



Expander

Ultimate

Course Duration – 6 Month

Course Fee –88,600/-

Avid Protools Certification (*Optional*) – 25,000/-

Expander Ultimate is India's first short term Sound Engineering and Music production course which diversify its applicability to every corner of sound engineering as well as music production technology.

Being a musician and fulfilling your survival is now become a complex and vital concern in industry. You can earn respect from many industry employers and individuals in the industry by having a formal education in audio engineering. Many people wish they would have been able to go to school, because it would have saved them countless lessons in trial and error. If you skip the step of going to a sound engineering school, you could be missing out on a lot of information that can help you be the best in the business. Our classes focus on true understanding of WHY you press buttons, not just the memorization of what buttons to press. Understanding the "why's" of engineering is one of the most important aspects that is truly hard to convey without having practical, real world demonstrations that you will find in our labs and lecture classes. It helps you build discipline within the field of study, whether it's sound engineering, live sound, music or any field of study, and also gives you great life skills. You will learn how to meet deadlines, interact with a variety of people from different backgrounds, work within certain time frames, start and finish projects from beginning to end, learn the importance of being on time, and learn how to follow directions.

Getting hands on experience in a school environment is priceless. We have a variety of top of the line equipment, and teachers who are experts in their respective domain. They know the ins and outs of all the gear and are there to guide you through it. If you have any questions as you learn about sound engineering, we provide support customized to your experience with our school.

Expander Ultimate is the complete blend of its predecessor courses i.e. Expander Plus and Music Expander. It is a comprehensive and concise grounding course covering all aspects of sound engineering and music technology. You will also learn the secrets and techniques of music arranging, which will cover some of the most commercially-relevant genres of today: Dance, R & N, Rock, Folk, Acoustic and Ballad.

Course Structure

Part 1

Sound Engineering




(Week 1)

(A) Basic Sound Theory

1. What is sound
2. Analog Vs Digital
3. Human ear
4. Frequency spectrum
5. Measurements and mathematics

(Week 2)

(B) Microphones

1. Theory and types
 - a. Dynamic
 - b. Condenser
 - c. Electrets condenser
 - d. Ribbon
 - e. Piezoelectric
 2. Functional Design
 3. Acoustics and Electrical Characteristics
 - a. Pickup Pattern
 - b. Frequency Responses
 - c. Sensitivity
 4. Gain and Microphone Placements
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{Week 3}

(C) Cablings

- a. Types
- b. Balanced & Unbalanced and DI
- c. Making and Soldering
- d. Maintenance

{Week 4}

(D) Mixing Consol

- a. Digital Vs Analog
- b. Signal Chain
- c. Channels
- d. Operation

{Week 5}

- (E) DAW
 - a. Various Types
 - b. Sampling /Quantization
 - c. Workflow
 - d. Virtual Instruments
 - e. Midi

{Week 6- 8}

- (F) Protools In-depth
 - a. Basic workflow
 - b. Recording
 - c. Editing
 - d. Mixing

{Week 9 - 11}

- (G) Avid Protools Certification (*Optional*)

- (H) Logic X Pro
 - a. Basic workflow
 - b. Recording
 - c. Editing
 - d. Mixing



Part -2
Music Production

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(Week 12)

(A) MIDI, Music Programming And arrangements

- 1) Brief on Midi Revolution
- 2) Piano Roll or Midi Editor
- 3 Quantization, parameters and Midi Loop

(Week13 - 16)

(B) Advance Music Theory

Class 1 – Introductory Class

Class 2 - Basic Knowledge about Music and Music Production

Class 3 – Basics about Piano Playing

Class 4 – Basics of staff notations [Scales, Types and Formula].

Class 5 – Finger Positions and some exercises

Class 6 – Scales in Deep Different Types of scale

Class 7 – Half-Steps and Whole-Steps, Clefs, Intervals, Naming Octaves

Class 8 - Identifying Notes on the Staff, Identifying Notes on the Keyboard

Class 9 - Beat and Beat Divisions, Tempo

Class 10 – Chords Formation and its Types

Class11 – Chord Circle, Patterns, Some Basic Arpeggios

Class 12 - Intervals, Inversions and Their Use

Class 13 – Practice Class

Class 14 – How to Play Any Song by your Own

Class 15 – Left hand Practice

Class 16 – Harmony, Types and Its Use

{Week 17- 20}

(C) Electronic Music Production

- (1) Understanding of Various Sound waves
- (2) Sinusoids, amplitude and frequency
- (3) Oscillators and Wave Generation
- (4) Filters and envelop (ADSR)
- (5) Wavetables and samplers
- (6) Automation and voice management (Use of LFOs)
- (7)Modulations and wave shaping

{ Week 21- 22 }

(I) Art of Mixing

- 1) Elements of Mixing
- 2) Principle of Uniformity
- 3) Behavior of human ear
- 4) Applications of Eqs, Compressor and effects
- 5) Groups, Busses and side-chaining
- 6) Concept of Mastering
- 4) Loudness war

{ Week 23- 24 }

(J) Sound Design for Film

- 1) What is Sound Designing?
- 2) Workflow and team roles
- 3) FX and Foley
- 4) Dialogue Processing
- 5) Put it all together and Mix
- 6) Discussion on 5.1, 7.1 and Dolby Atmos.

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