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WE OFFER
KNOWLEDGE &
IDEAS FOR YOU TO
DELIVER BETTER
MUSICAL
EXPERIENCE

WELCOME TO SOUNDABODE

At SoundAbode we offer courses in music production & sound engineering which we have designed for people like ourselves, people who want as small a gap as possible between musical inspiration and realizing those musical ideas. We are hugely passionate about teaching & want to convey our passion through our detailed courses.

A brief discription of courses offered is mentioned below.



SOUNDABODE

CONTACT US

997-501-6189
218, Vision 9 Mall, Pimple
Saudagar, Pune - 27
www.soundabode.com

MODULE 1 INDUCTION PROGRAMME

- Introduction to our Producer's Community.
- Your Role as a Music Producer/sound engineer.
- Introduction to concepts and methods involved in music production & song writing.
- In depth knowledge about music production essentials like sound synthesis, generating musical ideas & music theory.
- Genre appreciation and understanding different styles of music.

MODULE 2 INTRODUCTION TO ABLETON LIVE

- Understanding the Ableton Live 11
- Interface & Live 11 preferences
- Concepts of audio & MIDI tracks
- Standard mixer controls like volume, pan, mute,
- Creating melody & harmony
- Counting beats & bars
- Introduction to session view & arrangement view and different approaches to write and perform music live.
- Using core library, packs & external audio clips along with editing presets.
- Using external instrument
- Using freeze & consolidate

MODULE 3 MUSIC THEORY, MIDI, AUDIO EDITING & WARPING

- Major & Minor Scales.
- Common chord progressions.
- Chord Inversions.
- Sample Editor.
- Warping & warp modes.
- MIDI Note Editor - Length, Pitch Bend & Modulations.
- Editing & quantizing MIDI/Audio.
- Multi clip editing.
- Computer MIDI programming.
- Standard MIDI functions: Velocity, Notes, randomising effects along with sequencers to generate unique melodies.

MODULE 4 AUDIO EFFECTS, RECORDING, SAMPLING & MAKING UNIQUE GROOVE FOR YOUR BEATS

- Introduction to audio effects
- Various equalising methods & filters
- Spatial Effects: Echo, Delay & Reverb
- Modulation Effects: Chorus & Flanger
- Colour Effects: Pedal, Saturator, Amp & Overdrive
- Introduction to MIDI Effects
- Swing & Groove - Creating right groove for your beats.
- Recording, editing & resampling audio.

MODULE 5 IN DETAIL LEARNING DIFFERENT INSTRUMENTS AND CREATING SOUNDS FOR YOUR MUSIC

- Instruments covered under this category includes Wavetable synthesizers, FM synthesizers, physical modelling synthesizers, Granular Synthesizers. These synthesizers can make sounds for all styles of music ranging from Pop music, Hip-hop, All styles of Electronic dance music like Techno, Progressive house, DnB, Dubstep, Psytrance, Reggaeton, break-beat and many more.

MODULE 6 INTRODUCTION TO MIXING & BASIC SYNTHESIS

- Mixing techniques
- Volume & frequency balancing
- Envelopes & in depth knowledge about ADSR(attack, decay, sustain and release.)
- Introduction to return & send tracks
- Introduction to compression
- Introduction to basic synthesis with Wavetables.
- Introduction to LFO(Low frequency oscillators)
- MIDI Modulation within Instruments

MODULE 7 INTRODUCTION TO PLUG-INS & CONCLUSION FOR THE PREVIOUS LEVEL

- Using 3rd Party VST(Virtual Studio Technology)
- Guest lectures and masterclasses for some of the most famous 3rd party virtual instruments and hardware synthesizers like Serum by Xfer, Massive by Native Instruments & Diva by U-he.
- Exporting Projects, getting ready for mixing and mastering.
- Introduction to Push 2 by ableton live 11.

MODULE 8 DEVELOPING CRUCIAL MUSIC PRODUCER SKILLS & BUILDING CONCRETE MUSICAL IDEAS

- Your role as a creative Producer/Mix Engineer and field recording expert.
- Synchronize, share and collaborate with our huge community of producers from around the world using our special classes on Landr system and splice for producers.
- Ear training & active listening skills
- Building & nurturing concrete musical ideas

MODULE 9 ADVANCED PROCESSING OF SOUNDS, BUILDING TENSION & RELEASE AND USING SPATIAL EFFECTS

- Tuning drums & one-shot sounds.
- Layering Multiple Sounds
- Adding Character & Warmth
- Making Build-ups & Drops
- Creating Space in Your Mix
- Reverb, Delay & Echo in Detail.
- Using Convolution Reverb.
- Advanced Arrangement Techniques

MODULE 10 ADVANCED MUSIC THEORY, UNDERSTANDING & MANIPULATING DYNAMICS

- Introduction to Musical Modes
- Introduction to Advanced Harmony
- Introduction to Controlling Dynamics
- A Comprehensive Guide to Compression and dynamics of different tracks.
- Stereo Imaging, Limiters and some good practices to make your music sound good everywhere.

MODULE 11 BUILDING DEVICE RACKS, ADVANCED SAMPLING, ADVANCED USE OF VIRTUAL & HARDWARE INSTRUMENTS

- Building Your Own Audio/MIDI Effect Chains
- Macro Controls, Chain List & Chain Selector
- Advanced Sampling Techniques
- [Simpler/sampler/The Mangle/Granulator/Pitch and Frequency shifter/Chorus ensemble]
- Creating Instruments out of Samples
- Sampler Key/Velocity/Sample Select Zone Editors
- Creative 3rd Party Plug-ins & Devices like Arturia(France), Moog Synthesizers(America), Nord Lead Synthesizers(Sweden), Virus Ti Syntheisers(Germany).
- Setting Up Multitimbral Plug-ins
- Introduction to Mastering
- Mid/Side Processing
- Channel Strips & Mixing Plug-ins
- Creating Your First 'Preset' Bassline, Pad, Pluck, FX.
- Synthesizing Drums [Max For Live Devices]
- Generative Techniques for Experimental Music
- Humanizing Techniques
- Unison functionality and Detune

MODULE 12 MAX FOR LIVE DEVICES & KONTAKT LIBRARY

- Native instrument's Kontakt player is one of the most renowned players in the market and we at Soundabode proudly enable our trainees to create almost every sound ranging from wide spectrum of Indian and eastern classical instruments like Veena, Tabla, Bansuri, Harmonium to western instruments like guitars, other string instruments, Piano, Woodwinds and many more. We promise you to name an instrument and we will have it for you.

MODULE 13 GROUP CLASSES

- Music appreciation (Understanding Genres)
- Social media strategies
- Artist development
- Releasing your music
- Ear training [SoundGym & Syntorial]
- Studio acoustics & treatment [ISO Acoustics]
- Making artist portfolio, internships and placements cells.
- Getting events & collaborations.

MODULE 14 SOUND DESIGN & MODULAR SYNTHESIS

- Your role as a sound designer
- Current synthesis methods (Analog + VSTs)
- Signal flow in an analog synth
- Using Field Recorded Sounds
- Understanding body and timbre of a sound
- Using your own voice as an instrument
- Creative uses: Compressors / EQs
- Wavetable synthesisers
- Advanced : Mod Matrix & Modulation
- iOS based Instruments
- Techniques on making happy mistakes
- Modular Synthesis with Reaktor 6
- Semi modular synthesis using Xfer Serum.
- Signal path and flowchart of modular synths
- Modular Components : VCO/VCF/CV/GATE etc
- Building a patch using NI Kontakt players.
- Introduction to Kontakt external instrument racks for background scores.
- Understanding Kontakt player & library
- Understanding Spectrasonics' Omnisphere.

MODULE 15 NATIVE INSTRUMENTS IN DEPTH KNOWLEDGE

- Native Instrument's Kontakt player usage and sound processing.
- More than 100 Kontakt libraries to fit all music production, movie scoring and EFX needs.
- Signal flow in Kontakt player(Explained for each library provided by Soundabode Academy)
- Using Field Recorded Sound libraries
- Understanding body and timbre of a sound
- Creative uses: Compressors / EQs
- Modular Synthesis with Reaktor 6
- Signal path and flowchart of Kontakt player
- Building a patch using NI Kontakt players.
- Introduction to Kontakt external instrument racks for background scores.

Understanding Komplete control by native instrument. Using RME keyboards along with it for adding wide variety of expression and modulation.

- Understanding Guitar Rig by Native Instruments to process like guitars and other instruments for a real time situation and for fulfilling your other musical needs.

MODULE 16 TECHNIQUES INVOLVED IN MIXING MUSIC

- Fixing peaks in musical composition (Levelling)
- Choosing the right sounds in a group
- Spectral analysis to find defective spots in a track & fixing them using compression, pan, and filters.
- Role of Multiband Dynamics for a better mix
- Choosing different ways to give a proper stereo image to your music.
- Fixing last stage issues with audio stems, checking for the problem areas and cleaning noise and other artifacts using spectral de-noise.
- Audio enhancements using Ozone Isotope's RX 7 (Provided free to all our trainees)
- Vocal enhancements using Ozone Isotope's Nectar (Provided free to all our trainees)
- Detailed explanation and practical knowledge given on De-Esser, De-Noise, De-Reverb, Dialogue Contour & Interpolation of sound.
- Advanced music and Vocal enhancement techniques like Music Rebalance, Audio Spectral Repair, Breath Control & Ambience Matching.

MODULE 17 MUSIC MASTERING USING MULTIPLE TECHNIQUES ALONG WITH VARIOUS HARDWARE & SOFTWARE

- Your role as mixing & mastering engineer.
- Detailed use of Ozone Izotope (provided free to all our trainees)
- Signal flow & routing to achieve perfect mastering.
- Use of Dynamic Equaliser, Imager & Spectral Analyser for mastering.
- We provide multiple famous digital Limiter units to all our trainees which include several limiters from Waves series along with Ozone limiters and few other famous limiter units.
- Understanding Dither in detail with different dither techniques.
- Understanding how to normalize your final track before exporting.
- Understanding Phase and Signal generator for Ozone Izotope.
- Understanding Variable Time & Variable Pitch.
- Getting to use De-Clip, De-Click, De-Bleed & De-Crackle to improve Vocal mix.



KNOWING YOUR INDUSTRY AND NEW TRENDS

- Getting to know Indian music scene. Sharing ideas with individuals having same musical aspirations.
- Artist Collaborations. Getting socially active in the music industry.
- We provide free entry to all big concerts and live shows taking place in and around India. We are associated with many clubs and venues around India and our proud association help our trainees to get access to few of the best events and gain the right kind of exposure in the music industry..

PRACTICAL CLASSES AND CLASS TIMINGS

Class schedule will be provided based on your chosen preference of weekday or weekend batches with practice time. Each trainee is given unlimited individual time other than the discussion forums and assistance provided by our sound experts and Trainers. We have one of the best faculty in the country with enormous years of industry experience in various styles of music. We provide specialised mixing and mastering engineers in our studio to help our trainees get desired results quickly. We also provide free state of the art recording studio to all our trainees who can schedule their recording sessions with us throughout their course for no extra charge.

ENROLLING

ELECTRONIC MUSIC PRODUCTION (LEVEL 1 & 2)

(LEVEL 1)

Beginner - Music Production / Audio Workstation

Tenure - (3 Months + 1 Month of Internship/Industry Experience)

Fee - 60,000 INR

(This is a compulsory course to move in for Level 2)

Level 1 consists of modules 1 - 6

(LEVEL 2)

Intermediate - pre degree course in Electronic Music Production

Tenure - (3 Months + 1 Month of Internship/Industry Experience)

Fee - 60,000 INR

(This course can only be pursued after completing Level - 1 Beginner - Electronic Music Production)

Level 2 consists of modules 7 - 11

SOUND ENGINEERING/AUDIO MIXING & MASTERING (LEVEL 3 & 4)

(LEVEL 3)

Expert - Diploma in Audio Engineering

Tenure - (4 Months)

Fee - 60,000 INR

(This course can only be pursued after completing Level 2 Intermediate - pre degree course in Electronic Music Production)

Level 3 consists of modules 12 - 15

(LEVEL 4)

Mixing & Mastering

Tenure - (3 Months + 1 month Internship/Industry Experience)

Fee - 60,000 INR

(This course can be pursued by anyone)

Level 4 consists of modules 16 & 17

FEE PAYMENT / EASY INSTALMENT OPTIONS & INTERNSHIPS

Block your seat by paying INR 30,000. Choose to pay the remaining fee with ease of monthly instalments for latter levels.

Students choosing complete course from Level 1 - 3 are given Diploma/ Degree in Audio/Sound Engineering. These students get 4 months long internship with Soundabode in which they are given various projects by our clients from around the globe. We have worked with many prestigious music production firms and recording houses. These projects help in making a good portfolio for all our trainees.

We are proud to bring to your attention Soundabode's association with various record labels, globally. Please check our social handle for updated information regarding our alumni's successful label releases.



For Enrollment contact

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SOCIAL MEDIA HANDLE

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