

# Full Spectrum : Music Production Course

## 12 Week Course Outline.

### **1. *Basics of Reason, what it can do & working with its file types & sound libraries.***

An introduction to Reason. Learn what the program is capable of doing and how it can be used in conjunction with other applications such as Recycle. Learn about Refills, Rex Loops and synth/sampler patches. A look at how to integrate 3<sup>rd</sup> party refills/sounds and how to create your own presets, refills, loops and rex files. Look at how the program can be 'rewired' into another DAW.

### **2. *Basics of MIDI.***

An introduction to MIDI and what its functions are. A look at different types of MIDI controllers and how they can be used for automation etc. How to utilize MIDI interfaces such as keyboards and tactile controllers. How to create MIDI parts and how they interact with samplers/synthesizers/drum machines. Working with MIDI files.

### **3. *Basics of synthesis and creating/using sounds.***

An introduction to the various types of synthesis. Working with the most common types of synthesis. What the functions are for each of the parameters on a synthesizer, and how these can be used to create different sounds. How to utilize the 'Combinator' to create complex sounds and sound banks/presets.

### **4. *Basic recording/sampling & sample editing.***

Learn how to record your own sounds and creating samples. Sample editing within Reason and utilizing dedicated sample editors such as 'Sound Forge'. Utilizing 3<sup>rd</sup> party effects within your sample editor for pre production on your sounds before using them in Reason's samplers.

### **5. *Basic samplers & advanced samplers & working with zones/layers.***

An introduction to sampling/samplers. Working with Reason's two types of samplers. What the functions are for each of the parameters on a sampler, and how these can be used to create different sounds. Learn about layering, multi sampling and zones.

### **6. *Working with REX loops & drum machines.***

Learn how to use & manipulate REX loops and the Rex Player in Reason. Using the ReDrum drum machine and why/how you would use it instead of or in conjunction with a traditional sampler.

**7.      *Sequencers: How they work and creating individual parts.***

What a sequencer is and how it is used to create a song. Learning what each function of a sequencer does and how it is utilized to create electronic music. Learn how to create specific parts for use with Reason's sampler/synthesis modules such as drum patterns, basslines, chords/melodies etc.

**8.      *Sequencing: Utilizing parts and structuring a composition.***

Learn how to automate different parts within a sequence. Learn the basis of traditional song structure and different types of genre specific song structure. How to build and progress an idea or hook into a final piece of music. Using automation and layers within a sequencer to create an entire composition.

**9.      *Mixers: Introduction and routing/signal flow. Levels, panning & automation.***

An introduction to audio mixing within Reason. Learn the functions of a mixer and the various principles of mixing different sound sources. Learn how to incorporate Reason specific tools such as the 'Merger & Splitter' into your audio mixes. Learn about panning and how it can be used to give each element of a mix its own space. Using volume automation to create a more dynamic and exciting mix.

**10.     *Mixing: EQ & Compression.***

Learn what an Equalizer does and how to use it to sculpt sounds. Learn how to create space in a mix for each instrument and utilise EQ to create a cohesive mix. Learn what a Compressor does and how to use it to tame transients and achieve a fuller signal. Learn how to use a compressor when recording instruments/sounds in a Sound Editor (Sound Forge) to get a better source signal. Utilise more advanced/specific compression techniques on instrument tracks.

**11.     *Mixing: Reverbs, delays & time based FX. (Chorus/Phasers/Flangers)***

Learn about different effects types and what each effect can be used for. Using certain effects together and automating effect parameters to create more exciting sounds.

**12.     *Mastering: The final stage.***

Learn how to get your tunes ready for Mastering and getting your tracks to their optimum level within Reason. Utilising 3<sup>rd</sup> party applications (Sound Forge) with access to VST effects to enhance the final stereo mixdown.