



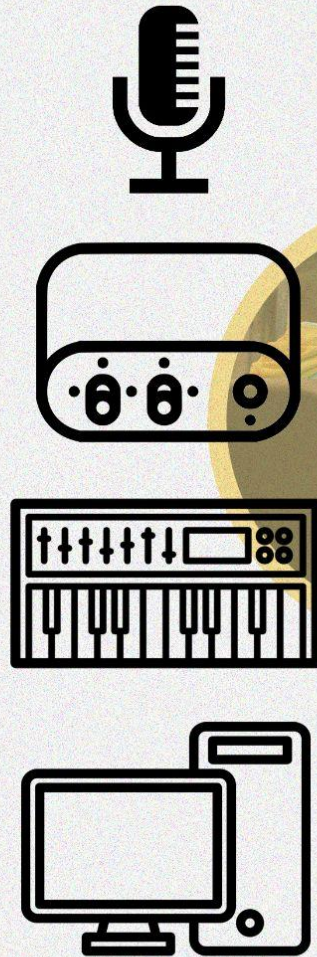
# **7 DAYS** **FAST TRACK**



# **MUSIC** **PRODUCTION FOR** **BEGINNERS**



# MAKE YOUR FIRST TRACK IN 7 DAYS!



As a newcomer to music production, the distance between an empty project and a completed track can seem like an infinite chasm! This new course aims to significantly shorten that gap by getting you from 'zero to hero' in only a week!





# COMPLETE BEGINNERS OR RELATIVE NEWCOMERS TO PRODUCTION

No matter what your skill level, senior Producertech tutor **ROB JONES'** 7-step programme will have you up and running in no time, as you learn the main stages required in producing your first track.

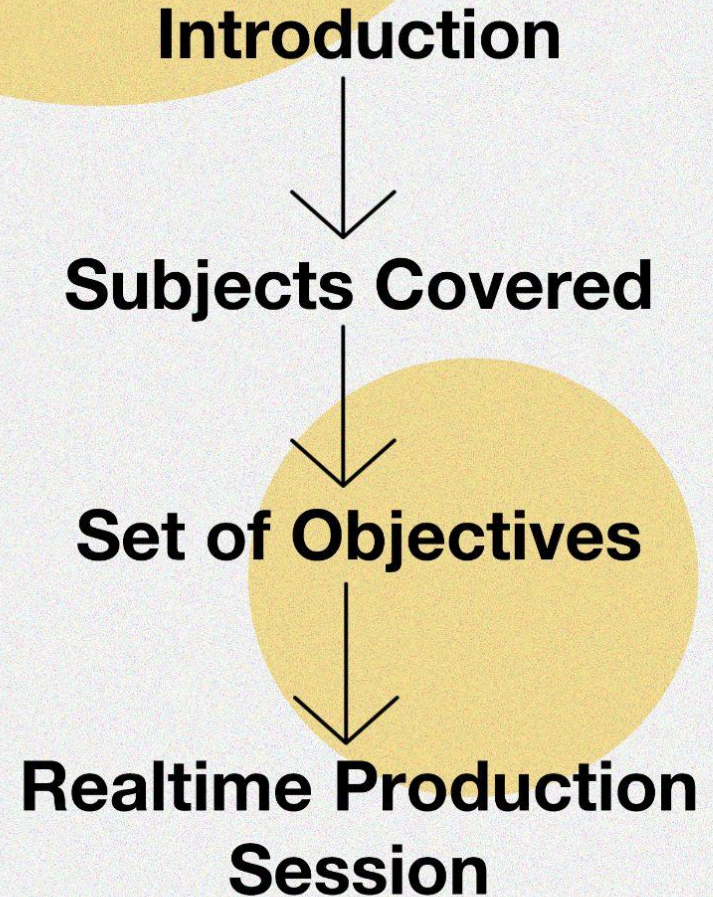


Be it House, Techno, DnB, Breakbeat, Hip Hop, Trap, Pop or Electronica of any kind, this masterclass will set you on a clear path to achieving your goal.



# HOW DOES IT WORK?


This unique, intensive course simplifies the production process down to the most essential aspects, so that the focus is on one main area each day. Every day begins with an introduction that includes an outline of the subjects to be covered, an explanation of what's entailed and then a set of objectives to follow. Subsequently, Rob demonstrates the techniques involved in a realtime production session as he develops the course project from the ground up.







# BONUS TUTORIALS

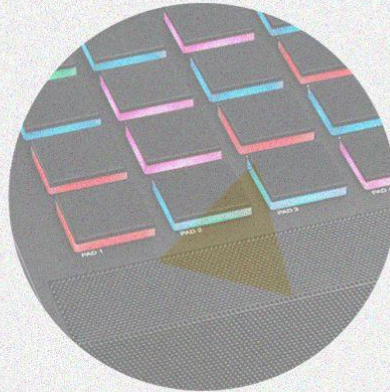


**Each day also includes bonus tutorials, showing some alternative workflows that provide easier or more challenging options as well as recommendations for apps and plugins that can be useful in certain scenarios. In these bonus sessions, Rob starts to build up a secondary course project, as the main parts for a House track are made. All session files from both projects are supplied with the course.**



# SUBJECTS YOU WILL LEARN DURING THE WEEK

- Beats Production
- Sampling
- Audio Editing
- Recording  
& Editing MIDI
- Using Synths & Samplers



- Music Theory
- Composition & Arranging
- Effects Processing
- Sound Design

By the end of the week, you'll have all the knowledge you need to put together your track and make sure the mix is sounding as good as possible.

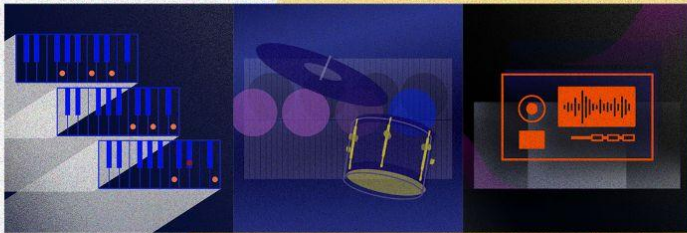


# What Do I Get When I Enrol?

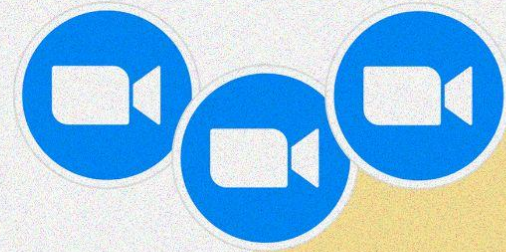
**7+ Hours of Fast Track Tutorials for the week (1 hour on average per day), including software projects and worksheets.**



**3 Additional Courses to supplement your learning.**



**3 Live Zoom Sessions with Instructor for realtime interaction and assistance.**



**2 Free Sample Packs to kick off your personal library .**





# What Are The Requirements?



**ESSENTIAL**

All you need to take the course is a computer with DAW (Digital Audio Workstation) software installed, ideally Ableton Live as this is what's used on the course. Loopcloud is also recommended but not essential. Both are available as free trials when you first sign up.

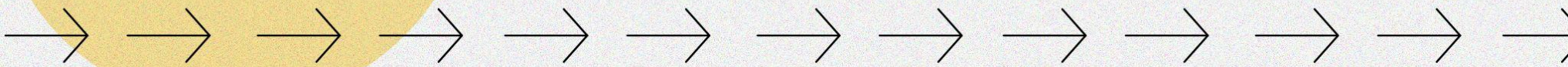


**Ableton**

**PREFERRED**

**loopcloud**

**ALSO  
RECOMMENDED**



**BEGINNER  
FRIENDLY**



No knowledge of production is assumed for the course, as everything is explained slowly and clearly, so a beginner with zero experience can sign up. Some experience working in audio or music apps and using a DAW like Ableton Live will only help though!



# FREE GETTING STARTED COURSE

To help people who are completely new to production and music software, we have made a *Getting Started* Course to go through the absolute basics.



This is recommended for anyone who has never used music software and has no idea how to make music. It will seriously help with music production concepts and terminology and make sure you hit the ground running at the start of the week.

**More Info Here.**



# How Much Time Do I Need To Take Part?



**As much as possible for the 7 days of the event. However, we appreciate you may have other commitments to work around so the recommended time is a minimum of 3 hours per day, with 4 or more hours preferred. This will give you enough time to learn from the tutorials and livestreams, as well as practice techniques as you work on your track.**



## **What If I Can't Make The Event?**

**We will be happy to  
cancel your enrolment  
and refund you the  
payment, or  
alternatively keep your  
place and book you a  
slot in the next  
available event  
(currently happening  
monthly).**

## **How Much Does Enrolling Cost?**

**£199.95 at Full  
Price, reduced  
to £99.95 (50%  
Off) for the  
event.**



# LESSON SCHEDULE





# Day 1 - Create the Beat

The groove lies at the core of every dance music track, and the foundation of the groove is made with the beat. This first day shows how to create a beat from scratch using drum samples on audio tracks, covering the basics of rhythm and timing, the art of drum combining and hierarchy, level balancing, drum arranging and more.



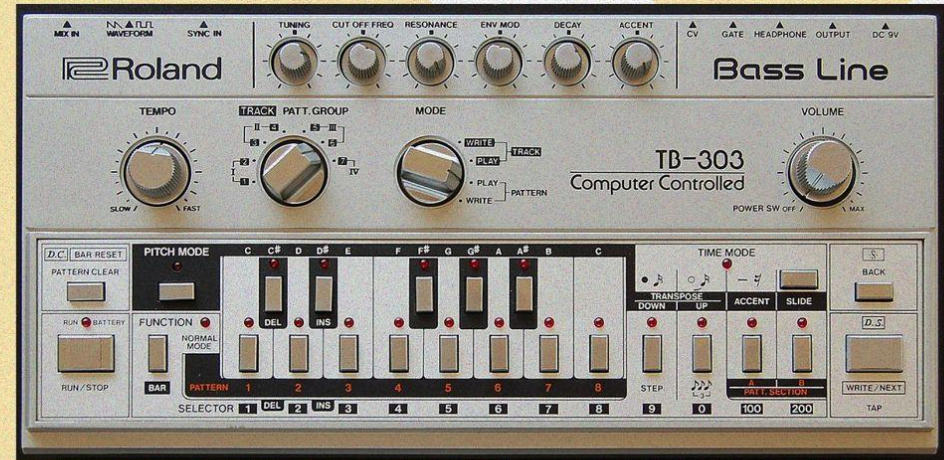
By the end of the day, you'll have created an 8-bar beat, complete with fills and variation. The bonus tutorial at the end shows some alternative ways of creating patterns for each drum using Loopcloud, for time saving and additional inspiration.





# Day 2 - Add the Bass

The groove is only complete once bass has been added. Today focuses on the fundamentals for combining bass with yesterday's beats. Rob shows 2 approaches, beginning with working with samples on audio tracks and then moving over to MIDI, working with a sampler instrument, showing the pros and cons and differences between each method. A whole host of different basslines are made, building up in complexity and using various techniques from drawing notes to playing in parts with QWERTY and MIDI keyboards.



The day's topics include bass fundamentals like rhythm and pitch, introduction to key signature and scales, MIDI Note recording and editing, and some first steps into sampling. The bonus tutorial again shows how Loopcloud can help make things easier by turning bass samples into loops for you, for instant use or inspiration.



# Day 3 - Find the Hook

Now the groove is worked out, the aim of today is to find the hook or riff to engage people and form the main musical idea of the track. Although this can be many things, one popular option is a chords sequence. In today's session, Rob uses a chord preset in a MIDI instrument to come up with a nice sequence in a relatively easy way.



Although this avoids having to have any knowledge of music theory to some extent, he also explains some of the basics to help with a deeper understanding and more confidence when coming up with sequences of your own. The bonus content at the end again shows some easier alternatives, from finding samples in key to using Music Theory tools to build more interesting progressions.



# Day 4 - Lay it out

With the groove and hook both complete now, we have the bare minimum required to lay out an entire arrangement, centred around breakdowns and drops. In today's session, Rob explains the different considerations for building this arrangement, including the intention of different song sections, the flow of energy and how having a DJ in mind when laying out a dance track can be a good idea.

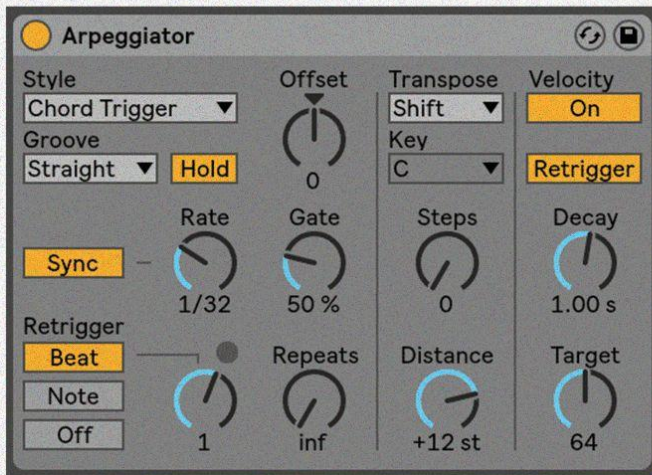


The track is constructed by editing the audio and MIDI clips along the timeline, and audio effects like filters are applied here and there to create fills and help introduce parts more gradually.



# Day 5 - Make an Arp

An arpeggio or arp is a classic type of lead sound in dance music for providing hypnotic rhythms. Not only does it help to elevate a track and add extra energy, but can also be used nicely to help 'bridge' from one section of a track to another (known as a 'transition').



In today's session, you'll learn many different ways of making arps, from simpler methods involving MIDI effects to even more flexible ones where musical themes can be drawn freely into the piano roll. The bonus tutorial at the end shows again how Loopcloud can help out with some instant arp pattern creation for another time-saving workflow.



# Day 6 - Embellish with FX

The big focus of today is all kinds of FX! Firstly, this means looking at the numerous types of FX sounds that can be used to fill out and add definition to an arrangement, including various risers and impacts, to clearly signal the start and end of sections. These can be added to a project simply by tracking down samples, such as with an app like Loopcloud, or can also be made using existing sounds in a project that are processed with effects like reverb and delay.

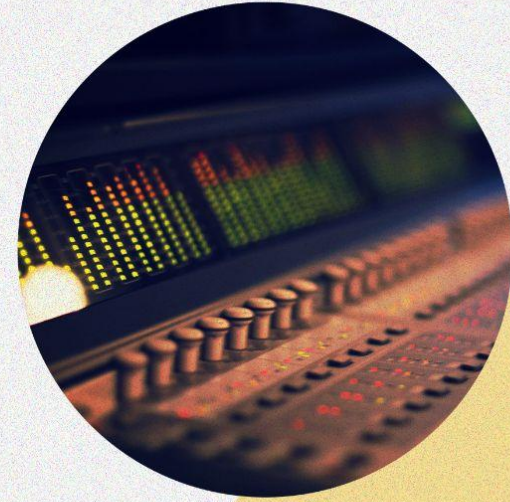


By the end of today, you'll have learned about the many techniques for applying these kinds of textures throughout an arrangement, and even shown how to design your own simple FX using synthesis in the bonus tutorial (should that be of interest right now! only for the more technically-minded of you!).



# Day 7 - Final Tweaks & Mixing

This final day is dedicated to finishing up and mixing the track. As such, the production session is split into 2 parts, where the first focuses on wrapping up the arrangement, as some final textures are added and effects processing applied, then the second gets into the 'purely' mixing techniques.



As you'll increasingly realise, mixing is normally something a producer does as they go along, rather than waiting until the end, but it can be useful to have some final checks to make sure the overall quality is up to scratch. In today's more substantial lessons, you'll even find some bonus tutorials at the end showing a few pointers for adding master channel effects to the whole mix and exporting your finished masterpiece!



# TRACK FEEDBACK

**At the end of the week, you have the option of submitting your track for feedback, after which Rob will provide constructive comments with suggestions for what aspects of the track you might like to focus on next, to take your production to the next level.**





**ENROLL**

**NOW**