

Music Production

COURSE OUTLINE

Music Production students produce their own tracks to a professional standard, whatever style they are into. Starting with the basics, learners get hands-on experience making beats and basslines, using samplers and mixing their finished track.

This course is OCN LR accredited for 3 credits (30 hours of learning) at levels 1 & 2

Course Breakdown:

Lesson 1: Musical styles and production qualities, introducing equipment and terminology, software overview, importing audio loops.

Lesson 2: About MIDI, starting a new project in Music production package, using software instruments, creating a simple drum pattern with the Drum Editor.

Lesson 3: Using MIDI controllers, Bars and beats and quantize explained, write a bass line and basic MIDI editing, Basic Music theory and chords.

Lesson 4: Using audio, audio file formats, time stretching audio, Beat slicing rhythmic patterns.

Lesson 5: Applying the techniques discussed in the previous four weeks to create a new project. The project will include the use of MIDI and audio.

Lesson 6: The mixing desk and connections, connecting a microphone and steps to record a piece of vocal, basic audio editing (top & tail).

Lesson 7: What is sampling? Introducing samplers and main elements, record a short sample and import into sampler, trigger sample via MIDI.

Lesson 8: Assessed task – Generate an original piece of music using edited loops, MIDI tracks and student created samples.

Lesson 9: Introduction to mixing – balancing levels and using equalisation, using reverbs and delay effect processors.

Lesson 10: Exporting a final mix of the project to appropriate file format, create an audio CD, OCN test and certificate of completion presentation.

Learning Outcomes: The learners will be able to . . .

Lesson 1:

1. Identify basic music production equipment
2. Identify stylistic qualities of music production
3. Import an audio loop into a music production package

Lesson 2:

1. Identify software and hardware MIDI instruments
2. Create a new music production project (using the software of choice)
3. insert or load a virtual instrument into the project and connect to a MIDI track/ instrument track.
4. Access the drum map/ Hyper editor
5. Create a simple rhythmic pattern
6. Copy/ loop the pattern

Lesson 3:

1. Use an external controller
2. Access the key editor and create a simple bass line
3. Create a simple chord sequence or complimentary melodic line.
4. Demonstrate an understanding of quantising

Lesson 4:

1. Insert audio into a music production package
2. Alter the timing of a rhythmic audio loop
3. Combine MIDI and audio tracks

Lesson 5: recap lesson

1. Start a new music project in a relevant music production package
2. Import audio loops to the project
3. Use timestretch or related function to fit loops to project tempo
4. Assign a MIDI instrument (external or internal) to MIDI tracks
5. Use the key editor, the drum editor or an external controller to add MIDI parts
6. Use quantise to correct timing errors

Lesson 6:

1. Identify elements of the mixing desk
2. Connect a microphone to the mixing desk
3. Set the input gain to achieve a good signal to noise ratio
4. Record and edit a piece of audio

Lesson 7:

1. Attach an external hardware sampler to a music production system/ load a sampler as a virtual instrument
2. Record and edit a sample
3. Load a sample into the sampler
4. Trigger the sample using MIDI playback

Lesson 8:

1. Open a new music production project
2. Generate original musical ideas in a specific style using a combination of audio loops, MIDI tracks and student recorded samples.

Lesson 9:

1. Add reverb and delay to an audio track
2. Use basic equalisation skills to alter audio components of the track
3. Balance tracks sympathetically to the musical style

Lesson 10:

1. Export a mix of their project piece to a recognised audio format
2. Burn a CD
3. Complete a multi choice test