

deadmau5

TEACHES ELECTRONIC MUSIC PRODUCTION



MASTERCLASS

“

You have to think that if you can impact one person with your music, then it's pretty much worth it.

— deadmau5

”

A FEW FACTS ABOUT DEADMAU5

- ▶ Joel Zimmerman was born on January 5th, 1981 in Niagara Falls, Ontario.
- ▶ Joel started composing electronic music with the program "Impulse Tracker," inspired largely by video game soundtracks.
- ▶ Joel created the alias deadmau5, and released his first full length album *Get Scraped* in 2005.
- ▶ Deadmau5 is the first EDM artist to be featured on the cover of *Rolling Stone* magazine.
- ▶ Deadmau5 has 3 Juno awards, 6 Grammy nominations, and 3 Billboard Dance Chart #1 hits.
- ▶ Deadmau5 has headlined Lollapalooza, Outside Lands, Sonar, Ultra, Electric Daisy Carnival, and Bonnaroo music festivals.



HOW TO USE THIS CLASS

Before you dive in, we have a few recommendations for getting the most out of your experience.

THINGS YOU MIGHT NEED

To enjoy this class, you only need your computer and a desire to learn. However, here are a few other items we think will enhance your learning experience:



A

CLASS WORKBOOK

This printable PDF filled with lesson recaps and assignments.

B

SUGGESTED VIEWING SCHEDULE

Deadmau5 explains his techniques to you in 23 lessons. It's tempting to finish all of the lessons in one sitting. We'd like to recommend our suggested viewing schedule, which you'll find on page 5 of this Class Workbook.

C

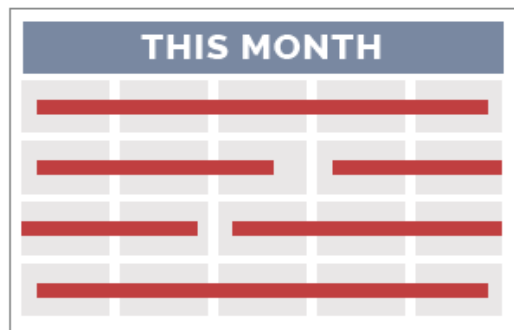
DEADMAU5'S MUSIC

A few of deadmau5's songs are mentioned repeatedly in the class: "Snowcone", "Imaginary Friends", "Phantoms Can't Hang", "Cat Thruster" and "No Problem". Have Spotify or a streaming application handy to be able to listen to songs and albums mentioned in the class.

D

WRITING MATERIALS

You'll want to keep writing materials handy, both for taking notes while going through the class and for completing several of the assignments.



CLASS RESOURCES

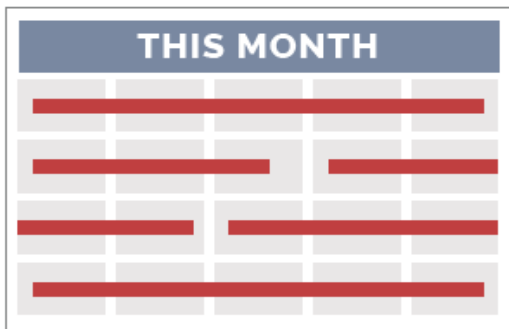
To get the most out of these lessons, you should be familiar with the basics of recording and processing audio on your computer. If you already have those skills and can produce tracks of your own, you should be ready to go. If you feel like you need to get up to speed or brush up on some core concepts, go through our [Fundamentals Guide](#), which you can find in the Resource Section.



E

DIGITAL AUDIO WORKSTATION

Joel will talk more about studio gear in Chapter 4, but to get started, you will want a piece of software that lets you put Joel's lessons to work and produce your own tracks. Joel's techniques will apply to any DAW. If you don't already have one of your own, we'd recommend downloading the demo version of the DAW Joel uses in the class, [Ableton Live](#).



THINGS YOU WILL SEE

Here are a few general tips for navigating your way around the class site:



LESSON VIDEOS

Watch and listen to deadmau5 explain the nuts and bolts of his process



INTERACTIVE ASSIGNMENTS

Take advantage of the innovative tools and interactive assignments we've created to enhance your education.



LESSON DISCUSSIONS

Share your works in progress and ask your peers for help and support if you've hit a roadblock.



OFFICE HOURS

Submit and watch video and text questions for deadmau5 from the MasterClass community.



COMMUNITY

Continue connecting with your MasterClass peers with our community features.



QUESTIONS & FEEDBACK

We want to hear from you!
Email support@masterclass.com

CLASS OUTLINE - SUGGESTED VIEWING SCHEDULE

WEEK 1

01 INTRODUCTION

02 THE DEADMAU5 PROCESS: THEORY

- ▶ Find a Way to Stop Thinking
- ▶ You Don't Have to Feel It to Write It
- ▶ Experimentation not Inspiration
- ▶ Building Your Mister Potato Head Bin
- ▶ 23 Seconds is a Track
- ▶ Every Producer Copies, Good Producers Copy in New Ways
- ▶ You Don't Have to be a Team Player
- ▶ Doubts and Mistakes Make you Better
- ▶ Nothing's Ever Really Done

03 THE DEADMAU5 PROCESS: PRACTICE

- ▶ Starting A Track From Scratch

04 BUILDING YOUR HOME STUDIO

- ▶ Everything Ends Up Digital
- ▶ Your Computer Setup
- ▶ DAWS
- ▶ Hardware Can Come Later
- ▶ No Headphones
- ▶ Studio Monitors
- ▶ It's About Your Ideas Not Your Gear

WEEK 2

05 DEVELOPING MELODIC STRUCTURES

- ▶ Resolving
- ▶ Writing a Melody
- ▶ Drone Notes
- ▶ Don't Be Obvious

06 TURNING MELODIES INTO ARRANGEMENTS

- ▶ Bass Lines
- ▶ Lead Lines
- ▶ Case Study: Cat Thruster

07 INTRODUCTION TO SYNTHESIZED SOUNDS

- ▶ We're Here to Create Sounds No One's Ever Heard
- ▶ Synth Basics: Waveforms and Filters
- ▶ Using Envelops and LFOs to Modulate Sound

08 EXPERIMENTING WITH MODULAR SYNTHS

- ▶ Cross Modulating Simple Waves
- ▶ Using Envelopes To Automate
- ▶ Adding Effects
- ▶ Playing Sequenced Notes
- ▶ Putting Mod Synths in Your Tracks
- ▶ Start Experimenting

WEEK 3

09 DIGITAL VS. ANALOG SYNTHS

- ▶ Hearing the Digital Analog Difference
- ▶ Digital vs. Analog Cross Modulation
- ▶ Synths in Snowcone

10 SHAPING SOUNDS WITH EFFECTS AND PROCESSING

- ▶ Think Outside the Preset Box
- ▶ Use Effects to Create Original Sounds
- ▶ The Secret to Fat Bass
- ▶ Reverbs
- ▶ Adding Spaces and Depth
- ▶ Processing Shit Into Gold

11 BEATS: PART 1

- ▶ Dance Beats Should Be for Everybody
- ▶ There's No Such Thing as a Bad Drum Sample
- ▶ Building Your Kick Sound
- ▶ Watch Out for Phase Cancellation
- ▶ Balancing Drums and Melody

12 BEATS: PART 2

- ▶ The Secret to Snare Sounds
- ▶ Making Your Drums Breathe
- ▶ Case Study: Snowcone Drums

WEEK 4

13 STRUCTURING SONGS

- ▶ Copy, Copy, Add and Subtract
- ▶ Find the Right Track Length
- ▶ Think Ahead to Your Live Set
- ▶ There's More to Music Than Big Drops

14 REMIXES

- ▶ Don't Remix, Rework
- ▶ Choosing Remix Material
- ▶ What Starts as a Remix...Can End as Your Own Track
- ▶ Guide to Remixing deadmau5
- ▶ Starting Your Own deadmau5 Remix

15 MIXING

- ▶ Tracks and Groups
- ▶ Earballing
- ▶ EQing for Clarity
- ▶ Getting Your Leads to Sit in the Track
- ▶ Shaping Your Bass
- ▶ LFO Tool vs. Compression
- ▶ Mixing in Home Studio

16 MASTERING

- ▶ Mastering Yourself
- ▶ Mastering Basics
- ▶ Limiting
- ▶ No Magic Master Chain
- ▶ Loudness vs. Perceived Loudness
- ▶ Getting Feedback on Your Mix

WEEK 5

17 MASTERING CASE STUDY: SNOWCONE

- ▶ Comparing Different Master Chains
- ▶ Parametric EQing
- ▶ Keep an Eye on Signal Path

18 STARTING YOUR PRODUCING CAREER

- ▶ Labels are Looking for the Total Package
- ▶ The Truth About Getting Signed
- ▶ Invest in Yourself
- ▶ Making Music Your Full Time Job
- ▶ Define Your Brand
- ▶ The Secret to Selling Yourself: Don't

19 UNDERSTANDING THE MUSIC BUSINESS

- ▶ Learn the System and Make It Work For You
- ▶ The Problems With Major Labels
- ▶ Building Your Team
- ▶ The Online Marketplace
- ▶ An Approach to Making Albums
- ▶ Don't Stress Over Titles

20 ON STAGE: THE MUSIC

- ▶ Programming Shows
- ▶ Playing the DAW
- ▶ Crafting Your Set List
- ▶ Openings and Endings Matter Most

WEEK 6

21 ON STAGE: THE TECHNICAL SIDE

- ▶ A Show, B Show
- ▶ Rehearse Every Aspect of Your Show
- ▶ What's in the Cube
- ▶ Learn Your Systems
- ▶ Keeping Your Equipment Running
- ▶ Keep it Cool

22 ON STAGE: THE SHOW

- ▶ Forget the Crowd
- ▶ Don't Be Like a Saw Movie
- ▶ Putting on a Show
- ▶ Another Day at the Office
- ▶ Feeling Comfortable on Stage

23 CLOSING