks with students having 9 contact hours per week. Contact hours are for lecturing theory and principles and conducting practical sessions. Field work and attachments are requirements and students are required to be part of the crew for 3 shows in a Conference/Church setting, an outdoor setting and in a Theatre.



1) **Educational:**

- a) Five (5) passes in B.E.C.E including English, Mathematics and a Science Subject.
- OR
- b) Two (2) passes in W.A.S.S.C.E including Mathematics or a Science Subject. OR
 - c) MSS Entrance Examination
 - d) Any University Degree
- 2) Technical:**
- a) Computer skills
 - b) Use of Mobile phones for messaging and media playing.
 - c) Professional Headphones.
- 3) Materials:**
- a) Multi-meter
 - b) Sound meter
 - c) Pliers
 - d) Nose plier
 - e) Audio cables

Syllabus

Live Sound 101

Sound Theory, Interconnection basics. Intro to mixers. Intro to microphones. Basic equalization, and dynamic processors. Ear training drills. Recording skills. Intro to Speakers and Amplifiers. Field Work.

Level 2 & 3 available on request