

Electrynose Course v2.0 - Structure and videos

In green are the videos made and available

01 Presentation

Little presentation of the project in general, influences, little bio...

Explaining that I have an autodidact approach, I'm not a real sound engineer but I have learned through my experience over the years.

02 Basis & Theory

02.01 - Sound in general and sound with computers, Analog - Digital

02.02 - Basic material you need

02.03 - What is a DAW and what does it do, general approach and understanding.

02.04 - Understanding of Midi and Audio

02.05 - Understanding Volume

02.06 - Signal Flow in a DAW

02.07 - Understanding the different types of sounds

02.08 - Understanding Frequencies and Filtering

02.09 - Audio FX, a global overview.

02.10 - Synthesis

02.11 - Music Theory basics

02.12 - Hardware basics+

02.12 - Buffer size

02.14 - Get audio samples

03 - Learn with Ableton from scratch

Required : Ableton live, Surge (Free)

(installation of surge explained in video number 03.09)

03.01 - Let's start and make the first beat with audio

03.02 - Save your projects properly

03.03 - Make the first beat using a sampler (simpler)

03.04 - Make better drums

03.05 - First Bassline (using presets)

03.06 - Bassline from scratch using Surge

03.07 - Bassline from scratch using Operator

03.08 - Use midi channels with synths, FX channels

03.09 - Using VSTi Surge

03.10 - Routings and Monitoring

03.11 - Records stuffs in Audio / Midi

03.12 - Automations

03.13 - Making FM Leads with Operator

03.14 - Group tracks / Send & Returns

03.15 - Filtering and EQing
03.16 - Mastering Basic and Exporting
03.17 - Warp
03.18 - Swing and Grooves
03.19 - Use midi controllers
03.20 - A look the top bar
03.21 - Exporting Stems
03.22 - Using the session view / Launchpad
03.23 - Preferences overview

04 VST Plugins

04.01 - Where to buy & find VST plugins
04.02 - Install your VST plugins to the right place
04.03 - Tour of the Synths I use
04.04 - Tour of the FX I use
04.05 - Synthesis with Surge in depth

- Synthesis with Serum in depth (see Theory section video 10.2)
- VCV Rack (see Theory section video 10.2)

05 - FL Studio (advanced... quick)

05.01 - Getting started with FL Studio

06 - Cubase (Advanced)

06.01 - Getting started with Cubase

07- Rewire & DAW appreciation

07.01 - My quick review of Ableton vs Cubase vs FL
07.02 - Rewiring Ableton/FL/Cubase

08 - Hardware

- Soundcards extended explanation and my opinion
- Quick tour of the hardware I use
- How to use a hardware Synth in your setup / Midi / Audio, demonstration using NordLead3
- Using Microphone
- How to use an external FX in your setup
- How to use guitar pedals as insert FX
- Modular synth
- Modular synth with computer integration

Part 2 - Music Creation and Techniques

09 - The sounds of a track and their creation / manipulation

K/B

09.01 Kick and Bass

.. all types of bass ideas

Drums

09.02 Hihats, Open, shorts, charleys/shakers, rides

09.03 Snares

09.04 Percussions

09.05 Drumloops

09.06 Subtlety in drums

09.07 Hits, Reverse, Side chain crash / Side chain reverse

09.08 Drum rolls / Drum fills

09.09 Uplifts / Downlifts

09.10 Drums buildup / arrangement

Synths

09.11 Leads

09.12 Atmospheres (pads / textures / deep leads)

09.13 FX, one shots, Q&A Sequences

09.14 Subtlety in sequences / Chinoiseries

09.15 Glitch

09.16 Sweeps / Raise

09.17 Melodies

09.18 Sound design explorations

09.19 Sampling techniques

09.20 More Music Theory ??

Rhythms : It's a lot about where are the accents (velocity), the silences, the length of the notes (short, long, legato) and the number of notes you put in the rhythm phrase.

10 - Arrangement, construction

10.01 - Arrangements overview / basics

10.02 - Flow, making ups and downs

10.03 - Flow of the track, up, down, suspension, drops

10.04 - Breathing of a track (subjective topic)

10.05 - Breaks

10.06 - Introducing the next sequence in a break

10.07 - Contrasts, Tension & Release

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- Wet vs Dry

(review of the track boris brejcha ducktape .. break around 4'30)

- Hits

- Expression (subjective topic)

- Compose as you can speak / sing (subjective topic)

- Making musical phrases

- Create stories (subjective topic)

- Question and Answers

- What you speak about in your music, mood, content... how you bring it, how you get out of it...

- How to build sequences

- Where to put the accents, emphasis...

- Flow one thing to another (legato/link/reverse from one sequence to the next)

- Subtleties/ Chinoiseries / Glitches

- Nuances (volume importance)

- Driving style vs Deep / intrincating

- How to make a track to be DJ/Mixing friendly (drums at the intro/outro without pitch content)

11 Mixing

11.01 - Introduction

11.02 - Room acoustic & speakers

11.03 - Referencing and Analyzing tools

11.04 - My mixing approach, make good sounds first

11.05 - Quick tip - avoid clashing sounds

Know and master the tools :

11.06 - Volumes, the main tool

11.07 - Nuances

11.08 - Frequencies - EQs and some general rules on how to EQ what

11.09 - Multiband compression / Dynamic EQing

11.10 - Grouping and group mixing

11.11 - Compression - basic understanding

11.12 - Compression in a creative way

11.13 - Compression for mixing control

- Limiter

- Reverb

- Stereo placement, stereo separation, mid/side

- Transient

- Frequency domain vs time domain (eg. attack of a snare)

- Saturation (to color or to reduce peaks)
- Harmonic enhancement
- Layering
- Group Tracks
- Send / return tracks
- Parallel compression
- Routings in a project

Mixing the elements of the track

- Side chain (ghost kick / ghost snare)
- Side chain within the mix
- Control the stereo phase of the bass
- Kick Bass phase alignment
- Mixing elements (kick, bass)

- How should the frequencies look at the end of your mix. A good sounding mix balance has apparently the aspect of a pink noise.. (reference the pink noise mixing technique... not completely right, but has a good idea how to do) / How should an audio file look after it's exported, for dynamic control.

11.1 Mixing tips

Check your track without Kick and Bass (and drums)

Check your mix & reference with an EQ filter on the master

11.2 Mixing demonstrations

On my tracks / On student's track

12 Mastering

- Metering : Full Scale / RMS / LUFS
- Referencing with other tracks
- Target levels (True peak, RMS, LUFS), hot masters
- Intersample peaks
- Corrections of general mix
- What I do most of the time.- What you can do...
- Chain :: Transient Shaping / Harmonic enhancement / First compression / EQing / Multiband / Saturation / Stereo Image / Bass Phase (mono-ish) / Limiter (explain or try different limiters)
- Output : peak level, intersample peaks, dithering
- Experience is probably one main key
- Before, on others people music I'd do a lot of process, it ended up being too far from what the artist has done.. I then changed the whole concept to make just what's needed and keep also close to the original.

Demonstrations...

Part 3 - My way of working

13 - My way of working

- The tools I use, my workflow... start with all softwares, FL / Cubase, then hardware (maybe watch studio presentation, and plugins I use)

Tracks making demonstrations

- Downtempo
- PsyTechno
- Progressive
- Driving Trance
- Darkpsy (Night time)

Part 4 - Live sets / Live jam with Ableton

14 Live or Jam situations

- Launchpads / Controllers / Tablets
- play your tracks in a live set
- play with stems / loops
- live jam in the studio
- Ableton Link
- DJ set Ableton vs CD Players

Part5 - Tips and tricks database

15 Tips and Tricks database

Organise your computer, hard drives...etc

Organise your backups : Mixdown / master / loops / stems / samples

Use a "sound making channel" in a project to generate processed content, linked to controllers and record it wet.

Off beat sequences

... Any kind of short tip ideas (refer to carnet de bord)

16 - Studio

- Studio, acoustic basics and treatments / Studio design and efficiency
- Studio Equipment, computer / soundcard / speakers / synths / outboard
- Correction tools like Sonarworks
- Electrynose pre-studio tour (workshop & all involved for the creation)
- DIYing
- Electrynose Studio tour
- Modular Rig & DIY
- Electrynose Studio building
- Electrynose studio history (E7.. and before)

17 - Work on student's projects

18 - Requested videos

Users / Students request answers

19 - Various and unsorted

- Making videos / tutorials