MUSIC PRODUCTION COURSE SYLLABUS

Unit - 1: Introduction

– history and evolution of music into DAW
– what is DAW - Logic Pro X
– what is its role in the industry
– Gears required

Unit - 2: Basic concepts

– sample rates
– Midi
– synths
– sampling
– concept of Bus, pan, sends and return
– Formats the data in stored - audio formats
– Mic Technique

unit - 3: Getting Started

– opening logic till a session
– Create track
– Main window
– Mix Window

unit - 4: Main Window

– Track area
– Library
– loops
– tools
– customize Display
– Transport buttons and shortcuts
– Modes and Functions
– Global tracks

Unit - 5: Inspector

– Region
– Tracks

- Setting
- MIDI FX
- instrument
- Audio FX
- Sends
- Stereo
- Groups
- Modes and Faders

Unit -6: Mix window

- Edit
- Option
- View
- output bus
- master bus

Unit - 7: Preferences and Controller Surface

Unit - 8: Header Settings

Unit - 9: MIDI Workflow

- Piano Roll
- Step Editor
- Quantizing
- Midi Transform
- Brief discussion of Score

Unit -10: Projects

FINAL PROJECT SUBMISSION -

- Project Using Sample
- Project using just synth
- project just using acoustic sound