



FULL COURSE CATALOG 2015

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About Our Programs

Pyramind's acclaimed programs share a unique educational philosophy we've spent over 15 years refining. At their foundation are four educational concepts that we use to cover a wide range of topics in great depth, and in a relatively short time. We call it "The Pyramind Method."

1. Personal Workflow Development

Most producers starting out on their own read books and watch videos that promise to teach you how to do things the 'right' way. These often unreliable sources can contribute to the development of bad habits (the wrong way) and don't always yield great results.

Our training programs, based on Pyramind's extensive production experience and best-practices (the Pyramind Way) help you to develop your own unique workflow (aka Your Way) -- the one you wanted in the first place.

2. Cross-Referential Learning

Our classes are structured to introduce and reinforce related concepts weekly, sometimes even daily, across different subjects. By cross-referencing related concepts, students get multiple perspectives on a given topic from different instructors using different tools and techniques, greatly accelerating the learning process.

3. Varied Learning Styles - Mastering Tools, Skills and Professional 'Chops'

We recognize that people learn differently - and that a single person might learn different subjects differently. We've spent over 15 years working on integrating multiple learning styles across multiple subjects so you have the best opportunity to learn the vast world of music production effectively. Whether you're in a tools-based class, a skills-based class or you're honing your professional 'chops', Pyramind's training methods are powerful and effective for just about anyone.

4. Teacher / Student Role Reversal

At the beginning of our training, the relationship between teacher and student is a traditional one. The student learns through lectures, lab time, imitation, and homework. As the student assimilates this introductory knowledge and advances through the curriculum, the relationship becomes more collaborative. The teacher presents material and the student "answers" through projects and production work, demonstrating their developing skills.

During months 9-12 of the Master Programs, the student-teacher relationship flips completely. The student demonstrates their working knowledge through projects coached to professional-grade completion by the teacher. Deadlines, workflow, client-communication simulations and other techniques are employed to simulate the same Producer-Client relationship a graduate will find in the real world. This ensures that our graduates have the experience, the 'chops' and 'the salt' necessary to compete in today's competitive market.

We encourage you to explore our offerings in the pages that follow. Take a deep breath...

Lets go!

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

Master Programs:

The COMPLETE Master

COMPLETE MASTER PROGRAM: \$32,765

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, Band Recording and more. The COMPLETE Master focuses on four main DAWs; Pro Tools, Ableton Live, Apple Logic and Propellerhead Reason. 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. The COMPLETE Master Program represents over 900 hours of class time. 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
Reason 101
Music Business 101
Audio Fundamentals 101
Music Theory 101
Synthesis 101 with Native Instruments
Piano 101
Ableton Live 101
DJ 101: Serato & CDJs
Technical Training 101

Months 3-4:

Pro Tools 110
Reason 110
Music Business 110
Audio Fundamentals 110
Music Theory 110
Synthesis 101 with Native Instruments (continued)
Piano 110
DJ 110 with Traktor
Technical Training 101 (continued)

COURSE LISTING (continued):

Months 5-6:

Pro Tools 201
Logic 101
Music Business 201
Audio Fundamentals 201
Production & Arranging 110
Ableton Live 201
DJ 210
Pro Tools 130 for Game Audio
Synthesis 201 with Native Instruments
Technical Training 110

Months 7-8:

Pro Tools 210m
Logic 201
Music Business 201
Audio Fundamentals 201 (continued)
Production & Arranging 110 (continued)
DJ 210 (continued)
Ableton Live 210
FMOD 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
Media Composer 101
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
FMOD 101
Waves A
Pyramind Complete Master Certification

The EMP Master

EMP MASTER PROGRAM: \$25,995 - \$27,995*

The 12-month Electronic Music Production Master Program is the deepest curriculum Pyramid 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, Mastering and more. The EMP Master focuses on three main DAWs; Ableton Live, Apple Logic and Propellerhead Reason. 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 Pyramid's full-time programs feature free class repeats (while still in school), available 1-on-1 time with instructors, and studio time included.

* Also available is the "EMP MASTER LEGACY" Program, which additionally includes Pro Tools 101, 110, 201, 210m and 310m (earning the student Operator and Expert-level Pro Tools Certification) as well as the Audio 201 Band Recording class.

COURSE LISTING:

Months 1-2:

Logic 101
Ableton Live 101
Music Business 101
Audio Fundamentals 101
Music Theory 101
Piano 101
Synthesis 101 with Native Instruments
DJ 101: Serato & CDJs
Technical Training 101

Months 3-4:

Logic 201
DJ 110 with Traktor
Music Business 110
Audio Fundamentals 110
Music Theory 110
Piano 110
Synthesis 101 with Native Instruments (continued)
DJ 110 with Traktor
Technical Training 101 (continued)

Months 5-6:

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

COURSE LISTING (continued):

Months 7-8:

Ableton Live 210
Reason 110
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 Logic
Mixing & Mastering 301 with LIVE
Production & Arranging 210 Film Scoring

Months 11-12:

Mixing & Mastering 301 with Logic (continued)
Mixing & Mastering 301 with LIVE (continued)
Production & Arranging 210 Film Scoring (continued)
Synthesis 301: Native Instruments' Reaktor

Certifications Earned:

Ableton Live User
Logic User
Waves A
Pyramid EMP Master Certification

* The EMP Legacy Program Additionally includes:

Pro Tools 101
Pro Tools 110
Pro Tools 201
Pro Tools 210m
Pro Tools 310m
Audio Fundamentals 201: Band Recording

Pro Tools User Certification
Pro Tools Operator Music Certification
Pro Tools Expert Music Certification

Master Programs:

Rock & Acoustic Production:

ROCK & ACOUSTIC MASTER PROGRAM: \$24,995

The 12-month Rock & Acoustic Master Program is Pyramid's most complete offering for those interested in producing Rock & Acoustic-centric music. Like all of Pyramid's full-time programs it is both broad and deep, with focus in Music Theory, Production, Arranging, Synthesis, Recording, Mixing, Mastering, Music Business, and Film Scoring. In terms of software, the Rock & Acoustic Master Program has extensive exploration of Pro Tools, Logic, Reason and Native Instruments. When it comes time to mix and master we'll explore plug-ins from MCDSP, Waves, Fabfilter, and Universal Audio, as well as hardware from UA, Avalon, Manley and more. All of Pyramid'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
Reason 101
Music Business 101
Audio Fundamentals 101
Music Theory 101
Piano 101
Synthesis 101 with Native Instruments
Technical Training 101

Months 3-4:

Pro Tools 110
Reason 110
Music Business 110
Audio Fundamentals 110
Music Theory 110
Piano 110
Synthesis 101 with Native Instruments (continued)
Technical Training 101 (continued)

Months 5-6:

Pro Tools 201
Music Business 201
Audio Fundamentals 201: Band Recording
Production & Arranging 110
Synthesis 201 with Native Instruments
Logic 101 (Certification Class)
Technical Training 110

COURSE LISTING (continued):

Months 7-8:

Pro Tools 210m
Music Business 210
Audio Fundamentals 201: Band Recording (continued)
Production & Arranging 110 (continued)
Synthesis 201 with Native Instruments (continued)
Logic 201
Technical Training 110 (continued)

Months 9-10:

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

Months 11-12:

Mixing & Mastering 301 with Pro Tools (continued)
Mixing & Mastering 301 with Logic (continued)
Production & Arranging 210 Film Scoring (continued)
Pro Tools 310M Expert

Certifications Earned:

Pro Tools User
Pro Tools Operator Music
Pro Tools Expert Music
Logic User
Waves A
Pyramid Rock & Acoustic Master Certification



880 & 832 Folsom Street
San Francisco, CA 94107
415.896.9800
www.pyramid.com

Master Programs:

Sound for Picture and Games

SOUND FOR PICTURE & GAMES MASTER PROGRAM \$28,995

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 much more. This program has software focus in Pro Tools, Logic, FMOD, Reason 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
Reason 101
Music Business 101
Audio Fundamentals 101
Music Theory 101
Piano 101
Synthesis 101 with Native Instruments
Technical Training 101

Months 3-4:

Pro Tools 110
Reason 110
Music Business 110
Audio Fundamentals 110
Music Theory 110
Piano 110
Synthesis 101 with Native Instruments (continued)
Technical Training 101 (continued)

Months 5-6:

Pro Tools 130 for Game Audio
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
Audio Fundamentals 201: Band Recording
Production & Arranging 110 (continued)
Logic 201
FMOD 101 (Game Audio Middleware)
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
Media Composer 101
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
FMOD 101
Waves A
Pyramind SPG Master Certification

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”

* Class texts and materials not included in tuition

* The BYO programs are not full-time and therefore do not qualify for International Students who require a student visa

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

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 Fundamentals 101
Synthesis 101 with Native Instruments
Ableton Live 101
DJ 101: CDJs & Serato

Months 3-4:

Music Theory 110
Audio Fundamentals 110
Synthesis 101 (continued)
DJ 110: Traktor

Months 5-6:

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

Months 7-8:

Production & Arranging 110 (continued)
Ableton Live 210
Synthesis 201 (continued)

Certifications Earned:

Ableton Live User Certification
Waves Certification A
Pyramind EMP Light Certification



The Core

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 four major creative software applications - Pro Tools, Logic Studio, Ableton Live and Reason - plus some of the industry standard plug-ins from Waves, McDSP, and Native Instruments.

Core graduates earn as many as 7 manufacturer certifications including: Pro Tools User, Pro Tools Operator Music, Logic Studio Levels 1 & 2, Waves Certification A, FMOD Level 1 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:	544
The Core with electives:	640

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 Program Class List:

Months 1 & 2

- Audio Fundamentals 101
- Music Business 101
- Pro Tools 101
- Piano 101
- Music Theory 101
- Reason 101
- Synthesis 101 with Native Instruments
- DJ 101: Serato & CDJs (elective)
- Ableton Live 101
- Technical Training 101

Months 3 & 4

- Audio Fundamentals 110
- Music Business 110
- Pro Tools 110
- Piano 110
- Music Theory 110
- Reason 110
- Synthesis 101 with Native Instruments (cont.)
- DJ 110: Traktor
- Technical Training 101 (continued)

Months 5 & 6

- Audio Fundamentals 201
- Production and Arranging 110
- Pro Tools 201
- Pro Tools 130 for Game Audio (elective)
- Synthesis 201 with Native Instruments
- Apple Logic Studio 101
- Music Business 201
- DJ 210
- Ableton Live 201
- Technical Training 110

Months 7 & 8

- Audio Fundamentals 201 (cont.)
- Production and Arranging 110 (cont.)
- Pro Tools 210M
- Apple Logic Studio 201
- Music Business 210
- DJ210 (continued)
- Ableton Live 210
- Synthesis 201 with Native Instruments (cont.)
- FMOD 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 two Ableton-certified instructors. Though Ableton offers no single "standard" certification, Ableton-certified instructors 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 Studio 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



FMOD Certification is available as an elective with the CORE Program. 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.



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 (elective): 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 Certification 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. Apple's Logic End User Level 2 Certification is available upon completion of the course.

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

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 Fundamentals

Audio Fundamentals 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 Fundamentals 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 Fundamentals 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 Pyramid 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 Pyramid'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 Pyramid'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 Pyramid'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 Pyramid "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

Advanced Sound for Video Games

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)

Taught by Nick Gallant, the current Audio Director for Disney Interactive, 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.

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

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. The life cycle of surround sound will be explored and students will author a DVD of their project that plays back in home theaters.

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
- Choosing how to use the 6 speakers

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

Synthesis 201 with Native Instruments

A continuation of Synthesis 101, Synth 201 digs deeper into the Native Instruments toolset. 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
- FM Synthesis with FM8
- Battery
- Kontakt
- "The Keyboards"
- Rounds
- Kontour
- Intro to Reaktor
- Guitar Rig

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

The Business of Music and Sound

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 (cont.)

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 Pyramid. 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 PFS 101 and 110 classes will include special guest lectures highlighting different success stories from the front lines of the industry. (cont...)

Music Business 201 (cont.)

Key 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

The role of the Producer is not just responding to performances and coaching artists – today's producer has to have an intuitive understanding of the creative, technical and business processes. They must provide value to both the Artist and the Label – and in today's DIY and indie fueled industry they must often be both in order to get the necessary traction and visibility to graduate to the next level.

Strategies for managing your time and resources are central to having the necessary discipline to succeed. Marketing and team building for artist and personal development are key components that will be covered in depth

Topics Include:

- Defining yourself within your market
- Finding your niche and your “peeps”
- Building your brand
- Practical tools and techniques for self-marketing
- Creating and delivering on your best value proposition
- Creating demand for your services and talents
- Practical tools and techniques for time management and self-promotion
- Building your career ladder

Music Business 301 (elective)

Many individuals, artists, and labels need help when it comes to effectively planning and building their businesses. Now more than ever, independent artists, labels, and production companies need someone who can help guide them in establishing the foundational aspects of a new business entity.

In today's web-based DIY world, an artist or label can do much of the legwork themselves. But frequently time can be wasted unless they create a game plan before they release a CD, or begin a marketing and promotional campaign.

Music Business 301 is a DIY service with four consultation hours with Steffen Franz, the owner and founder of Independent Distribution Collective (IDC).

By the end of this shorter process, the student can expect to have all of the same paperwork provided, but they will need to do the majority of the filings and “homework” themselves. (Cont...)

Students are given a clear path to success through Steffen's comprehensive and tested management formula. This is the same formula that earned him the National Association of Record Industry Professionals (NARIP) 2009 Nomination for “Best Traditional Distribution Executive”, alongside the heads of industry titans Universal Music Distribution and KOCH Distribution.

Additional advantages of these programs include:

- Timelines and real-world goals to help establish student's career
- Simple and cost-effective techniques, which will help jump start any company, career, or release
- Affords students a chance to work directly with IDC

Video Editing

Media Composer 101 (Advanced)

Media Composer 101 Editing Essentials is the first step in achieving confidence, creativity, and efficiency with Avid Media Composer, the non-linear film/video editing application used in most movie and television productions.

This course will get you editing today with a built-in Quick Start guide covering the essential tools you need to start a basic project, assemble the story, and output to web — perfect for producers, journalists and corporate videographers. For those headed toward a career in post production, the second half of the course builds on the Quick Start to offer complete, foundational training in the craft of professional editing for news and documentary, commercial spots, and scripted narrative films.

Learn by doing with real-world projects. Start with the basics of 3-point editing and how to construct a scene, then move on to reworking a scene and trimming dialogue for maximum emotional impact. Add to that the tools and techniques to mix music and sound effects, create titles and transitions, and deliver the program to specification. You will also learn critical skills needed to work as an assistant editor, including how to sync picture and sound from different sources, organize a project, manage media and metadata, and more.

Topics include:

- Starting a Project
- Assemble the Picture & Sound
- Refining an Edit
- Packaging and Output
- Project Organization
- Building the Scene
- Cutting Dialogue
- Reworking a Scene
- Mixing Sequence Audio
- Output and Delivery
- Media Management
- Customizing Media Composer

DJ Classes:

DJ 101: CDJs and Serato

This in-depth course begins with the basic fundamentals of DJ'ing such as; beat matching, EQ'ing, gain matching, track selection, harmonic mixing, effects, set prep, and more. Students will learn how to DJ using Pioneer CDJ's, Rekordbox, and Serato Scratch Live. 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
- Serato Scratch Live
- EQ, Effects and Gain Matching
- Song Structure, Harmonic Mixing & Genre Mixing
- Track Selection, Stage Presence & Promotion

DJ 110: Traktor

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. Students 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
- 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 (elective)

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 will 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
- + Many Advanced Ableton Tricks and Techniques

Technical Training:

Technical Training 101/110:

Pyramind full-time students are required to log a minimum of 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.

FMOD:

FMOD Studio 101 (elective)

FMOD Studio 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.

- Intro to Game Audio
- 2D and 3D Sound
- Game Sound Conventions
- Platform Limitations
- The FMOD Studio Workspace
- Event Types & Functionality
- Nested and Associated Events
- Mult-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
- FMOD 101 Certification

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.).

PRE-PAY 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

Phone: 415.896.9800 ext. 202 or 226

Email: admissions@pyramind.com

Web: www.pyramind.com/training

Individual Class Pricing | Pyramind | 2015

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
Reason 101	8 weeks		\$695.00
Reason 110	8 weeks		\$695.00
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: Serato & CDJs	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 Fundamentals 101	8 weeks		\$695.00
Audio Fundamentals 110	8 weeks	Waves Certification A	\$695.00
Audio Fundamentals 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
Media Composer 101	8 weeks		\$995.00
5.1 Mixing	8 weeks		\$995.00
Game Audio 201	8 weeks		\$995.00
Game Audio 301	8 weeks		\$1,295.00
FMOD 101	8 weeks	FMOD Certification	\$995.00