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Audio Production Course Syllabus

PreProduction

- Planning
- Budgeting
- Scheduling
- Studio Musicians
- Equipment Rentals

Recording

Concepts

- “Then and Now” or “The Way it Should Be vs The Way it Often Is”
aka. “Fix it in the Mix”
- Band Recording vs Multitracking
- DAWs, Hardware Recorders, Tape and MIDI Sequencers
- ProTools Introduction
- Audio Tracks, MIDI Tracks, Instrument Tracks, Aux Input and Master Faders
Busses, Inserts and Sends
- Basic Rhythm Tracking
- Solos, Orchestrations
- Tracking Vocals
- Playlists and Punch-Ins

Equipment and Procedures

- Patchbays and Digital Routers
- I/O and Audio Interfaces
- Microphones and Microphone Placement
 - Mono, Stereo, M/S, Multi-Mic
- Recording
 - Acoustic Guitar
 - Electric Guitar and Bass
 - Drums and Percussion
 - Vocals
 - Strings and Brass
 - Electronic Instruments
- Preamps
- Compressors
- Mixers and Channel Strips
- Other Outboard Gear
 - MultiEffects, Reverb, Delay

MIDI

- Purpose and Function
- MIDI Tracks, Aux Tracks, Instrument Tracks
- Event Types
 - Note, CC, Modulation, Pitch Bend, SysEx, Other Events
- Event Operations
 - Quantization, Duration, Velocity, Transpose, etc
- MIDI Realtime Properties

Editing

- Playlists and Track Comping
- Edit Modes
 - Shuffle, Spot, Slip, Grid
- Region Trimming
- Crossfades
- Fixing Pops and Clicks
- Nudging and Timing Correction
- Audiosuite Plug-Ins

Mixing

- Concepts
 - Inserts and Sends
 - Busses
 - Auxiliary Input Tracks
 - Master Faders
 - Stems and Submixes
 - Monitoring and Loudness, Bob Katz
 - The Stereo Field and Mono Mixing
 - “A Visual Guide To Mixing”
 - “Sonic Sculpting”
- Processing
 - Tape Modeling, Harmonics and Saturation
 - Equalization (EQ)
 - Frequency, Cut vs Boost, Roger Nichols and the “Whoof Frequency”
 - Dynamics
 - Compression
 - Single Band vs Multiband
 - Limiters
 - De-Essing
 - Side Chaining
 - Time Based Effects
 - Reverb
 - Natural, Analog, Digital, Convolution
 - Delay

Natural, Analog, Digital, Hybrid
Modulation

Chorus, Phaser, Flanger , Vibrato, Tremolo, Doppler, Leslie

Harmonic

Tape Modeling

Distortion

Bit Reduction

Exciter

Amplifier Modeling and ReAmping

Sound Field

Psychoacoustics, Stereo Manipulators, M/S Processing

Noise Reduction

Archive Restoration and Audio Forensics

Automation

Automating Track Parameters

Volume, Pan, Mute, Volume Trim

Automating Plug-In Parameters

EQ, Compression,

Copy to Send

Groups

Edit Groups

Mix Groups

Attributes

Memory Locations

Time Based and General Properties

Synchronization

Word Clock, SMPTE, MTC

Mastering

Concepts

Mastering Defined

Song Sequencing

Album Thinking vs Track Thinking

Song Spacing

Allowing Songs to Breathe

Fades and Crossfades

Track IDs and CD Player Muting

Practice

Gain Analysis and Leveling

Sequencing and Spacing

Fades

Mastering EQ

Fletcher/Munson and Equal Loudness
Multiband Compression
Limiting
Dither, Sample Rate and Bit Depth
ISRC Codes

Distribution and Promotion

Labels
Self Distribution
CD Baby, Tunecore, iTunes and more