



FULL COURSE CATALOG MAY 2016

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Enrollment & Admissions Information:

- **MINIMUM REQUIREMENTS:** The minimum requirement for any student who would like to enroll is that they be at least 17 years of age and have a High School Diploma or GED. Pyramid meets with each incoming applicant to determine the best program to meet their goals.
- **INTERNATIONAL STUDENTS:** This school has authorization under federal law to enroll nonimmigrant alien students. Upon successful enrollment, Pyramid can issue an I-20 that will allow you to obtain an M-1 visa for 12 months. Only full-time programs qualify for student visas.
- **VETERANS WELCOME:** Pyramid's full-time, 8-month CORE program is fully covered by VA benefits. As a thank you to veterans, we've reduced the Core tuition from \$19,995 to \$17,500 for all veterans. If you are a veteran who would like to enroll, the first step is to request your Certificate of Eligibility from the VA. Then contact admissions@pyramid.com and we'll help you through the rest of the process.
- **FEDERAL FUNDING?** Because Pyramid is a private school and not a university, federal scholarships, grants and financial aide such as FAFSA do not apply to us. Pyramid has made a conscious choice not to become an accredited institution because it allows us to keep our tuition costs down and keep our curriculum current and relevant. Furthermore this is not an industry that places value on degree programs.
- **PAYMENT PLANS!** Pyramid offers payment plans for full-time programs up to 72 months for qualified applicants. This means you can join Pyramid for a dramatically lower monthly payment than has been historically available.
- **INDIVIDUAL CLASSES:** Pyramid offers individual classes as well as customized programs. Contact admissions@pyramid.com for details
- **CLASS SIZE:** Pyramid enrolls a maximum of 25 students per section. However class size decreases as a student moves through the program. In months 5-8 many classes are cut into two sections for a better student to teacher ratio. In months 9-12 the average class size is only 5-8 students!
- Pyramid is a Vocational Training School registered with the BPPE (Bureau for Private Postsecondary Education - <http://www.bppe.ca.gov/>) in the State of California. Our School Code is 3806081.

PYRAMIND ENROLLS AT THE BEGINNING OF EVERY JANUARY, MAY, AND SEPTEMBER.

Students enrolled in Pyramind's programs acquire a deep and well-rounded understanding of audio production from both a technical and creative standpoint. The following list of projects and certifications will serve students well by way of a portfolio and resume when embarking on their careers in the music industry.

ABLETON LIVE

Ableton Live 101

7 Progressive Compositions
Assignments build Towards the Final
Composition Portfolio Piece

Ableton Live 201

5 Progressive Compositions
Assignments build Towards the 1 Final
Composition Portfolio Piece

Ableton Live 210

2 Composition Project Assignments
1 Final Collaborative Performance
Portfolio Piece

Mixing & Mastering 301 with Ableton Live

Final Project is a complete mixed &
mastered original composition

LOGIC PRO

Logic Pro 101

Apple Logic Pro Level 1 Certification

Logic Pro 201

1. A fully functional orchestral template
2. Final Composition Project with custom patches from all synths
3. The song '33' beat mapped, tuned, and tempo fixed
4. A track mixed and rearranged using marker and folder techniques

Mixing & Mastering 301 with Logic

Final Project is a complete mixed &
mastered original composition

PRO TOOLS

Pro Tools 101

Pro Tools 101 Assessment Test
Composition Project

Pro Tools 110

Pro Tools 110 Assessment Test
Pro Tools User Certification
Composition Project

Pro Tools 130 (for Game Audio)

Final Project Portfolio Piece: Students
do original sound design, foley, dialogue,
score, and ambience for a provided game
level

Pro Tools 201

Studio Flow and Etiquette in HD Room
Pro Tools 201 Assessment Test

Pro Tools 210M

Pro Tools Operator Music Certification

Pro Tools 210P

Pro Tools Operator Post Certification

Pro Tools 310M

Pro Tools Expert Music Certification
In-Class MIDI Composition / Mix &
Master Project

Mixing & Mastering 301 with Pro Tools

Final Project is a complete mixed &
mastered original composition

DJ TRAINING

DJ 101: CDJs & Rekordbox

Perform a 10-15 min mix on the CDJ's.
Students must demonstrate proper beat
matching, transitioning skills, and mix
in key.

DJ 110: Serato & Traktor

Perform a 10-15 min mix using Traktor.
Students must demonstrate proper
transitioning skills, trigger samples one
shots/loops with Traktor F1, and mix in
key.

DJ 210 with Ableton Live

Final Project: Students build a 15-minute
performance from a custom Ableton Live
set using at least 2 techniques of their
choice: DJ'ing, stem mixing, live looping,
drum sequencing, synth performance,
live instrument processing and FX
manipulation.

PROPELLERHEAD REASON

Reason 101

7 Assignments Demonstrating Proficiency
in all of Reason's Rack Devices
Mid-Term Exam

Reason 110

8 Assignments Demonstrating Proficiency
in Advanced Production
Final Exam, Final Composition Project

MUSIC THEORY & PRODUCTION

Music Theory 101

6 Composition Projects
Final Project: Original Composition
applying Common-Tone Voice Leading
and Tonal Harmonic Practices

Music Theory 110

Midterm Project: Original Composition
Applying Common Sequences, Seventh
Chords, and Suspensions
Final Project: Original Composition
Applying Advanced Structural and
Harmonic Practices

Piano 101

Final Performance: Common Cadences,
Scales, and Arpeggios
Final Project: Produce an Original Piece
Using the Blues Form

(continued on next page)

Pyramind Deliverables

Piano 110

Mid-Term Composition Project
Final Performance of Three Pieces:
A Selected Work from Bartók's
Mikrokosmos, an Original Composition,
and an Improvisation Displaying the Blues
Form.

Production & Arranging 110

8 Composition Projects Applying Modal
Theory
Final Modal Theory Project

Production & Arranging 210: Film Scoring

4 Broadcast quality custom music scores
synced to video
8 Hands-on in class assignments

AUDIO ENGINEERING

Audio Engineering 101

Training in "The Vault" Studio
In-depth Understanding of Audio
Understanding of Professional Studio
Practices and Mix Techniques
Comprehensive Mid-Term Exam

Audio Engineering 110

Training in "Studio 832"
Final Delivered Mix Assignment
Comprehensive Final Exam
Waves A Certification

Audio Fundamentals 201

Studio A Studio Flow and Etiquette
6 Editing and Mixing Assignments based
around in-class recording sessions
Final Delivery of Recording Session
Production and Mix

MUSIC BUSINESS

Music Business 101

Mid-Term Exam

Music Business 110

Final Exam

Music Business 201

Assessing Your Strengths & Weaknesses
Setting Your Goals
Three Job Research & Priority Selection
Resume Development
Time & Money Management
Entrepreneurship and the Power In a
Millionaire's Mindset
Final: In Class Business Plan Presentation
Alternate Final: Building Your Career
Ladder

Music Business 210

Marketing, Licensing & Distribution
Establishing your own personal brand and
web presence.
Analyzes current landscape of digital and
licensing partners, explores marketing
plans, one sheets and more.
Students create their own website as a final
project

SYNTHESIS & SOUND DESIGN WITH NATIVE INSTRUMENTS

Synthesis 101 with NI

Final project consists of a completed track
using soft synths with custom patches
made from scratch for a portfolio piece.
Alternative Final can be a 1-3 min cut
scene that emphasizes sound design must
be completely from scratch.

Synthesis 210 with NI

Final Project 1 of 3 choices: 1:
Composition Consisting Entirely of
Original Sounds, 2: Sound library
consisting of at least 25 original Samples
or Patches with file hierarchy consisting of
5 categories, 3: Sound design to picture for
game or film portfolio piece

Synthesis 301: Reaktor

An ensemble built in Reaktor containing
instruments created using subtractive,
additive, FM, sampling, and sequencing
techniques
A Synth built in Kontakt demonstrating
use of the mapping editor, group editor,
modulation, zone envelopes, and granular
synthesis

GAME SOUND

Sound Design for Picture 101

Final Project: Cut Scene with all original
sound design

Middleware 101

Exploration of FMOD and Unreal
Game level with original sound design
implemented through middleware

Game Sound 201

Final Project: Game Level consisting of all
original sound design

Game Sound 301

Final Project: Game Level consisting of all
original music

5.1 Mixing for Games

Final Project: 5.1 Mix to Picture or 5.1
Music Mix

VIDEO EDITING

Media Composer 101

Avid Media Composer 101 End-User
Exam

TECHNICAL TRAINING

Technical Training 101/110

Full-time students receive on-site
supervised technical training / practice
time, providing hands-on experience with
all tools and concepts being taught

Master Programs:

The COMPLETE Producer

COMPLETE MASTER PROGRAM: \$33,460
920 COURSE HOURS

The 12-month COMPLETE Production Master Program is Pyramind Training's most in-depth offering. It includes literally every class that Pyramind has to offer. The successful COMPLETE student will be prepared for career opportunities in fields including Production, Engineering, DJ'ing, Foley, Post-Production, Sound Design, Video Game Sound, Film Scoring, Synthesis, and Band Recording. The COMPLETE Master focuses on three main DAWs; Pro Tools, Ableton Live, and Apple Logic. Additionally there is a deep focus on Synthesis using Native Instruments Komplete. The 3 Mixing & Mastering classes will utilize a wide variety of plug-ins including MCDSP, Fabfilter, Waves, Universal Audio and more. . All of Pyramind's full-time programs feature free class repeats (while still in school), available 1-on-1 time with instructors, and studio time included.

COURSE LISTING:

Months 1-2:

Pro Tools 101
 Production 101
 Music Business 101
 Audio Engineering 101
 Music Theory 101
 Synthesis 101 with Native Instruments
 Piano 101
 Ableton Live 101
 DJ 101: CDJs & Rekordbox
 Technical Training 101

Months 3-4:

Pro Tools 110
 Production 101 (continued)
 Pro Tools 130 for Game Audio
 Music Business 110
 Audio Engineering 110
 Music Theory 110
 Synthesis 101 with Native Instruments (continued)
 Piano 110
 Ableton Live 201
 DJ 110 with Traktor & Serato
 Technical Training 101 (continued)

COURSE LISTING (continued):

Months 5-6:

Pro Tools 201
 Sound Design for Picture 101
 Logic 101
 Music Business 201
 Audio Engineering 201
 Production & Arranging 110
 Ableton Live 210
 DJ 210 with Ableton Live
 Synthesis 201 with Native Instruments
 Technical Training 110

Months 7-8:

Pro Tools 210m
 Logic 201
 Music Business 201
 Audio Engineering 201 (continued)
 Production & Arranging 110 (continued)
 DJ 210 (continued)
 Middleware 101
 Synthesis 201 with Native Instruments (continued)
 Technical Training 110 (continued)

Months 9-10:

Pro Tools 210p
 Mixing & Mastering 301 with Pro Tools
 Mixing & Mastering 301 with Logic
 Mixing & Mastering 301 with Ableton Live
 Production & Arranging 210: Film Scoring
 Game Sound 201

Months 11-12:

Pro Tools 310m: Expert Music
 Mixing & Mastering 301 with Pro Tools (continued)
 Mixing & Mastering 301 with Logic (continued)
 Mixing & Mastering 301 with Ableton Live (continued)
 Production & Arranging 210: Film Scoring (continued)
 Synthesis 301: Reaktor
 5.1 Mixing
 Game Sound 301

Certifications Earned:

Pro Tools User
 Pro Tools Operator Music
 Pro Tools Operator Post
 Pro Tools Expert Music
 Ableton Live User
 Logic User
 Waves A
 Pyramind Complete Master Certification

Master Programs:

Electronic Music Producer

EMP MASTER PROGRAM: \$25,995
720 COURSE HOURS

The 12-month Electronic Music Production Master Program is the deepest curriculum Pyramind Training has to offer for those interested in Electronic Music Production. The EMP Master Program pushes the student in many areas including Music Production, Music Theory, Songwriting, Arranging, Music Business, Synthesis, Mixing, and Mastering. The EMP Master focuses on three main DAWs; Ableton Live, Apple Logic and Avid Pro Tools. Additionally there is a deep focus on Synthesis with Native Instruments Komplete. The 2 Mixing & Mastering classes will also utilize a wide variety of plug-ins including MCDSP, Fabfilter, Waves, Universal Audio and more. All of Pyramind's full-time programs feature free class repeats (while still in school), available 1-on-1 time with instructors, and studio time included.

COURSE LISTING:

Months 1-2:

Pro Tools 101
Production 101
Ableton Live 101
Music Business 101
Audio Engineering 101
Music Theory 101
Piano 101
Synthesis 101 with Native Instruments
DJ 101: CDJs & Rekordbox
Technical Training 101

Months 3-4:

Pro Tools 110
Production 101 (continued)
Ableton Live 201
DJ 110 with Traktor
Music Business 110
Audio Engineering 110
Music Theory 110
Piano 110
Synthesis 101 with Native Instruments (continued)
DJ 110 with Traktor
Technical Training 101 (continued)

COURSE LISTING (continued):

Months 5-6:

Pro Tools 201
Logic 101
Ableton Live 210
Production & Arranging 110
Music Business 201
Synthesis 201 with Native Instruments
DJ 210
Technical Training 110

Months 7-8:

Pro Tools 210m
Logic 201
Music Business 210
Production & Arranging 110 (continued)
Synthesis 201 with Native Instruments (continued)
DJ 210 (continued)
Technical Training 110 (continued)

Months 9-10:

Mixing & Mastering 301 with Pro Tools
Mixing & Mastering 301 with Ableton OR Logic
Production & Arranging 210 Film Scoring

Months 11-12:

Pro Tools 310m
Mixing & Mastering 301 with Pro Tools (continued)
Mixing & Mastering 301 with Ableton OR Logic (continued)
Production & Arranging 210 Film Scoring (continued)
Synthesis 301: Native Instruments' Reaktor

Certifications Earned:

Ableton Live User
Logic User
Waves A
Pro Tools User
Pro Tools Operator Music
Pro Tools Expert Music
Pyramind EMP Master Certification

Master Programs:

Sound for Picture and Games

SOUND FOR PICTURE & GAMES: \$27,995
776 COURSE HOURS

The 12-month Sound for Picture & Games Program is an intense full-time training program delving deep into Music Production, Music Business, Post Production, Game Audio, Synthesis, Mixing, Mastering, Film Scoring and Sound Design. This program has software focus in Pro Tools, Logic, FMOD, and Native Instruments. When it comes time for Mixing & Mastering classes we dig into a wide variety of plug-ins including MCDSP, Waves, Fabfilter, Universal Audio and more. All of Pyramind’s full-time programs feature free class repeats (while still in school), available 1-on-1 time with instructors, and studio time included.

COURSE LISTING:

Months 1-2:

Pro Tools 101
 Production 101
 Music Business 101
 Audio Engineering 101
 Music Theory 101
 Piano 101
 Synthesis 101 with Native Instruments
 Technical Training 101

Months 3-4:

Pro Tools 110
 Pro Tools 130 for Game Audio
 Production 101 (continued)
 Music Business 110
 Audio Engineering 110
 Music Theory 110
 Piano 110
 Synthesis 101 with Native Instruments (continued)
 Technical Training 101 (continued)

Months 5-6:

Sound Design for Picture 101
 Pro Tools 201
 Music Business 201
 Audio Fundamentals 201: Band Recording
 Production & Arranging 110
 Logic 101
 Synthesis 201 with Native Instruments
 Technical Training 110

COURSE LISTING (continued):

Months 7-8:

Pro Tools 210m
 Music Business 210
 Production & Arranging 110 (continued)
 Logic 201
 Middleware 101 (Game Audio)
 Synthesis 201 with Native Instruments (continued)
 Technical Training 110 (continued)

Months 9-10:

Mixing & Mastering 301 with Pro Tools
 Mixing & Mastering 301 with Logic
 Production & Arranging 210: Film Scoring
 Pro Tools 210p: Post Production
 Game Audio 201

Months 11-12:

Mixing & Mastering 301 with Pro Tools
 Mixing & Mastering 301 with Logic
 Production & Arranging 210: Film Scoring
 Synthesis 301: Native Instruments Reaktor
 Game Audio 301
 5.1 Mixing

Certifications Earned:

Pro Tools User
 Pro Tools Operator Music
 Pro Tools Operator Post
 Logic User
 Waves A
 Pyramind SPG Master Certification

Nighttime Training (Part-Time):

NIGHTTIME EMP \$1,995

While Pyramind's full-time programs reach far and deep into every aspect of Music and Sound Production, enrollment in these daytime programs is difficult for many working professionals and hobbyists. With that in mind, Pyramind is pleased to offer our Electronic Music Production Night Program! This 16-week night program is perfect for busy professionals looking to take their productions to the next level.

Working exclusively with Ableton Live, this program will take students from square one with Ableton all the way through composition, arranging, mixing and mastering. Classes meet twice weekly from 6-8pm in Pyramind's fully equipped labs. While you're welcome to bring your laptop if you've got one, we've got you covered if you don't.

Also now available in the evenings are our DJ 101 with Serato and DJ 110 with Traktor classes! Individual Course Descriptions on page 20 of this catalog.

Custom Programs, Part-Time & "Build Your Own"

Pyramind Training has never had a "one-size-fits-all" philosophy. We know there are all kinds of students with dramatically different backgrounds, needs and budgets.

If none of our standard programs are right for you, our Admissions team is happy to work with you to find just the right set of classes to meet your goals and budget.

The "Build Your Own" packages offer a price break for purchasing a bundle of classes:

BUILD YOUR OWN TUITION (BYO):

BYO-4: \$2,500 Choose any FOUR Core classes

BYO-8: \$5,000 Choose any EIGHT Core classes

BYO-14: \$9,000 Choose any FOURTEEN classes from the entire course catalog

OR, if none of the BYOs are right for you, we can package any number of classes into a program for you.

* Double-length (16-week) classes count as TWO classes in a "Build Your Own"

Electronic Music Production Part-Time Training:

EMP "LIGHT" PROGRAM \$9,995

The 8-month EMP Light Program is perfect for those passionate about Electronic Music Creation, but do not have the time, money or bandwidth to take on the Master Program. The EMP Accelerated program gets straight to the point focusing on Ableton Live, DJ'ing, Synthesis with Native Instruments, the basics of audio and music theory and culminating in Pyramind's acclaimed Production & Arranging 110 class.

COURSE LISTING:

Months 1-2:

Music Theory 101
Audio Engineering 101
Synthesis 101 with Native Instruments
Ableton Live 101
DJ 101: CDJs & Rekordbox

Months 3-4:

Music Theory 110
Audio Engineering 110
Synthesis 101 (continued)
Ableton Live 201
DJ 110: Traktor

Months 5-6:

Production & Arranging 110
Ableton Live 210
Synthesis 201 with Native Instruments

Months 7-8:

Production & Arranging 110 (continued)
Synthesis 201 (continued)

Certifications Earned:

Ableton Live User Certification
Waves Certification A
Pyramind EMP Light Certification



Core Audio Engineer

Overview

The Core is the foundation of Pyramind Training's programs. Designed for individuals who are self-taught and looking to 'go pro' - as well as people who are passionate but just-getting-started, the Core blends what we consider to be the three critical elements of success in any creative field; Creativity, Technology and Business.

Within that framework, the subjects covered are fundamental and broad in scope, including beginning and intermediate courses in: music theory, production, arranging, synthesis, game sound, recording, remixing, music business, and more.

The Core student will also learn three major creative software applications - Pro Tools, Logic Pro, and Ableton Live - plus some of the industry standard plug-ins from Waves, McDSP, and Native Instruments, and Fabfilter.

Core graduates earn as many as 5 manufacturer certifications including: Pro Tools User, Pro Tools Operator Music, Logic Pro, Waves Certification A, and Ableton LIVE! Certification.

The pace of the Core is fast enough to keep experienced students engaged while maintaining a level of comfort for the beginner. All students, no matter their experience level, will gain valuable real-world experience with technologies and best practices of today's production industry through classes led by instructors who produce professionally - daily.

Last but certainly not least, all full-time Pyramind students enjoy the luxury of free class repeats while still enrolled in the program. That's right - free class repeats. Retake any classes that you struggle with for free - we want to be sure you really get it and not just "get in and get out."

Total CORE Hours

The Core:	560
The Core with electives:	672

The Core is divided into four 2-month blocks with 6 to 10 classes occurring at any one time. The pacing and length of each class has been carefully thought out over 10 years to ensure a steady and manageable progression from novice to professional.

Core Tuition: \$19,995

Core Class List:

Months 1 & 2

- Audio Engineering 101
- Music Business 101
- Pro Tools 101
- Piano 101
- Music Theory 101
- Production 101
- Synthesis 101 with Native Instruments
- DJ 101: CDJs and Rekordbox (elective)
- Ableton Live 101
- Technical Training 101

Months 3 & 4

- Audio Engineering 110
- Music Business 110
- Pro Tools 110
- Pro Tools 130 for Game Audio (elective)
- Piano 110
- Music Theory 110
- Production 101 (cont.)
- Synthesis 101 with Native Instruments (cont.)
- DJ 110: Traktor (elective)
- Ableton Live 201
- Technical Training 101 (continued)

Months 5 & 6

- Audio Engineering 201
- Production and Arranging 110
- Pro Tools 201
- Sound Design for Picture 101 (elective)
- Synthesis 201 with Native Instruments
- Apple Logic Pro 101
- Music Business 201
- DJ 210 with Ableton Live (elective)
- Ableton Live 210
- Technical Training 110

Months 7 & 8

- Audio Engineering 201 (cont.)
- Production and Arranging 110 (cont.)
- Pro Tools 210M
- Apple Logic Pro 201
- Music Business 210
- DJ210 (elective - continued)
- Synthesis 201 with Native Instruments (cont.)
- Middleware 101 (elective)
- Technical Training 110 (continued)

Core Manufacturer Certifications

Upon completion of the Core, the student will have obtained the following manufacturer's certifications:

Ableton LIVE



Pyramind is home to Ableton Certified Trainer Greg Gordon. Though Ableton offers no single "standard" certification, Ableton-certified Trainers are authorized by the company to certify individual users based on their own personal standards and qualifications. Outstanding Pyramind students who demonstrate excellence in the use of this innovative DAW can earn Ableton Live certification.

- Ableton Live

Apple Logic Pro



In addition to the knowledge gained from the Apple Certification classes, you will be registered with Apple as a Certified user and will be listed on their website. You can use this listing to promote your skills, get work, or simply let their site work for you.

- Apple Logic Level 1

Avid Pro Tools



Avid (formerly Digidesign) is the de-facto leader in DAW technology and knowing Pro Tools is a must for any career-minded audio professional. Students looking to earn Pro Tools Certification to increase their employability can achieve Operator Level Certification in Music.

- Avid Pro Tools User
- Avid Pro Tools Operator - Music

Waves



The Waves Certification Program is an education and training program that provides a high-quality, standardized means of mastering Waves powerful and widely-used plug-ins.

- Waves Certification A

Individual Class Descriptions

Avid Pro Tools

Pro Tools 101: Introduction to Pro Tools

This course covers basic Pro Tools principles, giving you the required skills to complete a Pro Tools project from initial set up to final mix-down. The course has been dramatically reworked and updated for the latest Pro Tools software.

Whether your project involves recording of live instruments, MIDI sequencing of software synthesizers, or audio looping, this course will give you the basic skills to succeed.

Topics include:

- Getting to know Pro Tools inside
- Creating your first session
- Making your first audio recording
- Importing media
- Making your first MIDI recording
- Selecting and navigating
- Basic editing techniques
- Introduction to mixing
- Finishing your work

Pro Tools 110: The Essentials of Pro Tools

This course provides a more detailed look at the Pro Tools system. It covers all the key concepts and skills needed to operate a Pro Tools system.

This course also provides the foundation for the later 200-series Pro Tools Music Production and Post Production courses.

Topics include:

- Getting started - Configuring your studio and session
- Controlling Pro Tools - What is an external controller?
- Managing sessions and tracks
- Recording MIDI and audio
- Loop recording and auditioning
- Understanding time scales
- Editing MIDI
- Editing audio
- Understanding automation
- Mixing - Use of sends, returns, and plug-ins

Pro Tools 130: Pro Tools for Game Audio

This course provides students with exposure to the core skills, workflow, and concepts involved in creating and implementing game audio using Pro Tools systems.

Session time is divided between demonstration and hands-on practice, with ample time for experimentation with sample material, and understanding the Game Audio Workflow and common techniques for assessing, acquiring, recording, editing, mastering and implementing game audio

Topics include:

- Working with Dialog
- Incorporating Foley
- Adding Sound Effects
- Working with Background (Ambient) Sounds
- Creating an Interactive Music Score
- Incorporating Realistic Vehicle Sounds
- Creating Dynamic Cinematics

Pro Tools 201: Production Essentials

This course covers the core concepts and skills needed to operate a Avid Pro Tools HD system in a professional studio environment.

Topics include:

- Differences between Pro Tools workstations
- Introducing Pro Tools HD
- Customizing Pro Tools to your session requirements
- Session management
- Selection techniques
- Editing techniques
- Using automation
- Mixing — In-depth plug-in usage
- Completing a session — Creating a final mixdown
- Avid ICON worksurface supplement included

Pro Tools 210M: Music Production Techniques

This course covers techniques for working with Pro Tools systems in a professional music production environment. Concepts and skills learned in 101, 110, and 201 are reinforced with practical music-specific examples.

Topics include:

- Preparing a session
- Tracking and overdubbing - Use of QuickPunch (TM)
- Virtual instruments
- MIDI composition
- Professional editing techniques
- Sampling in Pro Tools - Using software samplers
- Arranging and producing
- Mixing and automation in music production
- Synchronization basics for music applications
- Using an Avid ICON worksurface in music production

Pro Tools 210P (Advanced): Post Production Techniques

This course covers techniques for working with Pro Tools in a professional post production environment. Concepts and skills learned in 101,110, and 201 are reinforced with practical post-specific examples.

Topics include:

- Synchronizing Pro Tools for audio post
- Linear video in Pro Tools
- Non-linear video in Pro Tools, including QuickTime video and Avid®-compatible media
- Video interoperability - Using Media Station|PT software
- Recording and editing ADR in Pro Tools
- Organizing a post session
- Editing multi-channel audio in a stereo environment
- Mixing to picture, including snapshot automation
- Digital picture integration with an emphasis on working with Avid media
- Layback and export options
- Using an Avid ICON worksurface in post production

Pro Tools 310M (Advanced): Advanced Music Production Techniques

This course focuses on the advanced operation of Pro Tools in a professional music production environment. This course offers technical insights into both Pro Tools hardware and software.

Topics include:

- Configuration and troubleshooting
- Tactile control of Pro Tools - Increasing efficiency on worksurfaces
- Advanced recording and importing audio - Includes project interchange
- Advanced editing - Expert music editing techniques
- Synchronization - Detailed common aspects of synchronization
- Advanced routing and mixing - Expert mixing concepts
- Advanced automation - Pro Tools expert automation functionality
- Mixing with plug-ins
- Music delivery
- Expert focus on ICON worksurfaces in music production

Apple Logic Studio

Logic Studio 101

This is Apple's certified training course for Logic Studio: an integrated digital audio and MIDI sequencing production system. Students will be introduced to all of the primary windows and features in Logic, to the point where they can confidently manage and complete a song using Logic, from inspiration to a burned CD. Apple's Logic End User Level 1 Certification is available upon completion of the course.

Topics include:

- Navigating through Logic
- Environment and arrange window
- Matrix, event, and hyper information
- Recording and editing audio
- Score window overview
- Rewire

Logic Studio 201

This Apple Logic class covers higher-end functions relating to composition, sound design, and post-production. All of the built-in synthesizers are explained and explored, cross-referencing the synthesis training happening in other courses.

Topics include:

- Automation
- Plug-ins and mixing
- Soft-synths and internal production
- Customizing your screenshots and key commands
- Working with Quicktime picture
- Creating tempo markers and hit point markers
- Recording, editing and mixing chops
- Orchestral Templates

Ableton Live

Ableton Live 101

This (elective) class provides the necessary background for students with little to no experience in computer-based production and recording to enter the later Live courses well prepared. In addition to gaining familiarity with Live's primary applications, the lessons are arranged to emphasize the adoption of a solid workflow. Assignments will be given each week culminating in a finished piece at the end of the course.

Topics include:

- Overview of Live's capabilities including production, sound design, DJ'ing and Live performance
- The Ableton user interface
- Getting started & working with clips
- Saving your set
- Transfer of projects between computers
- Working with audio
- Basics of warping
- Working with MIDI
- Arrangement view
- Ableton effect devices
- Automation

Ableton Live 201& 210

These classes focus on both the studio and live performance applications of Ableton Live. Students will receive comprehensive training on Live's various modes, components, parameters, and capabilities, as well as, how this can be used in conjunction with other professional audio applications and other third party tools. (cont...)

Ableton Live 201 & 210 (cont.)

Topics include:

- Ableton Live overview (arrangement/session views, browser functions)
- Setting up Lives' preferences
- Creating and arranging new songs
- Using Audio and MIDI files
- Audio editing, Warping, and looping
- Using envelopes and automation
- MIDI sequencing
- Plug-ins and virtual instruments
- Rewire and Live (Reason, Pro Tools and Logic)
- Recording audio clips and creating a set in real time
- Bouncing tracks
- Practical media management techniques
- Preparing the necessary digital files for live performance

Propellerhead Reason

Reason 101 & 110

An in-depth exploration of Propellerheads Reason - the tool that changed electronic music production forever. Now a staple in every studio from Hip-Hop to IDM, Reason is one of the fastest creation tools out there, with good reason. Students will learn about the components of the tools including all of the instruments and the various sound creation possibilities available.

Topics include:

- Devices
- Sequencer
- Back of the rack cabling
- Key commands
- Synthesis basics
- FX
- Arranging
- Beat making
- Mixing

Audio Engineering

Audio Engineering 101 & 110

An introduction to sound. Students will explore the concept of what sound really is, both scientifically and musically. We will study the flow of sound in the live room and into the studio, from moving waves to electrons and then to bits and bytes.

Students will perform their first recordings of common instruments and will process those recordings with the WAVES A tools as a preparation for the WAVES Certification exam. (cont...)

Audio Engineering 101 & 110 (cont.)

Topics Include:

- Fundamentals of Sound
- Role of the producer
- Life cycle of Sound
- The function and parts of the project studio
- Tour of major recording complexes
- Microphones
- Digital signal processing (DSP) and basic mixing
- Microphones and Mic techniques

Audio Engineering 201

This 15-week class is about the practical usage of audio fundamentals. Students will engage recordings towards a completed song, use post-production techniques to tighten and clean up the recordings with editing, and process them with the latest DSP tools.

Topics Include:

- Drum Mic Techniques
- OMF/ AAF workflow
- Setting up a session for Post
- Basic Foley recording/ editing
- Creating a DME mix
- Intro to Noise Reduction
- Dialog replacement
- Creating stems for delivery

Music Theory

Music Theory 101 & 110

An introduction to the theory and application of music. Infused with both piano skills and ear training, these fundamental classes set the foundation for understanding all music and are a must for any serious producer. Students will find these to be of the more difficult classes as well as the most rewarding. (cont...)

Topics include:

- The Major Scale
- Dyads
- Intervals
- Triads
- The Relative Minor
- Common Cadences
- Melody and Harmony
- Voice Leading
- Circle of fifths and fourths
- Key signatures
- Written notation

Piano 101 & 110

Piano 101 & 110 assume no prior knowledge on Piano. We start from the absolute beginning and provide a ground-up introduction to Piano and Keyboard performance. The keyboard has become the swiss army knife of instruments in our D.A.W. and Soft-Synth heavy production landscape, and facility on the instrument will dramatically improve the speed at which you can produce tracks. These classes complement our Music Theory 101 and 110 classes but provide deeper training for those who want to pursue the instrumentalist aspect of the keyboard.

Topics include:

- One and two-hand techniques
- Hand forms for Major and Minor scales
- Triads
- Triad Inversions
- Common Cadences in various keys
- Working with the Blues Form

Production & Arranging 110

Taught by CAO and co-founder Matt Donner, this course covers concepts that will enable students to create finished, professional works in their desired style based on proven techniques across genres. As a cross between a DAW class and a Songwriting workshop, students will be responsible for creating a finished piece of music in the style of one of their influences. A variety of production philosophies, approaches and techniques are covered.

Topics include:

- "The 10 Commandments of Music Production"
- The "Holy Trinity" of Music
- Anatomy of a song
- Critical listening and song analysis
- Integration of influences into a piece of music
- Creating "Sound-alikes", "Covers" and "Style-Matches"
- Integrated production techniques vs. Separated production techniques
- The Emotional Arc of a Song
- Dissection of a "Target Song" through the "Holy Trinity"
- Reconstructing an existing work.

Production & Arranging 210: Producing Music for Picture (Advanced)

P&A 210 is an extension of Pyramind CAO Matt Donner's widely popular P&A 110 class. In this class, students watch and listen to various scores of music set to film, games and TV, and analyze the use of music against picture. Using this analysis, students produce their own works to picture - learning the details of scoring to picture as well as creating various character or situational themes and producing variations of those themes.

Topics include:

- Recognizing the need for music against picture
- Timing of music against scenes and hit points
- How to choose a style of music to fit the scene
- Working with and selecting style guides against which to compose
- Creating and manipulating various melodic themes to fit scenes in a larger work
- Determining the proper mode and mood for the scene

Mixing for Music and Surround

Music Mixing & Mastering 301 with PRO TOOLS (Advanced)

The Pro Tools version of Pyramind's acclaimed Mixing & Mastering class: This unique educational process in this class puts the student in the driver's seat. Every week for 16 weeks, student projects and mixes will be dissected in a workshop setting to determine what works and what doesn't using a set of specified objective criteria.

This class synthesizes ALL of the subjects learned to date – from music theory to songwriting, production tools and engineering concepts – as the students realize what a piece of music actually goes through to be finished! Once mixed, the song will undergo mastering at a professional facility in SF – the final step on the way to professional delivery.

Topics Include:

- Maximizing song arrangement during the mix process
- Dissecting & understanding emotional arc
- Delivery levels
- Balancing the elements of the song
- Advanced automation & FX
- Tones and depth of sound
- Vocals and tuning issues
- Cleaning up noisy tracks
- EQ and compression in action
- VCA Masters
- Submixes
- Mastering

Music Mixing & Mastering 301 with LOGIC (Advanced)

The Logic version of Pyramind's acclaimed Mixing & Mastering class: This unique educational process in this class puts the student in the driver's seat. Every week for 16 weeks, student projects and mixes will be dissected in a workshop setting to determine what works and what doesn't using a set of specified objective criteria.

This class synthesizes ALL of the subjects learned to date – from music theory to songwriting, production tools and engineering concepts – as the students realize what a piece of music actually goes through to be finished! Once mixed, the song will undergo mastering at a professional facility in SF – the final step on the way to professional delivery.

Topics Include:

- Maximizing song arrangement during the mix process
- Dissecting & understanding emotional arc
- Delivery levels
- Balancing the elements of the song
- Advanced automation & FX
- Tones and depth of sound
- Vocals and tuning issues
- Cleaning up noisy tracks
- EQ and compression in action
- Submixes
- Mastering

Music Mixing & Mastering 301 with Ableton Live (Advanced)

The Ableton Live version of Pyramind's acclaimed Mixing & Mastering class: This unique educational process in this class puts the student in the driver's seat. Every week for 16 weeks, student projects and mixes will be dissected in a workshop setting to determine what works and what doesn't using a set of specified objective criteria.

This class synthesizes ALL of the subjects learned to date – from music theory to songwriting, production tools and engineering concepts – as the students realize what a piece of music actually goes through to be finished! Once mixed, the song will undergo mastering both at Pyramind "in the box" as well as at a professional facility in SF – the final step on the way to professional delivery.

Topics Include:

- Maximizing song arrangement during the mix process
- Dissecting & understanding emotional arc
- Delivery levels
- Balancing the elements of the song
- Advanced automation & FX
- Vocals and tuning issues
- Cleaning up noisy tracks
- EQ and compression in action

Sound Design for Picture 101

This course is an introduction to professional sound design for picture. Students will create entirely original sound design for a short section of video. Class time is divided between demonstration and hands-on experience, with ample time for recording and experimentation. Students will get to record sound effects to picture using a professional, working Foley pit. Post-production recording, editing, processing and mixing techniques will be demonstrated enabling students to create an outstanding portfolio piece.

Topics include:

- The History of Sound Design – What is a Sound Effect?
- Discussion of the Tools and Gear Required
- Session Setup and Spotting for Sound Effects
- Sound Effects Gathering – Field Recording, Studio Recording, Sound Libraries & Synthesis
- How to Create Specific Sound Effects
- Working with Backgrounds/Ambiences
- Recording and Editing Foley
- Introduction to Synthesis
- Processing Sound Effects
- Final Mixing to Picture and Mixdown of DME Stems

Sound Design for Games 201 (Advanced)

An exploration of effective sound design techniques, this course covers the linear component of game audio. Games mix between linear playback and interactive playback as the player moves between sequences - known as "cutscenes." Students will begin to work with a game sequence and will create a sound bed for the linear portion of the game. Sounds created can be re-purposed in Games 301 for the non-linear, interactive portion.

Topics include:

- Spotting SFX to timecode
- Locking QT video to Logic
- Determining the SFX asset list
- Choosing a Sound Design aesthetic (see a dog hear a dog? See a dog hear a cat?)
- Sound design techniques and layering
- Mixing as it applies to the scene
- Asset creation from Musique Concrete and stock sound effects libraries

Game Sound 301 (Advanced)

Games 301 is a continuation of Games 201, focusing on music for non-linear media. Students will compose music, sound design and other assets for implementation into a game environment. Students will work with audio as components for interactive playback and will explore today's game sound implementation tools. (continued...)

Game Sound 301 (continued)

Topics include:

- Music of different tension levels
- Structuring a contract with a game sound vendor
- Asset sheets and fulfillment
- Implementation tools
- Using the game engine for sound design
- Workflows for implementation

5.1 Surround Sound Mixing (Advanced)

5.1 mixing is an extension of stereo. The mixing techniques are different but the tools are mostly the same. Using Pro Tools and Pyramind's ICON worksurface, students will mix an Audio/Visual project in 5.1 surround sound in a workshop setting. Students have the option of doing a 5.1 Music Mix or a 5.1 Mix to Picture as their final project.

Topics include:

- Mixing for home vs. mixing for the theater
- Calibrating your studio for 5.1
- The life cycle of surround
- Setting up Pro Tools for surround mixing

Middleware 101

Middleware 101 provides a basic understanding of game audio creation and implementation using the FMOD Studio application. It is designed to be accessible to a wide audience and function as a reference subject for producers, programmers, artists or anyone who could benefit from a basic understanding of game audio production. This course will provide basic middleware training and in tandem with basic Audio Fundamentals courses provide foundation for advanced Game Sound classes. There are no prerequisites required. FMOD 101 Certification is available upon successful completion of the class. Pyramind is one of the very first schools in the WORLD to offer this certification.

- Game Sound Conventions
- Platform Limitations
- The FMOD Studio Workspace
- Event Types & Functionality
- Nested and Associated Events
- Multi-track Events
- Introduction to Parameters
- Parameters vs. the Timeline
- The Mixer
- Using Studio Functionality to create Generative Audio
- Analysing the effectiveness of Generative Audio
- Banks & Functionality
- Implementation

Synthesis and Sampling

Synthesis 101 with Native Instruments

The new era of sound synthesis is here and more accessible than ever. Synthesizers have changed the face of modern music and the quality of our films' and games' soundtracks dramatically. With the combination of the modern D.A.W and software synth, one producer can now take the place of an orchestra. Native Instruments is the defacto leader in software synthesis and Pyramind features Native Instruments Komplete through all 16 weeks of Synthesis 101. This course is designed to deliver a comprehensive understanding of Sound design and Synthesis basics using Native Instruments Products.

Topics include:

- Elements of a Waveform
- Components of a Synth
- Additive Synthesis
- Wavetable Synthesis
- Subtractive Synthesis
- FM Synthesis
- Drum Sampling
- Sound Sculpting with Compression, EQ, and Saturation
- Basics of arrangement and layering
- Massive, Reaktor Player, FM8, Battery, Kontakt

Synthesis 201 with Native Instruments

A continuation of Synthesis 101, Synth 201 digs deeper into the Native Instruments toolset as well as the amazing "Serum" synth from xfer records. Concepts are re-inforced through in-class lab work, homework assignments and the final project in which students create a sample pack of patches from every instrument covered in class.

Topics include:

- Absynth
- Modulation
- Deeper exploration of FM Synthesis with FM8
- Deeper exploration of Battery, Kontakt and Massive
- "The Keyboards"
- Rounds
- Kontour
- Steampipe (Reaktor)
- Guitar Rig
- Monark
- Serum (xfer records Synth)

Synthesis 301 (Advanced)

An in-depth look at Kontakt and Reaktor. Students will create various synthesizers from 'scratch' using Native Instruments' Reaktor. Students will be blending standard synthesis forms to create customized instruments. By the end of the course, students will be able to deliberately and efficiently create complex systems within Reaktor. This knowledge will help them decipher and master any software synthesizer that comes their way.

Topics include:

- Reaktor Components
- Creating Oscillators, LFOs and Gates
- Signal Path
- Ensembles and Macros
- Creating sequences within Reaktor
- GoBox
- Morphing
- Exploration of Kontakt

Music Business

Music Business 101

A primer to aspects of today's independent music business, both as an artist and producer, with an emphasis on independent releases. With the power of the Internet reaching directly to customers, producers have a better chance than ever of finding clients and customers – with no one in between.

Topics include:

- Basics of the music business
- How to build success without spending money
- Low-cost and no-cost marketing techniques
- Creating the physical product to sell - graphics and CD duplicating
- Multiple business streams from one release

Music Business 110

This course is designed to give students an in-depth look into the business concepts of music, publishing, and licensing. The course will provide detailed explanations of many different licensing and rights issues for both the composer and audio producer.

Topics include:

- General copyright issues
- Publishing
- Performing Rights Organizations
- Record agreements & contracts
- Mechanical royalties and fees
- Music industry roles
- The Internet and digital rights

Music Business 201

The music industry has changed dramatically over the past fifteen years. The key driving factors in that change has been the rapid deployment of new digital technology and the proliferation of mobile phones and other mobile devices all connected to the Internet. What was tried and true yesterday is rarely the same as what we'll need to know to succeed tomorrow. One of the only constants is that the industry will change, and students will need to anticipate those changes in order to be prepared for what lies ahead.

This class explores and elaborates on the many niches of the music and sound industries and how technology has been a constant factor in the rise and fall of the sale of recorded music. Students are challenged to match their passions with their core competencies and to help define their weaknesses to shine a light on where the challenges will be to realize their visions for themselves. In a world where good is no longer "good enough" PFS 101 takes a look at the various components that incubate greatness. The class is designed to help focus career objectives and to make the most out of the intense learning and growing experience that is Pyramind. This class lays the ground-work necessary to generate the confidence and assets needed post graduation to launch your own career as a recording artist or producer or to find work doing what you love.

A key component of both the MB201 and 210 classes will include special guest lectures highlighting different success stories from the front lines of the industry.

Topics Include:

- Assessing your skills
- Assessing your weaknesses
- Clarifying your objectives
- Defining success as it pertains to you
- Setting your goals
- Building your roadmap to success

Music Business 210

This course expands upon the three previous music business courses in the series and digs deeper on what it takes to succeed in today's crowded music marketplace.

Today's emerging artists, sound designers and composers need to establish a unique brand with a visible and searchable web presence. Upon completion of the class the student will have constructed a website that showcases their talents to the world.

This curriculum also includes concrete strategies on how to get your music licensed into TV, ads and video games. Learn the "do's and don'ts" of synch licensing from someone who spent years in the industry. (continued)

Music Business 210 Continued:

Topics Include:

- Brand Image and Consistency
- DIY Record Label and Publishing Company
- Social Media Strategies
- Music Distribution Options and Opportunities
- Diversified Revenue Streams
- Website Construction & Strategy

Technical Training:

Technical Training 101/110:

Pyramind full-time students are provided 2 hours per week of on-sight, supervised practice time for the first 8 months of their program.

Whether working specifically on assigned classwork, practicing piano skills, or simply working on personal productions, on-sight lab time ensures that students practice and provides access to Pyramind staff should questions or technical problems arise.

Contact Pyramind Training:

Pyramind is located at 880 & 832 Folsom Street in the SOMA area of San Francisco, California 94107.

Tours are available by appointment Monday - Friday between 10am and 4pm.

Phone: 415.896.9800 ext. 202 or 226

Email: admissions@pyramind.com

DJ Classes:

DJ 101: CDJs and Rekordbox

This course begins with the basic fundamentals of DJ'ing including beat matching, EQ'ing, gain matching, track selection, harmonic mixing, effects, set prep, and more. Students will learn how to DJ using Pioneer's CDJ 2000 Nexus, DJM 900 Nexus, and Rekordbox. With classes capped around 10 people, students get ample time with the instructor and opportunity to practice on Pyramind's DJ equipment. The class culminates with each student performing a 15-minute mix. The highest scoring student earns the opportunity to DJ at a Pyramind or partner event in San Francisco.

Topics include:

- DJ Fundamentals & Equipment Overview
- CDJ 2000, Zone 92 and RekordBox in-depth look
- EQ, Effects and Gain Matching
- Song Structure, Harmonic Mixing & Genre Mixing
- Track Selection, Stage Presence & Promotion

DJ 110: Traktor & Serato

This is a ground-up look at Native Instruments DJ software "Traktor." Students will review the key fundamentals of beat matching, EQ'ing, gain matching, track selection, harmonic mixing, effects, set prep, and more. Using Traktor controllers and software, students will learn how to prepare and perform a DJ set from top to bottom and remix on the fly. Students will also be introduced to Rane's DJ software, Serato, and will get one on one time with the instructor and opportunities to practice on Pyramind's DJ equipment.

The class culminates with each student performing a 15-minute mix. The highest scoring student earns the opportunity to DJ at a Pyramind or partner event in San Francisco.

Topics include:

- DJ Fundamentals & Equipment Overview
- Traktor Software in-depth look
- Serato Software in-depth look
- EQ, Effects & Gain Matching
- Song Structure, Harmonic Mixing & Genre Mixing
- Track Selection, Crowd Read, Stage Presence and Promotion
- MIDI Mapping & Advanced Traktor Techniques

DJ 210: Live Performance & Advanced DJ'ing with Ableton Live

This 16-week class focuses on harnessing the power of Ableton Live to create sophisticated DJ sets and Live Performances. If you're looking to take your Live Show to the next level - this is it! We focus on workflow strategies to ensure successful performances in a variety of applications. Whether you want to create all of your sounds on the fly or simply DJ with the most power and flexibility possible - this class is for you!

- Live Performance Workflow
- Warping - The Right Way
- Critical Organization Tools
- MIDI Controllers
- Audio Interfaces
- MIDI Mapping
- MIDI Remote Scripts
- Working with Loops & 1 Shots
- Complex Launching Techniques
- Creating Custom Racks
- Live Instrument Performance
- Live Vocal Performance
- Performing Original Music
- Syncing Traktor and Ableton
- Manipulating BPM
- Controllers include APC40, Push, Launchpad, Maschine, Kontrol F1 and more!
- + Many Advanced Ableton Tricks and Techniques

Payment Options:

The following pages outline individual class prices as well as payment options for our full-time programs.

Because Pyramind is a Vocational Training School and not a university, FAFSA does not apply to us.

The payments plans listed on the following pages are not written in stone. Please do not hesitate to ask if you have an alternative proposal (IE, more money down for lower monthly payments, etc.).

All payment plans require a credit check. Co-signers are accepted and encouraged.

PRE-PAYMENT DISCOUNTS:

Pyramind offers substantial discounts for PAYMENT IN FULL for your full-time program:

Payment in full \$500 discount	15 days prior to start
Payment in full \$1,000 discount	30 days prior to start
Payment in full \$1,500 discount	60 days prior to start
Payment in full \$2,000 discount	90 days prior to start
Payment in full \$2,500 discount	120 days prior to start

Payment Plan Discounts

For students utilizing a Pyramind Payment Plan, we offer the following pre-enrollment discounts for full-time programs. Enrollment is Finalized when loan documents are signed.

PRE-ENROLLMENT DISCOUNTS:

Pyramind offers substantial discounts for FINALIZING YOUR ENROLLMENT for your full-time program.

Finalize Your Enrollment \$500 discount	30 days prior to start
Finalize Your Enrollment \$750 discount	60 days prior to start
Finalize Your Enrollment \$1,000 discount	90 days prior to start
Finalize Your Enrollment \$1,250 discount	120 days prior to start

Phone: 415.896.9800 ext. 202 or 226

Email: admissions@pyramind.com

Web: www.pyramind.com/training

Individual Class Pricing | Pyramind | 2016

Class:	Length:	Extra Info:	Tuition:
Pro Tools 101	8 weeks		\$695.00
Pro Tools 110	8 weeks	Pro Tools User Certification	\$695.00
Pro Tools 130 for Game Audio	8 weeks		\$695.00
Pro Tools 201	8 weeks		\$695.00
Pro Tools 210m: Operator Music	8 weeks	Operator Music Certification	\$995.00
Pro Tools 210p: Operator Post	8 weeks	Operator Post Certification	\$995.00
Pro Tools 310m: Expert Music	8 weeks	Expert Music Certification	\$1,295.00
Mixing & Mastering 301 with Pro Tools	16 weeks	<i>Price Includes Studio Booking Pass and Offsite Mastering</i>	\$1,995.00
Production 101	16 weeks		\$1,295.00
Logic 101	8 weeks	Logic X Certification	\$695.00
Logic 201	8 weeks		\$695.00
Mixing & Mastering 301 with Logic	16 weeks	<i>Price Includes Studio Booking Pass and Offsite Mastering</i>	\$1,995.00
DJ 101: CDJs and Rekordbox	8 weeks		\$695.00
DJ 110: Traktor	8 weeks		\$695.00
DJ 210: DJ with Ableton	16 weeks		\$1,295.00
Ableton Live 101	8 weeks		\$695.00
Ableton Live 201	8 weeks		\$695.00
Ableton Live 210	8 weeks	Ableton Live User Certification	\$995.00
Mixing & Mastering 301 with Ableton Live	16 weeks	<i>Price Includes Studio Booking Pass and Offsite Mastering</i>	\$1,995.00
Music Business 101	8 weeks		\$695.00
Music Business 110	8 weeks		\$695.00
Music Business 201	8 weeks		\$695.00
Music Business 210	8 weeks		\$695.00
Audio Engineering 101	8 weeks		\$695.00
Audio Engineering 110	8 weeks	Waves Certification A	\$695.00
Audio Engineering 201	16 weeks		\$995.00
Music Theory 101	8 weeks		\$695.00
Music Theory 110	8 weeks		\$695.00
Piano 101	8 weeks		\$695.00
Piano 110	8 weeks		\$695.00
Production & Arranging 110	16 weeks		\$1,295.00
Production & Arranging 210: Film Scoring	16 weeks		\$1,295.00
Synthesis 101 with Native Instruments	16 weeks		\$1,295.00
Synthesis 201 with Native Instruments	16 weeks		\$1,295.00
Synthesis 301: Reaktor	8 weeks		\$995.00
Sound Design for Picture 101	8 weeks		\$695.00
5.1 Mixing	8 weeks		\$995.00
Game Audio 201	8 weeks		\$995.00
Game Audio 301	8 weeks		\$1,295.00
Middleware 101	8 weeks		\$995.00

General Overview

Educational Mission Statement

Pyramind's mission is to prepare its graduates to compete, thrive and succeed as producers in the music, and audio post-production industries by providing the best possible education in digital audio and music production. Pyramind is committed to this education based on standard industry practices and technology using today's most powerful and affordable tools. Pyramind realizes its mission through a unique combination of real-world/hands on training and strong manufacturer and community relationships.

Objective

Pyramind's objective is to create music and audio producers who are prepared for the challenges of today and tomorrow in a highly competitive and exciting industry that is subject to constant change. Pyramind monitors this change and stays closely connected to the industry leaders through Certification training. In addition, Pyramind offers its students memberships to industry and community organizations that can provide the contacts necessary to succeed. Industry leaders like Avid, M-Audio, Apple, Waves, MCDSP, Glyph Technologies, Native Instruments, Abelton are all amongst our partners, while organizations like N.A.R.A.S. (the Grammys), G.A.N.G (Game Audio Network Guild) and the MPA (Manhattan Producers Alliance) are amongst the memberships that are available to Pyramind students. Because Pyramind is also a working production studio, we have a unique perspective on success in these industries and can offer a real-world view into life after education.

Facilities

All classes are held at either 880 Folsom, San Francisco, CA 94107 or 832 Folsom, San Francisco, CA 94107

Pyramind is equipped with two multi-workstation labs, three Production Studios (that also serve as classrooms for designated classes) and three live rooms for recording. As students progress through the program, they develop the skills necessary to work in the various rooms.

Classrooms

At the onset of the program students will work in the 20-station lab at 832 Folsom Street. This room contains 23 Intel iMac computers running Macintosh OSX and loaded with Logic, Reason, LIVE, Pro Tools software. They are further equipped with M-Audio Axiom keyboards, which serve as controllers for the software as well as keyboards for Piano class. Unique to our labs, each workstation

not only can switch to the speakers for playback, but they can also switch to the projector! This allows the student to have their work displayed on the big screen for both instructor and other students – a tremendously powerful educational feature.

The 10-person lab at 880 Folsom Street is second in the process, accommodating many 110, 201 and 210 classes as well as some 300 level classes. These iMac Intel machines are not only powerful, but affordable too. This is the computer that many of our students already own and the transition from home studio to Pyramind lab is seamless. This lab is equally high tech as the 20-person lab at 832 Folsom, allowing each student to project to the screen and the speakers. The room is equipped with an M-Audio 5.1 monitoring system and each station carries Logic, Reason, LIVE, Pro Tools, Final Cut Studio, and loads of software synthesizers from M-Audio, Digidesign, Apple, Spectrasonics and Native Instruments. Pro Tools LE with Music Production & DV Toolkits complete the package, allowing the students to perform professional caliber work in both music and audio post-production.

Studios

Once initiated in the program, students gradually move into the larger production rooms, the Vault and the 832 Folsom HD Suite. The Vault is the first production studio that comes available to students (starting in month one of The Core) and is equipped with JBL 2.1 Monitoring, an Intel iMac computer, a Universal Audio Apollo Interface, Pro Tools, Reason, Logic, Live, Native Instruments, Waves, MCDSP, and more. Additionally, the Vault comes equipped with an attached vocal / instrument booth for recording vocalists and performers.

Once Core students enter Pro Tools 201 (at the beginning of the fifth month of the Core), they gain access to our 832HD Recording Studio. This room boasts a Mac Pro, Pro Tools HD3, an Avid Icon Worksurface, 16 channels of high quality pre-amp for tracking and production, 2.1 Genelec monitoring, a 45" wall-mounted plasma TV, Pro Tools, Reason, Logic, Live, Native Instruments Complete, an 81-key midi controller and two attached Live rooms for recording.

Our flagship "Studio A" at 880 Folsom is available for booking to Core students who have passed the associated "Gauntlet" test for the room as of month 7 of their program. This room is available to DSP students for the duration of their 4-month program. This room features a Pro Tools HDX system, an Avid Icon Worksurface, 16 channels of high quality pre-amp for tracking and production, 11.2 Meyer surround sound monitoring, a giant projection screen, Pro Tools, Reason, Logic, Live, Native Instruments Complete, and 2 attached live rooms for recording.

Student Resources

Pyramind has three main learning resources for students to use. 'Co-Lab' and Student Lounge' contain our library with a collection of books relating to all the subjects covered at Pyramind. Second is our Learning Management System, which teachers will populate with external references for the students to access through the World Wide Web. Third is our website's Blog section (www.pyramind.com/training/blog), which contains a collection of video tutorials relating to all subjects covered at Pyramind. All students enrolling in the Core receive a years subscription free of charge.

Student Services

Pyramind offers many different students services which include:

- Internships in production, marketing, and education
- 1 on 1 Career advisement and counseling
- Studio (gear) advisement and counseling
- Custom Curriculum development
- Online supplemental education through Pyramind Online
- Access to Elite Sessions and Industry Mixers held at Pyramind
- Access to the National Academy of Recording Arts and Sciences and it's Grammy U. program
- 1 on 1 Production advisement
- Ask the Admissions Coordinator or the Director of Education for additional information on any of these services.

Job Placement

Pyramind is often approached by employers looking for talent to fill both internships and job opportunities. When these opportunities arise, Pyramind sends direct emails informing students of opportunities. Students are sometimes chosen to apply based on the appropriate curriculum and fit for the opportunity. Its a good idea to have your resume and cover letter ready at ALL TIMES. Its also a good idea to repeatedly check in with the staff and administrators to see what opportunities might present themselves to you. These opportunities are not guarantees of employment - they are opportunities that the student will have to apply for and earn. Additionally, students who purchase career coaching are not guaranteed employment.

Housing and Distance Education

Pyramind does not provide dormitory facilities for our students. We do help students find housing on a one on one basis. Apartment rates range from \$600/ month to \$2000 per month. Contact our admissions office if you require help finding a place to live in San Francisco or the Bay Area.

Pyramind does not currently offer any distance education

Staff Bios

Gregory J. Gordon

CEO & Founder
Senior Instructor
Hometown: San Francisco, CA

Greg's passion for music, sound and technology led him to create Pyramind Studios in 1987. His visionary leadership as Founder and Chief Executive Officer has steadily grown Pyramind into an internationally recognized production and training company. He has worked diligently to groom and build an award winning facility and team composed of some of the best talent in the business.

In his twenty plus years of experience, Greg has developed an impressive list of high profile clients and recording artists including his own recent work mixing and mastering the in-game music and double CD soundtrack release for Microsoft Studios, Halo: Combat Evolved Anniversary.

In 2003, Greg expanded Pyramind Studios to create a world-class music production training center. For this he was awarded the "Established Entrepreneur of the Year" by the Renaissance School of Entrepreneurship and received certificates of recognition and merit from State Assemblyman Mark Leno, San Francisco City Treasurer Jose Cisneros and California State Senator Carole Migden.

Greg is also a published author and experienced moderator and panelist at numerous industry events including: The SF MusicTech Summit, The Flux Summit, GRAMMY Career Day and The California Music Summit. His vision for Pyramind has included the production of numerous significant events all hosted at Pyramind's facilities including: Game Sound Con, TestPress, The Flux Summit, The Annual GANG Awards after party, and a number of video game post mortems including Uncharted 2 and God of War III.

In 2010 Greg worked with Harmonix and MTV Games (the maker and then publisher of the video game, Rock Band) to create a nationwide touring master class (sponsored by The Recording Academy, T-Mobile, Fender & Shure) to train recording artists and labels in the process of publishing their music into the Rock Band Network.

Greg graduated with honors from SFSU with an interdisciplinary degree in Music, Business, and Broadcasting. He is a twenty-year voting member of the National Academy of Recording Arts and Sciences (The Grammys) where he has served as Trustee and a member of The Board Of Governors and continues to serve on the Producers & Engineers Wing national advisory council. He is also a member of The Game Audio Network Guild and a BMI writer and publisher.

Matt Donner

Chief Academic Officer
Senior Instructor
Hometown: Spring Valley, NY

Matt Donner has been playing music his whole life. He played throughout college while earning a Bachelor's degree in quantitative Business Analysis but left the and cut his Producer and Engineering chops in NYC. He found himself working for high-profile studios like Sound on Sound (Diddy, Anita Baker) and Greene Street (Run DMC and Public Enemy) right after earning his Masters in Music and Music Technology at NYU. He went on to perform for various TV studios and John Cale (Velvet Underground) that included 3 feature film scores using Pro Tools version 1.0 and a two-day live event to open the Andy Warhol Museum. After signing his band to an indy record deal, his cross-country tour brought him to SF where the drummer exploded - how typical.

Matt quickly found himself in high demand in the studio scene as a rare experienced Pro Tools user and became an award-winning Regional Technical Director for Guitar Center, and the Pro Tools Support Lead for the Cutting Edge Audio Group where he served as studio designer, installer and trainer for the likes of Joe Satriani, Metallica, Benny Reitveld (Santana and the SF Jazz Fest) as well as hundreds of private studios including Wally World (Walter A., N'Sync, Whitney Houston, Celine Dion). A crowning achievement during this period was to install, troubleshoot, deliver and support 50 Pro Tools workstations for the legendary Skywalker Sound during production of Star Wars Episode 1. He claims no responsibility for Jar Jar Binks.

In January 2000, he and Greg Gordon began working together exclusively at Pyramind where they began running the hybrid Production/ Training businesses successfully. Matt has served the company as Chief Engineer, Senior Producer/ Composer, Chief Technical Officer, Vice-President and now as Director of Education. He grew the Pyramind Training program from a single 24 hour class to the highly-touted 920 hour 12-month Digital Sound Producer-Complete (DSP-C). He has trained hundreds of students and mixed/mastered another hundred or so records (including his own released in 2002) as well as publishing several magazine articles. Matt has also written two texts on Pro Tools (Pro Tools Overdrive V 6.9 and V7 for Thomson Press). He is currently working with various Pyramind Staff members and instructors to write nine books based on Pyramind's Core curriculum to be published by Alfred Publishing.

Matt currently lives in San Francisco and Davis, CA with his wife Kimberly and his two children, Marcus and Madison. He has been training in Mixed Martial Arts and Bak Mei Kung Fu for 6 years and on good days, surfs the Pacific at Ocean Beach on his Al Merrick 6' 2" fish. The Pacific usually wins. Occasionally, he even takes the dogs (Snowy and Mickey) for a walk throughout CA.

Bryan Dale

Director Of Education
Senior Instructor
Hometown: Philadelphia, PA

A practicing musician for 25 years, Bryan's main instruments are electric and acoustic guitar and electric bass. While obtaining his Bachelor's degree in Advertising & Public Relations at Pennsylvania State University, Bryan played in local bands, organized open mic nights and continued taking and teaching private guitar lessons.

His first professional studio experience came at the age of 22, working outside of Pittsburgh, Pennsylvania as Assistant Engineer in a local independent studio where he tracked local bands and burned as many hours in the studio as humanly possible. Shortly thereafter, he invested in his first studio and recorded six solo records before moving to San Francisco and enrolling in Pyramind in 2005.

Hired by Pyramind in 2006, Bryan has gone on to gain Pro Tools Operator Music, Operator Post, and Expert Certification in Versions 7, 8, 9, 10 and 11. Now the Director of Education, Bryan teaches several classes a week and continues to record, produce, mix and master as much music as possible. Additionally Bryan has contributed guitar work to both the Iron Man II and Halo Anniversary video games and is one of Pyramind Studios' mastering engineers. Recent mastering credits include the video game soundtrack releases of Sunset Overdrive, Crimson Dragon, Galactic Reign, A Virus Named Tom, Sunset Overdrive, as well as recent releases by The Tumbleweed Wanderers, Celeste Lear, Lila Rose, JUS and numerous others

Jeff Straw

Director of Marketing & Events
Director of Marketing / Instructor for Music Business 210

Jeff (aka DJ F) is an experienced DJ, saxophonist, producer and remixer with over 25 years in the business. Prior to joining Pyramind, Jeff served as Music Supervisor and Focus Ninja at Focus@Will. He was the Sr. Director of Product Development & Music Licensing at INgrooves for nearly a decade and was the vinyl and dance music buyer for Virgin Megastore before that. Jeff earned his Bachelor's degree from the University of Miami in their Music Engineering program. He has taught several courses for Berklee Online, he's an expert on music publishing and an active member of NARAS.

Daniel Blum

Admissions Coordinator, Audio 101 & 110 Instructor
Hometown: Pasadena, CA

Daniel Blum began playing music at the age of three as a cellist; since then he has learned to play the gamut of instruments: piano, violin, trumpet, french horn, guitar, bass, and ultimately percussion and drum set. Earning his Bachelor's in Music from California State University Northridge in Percussion Performance, Daniel worked in Los Angeles and abroad as a freelance percussionist and drum set player performing with the Debut Orchestra, the American Youth Symphony, the Chamber Orchestra of the South Bay, the Santa Barbara Symphony, Suicide Cowboy, Culture Crash Orquestra, umbrellaMAN, and Tumbleweed Wanderers. He's also recorded at a varied wealth of studios including Capitol Records, Conway Studios, the Eastwood Sound Stage, Skywalker Sound, Broken Radio Studios, Tiny Telephone, Hyde Street Studios, New Improved Recording, Panoramic Studios, and many more.

Moving to San Francisco in 2010, Daniel attended Pyramind to expand his skill set to the digital world of music production and recording engineering. Upon completion of the program he was quickly hired as the Admissions Coordinator and music theory teacher assisting in the editing and image creation of their Pyramind Training Series book 'Music Theory, Songwriting, and the Piano,' creating graphic assets for print and web materials, assisting in the development of their online class system, and jumping at any project, no matter how varied.

Daniel is well-versed in composition, orchestration, and music copying and has worked on films, commercials, and video games as well as with various bands and solo artist in the Bay Area. His training at Pyramind allowed him to moonlight as a recording and mix engineer for various artist and his own project, Tumbleweed Wanderers, who's first two EPs were recorded and mixed by Daniel at the Pyramind Studios. With the Wanderers, Daniel has performed, recorded, mixed, produced, and orchestrated three EP's, two full length albums, has played storied venues the Great American Music Hall, the Independent, the Fox Theater, the Troubadour, the Bowery Ballroom, the Music Hall of Williamsburg, and performed at many of the leading music festivals including Electric Forest, Hangout, Summer Camp, Snowball, Hardly Strictly Blue Grass, and Outside Lands.

Hideki Yamashita

IT Director
Hometown: San Francisco, CA

Electronic music wiz/hip-hop producer for The Whereabouts and YBS, "Deks" came to Pyramind for the education and atmosphere, and to satisfy the curiosity he found in making music with computers. Fortunately, the melding of his passion for technology and music has brought him to an industry in which he thrives.

An early Pyramind student, Hideki has since graduated to become Pyramind's IT Director. Deks works hard to maintain the technical infrastructure at both the 880 and 832 Folsom St. facilities, and the rigorous scheduling and technical requirements of a multi-room studio and educational complex.

Ophylia Wispling

Studio Manager / Associate Producer
Hometown: Sebastopol, CA

Ophylia's background includes working for Apple as a retail specialist, running her own alternative healing therapy business, and completing her Bachelors in Critical Psychology. As a recent graduate of Pyramind's Core intensive audio production curriculum, and Interactive DSP, Ophylia has proven her commitment to direct her career toward game audio and production. She now applies the organizational, IT, and interpersonal skills she learned in her previous occupations, and her experience as a Pyramind student, to keep Pyramind Studios running smoothly and efficiently.

Ophylia's musical path began in her early childhood, under the guidance of her mother, a classical guitarist and choral director. She was also was an avid gamer, which cultivated Ophylia's love for video games. In high school, Ophylia studied advanced musical theory and participated in several choirs that won awards in choral competitions throughout the state of California. Her true passion lies in composing ethereal soundscapes layered with her voice, which she hopes will one day score an epic fantasy RPG. Ophylia's other interests include acting and singing in Renaissance fairs, leather-working, and performing very occasionally at Bay Area pagan/gothic events.

Andrew Scanlan

Online Sales & Marketing Manager
Hometown: Livermore, CA

Andrew has been playing music since he was a teenager growing up in the east Bay Area. By the time he was 15 and got his first guitar, he knew he wanted to be in and around music all the time. After high school he attended Santa Clara University (BA in Music, '09) where he learned about music theory, music history, guitar performance techniques, composition and overall musicianship. This traditional music education provided a great foundational knowledge as a musician, but he found Pyramind when he started looking for more industry-specific skills.

In September, 2011, Andrew started his Complete Master program, where he learned about music production, fell in love with electronic music and gained his first industry experience as a Pyramind intern.

Fast forward to the present day, Andrew now wears a variety of hats serving as Pyramind's Online Education Manager and is one of Pyramind's resident experts on Maschine from Native Instruments.

Instructor Bios

David Earl (aka sflogicninja)

Logic 101, 201. Mixing with Logic (310). Synthesis 310 (Reaktor)

David is a composer, producer, author and educator. He has been working with Pyramind Training, teaching ground campus classes in Logic, Sound Design, Synthesis, and other music related subjects since 2000. From 2004 to 2007 he was Pyramind Studios' lead composer and creative director and now brings his Logic expertise to Pyramind's online training programs.

David is perhaps best known for his online avatar, sflogicninja, with a following of over 28,000 subscribers and over 3 million views on YouTube. Since sflogicninja's humble beginnings in 2006, he has become a globally recognized certified trainer and expert for all matters relating to Apple's Logic Studio.

As a composer David's compositions have been heard coming from televisions, computers, and other screens since 1996. He has written for advertising, television, independent movies, video games, and just about any other medium in need of music. He has contributed to a diverse range of projects by industry leading developers like Double Fine, Sega, LucasArts, Microsoft, THQ, Activision, and ImaginEngine, among others.

Steve Heithecker

Pro Tools 201, 210M, 210P, 310M. 5.1 Mixing. Audio Fundamentals 201. Reason 101, 110.

Steve brings his years of experience as a recording and mix engineer to the Pyramind team. He is a certified Pro Tools expert operator and is always pushing the limits of what technology has to offer. Steve's credits include recording the Grammy Award winning and world's top male acapella chorus, Chanticleer, for the score of Halo: Combat Evolved Anniversary.

He also engineered the sessions for the orchestral recordings for Iron Man 2 the video game. Steve's expert skills in the studio also include his production and mixing of the newest Bill Ortiz (Trumpet Player for The Santana Band) album as well as recording the dialog sessions and mixing the animated series for Halo "The Return" for Waypoint on Xbox live.

Before becoming a full time staff member at Pyramind, Steve was the co-founder of Digital Art & Music: a recording studio specializing in hip-hop/rap and alternative rock music. A seasoned producer and keyboardist, Steve has worked on numerous albums and loves adding to that number. Steve has also written and produced music for live theater, film and corporate video. (continued)

Steve Heithecker

(continued)

Steve also co-authored the highly respected "Pro Tools 7 Session Secrets: Professional Recipes for High-Octane Results" for Wiley publishing, a book that brought numerous insider techniques to light for anyone using Pro Tools. Steve recently added his insight as a writer and designer to the upcoming Pyramind / Alfred publications "The Pyramind Training Series".

Ryan Rey

Piano 101 & 110, Music Theory 101 & 110

Ryan Rey is a composer, guitarist, and teacher from the San Francisco Bay Area. He writes music for chamber ensembles, symphonic band, orchestra, rock groups, videogames, ringtones, and film.

At the age of 5, Ryan's first instrument was a bright orange and neon green plastic toy guitar and his first recording setup was a Playschool cassette player with microphone combo. Using this toy tape recorder, he captured the sound of his screaming voice and feedback noises. This was his first exploration into composition. Nowadays, classical chamber music, electronic loops, heavy metal, and a mix of other genres influence his music.

In 2009, Ryan was the inaugural recipient of the Glenn Glasow Fellowship in Music Composition which commissioned "Shaped By A Burr Grinder" for woodwind quintet. He has also been commissioned by Composers, Inc., Guerrilla Composers Guild, Left Coast Chamber Ensemble Intersection Workshop, and REDSHIFT Ensemble. His compositions have been performed by Rodrigo Cortes (baritone), Guy Livingston (piano), Stephan Poetzsch (violin), REDSHIFT Ensemble, as well as numerous ensembles from CSUEB that include: Jazz Orchestra, Percussion Ensemble, Symphonic Band, and Trombone Ensemble. Feature film soundtracks include: All About Dad (2009), Liquor Store Cactus (2009), and documentary Corner Stores (2013). Other film productions include work for: CSUEB, Dirty Shoe Crew, Hemoglobin Teradactile, and Hewlett-Packard. His music has been performed in France, Mexico, South Korea, Vietnam, and throughout the United States.

Ryan holds a B.A. in Music Composition and is currently completing an M.A. in Music Composition from CSU, East Bay. He currently teaches Music Theory and Piano at Pyramind, and Recording Arts, Music Theory, Electronic Music, and Guitar at Fusion Academy. As well, Ryan is an Artistic Co-director for Composers, Inc. and also plays guitar (sometimes trombone and backup vocals) in the chiptune/folk/doom/chamber music band, The Mineral Kingdom.

Eric Kuehnl

Pro Tools 130, Middleware 101, Game Audio 201 and 301

Eric Kuehnl is a composer, sound designer, and educator. Eric is currently the Assistant Director of the Music Technology Program at Foothill College in Los Altos Hills CA. Previously, Eric was an Audio Training Strategist in the Avid Education Department, and a Senior House Engineer for Sony Computer Entertainment America. His game audio credits include games for Sony Computer Entertainment, Technicolor, Namco Bandai, Ninja Theory, and Juice. He has also worked as a supervising sound editor and re-recording mixer on a number of independent films and documentaries. As a studio technician Eric has worked with many of the Bay Area's best artists including Skywalker Sound, Pixar, American Zoetrope, Fantasy Studios, One Union, Polarity Post, The Plant, The Grateful Dead, Metallica, Santana, Les Claypool, Amon Tobin, and Blackalicious. As one of only a handful of Avid Master Instructors, Eric has trained faculty at a number of music colleges including Full Sail, Expression College, Musician's Institute, Savannah College of Artist & Design, USC, L.A. Film School, L.A. Recording School, the Art Institutes, San Francisco Conservatory of Music, and many more. He is the primary author of Avid's Pro Tools and Game Audio course, and contributes to many of the official Avid courses covering Music, Post Production, Control Surfaces, and Live Sound. When not working as an audio guru, Eric composes and performs electro-acoustic music and plays acoustic and electric bass in a number of Bay Area bands. Eric is the creative director of the Electroacoustica festival of experimental electronic music held at Foothill College each Spring. He holds a Master's degree from California Institute of the Arts, a Bachelor's degree from Oberlin Conservatory, and studied composition at the Centre Iannis Xenakis in Paris.

Shawn Mercado

DJ 101 & 110

Shawn began his journey into the electronic music world at the age of 15. As a high school student, Shawn managed to piece together a DJ setup and practice everyday until he mastered his craft. Shortly after graduating high school, Shawn decided to take the next step and start producing his own original music. He later enrolled at Pyramind and completed the CORE program in 2013. Shawn has performed at many world renowned venues & events including; Avalon Hollywood, Ruby Skye, The Regency Ballroom, Fox Theater, Sunrise Event Center, LovEvolution, Control LA/SF, Insomniac Awakening, etc. He has performed with artists such as; Noisia, Zedd, Sub Focus, Jack Beats, Madeon, Tommy Trash, Dada Life, The M Machine, The Chainsmokers, LA Riots, Blasterjaxx, and many more. Shawn currently holds a residency at Ruby Skye nightclub & Control in San Francisco under his solo alias 'M3RC'. While attending Pyramind, Shawn took on an internship in the studio department which led to the start of a new duo 'BNZA' with Pyramind's production manager, Mike Forst. The two have had recent success with their productions including an official remix of 'The Wall' by K Theory and their original track 'Make Your Head Pop' for Microsoft's AAA title game 'Sunset Overdrive'.

Steffan Franz

Music Business 101, 110

Steffan has been in the music business for almost 30 years and brings his many years of experience to his current positions. For the past 18 years, Steffen has run his own independent record label, Positive Sound Massive Recordings, releasing over 20 different albums and singles over the past decade and a half. He has also produced dozens of albums for other people and has deep knowledge in both the production and label management aspects of the music business.

In addition to running PSM for the past 18 years, Steffen founded a physical and digital distribution and marketing company called Independent Distribution Collective in 2004 that currently manages a catalog of over 600 titles in almost 400 independent stores (and a few major chains) across the US. Steffen also developed "InstantDistro" a turnkey marketing and promotion system that now includes Print, Radio, Retail and Web promotions as well as music licensing, artist management and booking as well.

Steffan loves all aspects of the music business and teaches Music Business 101, 110, and 301 at Pyramind, an audio production school in San Francisco. In 2013, Steffen was named President of Tarpan Records, an independent record label founded by multi-platinum, Grammy winner, Narada Michael Walden, based in San Rafael, CA.

Liam Shy

Ableton LIVE 210

Liam Shy is a dynamic and passionate audiophile, dedicated to the world of sound his entire life. His work includes being a Music Producer, DJ, Sound Designer, Live Sound Engineer, Audio Instructor and advocate for the electronic music community. Liam graduated from the Pyramind in 2009 specializing in Music Production, Sound Design, Mixing and Mastering. He has worked professionally as a Sound Designer and Composer including work on titles for the Wii and nationally broadcasted television commercials.

In addition Liam has run several successful music projects, most notably DISSØLV, a live EDM band specializing in dubstep and psytrance combined with classical and tribal themes. The band featured Liam as the vocalist, guitarist and live electronic manipulator – alongside violinist Valentin Santana, keyboardist Lauren Keys and Drummer Zeta Ceti. The band has opened for Infected Mushroom on several occasions including performing at the esteemed Warfield Theatre (2010) and Fillmore Auditorium (2011).
<http://www.dissolv.net>

Taylor Elsasser

Synthesis 101 & 201, Ableton Live 101 and 201

Taylor Elsasser committed his life to music at the very young age of 12, starting out as a budding bass player trying to sound like Eddie Van halen in the humble town of Sparta, New Jersey. After moving to California at the age of 15, he met his business partner and drummer, Tim head, and started a progressive death metal band. Tim and Taylor were signed to Jonny Gunn productions as studio artists and eventually opened their own studio called "Quantum Studios". They both attended Pyramind to further their knowledge of mixing and mastering, but under the tutelage of Brian Trifon (Trifonic) Taylor was driven to pursue the art of synthesis and to learn how to make banging Dubstep.

Taylor's study of synthesis took him deep into the world of Native instruments and since he has worked on numerous projects including designing many of the sounds heard on his current collaborator and Pyramind alumni Luke Estes "Sugarbeat's" release "Cherry Bomb". Taylor's passion lies in fusing glitch hop with Dubstep in aggressive mash-up's of gritty bangers and granular robot sounds. He is also working on numerous online tutorials for Reaktor players and ensembles, which has proven his ability to follow in the footsteps of his mentor, Brian Trifon.

Paul Simmans

Pro Tools 101, 110, Sound Design for Picture 101

Hailing from the UK, Pro Tools Expert Paul Simmans has been living in San Francisco since 2001. Specializing in audio engineering and production, post-production, game-audio, sound design, foley, ADR, and voice-over work for film, TV and advertising, Paul has worked at several Bay Area studios, including: Studio D (Sausalito), Fantasy Studios, Polarity Post Production, Outpost Studios, Broken Radio (now 'Coast Recorders'), and Pyramind. He was Senior Audio Engineer at Mark Keller's Loudville Studios in Sausalito for 5 years, and continues working with Mark recording voice-over for Emmy award winning show Undercover Boss, as well as National Geographic shows Unlikely Animal Friends; Shark Men; and Can it be Built?.. Paul has worked with a wide array of artists including Chickenfoot (Michael Anthony, Chad Smith, and Joe Satriani), Keith Urban, Alice Russell, Tony Lindsay of Santana, Pomplamoose, actor Robin Williams, The Muppets, actor Peter Krause of Six Feet Under, and solo-engineered the new Tender Mercies album, a side-project of the Counting Crows. Now working in-house Production at Pyramind, ongoing clients include Microsoft and Samsung as well as multiple gaming and ADR projects. Recent feature film credits include: Muppets Most Wanted, The Singularity is Near, The Scene, and The Big Wedding.

Paul has taught Pro Tools and Game Audio classes at Pyramind since 2009. A life-long musician and inventive guitarist, Paul has written and produced several albums and gigs frequently with his band Gone to Ground. He is one half of the experimental duo Dizzy Twin and also composes music for film.

Jerome Rossen

Production & Arranging 210: Film Scoring

Jerome Rossen is a composer, songwriter and professional musician. He is best known as the composer for the Happy Tree Friends. Since 2005, Jerome has scored the music for this animated internet sensation, recognized as the most-viewed web series of all time, with over 2 billion video views.

As a composer, Jerome's work has been featured in prime time and cable television, film, video games, advertising, animation, concert, the internet and theater. He is an active guest artist in elementary and high schools, leading songwriting workshops to teach kids how to write their own songs. As a musician, Jerome has performed in wineries, cruise ships, grand hotels and dives.

Contact Pyramind Training:

Pyramind is located at 880 & 832 Folsom Street in the SOMA area of San Francisco, California 94107.

Tours are available by appointment Monday - Friday between 10am and 4pm.

Phone: 415.896.9800 ext. 202 or 226

Email: admissions@pyramind.com

Policies

Admissions Requirements & Transfer Credits

Prior to entry into the program, every student must produce proof that satisfies the following entry requirements:

- 18 or older with a High School or GED equivalent (or turning 18 within the year after HS)
- A valid email address
- A valid mailing address
- A valid phone number.
- They have a full and working knowledge of English. Students may be denied entry to the program if the Admissions staff determine that upon hearing and understanding spoken English at a conversational pace, the student will have difficulty grasping concepts and taking appropriate action.
- They have a working capacity for computer operation. Our entire curriculum is based on the computer and the DAW so applicants will need an understanding of file menus, file hierarchy, file management and other operations of a computer. PC experience is OK but mac experience is preferred.

The Admissions Department will request this information during the enrollment process. No student shall be granted entrance to Pyramind's curriculum without this supporting documentation. Should a student fail to produce proof within 7 business days of the beginning of their program, they will either be terminated with a FULL REFUND or will be postponed without penalty to the next available enrollment cycle.

Applicants with previous training in any of the course material to be pursued may be tested upon enrollment and given appropriate credit towards both their tuition and certification. Depending on the nature of the prior experience and knowledge base, the evaluation will be based upon either a written, or oral exam, or both. There is no charge for this service. Previous completion of the following Industry certificates or certifications will count towards graduation if the test passed is concurrent with the most up-to-date version of the software taught at Pyramind:

- Waves A Certification
- Pro Tools 101 (Certificate of Completion - Not an AVID Certification)
- Pro Tools User Certification (an AVID Certification)
- FMOD Certification (elective)
- Ableton User Certification
- Pro Tools 130 (AVID Game Audio Certification)
- Pro Tools 210M (AVID Operator Music Certification)
- Pro Tools 210P (Avid Operator Post Certification)
- Pro Tools 310M (Avid Expert Music Certification)
- Logic 101 (an Apple Certification)

NOTICE CONCERNING TRANSFERABILITY OF CREDITS AND CREDENTIALS EARNED AT OUR INSTITUTION

The transferability of credits you earn at Pyramind is at the complete discretion of an institution to which you may seek to transfer. Acceptance of the certificate you earn in Pyramind is also at the complete discretion of the institution to which you may seek to transfer. If the certificate that you earn at this institution is not accepted at the institution to which you seek to transfer, you may be required to repeat some or all of your coursework at the institution. For this reason you should make certain that your attendance at this institution will meet your educational goals. This may include contacting an institution to which you may seek to transfer after attending Pyramind to determine if your certificate will transfer.

Articulation Agreements

Pyramind has entered into an Articulation Agreement with ILM Academy, India. Students who complete the programs at ILM will have appropriate credits accepted towards the completion of our BPPE approved programs.

Graduation

Full-time Students must pass ALL courses and AT MINIMUM 3 Manufacturer authorized certifications or Certificates of Completion in order to graduate. The list of Certifications available include:

- WAVES A Certification
- Pro Tools 110 (AVID User Certification)
- Pro Tools 130 **
- Pro Tools 210M (AVID Operator Music Certification)
- Pro Tools 210P (AVID Operator Post Certification)
- Pro Tools 310M (AVID Expert Music Certification)
- LIVE (Certified by the instructor - NOT Ableton)
- Logic 101 (an Apple Certification)

** This course is a paid-for elective

Graduations are scheduled once or twice per year, sometimes in the summer, and nearly always in the Winter. In order to qualify for graduation, a student needs to satisfy the following requirements:

- Student must earn a passing grade for every class within their curriculum with the exception of any classes opted out.
- All financial obligations must be current.
- Must pass an Academic staff review by the Pyramind

training department.

Graduation will earn a Certification and will be delivered during the graduation ceremony or if the student cannot attend, Certificates will be mailed to the address on file.

Grades & Student Achievement:

Pyramind grades on the following scale: 90-100 is Excellent. 70-89 is Satisfactory. 69 and below is failing. Classes at Pyramind are graded as a measure of how well the student is performing and absorbing our curriculum. Our grades are derived from 5 criteria; Attendance, Participation, Work Ethic, Testing and Projects. Each class has a unique balance of each that reflects the nature of the class. Students may request a current transcript from Administration at any time by contacting the Director of Education or Admissions Coordinator. Grades must be disputed in writing to the Director of Education who will review the situation and make a determination. Grade disputes MUST be filed within two weeks of the conclusion of any given class. Two weeks after the conclusion of each class online storage of class projects is emptied. Any student wishing to dispute a grade after the two week window will be required to resubmit any or all class projects. If a failure is appropriate then the student will be placed on Academic Probation accordingly. If the failure is inappropriate, then the Director may change the grade to a passing grade with no negative ramifications.

Students will have access to their grade and progress reports 24/7 via their online login. Pyramind warrants that grades displayed are accurate and based on the proper input of records by the instructor. Students have the right to dispute their grades at any time and should direct their dispute to the Director of Education for review. The Director will review the situation and will take the appropriate action to either validate the grade or adjust it.

Student Rights & How to Address Student Grievances:

Every student has the right to cancel or withdraw as outlined in the "Right to Cancel and Refund" policy on page 25 of this document. Any student with a grievance or problem should report it to the Director of Education. If the DOE cannot adequately address the issue it should be reported to the Chief Academic Officer. If the Chief Academic Officer cannot adequately address the issue, it should be reported to the Chief Executive Officer.

Any dispute arising from the enrollment at Pyramind, no matter how described, pleaded or styled, may be resolved, through mutual agreement by both parties, by binding arbitration under the Federal Arbitration Act conducted by the American Arbitration Association ("AAA") in San Francisco, California, under its Commercial Rules. All determinations as to the scope, enforceability of this Arbitration Agreement shall be determined by the Arbitrator, and not by a court, The award rendered by the arbitrator may be entered in any court having jurisdiction.

A student or any member of the public may file a complaint about this institution with the Bureau for Private Postsecondary Education by calling (888) 370-7589 toll-free or by completing a complaint form, which can be obtained on the bureau's internet website www.bppe.ca.gov

Right to Cancel and Refund

EVERY STUDENT HAS THE RIGHT TO CANCEL THE ENROLLMENT AGREEMENT AND OBTAIN A REFUND OF CHARGES PAID THROUGH THE ATTENDANCE AT THE FIRST CLASS SESSION, OR THE SEVENTH DAY AFTER ENROLLMENT, WHICHEVER IS LATER. Notice of cancellation needs to be given in written form to the Director of Education (emails need a follow up phone call to ensure that the email didn't get lost). A student who cancels within this time period is eligible for a full refund of all monies paid to PYRAMIND with the exception of the \$95 registration fee and any money paid to the State Tuition Recovery Fund. After the first class session, or the seventh day, whichever is later, all students have the right to withdraw from their program. Withdrawal notification needs to be delivered in written form to the Director of Education. Any money pre-paid for tuition will be refunded according to our Refund Policy.

If a student chooses to withdraw from an entire program after the the first class session, or the seventh day after enrollment, whichever is later, refunds for that program are pro rated based on the length of time and clock hours completed and will be calculated based on the date of withdrawal notification. Refunds will be paid within 30 days following the date the student notifies the Director of Education of withdrawal.

The method for calculating a pro-rata refund is:

- Total tuition charged for the academic year/ total number of clock hours for the academic year= per clock hour tuition.
- Per Clock hour tuition x number of clock hour incurred= total tuition owed by student.
- Total tuition paid for academic year - total owed by student= refund amount.

Students who withdraw from the program having past 60% of the program are no longer entitled to refunds - the tuition funds will be considered earned. Additionally, any student who withdraws after 60% of the program will still be required to complete payments. The above policy complies with the State of California requirements as set forth by the BPPE.

Pyramind is a private vocational school and as such does not qualify for federal or state financial aid.

If a student who has obtained a loan to pay for their program withdraws from said program, the student is responsible to repay the full amount of the loan plus interest, less the amount of any refund.

If a student were to receive federal student financial aid funds, the student would be entitled to a refund of the money not paid from federal financial aid funds.

If a student defaults on a federal or state loan, both of the following may occur:

1. The federal or state government or a loan guarantee agency may take action against the student, including garnishing an income tax refund; and
2. The student may not be eligible for any other government financial assistance at another institution until the loan is repaid

Students who are on Payment plans (TFC) may withdraw from the program the same as any other. A TFC student who withdraws may also be due a refund depending on the financing specifics. However, students who owe more than they have paid based on the refund calculation, MUST continue to pay their contract until their total balance is paid. At that time, any and all contracts will be terminated and no further payments will be due. w

Students who purchase elective courses and are on a payment plan (TFC) may either withdraw from these courses or change their minds completely. For classes already begun, the standard refund policy applies (60% marks a full earning of the course). No refunds will be given to a dropped elective class until the full balance of the tuition is paid.

Pyramind will refund 100% of all tuition paid, less STRF and the registration fee (\$95) not to exceed \$250 should the student withdraw after the first day and before the 7th day after enrollment, whichever is later.

The Student Tuition Recovery Fund is designed to reimburse any student enrolled in a vocational school in California who falls victim to fraudulent or fiscally unsound schools. All students who attend vocational school in the State of California during their enrollment as of January 1, 2002 are subject to fees devoted to the STRF (California Education Code Section 94945). The Fund is managed by the Bureau of Private and Post-Secondary schools. The fee is \$.50 per \$1000 of tuition. Questions should be direct to the BPPE directly - 1625 North Market Blvd., Suite S202, Sacramento, CA 95834.

Any dispute arising from the enrollment at Pyramind, no matter how described, pleaded or styled, may be, upon mutual agreement by both parties, resolved by binding arbitration under the Federal Arbitration Act conducted by the American Arbitration Association ("AAA") in San Francisco, California, under its Commercial Rules. All determinations as to the scope, enforceability of this Arbitration Agreement shall be determined by the Arbitrator, and not by a court. The award rendered by the arbitrator may be entered in any court having jurisdiction.

Probation and Dismissal

All students are required to maintain a minimum standard of academic performance equivalent to a 70% or better in every class within their program. Failure to maintain a minimum grade 'across the board' will constitute a change of status to Academic Probation with the following possible ramifications:

- Any single class can be repeated within 4 months of the start of the failed class to earn a passing grade. As classes are often prerequisite for other classes, all other classes on the same 'class track' will also be postponed directly after the repeated class.
- Any class that is repeated as a result of failure and failed again, will incur a charge (upon taking the class a third time) for that individual class anywhere from \$495 to \$995 based on hours per meeting and length of time. Failure a third time may incur either another charge or may be grounds for termination by Pyramind. This determination will be made solely by the Administration.

Pyramind reserves the right to terminate a student's tenure based on the following reasons:

- Repeated failure of classes.
- Repeated financial delinquency or failure to pay.
- Rude, disruptive, unruly, violent or repeatedly uncivilized actions.
- Destruction of equipment or facility.
- Theft of any kind - from Pyramind, its students, staff, instructors or associates.
- Any sort of sexual harassment to other students, staff, instructors or associates.
- Illegal use of illicit drugs, alcohol or possession of illicit drugs on Pyramind campuses

Pyramind will offer verbal warnings prior to termination. A progression of warnings (2 maximum) will be required prior to termination. Each warning will be signed by Pyramind staff and will be asked to be signed by the student. Should a student refuse to sign, notice of that refusal will be noted on the warning. Termination notices will be given in written form. The student's account will then be reviewed to determine if a refund is due or if any money is owed by the student. If a student is found to be in arrears of an account, then all money not paid for training received will be considered due immediately. Pyramind reserves the right to seek any and all legal measures to collect on an amount owed.

Attendance:

ATTENDANCE IS THE RESPONSIBILITY OF THE STUDENT. MISSING THREE DAYS OF ANY 8-WEEK OR SIX DAYS OF ANY 16-WEEK CLASS AMOUNTS TO A FAILURE IN THAT CLASS. STUDENTS MAY RESCHEDULE FAILED CLASSES WITHOUT PENALTY IN ACCORDANCE WITH OUR FREE CLASS REPEAT POLICY.

Free class repeats: For CORE and DSP students, any PAID IN

classes, If a class is repeated as result of a failure, all other classes on the same 'class track' will be postponed until directly after the repeated class. If a repeated class is sold out with new students, the student repeating the class will still be permitted to take the class but will not be guaranteed a computer workstation in said class. Class repeats may be scheduled through the Admissions Coordinator.

Students have the right to take a Leave Of Absences due to a Family Emergency, Personal Health Concerns, or Financial Hardship. Requests for leave must be submitted in writing to the Chief Academic Officer or similar and are subject to approval. LOA can extend to 4 months but cannot extend beyond four subsequent enrollment cycles. After 4 missed starts (8 months total) students will be considered to be withdrawn and the standard refund policy will apply. Students will be held responsible for any unpaid tuition and refunds will be sent if appropriate.

Students returning from LOA will be re-enrolled into the program at the beginning of the Block of classes they were enrolled in during the Leave request.

You must pay the state-imposed fee for the Student Tuition Recovery Fund (STRF) if all of the following applies to you:

1. You are a student in an educational program, who is a California resident, or are enrolled in a residency program and prepay all or part of your tuition by cash, guaranteed student loans or personal loans AND ;
2. Your total charges are not paid by any third-party payer such as an employer, government program or other payer unless you have a separate agreement to repay the third party.

You are not eligible for protection from the STRF and you are not required to pay the STRF fee, if either of the following applies:

1. You are not a California resident or are not enrolled in a residency program, or.
2. Your total charges are paid by a third party, such as an employer, government program or other payer, and you have no separate agreement to repay the third party.

The State of California created the Student Tuition Recovery Fund (STRF) to relieve or mitigate economic losses suffered by California residents who were students in educational programs who are California residents, or are enrolled in residency programs attending certain schools regulated by the Bureau for Private Post-Secondary and Vocational Education.

You may be eligible for STRF if you are a California resident or are enrolled in a residency program, prepaid tuition, paid the STRF assessment and suffered economic loss as a result of any of the following:

1. The school closed before the course of instruction was completed.
2. The school's failure to pay refunds or charges on behalf of a student to a third party for license fees or any other purpose, or to provide equipment or materials for which a charge was collected within 180 days before the closure of the school.

1. The schools failure to pay or reimburse loan proceeds under a federally guaranteed student loan program as required by law or to pay or reimburse proceeds received by the school prior to closure in excess of tuition and other costs
2. There was a material failure to comply with the Act or this Division within 30 days before the school closed, if the material failure began earlier than 30 days prior to close as determined the Bureau
3. Any inability after diligent efforts to prosecute, prove and collect on a judgement against the institution for a violation of the Act.

International Students and English Requirements

This school is authorized under Federal law to enroll nonimmigrant alien students Pyramind is proud to host international students and upon completion of enrollment can issue an I-20 that allows a paid, registered student to obtain an M-1 visa for 12 months. Pyramind will vouch for the student’s status for the duration of their program. Beyond the 12 months for which the visa was initially granted, it is the sole responsibility of the student to research and request possible visa extensions, OPT training and the like. Pyramind Admissions will comply with any and all reasonable requests for signatures and approvals on forms related to such requests but is not responsible for obtaining said documents.

English is the only language used for instruction at Pyramind. All students shall go through an in-person and/ or phone remote conversation to determine the students’ proficiency in English by the Admissions staff. Students found to be lacking in English skills shall not be granted admission to Pyramind.

Any student should at minimum understand and speak English conversationally without apparent difficulty.

All information provided in this course catalog covers the enrollment dates of

January 2016

to

January 2017

License

Pyramind is a private institution which is Approved by the BPPE (Bureau for Private Post-Secondary Education). An approval to operate means that the Bureau has determined and certified that Pyramind is in compliance with California State standards as set by the California Educational Code.

Pyramind is not an accredited institution and is thus not recognized by the United States Department of Education. FAFSA and other Federal Financial Aid Programs therefore do not apply to Pyramind. Students enrolled in Pyramind are not eligible for Federal Financial Aid.

As a prospective student, you are encouraged to review this catalog prior to signing an enrollment agreement. You are also encouraged to review the School Performance Fact Sheet, which must be provided to you prior to signing an enrollment agreement.

The Audio and Music production industry does not require licensure to operate in the state of California thus Pyramind does not offer any licensure to that end.

Pyramind has no pending petition in bankruptcy, is not operating as a debtor in possession, has not filed a petition within the preceding five years, nor has had a petition in bankruptcy filed against it with the preceding five years that resulted in reorganization under Chapter 11 of the United State Bankruptcy Code.

Pyramind Stores all academic and financial records separately and forever. You can contact the Admissions Coordinator or the Director of Education to request your records.

Academic Records include grades, transcripts (attendance, projects scores, tes results etc.) and Financial Records include Invoices, payment records, payment plan agreements, refunds, credit reports etc.

Any dispute arising from the enrollment at Pyramind, no matter how described, pleaded or styled, may be, upon mutual agreement of both parties, resolved by binding arbitration under the Federal Arbitration Act conducted by the American Arbitration Association (“AAA”) in San Francisco, California, under its Commercial Rules. All determinations as to the scope, enforceability of this Arbitration Agreement shall be determined by the Arbitrator, and not by a court, The award rendered by the arbitrator may be entered in any court having jurisdiction.

A student or any member of the public may file a complaint about this institution with the Bureau for Private Postsecondary Education by calling (888) 370-7589 toll-free or by completing a complaint form, which can be obtained on the bureau’s internet website www.bppe.ca.gov

Any questions a student may have regarding this catalog that have not been satisfactorily answered by the institution may be directed to the Bureau for Private Postsecondary Education at 2535 Capital Oaks Drive, suite 400, Sacramento, CA 95833, www.bppe.ca.gov, toll-free telephone number (888) 370-7589 or by fax (916) 263-1897.

Full-Time Program Payment Options:

PYRAMIND COMPLETE MASTER PROGRAM | 2016 | PAYMENT OPTIONS

PLAN A: PRE-PAY IN FULL	
Books & Materials	\$2,085.17
Registration Fee & Certification	\$395.00
Testing Fees	
Tuition Total	\$33,460.00
PRE-PAY DISCOUNT:	
Bottom Line	\$35,940.17

PLAN B: 24-Month Payment Plan	
Books & Materials	\$2,085.17
Fees	\$590.00
Tuition Total	\$33,460.00
Total Due Prior to Start:	\$5,000.00
Amount Financed:	\$31,135.17
8.8% Interest	\$2,813.29
23 monthly payments of:	\$1,476.02
Bottom Line	\$38,948.46

PLAN C: 36-Month Payment Plan	
Books & Materials	\$2,085.17
Fees	\$590.00
Tuition Total	\$33,460.00
Total Due Prior to Start:	\$5,000.00
Amount Financed:	\$31,135.17
8.8% Interest	\$4,279.93
35 monthly payments of:	\$1,011.86
Bottom Line	\$40,415.10

PYRAMIND COMPLETE MASTER PROGRAM | 2016 | PAYMENT OPTIONS

PLAN D: 48-Month Payment Plan	
Books & Materials	\$2,085.17
Fees	\$590.00
Tuition Total	\$33,460.00
Total Due Prior to Start:	\$5,000.00
Amount Financed:	\$31,135.17
8.8% Interest	\$5,786.15
47 monthly payments of:	\$785.56
Bottom Line	\$41,921.32

PLAN E: 60-Month Payment Plan	
Books & Materials	\$2,085.17
Fees	\$590.00
Tuition Total	\$33,460.00
Total Due Prior to Start:	\$5,000.00
Amount Financed:	\$31,135.17
8.8% Interest	\$7,332.24
59 monthly payments of:	\$651.99
Bottom Line	\$43,467.41

PLAN F: 72-Month Payment Plan	
Books & Materials	\$2,085.17
Fees	\$590.00
Tuition Total	\$33,460.00
Total Due Prior to Start:	\$5,000.00
Amount Financed:	\$31,135.17
8.8% Interest	\$8,917.35
71 monthly payments of:	\$564.12
Bottom Line	\$45,052.52

PYRAMIND SOUND FOR PICTURE & GAMES MASTER PROGRAM | 2016 | PAYMENT OPTIONS

PLAN A: PRE-PAY IN FULL

Books & Materials	\$1,906.19
Registration Fee & Certification	\$245.00
Testing Fees	
Tuition Total	\$27,995.00

PRE-PAY DISCOUNT:

Bottom Line **\$30,146.19**

PLAN B: 24-Month Payment Plan

Books & Materials	\$1,906.19
Registration Fee & Certification	\$440.00
Testing Fees	
Tuition Total	\$27,995.00

Total Due At Start: **\$5,000.00**

Amount Financed: \$25,341.19

8.8% Interest \$2,289.63

23 monthly payments of: **\$1,201.34**

Bottom Line **\$32,630.82**

PLAN C: 36-Month Payment Plan

Books & Materials	\$1,906.19
Registration Fee & Certification	\$440.00
Testing Fees	
Tuition Total	\$27,995.00

Total Due At Start: **\$5,000.00**

Amount Financed: \$25,341.19

8.8% Interest \$3,483.31

35 monthly payments of: **\$823.56**

Bottom Line **\$33,824.50**

PYRAMIND SOUND FOR PICTURE & GAMES MASTER PROGRAM | 2016 | PAYMENT OPTIONS

PLAN D: 48-Month Payment Plan	
Books & Materials	\$1,906.19
Registration Fee & Certification	\$440.00
Testing Fees	
Tuition Total	\$27,995.00
Total Due At Start:	\$5,000.00
Amount Financed:	\$25,341.19
8.8% Interest	\$4,709.20
47 monthly payments of:	\$639.37
Bottom Line	\$35,050.39

PLAN E: 60-Month Payment Plan	
Books & Materials	\$1,906.19
Registration Fee & Certification	\$440.00
Testing Fees	
Tuition Total	\$27,995.00
Total Due At Start:	\$5,000.00
Amount Financed:	\$25,341.19
8.8% Interest	\$5,967.75
59 monthly payments of:	\$530.66
Bottom Line	\$36,308.94

PLAN F: 72-Month Payment Plan	
Books & Materials	\$1,906.19
Registration Fee & Certification	\$440.00
Testing Fees	
Tuition Total	\$27,995.00
Total Due At Start:	\$5,000.00
Amount Financed:	\$25,341.19
8.8% Interest	\$7,257.75
71 monthly payments of:	\$459.14
Bottom Line	\$37,598.94

PYRAMIND ELECTRONIC MUSIC PRODUCER | 2016 | PAYMENT OPTIONS

PLAN A: PRE-PAY IN FULL	
Books & Materials	\$1,803.07
Registration Fee & Certification	\$395.00
Testing Fees	
Tuition Total	\$25,995.00
PRE-PAY DISCOUNT:	
Bottom Line	\$28,193.07

PLAN B: 24-Month Payment Plan	
Books & Materials	\$1,803.07
Registration Fee & Certification	\$590.00
Testing Fees	
Tuition Total	\$25,995.00
Total Due at Start	\$5,000.00
Amount Financed	\$23,388.07
8.8% Interest	\$2,113.18
23 monthly payments of:	\$1,108.75
Bottom Line	\$30,501.25

PLAN C: 36-Month Payment Plan	
Books & Materials	\$1,803.07
Registration Fee & Certification	\$590.00
Testing Fees	
Tuition Total	\$25,995.00
Total Due at Start	\$5,000.00
Amount Financed	\$23,388.07
8.8% Interest	\$3,215.08
35 monthly payments of:	\$760.09
Bottom Line	\$31,603.15

PYRAMIND ELECTRONIC MUSIC PRODUCER | 2016 | PAYMENT OPTIONS

PLAN D: 48-Month Payment Plan	
Books & Materials	\$1,803.07
Registration Fee & Certification	\$590.00
Testing Fees	
Tuition Total	\$25,995.00
Total Due at Start	\$5,000.00
Amount Financed	\$23,388.07
8.8% Interest	\$4,346.63
47 monthly payments of:	\$590.10
Bottom Line	\$32,734.70

PLAN E: 60-Month Payment Plan	
Books & Materials	\$1,803.07
Registration Fee & Certification	\$590.00
Testing Fees	
Tuition Total	\$25,995.00
Total Due at Start	\$5,000.00
Amount Financed	\$23,388.07
8.8% Interest	\$5,507.77
59 monthly payments of:	\$489.76
Bottom Line	\$33,895.84

PYRAMIND EMP LIGHT PROGRAM | 2016 | PAYMENT OPTIONS

PLAN A: PRE-PAY IN FULL	
Books & Materials	\$406.85
Registration Fee & Certification	\$245.00
Testing Fees	
Tuition Total	\$9,995.00
PRE-PAY DISCOUNT:	-\$500.00
Bottom Line	\$10,146.85

PLAN B: 8-Month Payment Plan	
Books & Materials	\$406.85
Registration Fee & Certification	\$440.00
Testing Fees	
Tuition Total	\$9,995.00
Total Due At Start:	\$2,995.00
Amount Financed:	\$7,846.85
8.8% Interest	\$231.85
8 monthly payments of:	\$1,154.10
Bottom Line	\$11,073.70

PLAN C 16-Month Payment Plan	
Books & Materials	\$406.85
Registration Fee & Certification	\$440.00
Testing Fees	
Tuition Total	\$9,995.00
Total Due At Start:	\$2,995.00
Amount Financed:	\$7,846.85
8.8% Interest	\$468.25
15 monthly payments of:	\$554.34
Bottom Line	\$11,310.10

PYRAMIND CORE PROGRAM | 2016 | NO ELECTIVES | PAYMENT OPTIONS

PLAN A: PRE-PAY IN FULL	
Books & Materials	\$1,624.05
Registration Fee & Certification	\$395.00
Testing Fees	
Tuition Total	\$19,995.00
PRE-PAY DISCOUNT:	
Bottom Line	\$22,014.05

PLAN B: 24-Month Payment Plan	
Books & Materials	\$1,624.05
Fees	\$590.00
Tuition Total	\$19,995.00
Total Due At Start	\$5,000.00
Amount Financed:	\$17,209.05
8.8% Interest	\$1,555.04
23 monthly payments of:	\$815.83
Bottom Line	\$23,764.09

PLAN C: 36-Month Payment Plan	
Books & Materials	\$1,624.05
Fees	\$590.00
Tuition Total	\$19,995.00
Total Due At Start	\$5,000.00
Amount Financed:	\$17,209.05
8.8% Interest	\$2,365.40
35 monthly payments of:	\$559.27
Bottom Line	\$24,574.45

PYRAMIND CORE PROGRAM | 2016 | NO ELECTIVES | PAYMENT OPTIONS

PLAN D: 48-Month Payment Plan	
Books & Materials	\$1,624.05
Fees	\$590.00
Tuition Total	\$19,995.00
Total Due At Start	\$5,000.00
Amount Financed:	\$17,209.05
8.8% Interest	\$3,198.35
47 monthly payments of:	\$434.20
Bottom Line	\$25,407.40

PYRAMIND NIGHT EMP PROGRAM with ABLETON LIVE | 2016 | PAYMENT OPTIONS

PLAN A: PRE-PAY IN FULL		
NIGHT EMP PROGRAM	Welcome to Electronic Music with Ableton Live Night Program	\$1,995.00
	PAY IN FULL DISCOUNT:	-\$95.00
	Tuition Total	\$1,900.00
	Bottom Line	\$1,900.00

PLAN B: 4-MONTH PAYMENT PLAN		
NIGHT EMP PROGRAM	Welcome to Electronic Music with Ableton Live Night Program	\$1,995.00
	Tuition Options Loan Setup Fee	\$195.00
	Total Due at Start	\$500.00
	Amount Financed:	\$1,690.00
	8.8% Interest	\$24.86
	3 monthly payments of:	\$571.62
	Bottom Line	\$2,214.86

PLAN C: 8-MONTH PAYMENT PLAN		
NIGHT EMP PROGRAM	Welcome to Electronic Music with Ableton Live Night Program	\$1,995.00
	Tuition Options Loan Setup Fee	\$195.00
	Total Due at Start	\$500.00
	Amount Financed:	\$1,690.00
	8.8% Interest	\$49.92
	7 monthly payments of:	\$248.56
	Bottom Line	\$2,239.92