



AudioMedia Inc

Apple Authorized Training Provider

Blackmagicdesign Certified Trainer

LONG TERM JOB ORIENTED COURSES

DURATION - SIX MONTHS

LIST OF COURSES AVAILABLE

- MUSIC PRODUCTION ENGINEERING AND SOUND DESIGN
- ONE MAN CREW



Choose one that suits you and get ready to enter a whole new world of entertainment & technology.

Join Now
Admissions
Open



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Music Production Engineering and Sound Design

About the Course:

The Course is designed to take your Audio Engineering to the next level. You'll be exposed to different aspects of Digital Music Production and Techniques. The course includes training in three of the world's top DAW softwares - Avid Pro Tools, Cubase 9 & Apple Logic Pro X. Music Theory, Audio Engineering concepts and Sound Design, which include most of the things which you might want to, know.



The objective of the course:

Course aims at imparting sound skills in Digital Music Production & Modern Audio Engineering concepts/techniques, which are globally recognized Course Prerequisites:

Individuals opting for this course must have basic computer knowledge (preferably with Macintosh systems), an ability to play Keyboard and know Basic Music Theory.

Syllabus :

| Apple Logic Pro | Pro Tools I Cubase 9 | Audio Basics | Studio Protocol | Recording Techniques + An introduction to 5.1 Surround mixing using Pro Tools - Hands-on Projects

Cubase 9 101: Installation and Authorization, Preparation before a recording project, VST Connections, Creating your first project,



Interface overview. VST control Room, The project editor, and principal controls, studying track types in Cubase, Recording Audio in Cubase, Recording Midi in Cubase, Organizing the project using folders, markers, and colors. Editing Audio and Midi in Cubase, Mixing in Cubase, Exporting your Project.



Logic Pro X 101: Interface overview and getting started on a project, Working with Apple Loops, Creating and managing tracks. Working with the Inspector, Quantizing, working with the Mixer, Working with Plugins, Project management, folder stacks and summing stacks, Recording Audio in Logic, Loop Recording Audio and working with Take folders.

Recording Midi, Auto punch and replace mode. Editing Midi and Audio in Logic. Mixing in Logic, Working with fades, working with markers, working with drum kit designer, Automation and Sharing your music.



Pro Tools 101: Audio&Midi Hardware setup, Exploring the main window, Creating Tracks, Importing Audio, Playback and navigation. Recording in Pro Tools, Click Track setup, Tempo,

Meter and Counter, Simple Midi recording, Quantizing, the different recording, Audio Recording, Headphone Mix and punch preparation, Audio Punchin Recording, and Audio loop recording.

Basic Clip Editing, Working with Playlists and Midi editing. Mixing your project in Pro Tools, working with plugins, Using compressor and EQ, Working with sends, Working with Automation and Mixdown.

Curriculum for Music Theory:

MIDI 101: Status bytes and data bytes, Note messages, Understanding Midi note numbers, aftertouch, pitch bend, Program change and Midi cc messages. Midi timecode, System exclusive messages, General Midi and Standard Midi files.



Sound Design 101: Analog synthesis explained: Oscillators, Filters, Envelope Generators, LFO, Sound Design, and Effects.



Audio Engineering 101: Audio and Sound Basics, amplitude, frequency, waveshaping and human hearing and perception. Studio Acoustic, Direct and Reflected Sound, Room Treatment, and Sound

Proofing, Type of Microphones, Miking Drums and Instruments, Recording Voice. Signal Processing, Using Equalizers and Compressors, Analogue Mixing Console Layout and Signal flow, Reverb and Delay Processing.

Hands-on Projects:

Cubase Projects:

1. Sound Design Using The Sampler Track.
2. Remixing a Song using Cubase.

Logic X Projects:

1. Doing your first song in Logic X
2. Working with Flex Pitch and Flex Time.

Pro Tools Project:

1. Audio for Video with Pro Tools
2. Introduction to 5.1 Mixing with Pro Tools.

Audio Engineering Projects:

1. Producing and Mixing Guitars,
2. Mix Digital but Sound Analogue.

Written and Practical Exams:

3-4 written exams are supposed to take place within the span of 6 months depending on the completion certain topics. Actual Exams, Logic Pro competency exam, Cubase Competency exam and Pro Tools Competency exam.

On successful completion, the students get a Certificate from Audio Media for Pro Tools, Cubase, Logic and Audio Engineering.



ONE MAN CREW

Module 1:

(Duration 1 months- 3 days a week)

All students are exposed to every aspect of filmmaking

process starting from the script to final production.



Module 2 :

(Duration 3 months - 3 Days a week)

All students are exposed to the Art and craft of photography and cinematography using 4k cameras (Panasonic GH5, Sony A7s, Canon 5D Mark IV, Black Magic Pocket Cinema Camera, Blackmagic Design 4k Production Camera and RED Scarlet Camera).

Module 3:

Editing, Color Grading, and Audio Postproduction using Davinci Resolve 14.

At the end of this course module, your will learn to edit, color correct, color grade and

learn to finish your video with Fairlight Audio. Topics of the

Course includes the following:

1. Quick Start - Finishing a 1-minute movie, edit, color correct, color grade, mix audio and finish your final video on Davinci Resolve 14 using its Media Page, Edit Page, Color Page, Fairlight Page and Deliver Page.

2. Organizing a New Project: Configuring settings, interface elements, importing media,

viewing and editing meta data and working with Bins and Smart bins.

3. Assembling a Rough Cut: Creating a timeline and making the edit, Using JKL, Editing clips into the timeline.

4. Managing media and Database: Understanding Resolves new database, copying and archiving projects and consolidating media.

5. Moving Clips in the Timeline: Color coding, splicing, cutting and swapping clip positions.

6. Refining a Timeline: Advance Trim edit modes. Including Ripple, Roll, Slip and Slide Editing.

7. Working with Audio on Edit page.

8. Mixing sound in Fairlight.

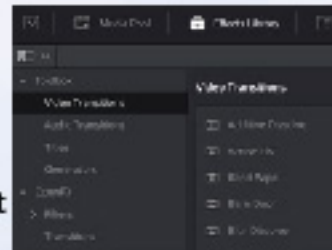
9. Applying Transition and Effects.

10. Preparing for Color Correction: importing XML, attaching offline reference movie and color management strategies.

11. Balancing Color and Brightness. Balancing color using wheels, primaries Bars, and Curves.

12. Color Correcting Multiple shots.

13. Designing Creative Looks.



14. Making Secondary Color Adjustments.

15. Delivering a Final Program.

Module 4:

Students do the final project work, they shoot, edit and create a short film with a provided script.

