

MUSIC PRODUCTION 101

6-Week Program

Overview

Learn the basics of music production using a DAW (digital audio workstation). Learn about signal flow, microphones, and even copyright and licensing to create and protect your recordings. Drew Schultz is a drummer, percussionist, bandleader, who has been recording for himself and others for years. He will share his knowledge with students on this course, helping you to create your best sounding demos yet!

What will I learn on the Course?

You will study the following topics over six weeks:

- The Basics of Demo Recording including publishing, intellectual property and copyright
 - Electronic Instruments and MIDI in demos - Part 1 & 2
 - Live Audio Recording - Part 1 & 2
 - Final Project Recording and Presentation
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Instructor

Instructor Drew Schultz is a prolific drummer/producer/writer who has performed with artists including the Temptations and Aretha Franklin, and worked in audio production with artists including Questlove, Maurice White of Earth Wind & Fire, CeeLo Green, and more. His knowledge of instrumental music combined with his studio experience will give students a unique insight to beatmaking and production through the lens of musicianship and composition.

Important Information

COST: \$149

DURATION: 7pm - 9pm, every Tuesday for 6 weeks

LOCATION: DIME Detroit Campus, 1265 Griswold Street, 48226

COURSE OUTLINE

Week	Description
1	<p>Defining Demo Recordings and their Purpose This lesson will outline the ownable intellectual property of a song, and explore the difference between songwriting/publishing and master usage. We will look at famous artists' demos vs. their finished recordings, and consider the process for submitting through the copyright office. We will also discuss the legalities of sampling in beatmaking / production / songwriting</p>
2	<p>Electronic Instruments and MIDI in Demos: Part 1 This lesson will teach you how to define MIDI vs. live audio recording; how to sequence basic drum beats; and how to play chords. We will learn about crutch melodies and how to use the copy/past and split editing tools with MIDI information. We will also explore Garageband / Logic's charting functionality.</p>
3	<p>Live Audio Recording: Part 1 This lesson will teach you the basics of microphone science, and the basics of audio interfaces. We will explore signal monitoring and the isolation of audio sources. You will also learn how to use crutch melody MIDI as a vocal guide, and how to overdub multiple audio tracks.</p>
4	<p>Live Audio Recording: Part 2 This lesson will provide you with basic knowledge of the following functions: Panning, EQ, COmpression, Reverb and Pitch Correction.</p>
5	<p>Electronic Instruments and MIDI in Demos: Part 2 In this lesson we will explore the challenges of articulating how you want your music to sound, as a producer to an artist. You will learn how to define arrangement functions and how to flesh out demos, including the following topics: register; unison / counterpoint; motif; call and response; reinforcement of chords/melody and lyrics; and ear candy.</p>
6	<p>Final Project Recording and Presentation This week is the culmination of all learning to date. You will record your final project and present it to your classmates.</p>

