

Music Production (10 weekends)

1. Introduction to sound

- Properties of sound
 - Sample rate and bit depth
 - Dynamic range, signal to noise ratio
 - Audio signal flow
 - Microphone characteristics
 - Audio interfaces
 - Digital Audio Workstations (DAWs)
 - Instruments vs. effects
 - Monitors vs. headphones
 - Audio vs. MIDI
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2. Music theory

- Melody
- Notes
- Intervals
- Scales
- Modes
- Harmony
- Chords
- Circle of fifths
- Modulation
- Bassline and its role

3. Programming

- Tempo and groove
- Beat grid
- Sample selection
- Drum layering
- Types of sound synthesis
- Understanding harmonics and overtones
- Approach towards designing a sound
- Synthesizer parameters
- Building a soundscape
- Types of basslines

4. Mixing

- Goals of mixing
- Dynamic range and noise floor
- Industry standard guidelines

- Sends vs. inserts
- EQ and compression
- Gain staging
- Vocal processing
- Reverbs
- Delays
- Types of mixes

5. Mastering

- Prerequisite for mastering
- Types of limiters
- Effects of overcompression
- Playback characteristics on various devices
- Signal true peak
- RMS levels
- LUFS

Mystic
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