At EDUCBA, it is a matter of pride to us to make job oriented hands on courses available to anyone, any time and anywhere.

Learn at a time and place, and pace that is of your choice.

Plan your study to suit your convenience and schedule.

EDUCBA

Music Production Course

Course Overview

In this Course you get to learn:

This training is for you to learn how to use music production software for Non-Linear Multi-Track Audio Editing, Mixing and Mastering.

Not only that get complete hands-on training of how post-production and mixing, blending recorded clips to achieve the awesome sound.

Learn how to work with multiple audio track.

Create awesome sound effects.

Music Production Skill

You get to learn about the below skills:

Music Production course is aimed for learners interested in sound engineering and audio editing who wants to learn the software that is used around the globe for Music Recording, Music Correction, Multi-Track Music Editing, and Mixing.
It helps the student in mastering about the fundamentals of Audio Editing to Audio Mixing using Adobe Audition and then it equally focuses on using the gained knowledge by creating a process and introducing several features and techniques of Music Production.

Course Features

Course Duration - 77+hours

10 Number of Courses

Verifiable Certificates

Lifetime Access

Technical Excellence

About Music Production

3DS Max comes in 2 different flavors first is 3DS max is the core with editing and creating games professionals and the second one is 3DS Max Design is used more for visualization (VFX) and architectural design.

The application is a powerful tool to work on the 3D environment where we can create models, Design of an object in 3d such as furniture, mechanical parts, architectural designers etc, with their elements which are available in the toolbox.

Music Production Course

This is a Bundle Course that includes complete in-depth Music Production into one course.

This Bundle perfectly meets the requisite of the industry and gives you a better chance of being hired asMusic Production Course Production professional.

1 Audacity

Section 1. Introduction

- Introduction to Audacity
- Plug-ins and Libraries

Section 2 .User Interface

- Understanding the User Interface
- Envelope Tool
- Draw Tool
- Recording Preview
- Play at Speed
- Project Rate
- Basic Properties of Track
- Level Tracks
- Waveform DB
- Working on Waveform and other

Section 3 . Recording

- Record with Audacity
- Preferences Recording
- More on Preferences Recording
- Recording Small Script
- Checking Recorded Script

Section 4 . Basic VOX Editing

- Basic Voice Over Editing
- How to Edit Script
- Sync Lock Tracks
- Remove Special
- Noise Reduction
- Use Edit Tools
- Label Track
- Changing Quality of Voice
- Create Multitrack Music
- Audacity Silence

1 Audacity

Section 5 .Multi Track Editing

- Creating Music
- Apply Chain
- Voice Instrument and Percussion
- Collapse All Track
- Working with Loops and Tracks
- Creating Beats
- Assembling Music
- Choice of Clips
- Looping the Music
- Balancing Audio
- Final Mixing Music

Section 6. Audio Effects

- Audio Effects
- Audio Effects Continues
- Working with Effects
- Equalization Preview
- Change Pitch and Speed
- More on Changing Pitch
- Working with Leveler
- Change Tempo
- Audacity Repair and Reverb
- Sliding Time Scale
- Audacity Normalize Effect
- SC4 Effect Setting
- Nyquist - Clip Fix and other

Section 7 . Export and Conclusion

- Audacity - Export
- Conclusion

2 Music Production using FL Studio - Beginners

Section 1. Introduction

- Introduction to Music Production using FL Studio - Beginner Lessons
- FL Studio

Section 2. User Interface

- User Interface
- Working with Channel Rack
- Main GUI Scaling
- Main Panel
- SFX Transitions
- Hint Bar
- Arranging and Editing
- Snap Panel
- Pattern Panel
- Lock and Hide Bars
- Arrange Window - Save Custom Layout
- Project General Settings
- Adding Files and Folders
- Working with Audio Files

Section 3. Pattern Sequencer

- What is Pattern
- Adding Patterns
- Working with Pattern Editor
- Use of Solo Track
- Creating Symmetrical Beats
- Boo Bass - Selecting Range
- Changing Tone of Beat
- Time Stretching
- Patter Sequencer
- FL Keys
- Root Notes CS

2 Music Production using FL Studio - Beginners

Section 5 . Piano Roll

- Piano Roll
- Piano Roll - Xylocanllon
- Piano Roll - Boo Bass
- Piano Roll - Electric
- Pencil and Delete Tool
- Creating Notes
- Creating Manually Chords
- Chords Selector
- Flam Fast
- Working with Velocity
- Arabic Scales
- Major Bebop
- Control Velocity of Note and more

Section 6 . Play List Editor

- Play List Editor
- Grand Piano
- Playlist - Patter 6
- Organizing Tracks
- Creating Pattern of Synth
- How to use Playlist
- Playlist - Drums
- Power Tom Low

Section 7. Conclusion

- Conclusion

3 Music Production using FL Studio - Advanced

Section 1. Introduction

- Introduction to to FL Studio Advanced

Section 2. Mixing Board

- Load 10 Instruments
- Mixing Board
- Creating Pattern Editor
- Drummax Demo version
- Creating Pattern Sequencer
- Matching Audio
- Creating Basic tune
- Playlist Editor - Working with Color
- Creating Basic Playlists
- Create Group - E Piano
- Color the Groups and other.

Section 3. Edison

- Edison
- More on Edison
- Edison - New Sample Recording
- Edison - Basic File Menu
- Selection Tools
- Tools - Fade In
- Paste Mix Envelope
- Loading Sample Project Edison
- Use of AMP
- Convolution Reverb
- Working with Stereo Separation

Section 4. Automation

- Working with Effects Automation
- Channel Rack
- Fruity Peak Controller
- Sakura Plugin
- Configure Growling Sound
- Create Automation Clip
- Adding Sakura Demo
- Working with Vocad Noise
- Poizone Modification
- Vocad - Panning Offset
- Hardcore Sakura
- Event Sakura Planning

3 Music Production using FL Studio - Advanced

Section 5. Plugins

- Plugins
- More on Plugins
- Plugins - FPC
- Basic Settings of FPC
- Plugins - Bass Drum
- Plugins - Drummax
- Fruit Kick and Drum Synth
- Plugins - 3x OSC

- Plugins - Fruity DX10
- Plugins - Harmles
- Plugins - Citrus
- Working with Citrus and other

Section 6. Conclusion

- Conclusion

4 Celemony Melodyne Music Production - Beginners

Section 1. Introduction

- Introduction to Celemony Melodyne Music

Section 1. Melodyne Basic- GUI and Serttings

- Working with Nodes
- GUI and Serttings
- Multitrack Editor
- Time Track Beats and Beat Reference
- Various Mixer Buttons
- Zoom In and Out Button
- Tempo and Beats
- Control the Volume with Slider

Section 3. Melodyne Basic- Pitch Tool

- Node Editor
- Piano Keyboard and Scale Notes
- Pitch Tool
- Change Pitch of Notes
- Polyphonic Sustain

Section 4. Melodyne Basic- Pitch Macro

- Pitch Macro
- Correct Pitch
- Changing Group of Notes
- Pitch Macro - C Sharp Minor
- Pitch Macro - B Flat Minor

Section 5. Melodyne Basic- Timing Tool

- Timing Tool
- Manipulating Length of Note
- Creating Keypoint
- Example of Time Changes
- Attack Speed Tool

Section 6. Melodyne Basic- Timing Macro

- Timing Macro
- Quantize Time Macro
- Time Handle Tool

4 Celemony Melodyne Music Production - Beginners

Section 7 . Melodyne Basic - Amplitude Tool

- Algorithm - Melodic
- Amplitude Tool
- Cross Fading
- Manipulating Amplitude Volume

Section 8 . Melodyne Basic - Formant Tool

- Formant Tool
- Exploring Various Sounds
- Working with Formants
- Soft and Hard Separation
- Changing Timbre
- Types of Modulation

Section 9 . Melodyne Basic - Note Separation Tool

- Note Separation
- Editing Notes
- Basic Concept of Separation
- Types of Separation
- Create Soft Separation
- Changing the Sound
- Changing to Soft Separation
- How Separator Works
- Change into Soft Transition

Section 10 . Melodyne Basic - Essential Tool

- Essential Tool
- Working with Edit Tool

Section 11 .Conclusion

- Conclusion

5 Celemony Melodyne Music Production - Advanced

Section 1. Introduction

- Introduction to Melodyne Advanced

Section 2. Multitrack Note Editing

- Multitrack Note Editing
- How Grid Works
- Working with Tones and Pitches
- Volume Fader Tracks
- Basic Arrangements of Multitrack Editing
- Preference Track
- Correct Pitch
- Combining Notes
- Individual Changes to the Notes

Section 3. Tempo Editor

- Tempo Editor
- More on Tempo Editor
- Working with BPM
- Working with Tempo
- Matching Beat
- Changing Grid Line Structure
- Edit Tempo
- Types of Tempo Shapes

Section 4. Sound Editor

- Sound Editor
- Working with Equalizer
- Changing Equalization
- Working with Spectrum Equalizer
- Dynamic Variation
- Working with Various Combination
- Working with Tonality
- Harmonic Pitches Notes
- Changing Shuffling in Harmony
- Spectrum Shuffle
- Bypass Switch
- More on Bypass Switch
- Working with Synth

5 Celemony Melodyne Music Production - Advanced

Section 5. Scale Editor

- Scale Editor
- Snap to C Sharp Minar
- Snap to A Minar
- Changing Basic Scale of Song
- Working with Arabian Scale
- Snap to G Sharp IN
- Chinese Scale
- More on Chinese Scale
- Basic Frequency of Tuning
- Working on Instrument Scales
- Correct Note and Pitches
- Snap to D Location
- Scale Tuning - Valotti
- Changing Properties of Scale and other

Section 6. Note Assignment

- Note Assignment
- Note Activation

Section 7. Conclusion

- Conclusion

6 Celemony Melodyne Music Production - Advanced

Section 1. Introduction

- Introduction to Pro Tools First
- Pro Tools First Basic

Section 2. User Interface

- User Interface
- Edit Interfaces
- Project Window and Edit Specific
- Options and Setup
- Grid Spacing
- Introduction to Pro Tool

Section 3. Workspace and Audio Import

- Creating a New Track Using Pro Tool
- New Track with Selecting a Region
- Import Files Into Pro Tool

Section 4. Settings and Track Creation

- Create a Track in Pro Tool
- Other Track in Pro Tools

Section 5. Track Organisation and Color Coding

- How to Organised to in Pro Tool
- Changing the Colors of the Tracks

Section 6. Tools

- Changing Tempo of the Tracks
- How to Marks and Remove the Tracks Using the Tools
- How to Fade and Cross Fade the Tracks

Section 7. Recording Audio

- How to Records Voice Inside the Pro Tools
- How to Records Instrument Inside the Pro Tools
- Edit the Recorded Voice
- Loop Recording in Pro Tools
- How to do Punch Record
- How to Make Groups of the Tracks

6 Celemony Melodyne
Music Production - Advanced

Section 8 . Audio Editing

- Types of Editing Tools in Pro Tools
- Creating a Duplicate Tracks in Pro Tools
- Examples of Editing Voice and Music
- Suffle Mode and Slip Mode
- Grouping of Male and Female Voice
- Merging Voice and Musics Together

Section 9 . Elastic Audio

- Introduction to Elastic Audio
- Examples of Elastic Audio
- How to get Proper Tempo in Elastic Audio
- Edit the Voice Using Elastic Audio
- Increase and Dresease the Tempo

Section 10 . Tempo and Automation

- Tempo and Tempo Editor
- How to Change Tempo with the Conductor Track
- Different ways to Blow the Tempo
- Automation in Pro Tools
- How to Manage the Volume in Pro Tools
- How to Change Track in Wave Form
- Example to Manage the Volume in Pro Tools

7 Pro Tools First - Advanced Lessons

Section 1. Introduction

- Introduction to Pro Tools First - Advanced
- Midi Introduction

Section 2. Setting Up MIDI

- Setting Up MIDI
- More on Setting Up MIDI

Section 3. MIDI Tracks

- MIDI Tracks
- Create Octillery Track

Section 4. Recording Midi Music

- Recording Midi Music
- Midi Modes
- Midi Merge
- Loop Recording in the Merge Midi
- Instrument Tracks in Midi

Section 5. Midi Automation

- Midi Automation
- Volume Automation in the Midi
- Types of Midi Automation
- Audio Pan and Fader in the Midi

Section 6. Midi Editor and Velocity

- Effect of Velocity in Midi
- Types of Velocity Effect
- Midi Velocity

Section 7. Writing and Editing Midi Music

- Writing the Music Using Midi Nodes
- Writing the Music Using Smart Tools
- Editing Midi Music

Section 8. Quantisation

- Introduction Quantisation in Midi
- Quantisation with Nodes

8 Pro Tools First - Advanced Lessons

Section 1. Introduction

- Introduction to Avid Media Composer - Basic Tutorials
- Composting and Animation

Section 2. Project Settings

- Project Settings

Section 3. User Interface

- Basic Training About Project Windows
- Source Browser
- The Basic Training Avid Editor
- Basic Training of Bin
- User Interface

Section 4. System Settings

- System Settings
- Interface Settings
- Avid Editor Settings
- Time Line and Monitor Settings

Section 5. Video Importing

- Video Importing
- More on Video Importing
- How To Import Files
- Video In Avid Media Composer

Section 6. Basic Editing

- Basic Editing
- More on Basic Editing
- Basics in Avid Media Composer
- Basic Editing Keyboard
- Basic Editing Mark In and Mar Out
- Story Board Method

8 Pro Tools First - Advanced Lessons

Section 7 . Trimming

- Trimming
- Dubbel Dreaming
- Use Overwrite Button
- Basic Trimming -Right Left Frames
- Overlapping Shots
- Ripple Trimming
- Trim Mode Buttons

Section 8 . Keyboard Shortcuts

- Keyboard Shortcuts

Section 9 . Quick Transition

- Basics Quick transition
- Motion Effect Drive
- Quick Transition
- More on Quick Transition

Section 10 . Wipe Transitions

- Wipe Transitions
- Avid MC Wipe Transitions

Section 11 . Conclusion

- Conclusion

9 Pro Tools First - Advanced Lessons

Section 1 . Avid Media Composer - Advanced Tutorials

- Introduction to Avid Media Composer - Advanced Tutorials

Section 2 . Multicam Editing

- Maching The Source Settings
- Creating The FPS Project
- Creating The Multi Camera Edit
- Shorts Replacing in Multi Camera Editing

Section 3 . Frame Flex and Crop

- Frame Flex
- Croping

Section 4 . Effects Editor

- Effects Editor
- Understanding Overall Effects and Kye Framing Works Out
- Rearrange the Effect Layer

Section 5 . Key Framing

- Stepin and Stepout The Effect Working on Layer
- Key Framing
- Kye Frame Interface
- Viewing the Graph Views

Section 6 . Blending

- Blending
- Tools and its Effect in Avid MC
- More on Tools and Effect

Section 7 . Text and Text Animation

- Avid MC Advanced ☐ Text
- Text Animation
- Advanced Version of the Title
- Animation of the Title Text

Section 8 . Text and Text Animation

- Chroma
- More on Chroma
- Controls in Chroma
- 3d Wraps in Chroma

9 Pro Tools First - Advanced Lessons

Section 9 . Luma Key

- Luma Key
- Color Effect in Lumar Key
- Changing   a Position Effect in Lumar
- Masking
- More on   Masking
- Manipulating   and Merging in Masking
- Animating   a Mask a Mask Manually

Section 10 . Color Masking,Motion Tracking and Time Warp

- Color Masking
- More on Color Masking
- Motion Tracking
- Paint Effect on Face
- More on Paint Effect
- Time Warp
- Time Warp Continues

Section 11 . Color Correction

- Introduction Symphony
- Properties of Color
- Color Correction
- Color Correction Continues
- Waveform and Vector Scope
- Audio Mixing

Section 12 . Conclusion

- Conclusion

10 Adobe Audition

Section 1. Digital audio fundamentals

- Digital Audio Fundamentals

Section 2. The Course Overview Audition

- The Course Overview
- The Course Overview Audition

Section 3. User Interface

- User Interface Workspace and Setup

Section 4. Importing, Recording, and Playing

- Importing, Recording, and Playing

Section 5. Editing Audio

- Editing Audio Using Effects

Section 6. Applying Effects

- Editing Audio Using Effects Noise Removal

Frequently Asked Questions

I am a fresher in the field of Audio Editing. Will this training benefit me?

I would say that a pure beginner in this field would be able to learn Audio Editing and Mixing with different software easily. Since you are a beginner you need to first gain some basic knowledge of Audio Formats and Codecs and then only, you will be able to succeed using this Training .

In this training, there are various software used to teach me audio editing. Is it necessary to study all of them?

Yes, why not. This training includes lectures on various software that offer unique features. Each software included in this training will teach you something new and exciting. It is your choice to study all of them or study only some.

Customer Reviews

"
Well, this is undoubtedly the best and probably the most used Music Production Course. I can learn so much from this course. It's like a never-ending course of information. Thanks.

With this Music Production course, I can proudly say that I got to learn the fundaments of using different various Digital audio workstation software and learn various aspects of the User Interface along with various features and commands of the software.
"

Solomen

Mohd. Haneef

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For Queries please contact:

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