

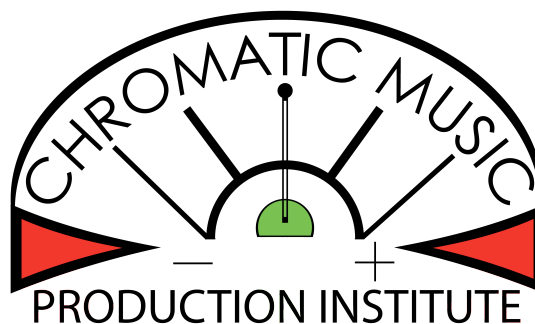
Block 1

1. Station Equipment:

- Computers
- Interface
- Power Strip
- Desk
- Audio Snake
- Audio Converters
- Monitor Hub
- Speakers
- Sub
- Patch bay
- Patch Cables
- Power amps
- Guitar preamps
- MIDI Controller
- Sound Module
- Sustain Pedal
- Microphones
- Mic Preamp

2. PC and Mac Computer basics

- Creating folders and sub-folders
- Transferring files to student drive
- Drivers, support software



- Digital Cable basics: Firewire 400/800, USB 2.0/3.0, MIDI
- Mouse and Keyboard Functions: Right click, Ctrl, Alt, F keys, Shift, Modifier Keys (Alt+Tab)
- Power on/off, Login,
- Internet Basics: Creating Browser Tabs
- File Types: .exe, .doc, etc.
- Ejecting Drives and safe removal of media
- Computer Hardware: Hard drives, RAM Memory, CPU, Video Cards, PCI/PCIe Slots, DVI/D-Sub, PS2 ports
- Saving, Un-do, Re-do shortcuts
- Windows 7 vs OSX ics

3. DAW Software Introduction

- The History of the DAW
- Cubase
- Logic
- Pro Tools
- Reason

4. Review Block 1

- Quiz 1

# Chromatic Music Production Institute Syllabus

## Block 2

### 5. Intro to Cubase

- Setting up a Session
- Rulers
- Transport
- VST Palette
- Creating a new Project folder
- Naming a project
- Session File, Audio folder, Misc Files
- MIDI Signal Flow: Controller to Computer to DAW to Track Data
- Audio Signal Flow: Analog signal to Interface to Computer to DAW to Track Audio
- Device Setup and VST Audio
- VST Connections: I/O Setup
- Production Track Types: Audio, MIDI, Instrument, Ruler
- Mixing Track Types: Group, FX, Folder
- Inspector Sections: Main, Insert, Send, EQ, Channel, Info

- Grouping
- Markers
- Folders
- Locaters
- Creating Project Folders

### 7. Advanced Signal Flow and Troubleshooting

- Patch Bays
- Audio snakes
- Where to start looking
- Go back to the beginning
- Software or Hardware issues
- Keeping your cool
- When to call support
- When to Restart the computer
- Save often
- Backing up your Data
- Signal flow issues
- Google it and forums

### 6. Work Flow and Session Organization

- Key Commands and Macros
- Templates
- Preferences
- Coloring

### 8. Review Block 2

- Quiz 2

# Chromatic Music Production Institute Syllabus

## Block 3

### 9. Microphones and Sound Dynamics

- Microphone Types: Dynamic, Condenser, Ribbon
- Microphone Patterns: Cardioid, Omni-directional, hyper-cardioid (Uni), figure eight (Bi)
- Phantom Power

### 10. Audio Recording (Cubase)

- Interface Basics: Gain, Pad, Line, Mic, DI, Playback vs. Input, Output
- Cable Types: Balanced XLR, ¼" TRS, Unbalanced ¼" TS (instrument cable)
- Channel Strip Preamp and Audio Signal Basics: Gain, EQ, Compression, Output, 48V, -20dB Pad, Phase, Soft knee, GR/meter, EQ/Comp, Auto, and Peak
- Tuning live instruments
- Recording Latency
- Direct recording
- Gain Staging Basics
- Artists Headphone Mix
- Mic Level
- Artist Mic placement and Pop filter
- Pre-EQ
- Pre-Compression
- When to multi-track vocal/instrument parts
- 

- Fix-it-in-the-Mix
- Performance vs. Pitch
- Real instruments vs. Virtual Instruments

### 11. Audio Editing (Cubase)

- Snapping Regions to grid
- Non-Snap Editing Regions
- Fades: In/Out/Crossfading
- Region Handles
- Cutting/Pasting
- Muting
- Time Compression/Expansion
- Tools Explained

### 12. Review

- Quiz 3

## Chromatic Music Production Institute Syllabus

### Block 4

#### 13. Studio Roles:

- Artist
- Musician
- Songwriter
- Producer
- Arranger
- Recording Engineer
- Mix Engineer
- Mastering Engineer

#### 14. Working with an Artist

- Be prepared...
- Ask lots of questions about the direction of the song
- Listen to the Demo if available
- Ask if they own all the rights to the track
- Get a deposit up front (no exceptions)
- Test your gear before the session
- Create a template for each type of session
- Make sure the Artist and musicians are finished writing their parts before the session starts
- Make sure you know where your friends start and your clients end
- The biggest mistakes you make not musical

- Who's paying for the session? You or the client...
- Desperation isn't sexy
- Charge nothing, you get nothing
- Why it's important to listen to styles you can't stand
- Breaking Down Music Styles

#### 15. The mind of the listener

- The Narcissist: What are you listening to?
- What they expect from the picture on the cover
- Intros are dangerous
- Get to the point
- Beer at the opera, Wine at the beach
- If you had to do it all again

#### 16. Review

- Quiz 4

## Chromatic Music Production Institute Syllabus

### Block 5

- Multi-track vs. Merge Sequencing

#### 17. Virtual Instruments and Plug-ins

- Freezing Plug-ins
- Loading Plug-ins
- Processing Power
- Latency
- Samples DFD and RAM Memory
- Omnisphere, Stylus, Trilian, Addictive Drums, Halion, Groove Agent One,
- Synth Basics
- Multi-timbral
- Monophonic vs. Polyphonic
- Arpeggiator
- Transposer

#### 19. MIDI Editing

- Tools: Selection, Range, Split, Glue, Erase, Zoom, Mute, Draw, Scrub
- Quantizing
- Copying
- Transposing
- Velocity
- Sustain
- Modulation
- Channels
- Controller Data
- Velocities
- Note Data

#### 18. Sequencing Basics

- Setting up a Tempo BPM/Time Signature (Click Track)
- Hot Keys: Record, Play, Zero, Loop, Part Selection, Jump to Locator, Zoom, Step Bar, Click
- Regions

Piano Roll Basics: Drawing, Copying, Dragging, Length, Data Lanes, Snap, Grid, Tabs, Step Input

Drum Editor Basics: Global Quantize, Lane Quantize, Selection Tool, Drumstick Tool, Editing Velocities

- Score Editor

#### 20. Review

- Quiz 5

## Chromatic Music Production Institute Syllabus

### Block 6

#### 21. Intro to FX

- History of FX
- Just because you can doesn't mean you need to
- FX Send FX Channel Track
- Setting up FX and signal routing
- Inline vs. Aux Send
- Send amount and Wet/Dry Amount

#### 22. Inline Plug-ins

- Frequency Based FX
- EQ and Filter
- Simulator FX
- Distortion
- Dynamic Based FX
- Compression and Limiter

#### 23. Aux Plug-ins

- Modulation Based FX
- Chorus
- Phaser
- Flanger
- Ring Modulator
- Time Based FX
- Delay
- Reverb

#### 24. Review

- Quiz 6

## Chromatic Music Production Institute Syllabus

### Block 7

#### 25. Drum Sampling

- Drum Tuning
- Mic Placement
- Gain Staging
- Tracking Samples

#### 26. Drum Sampling Editing

- Editing Samples
- Organizing Samples
- Creating a Virtual Drum Kit
- Layering samples

#### 27. Drum Sampling Kit Creation

- Working in Kontakt
- Working with Battery
- Velocities

#### 28. Review

- Quiz 7

### Block 8

#### 29. Acoustic Guitar Sampling

- Acoustic Tuning
- Mic Placement
- Gain Staging
- Tracking Samples

#### 30. Acoustic Guitar Sampling Editing

- Editing Samples
- Organizing Samples
- Creating a Virtual Guitar
- Layering samples

#### 31. Acoustic Guitar Sampling Kit Creation

- Working in Kontakt
- Velocities

#### 32. Review

- Quiz 8

## Chromatic Music Production Institute Syllabus

### Block 9

#### 33. Drum Programming 101

- Starting with the Hi Hat
- Define the style
- Chicken or the Groove
- Basics 1st
- Sit back and Listen
- When cool becomes overkill
- Just sounds like a loop
- When to pull loops from player
- Think like a drummer
- Drum fills
- Regional transitions

#### 34. Working with Loops

- Dragging External Loops into Arrange/Edit window
- Analyzing Loop Tempo and Length
- Editing Start and End of loop
- Combining multiple loops
- Time Stretch/Compress
- Creating Loops
- Groove Template
- Quantizing Loops
- MIDI Loops
- Creating Hit points

- Slicing Loops
- Conforming Loops to Tempo
- Copying Loops
- Tempo Artifacts
- REX Loops (Stylus, Reason)

#### 35. Creating a work library

- Setting up production folders
- Setting goals
- Reusing structures and beats
- Integrating software into songwriting
- Chicken or the Egg? Melody or the Production
- How to make the software work for you

#### 36. Review

- Quiz 9



## Chromatic Music Production Institute Syllabus

### Block 10

#### 37. Music Theory 101

- Music basics
- Pitch Interval Basics: Half steps, Whole steps, Etc.

#### 38. Chord and Scales

- Major, Minor, Diminished Chords
- The 7 Modes
- Scales Explained

#### 39. Circle of Keys

- Key Basics: Minor, Major, Relative, Cycle of 5<sup>th</sup>'s/4<sup>th</sup>'s

#### 40. Review

- Q 10

### Block 11

#### 41. Music Theory 102

- Piano Basics
- Drum Basics
- Bass Basics
- Note Basics: 1/1, 1/2, 1/4, 1/8, 1/16, Triplets
- Ear Training: Color of sound

#### 42. How to write a POP song

- Composition and Song Structure Basics

- Verse
- Bridge
- Chorus
- Hook
- Intro
- Outro
- Interlude

#### 43. Chord Number and Progression Chart (1465)

- Defining the Key
- Using Numbers to write music
- Reverse engineering popular songs
- They designed it that way for a reason
- Reinventing the wheel is unnecessary
- Pop Structure vs everything else
- Fast Food
- Defining the Chord numbers
- Verse Chords
- Bridge Chords
- Chorus Chords
- Interlude Chords

#### 44. Review

#### 45. Q 11

### Block 12

## Chromatic Music Production Institute Syllabus

### 46. Bass lines

- You're either nodding your head, or your not
- When to use Samples
- Recording live Bass
- When its time to record the bass line
- Bass is not the easier guitar
- Bass driven songs
- Laying back in the mix
- Locking with the Drums
- All about the pocket

### 47. Playing drums

- Breaking down a beat
- The 2/4
- HH vs Ride
- Fills
- Pocket
- Groove

### 48. Review

- Quiz 12

### 46. The Guitar as we know it

- How to get that BIG guitar sound
- Solos
- Tones
- Re-amping the Electric Guitar
- Riffs

## Chromatic Music Production Institute Syllabus

### Block 13

#### 49. How to be a one man band

- Creating a song in G Major
- Charting the Chords
- Arranging the song
- Organizing the session by color (verses, bridges, choruses, hooks, intros/outros, interlude)

#### 50. Tracking the instruments

- Begin with the end in mind
- Creating the song structure with a basic drum beat
- Recording Scratch Guitar tracks
- Less is more: When to leave space for other instruments
- Redesigning the Scratch Drums (Humanize)
- Final Rhythm guitars
- Recording a solid Bass line: Controlling the listener

#### 51. Making the 1st mix (Trial Production)

- Letting the song marinate: Time off from listening
- Coming back to the beginning: Fresh perspective
- Production: Filling in the black spaces
- Objective Mixing: Who's buying it

#### ➤ Quick Mastering

#### 52. Review

- Quiz 13

## Chromatic Music Production Institute Syllabus

### Block 14

#### 53. Automation Modes

- Read
- Write
- Latch
- Touch
- Off

#### 54. Intro to Mixing

- Quiet Monitoring
- Limiter on Master Fader
- Mixing Drums
- Bringing in the Bass
- Bringing in the Instruments
- Finding the 2D space (Panning)
- Bringing in the Vocals
- Finding the 3D Space (Time Based FX)
- Mixing with EQ
- Mixing with Compression
- Mixing with Time based FX
- Using Special FX
- Mixing with Automation
- Mixing for Multiple Formats: CD, MP3, Movies, Commercial

#### 55. Bouncing Formats

- MP3
- Wave
- AIFF
- 16/24 bit
- Sample Rates 44.1k and up
- Uploading and emailing tracks
- File Size does matter

#### 56. Review

- Quiz 14

## Chromatic Music Production Institute Syllabus

### Block 15

#### 57. Intro to Mastering

- Painting vs. Waxing
- More than one is needed
- Who should Master it

#### 58. DAW Mastering

- Master Section

#### 59. Standalone Mastering

- TRacks

#### 60. Review

- Quiz 15

### Block 16

#### 61. Intro to Sound for Film

- What you're been missing
- Jobs

#### 62. Sound Design

- Creating sounds from scratch
- Redesigning Sounds

#### 63. Foley

- What is Foley?
- Tracking sounds

#### 64. Review

- Quiz 16

## Chromatic Music Production Institute Syllabus

### Block 17

#### 65. How to Build a custom PC

- Where to buy parts
- Starting with the Motherboard
- Compatibility issues
- Minimum component requirements
- Form Factors
- Cases
- Optical Drives
- Recording PC vs Personal PC
- SATA, ATA, and MOLEX connectors
- RPMs
- Memory Types
- CPU
- OEM
- Putting it together

#### 42. PC Assembly

- Screw Types
- Motherboard and CPU assembly
- Motherboard and Case assembly
- Memory slots
- Power supply
- Installing the DVD drive
- Installing the Hard Drives
- Installing the Graphics Card
  
- Connecting all the DATA and Power Cables

#### 67. Installing Software

- Boot Test
- Configuring the BIOS
- Installing Operating System
- Updating drivers
- Preparing the computer for Recording use
- Backing up essential drivers and software

#### 68. Review

- Quiz 17

## Chromatic Music Production Institute Syllabus

### Block 18

#### 69. Making Money with your Music

- Sell it vs. License it
- Demo Reels last forever
- Websites for promoting yourself
- BMI, ASCAP
- Copy writing your music
- Writing and Promoting music is a full-time job
- Mixing Artists Music
- Hourly Rates vs. Flat Rates (Married to the Project)
- Mastering Tracks
- Recycle Beats and Tracks

#### 70. How to advertise yourself

- Creating a Resume
- Office Programs
- How to build a website

#### 71. Design a Project Studio

- Research parts
- \$3000 and \$10000 Budget
- Gearslutz.com
- Sweetwater.com

#### 72. Review

- Quiz 18

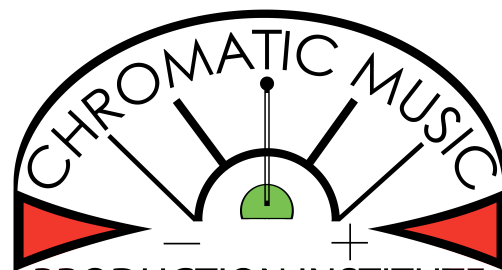
### Block 19

#### CMPI Certification

- Artist tracking test
- Production test
- Music Theory test
- Mixing test
- Mastering test
- Trouble Shooting test
- Audio Editing test
- DAW test

#### Graduation

- Certificate of Completion



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