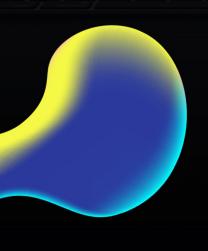
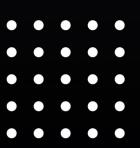
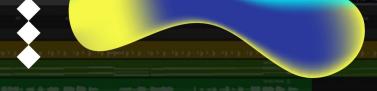




SCAN TO Know More!









# Course Curriculum

#### Music Theory & Fundamentals of Audio

- Major & Minor Scales
- ▶ Inversion of Chords & their uses
- Rhythm Notation
- ▶ Music Modulation & Types
- ▶ Microphone, Mixer & Interface

## Digital Audio Workstation (DAWs)

- Overview of Logic Pro X
- ▶ Quantise, MIDI Notes & Flex Audio in Logic Pro X
- Understanding Compressors, Equalisers, etc.
- Melodyne
- ▶ Parallel Compression; Reverb & Delay Techniques

#### Introduction to VST Plug-Ins

- ► Multi-instrument & Multi-output
- ▶ Native Instruments Kontakt 7 & its Libraries
- Sprctrasonics Omnisphere, Keyscape, Trillian
- Ample Guitar & All its Libraries
- Refx Nexus

#### Rhythm Programming

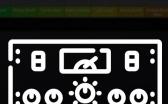
- ▶ Introduction to Acoustic & Electronic Drum Kit
- Program Drums from Ultrabeat Drum Machine
- Ethnic & World Percussions Programming
- ▶ Indian Rhythm Programming (Dhol/Dholak/Tabla/Duff etc.)
- Orchestral Drums Programming

#### Guitar Programming

- ▶ Introduction to Acoustic & Electronic Guitar & Playing Styles
- Programming Process of Guitars
- Appropriate Sound Processing Treatment
- Creating Groove with The Baselines
- Detailed Understanding of Ample Guitar, Kontakt & other Guitar VST Plug-ins















# Course Curriculum

#### **Orchestration**

- ► Structuring the Arrangement (What Goes Where & Why)
- Harmonising with Chords Progressions & Substitutions
- Instruments: Strings, Brass, Woodwind, Keys, Percussion
- Creating Symphonic pieces for an orchestra
- Creating vocal arrangement in Stab Fashion

#### Composition & Arrangement

- Achieve perfectly finished music tune from a bunch of Loops
- Rhythm, Beats, Harmony, Applying Vocals, Finishing
- Develop Intro, Verses, Bridge, Choruses, Breakdowns & Outro
- ▶ Addition & Subtraction of various instruments & elements
- Arrangement pattern for all genres (Rock, Pop, Contemporary, EDM, etc.)

#### Sound Designing & Sound Processing

- Synthesis (Additive, Subtractive, FM, Granular)
- Wavetable
- Monophonic, Polyphonic, Ensemble Synth
- EQ, Delay, Reverb, Compressor, Noise Gate, Saturation, etc.
- Refx Nexus

#### Introduction to BGM Scores

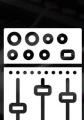
- Provide Background Musics (BGMs) in Films, Albums
- Process of BGM Scoring
- Scoring music for feature films, short films, OTTs, etc.
- Understanding Director's POV
- ► Film Mixdown & Export

#### Introduction to Mixing & Mastering

- ▶ Balance Levels, Dynamic Range, Compression & Gain, etc.
- Panorama
- Mixing V/S Mastering
- Prerequisites for a Mastering Session
- ► Mastering Chain (Analogue & Digital)











#### **Audio Studios**







STUDIO - A

STUDIO - B

STUDIO - C

## **GUEST FACULTIES**



**Aditya Dev Music Director** 



Avdhoot & Mandar Wadkar **Sound Enginners** 



**Shreyas Puranik** Music Composer

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