



FULL COURSE CATALOG
JANUARY 1ST 2023 - DECEMBER 31ST 2024

859 Bryant St San Francisco, CA 94103

1-888-378-MIND / 415-896-9800

www.pyramind.com

Pyramind Inc. dba The Institute for Advanced Digital Audio Training (aka "Pyramind")

TABLE OF CONTENTS

General Overview	3
Student Resources	4
Enrollment & Admissions Info	5
Pyramind Deliverables	6
Full-Time Certification Programs	8
Part-Time Programs	11
Manufacturer Certifications	12
Individual Class Descriptions (ground campus)	13
Individual Class Descriptions (online)	24
Individual Course Pricing	27
Chart of Fees	28
Staff Biographies	29
Instructor Biographies	30
Policies	34
Payment Options	41

General Overview

Educational Mission Statement

Pyramind serves the public interested in creating music using today's digital production tools. We are committed to this education based on industry-standard 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

As Dj's, Producers, Composers, Audio Engineers, Sound Designers and Game Audio Producers. Outcomes of our programs include: DJ / performer (Electronic Music Producer Program / Music Production & DJ Program), Music Producer (The Complete Producer Program / Electronic Music Producer Program / Music Production Certificate), Sound Designer (Electronic Music Producer Program / Sound For Picture and Games / Complete Producer), Game Audio Producer (Complete Producer Program / Sound for Picture and Games) and Audio Engineer (Complete Producer Program / Sound for Picture & Games Program).

Facilities

Most classes are held at 859 Bryant st, San Francisco, CA 94103. Select classes are held at "The Lobby" - our partner studio location: 39 Jeff Adachi Way, SF, CA 94103. Pyramind is equipped with two multi-workstation labs, four Production Studios (one of which also serves 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. Both our labs and studios are equipped with up-to-date versions of the most commonly used software tools. This helps our students prepare for the world after graduation as they will be both competent and proficient in using the tools used in most professional sound environments. In addition to the studios and labs, a musical library is available both in printed support materials. Online students are not granted access to facilities, classrooms, or studios.

Classrooms

At the onset of the program students will work in the one of the classrooms with their own laptops or our studios which contains Intel Mac Mini computers running OSX and loaded with Logic, Ableton, Native Instruments Komplete, McDSP, Waves, Serum, Pro Tools and more. In the classroom, they are further equipped with Native Instruments Kontrol keyboards, which

serve as controllers for the software as well as keyboards for class. Unique to our labs, each workstation can not only switch to the speakers for playback, but they can also switch to the teacher's screen. This allows the students to have their work displayed on the big screen for both instructor and other students – a tremendously powerful educational feature. "The Lobby" studios are also equipped with tons of outboard gear as well as dual 15" Tannoy monitors, Adam and Focal monitors.

Studios

All students have access to the multi-workstation labs from the beginning of their programs. Full-time students have studio access based on passing a "Gauntlet test". Documentation on the rooms is available 24/7 and students can either use the studio computer or their own laptop. These rooms are equipped with an intel iMac computer running all the same software as the labs. Student works that start in the labs are easily transferred here without any down time. The room has an Apollo 8-channel interface (with UAD plug ins!), the Native Instruments' Kontrol 49 keyboard, Genelec 8" monitors, and the AVID Artist series motorized fader mixing worksurface.

The majority of the studios are located at 39 Jeff Adachi Way, SF, CA 94103. All 3 control rooms are available to book throughout a student's first term and each student with access must both reserve the time via the studio managers AND pass the "Gauntlet test" prior to being allowed in the rooms. All three studios have attached or patchable vocal booths for recording singers or other instruments. A host of outboard gear is racked and available to all students.

Each room features a Pro Tools HDX system, an Avid Icon Worksurface (or Artist mix fader pack), multiple channels of high quality tracking and production as well as software such as Pro Tools, Logic, Live, Native Instruments Komplete and more!

Business Name Disclosure

Pyramind's full and proper name is "Pyramind Inc. dba The Institute for Advanced Digital Audio Training". For clarity and brevity, we will refer to ourselves as simply "Pyramind". Each name refers to the same, singular business.

Student Resources

Pyramind has three main learning resources for students to use: an in-house physical library materials, our LMS (online class portal and learning management system) as well as our online video Blog .

All students may access the in-house resources at will as they are in a public room at 39 Jeff Adachi Way that requires no prior booking to access during normal business hours: Monday through Friday, 9am to 10pm. Students are free to peruse the materials and read them at their leisure. No resources are allowed out of the facility and are expected to be used/digested at the facility. The Learning Management System (LMS) is populated with external references for the students to access through the World Wide Web. Our website's Blog section (www.pyramind.com/training/blog) contains a collection of video tutorials relating to all subjects covered at Pyramind. These resources are all free.

Student Services

Pyramind offers many different students services which include:

- Internships in production, marketing, and education (available upon application and approval).
- Access to a full-time Student Advisor for additional academic support.
- Office hours available with all instructors.
- Studio (gear) advice and counseling.
- Custom Curriculum development.
- Access to Elite Sessions and Industry Mixers held at Pyramind.
- Access to the National Academy of Recording Arts and Sciences and its Grammy U program via application.
- One on One Production advice.
- Student Housing support and guidance.
- Free career and website development guidance.

Job Placement

Pyramind is often approached by employers looking for talent to fill both internships and job opportunities. When these opportunities arise, Pyramind sends emails direct informing students of opportunities. Students are sometimes chosen to apply based on the appropriate curriculum and fit for the opportunity. It's a good idea to have your resume and cover letter ready at ALL TIMES. It's 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.

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 in the SF / Bay Area range from \$750/ month to \$2000 per month. In addition, we do have a housing partner (a separate housing enterprise Pyramind does not control) which has shared living quarters where Pyramind students get priority access to housing. Contact our admissions office or Chief Academic Officer if you require help finding a place to live in San Francisco or the Bay Area.

Gear Discounts

All students may request an enrollment verification letter or student ID from the administration stating they are enrolled and the time period of their enrollment. Students may then present this to various retailers to earn educational discounts on software/equipment as dictated by the retailer and manufacturer. Upon enrollment the admissions staff will provide a guide to the gear that is essential for each class and suggestions to have at a home studio. This guide will also list the name of manufacturers where students can take advantage of educational discounts.

Enrollment & Admissions Information

Minimum Requirements

The minimum requirement for any student to enroll is that they be at least 17 years of age (or will be 18 within a short time from the beginning of their program) and have a High School Diploma or GED. Pyramind 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 non-immigrant foreign students. Upon successful enrollment, Pyramind can issue an I-20 form that may allow you to obtain an M-1 visa for 12 months (subsequent to approval by the consulate in the country of origin). Pyramind does not charge for visa processing. Only full-time programs qualify for student visas. Online students do not need to apply for a visa. TOEFL and English as a Second Language services are not offered at Pyramind.

Veterans Welcome

Pyramind's full-time, programs are generally covered by VA benefits. As a thank you to veterans for their service to our great nation, we've reduced the price for all courses NOT covered by the VA by 50% (which requires out-of-pocket tuition coverage by the veteran). If you are a veteran who would like to enroll, the first step is to request your Certificate of Eligibility (COE) from the VA. Then contact admissions@pyramind.com and we'll help you through the rest of the process.

Federal Funding

Because Pyramind is a private post-secondary school and not a federally accredited university, federal scholarships, grants, and financial aid such as FAFSA do not apply to us; students enrolled in Pyramind are not eligible for Federal Financial Aid. Pyramind 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 focused on essential, current, and relevant subjects.

Payment Plans

Pyramind offers various payment options as outlined by the official program price sheet. Both San Francisco ground campus and Pyramind Online students are eligible for the following payment options:

1. Payment in full - Tuition must be paid in full prior to the start of the program
2. Pyramind Payment Plan - payment plans for full-time and large custom programs to qualified applicants only. We "carry our own paper" (no 3rd party creditors) so we make the decision, not the bank. As this is our payment plan additional fees may apply depending on the type and timing of each payment
3. Pyramind Tuition Funding partner - Business Funding Network - Business Funding Network extends a line of credit in order to pay the tuition on our programs. For eligibility, students must participate in a credit check and adhere to the terms and conditions set forth by Business Funding Network. Outside of the initial payment to Pyramind, we are not responsible for any dealings between the student and Business Funding Network.

Individual Classes

Pyramind offers individual classes as well as larger customized programs. Anyone seeing to take a single class or collection of classes and NOT a full-time program are considered “custom program” students. Contact admissions@pyramind.com for details.

Class Size

Pyramind enrolls at the beginning on a quarterly basis with start dates typically offered every January, April, July, and September with a maximum of 12 students per section. If there is higher demand for a particular course or start date we may open another section however, that is not always guaranteed. Actual start dates vary year to year. For more information about the exact start date of a term or how many students are enrolled you may contact the Pyramind’s Admissions staff.

Regulatory Agency

Pyramind is a Private Post-Secondary School registered with the BPPE (Bureau of Private Postsecondary Education - [http:// www.bppe.ca.gov](http://www.bppe.ca.gov)) in the State of California. Our School Code is 3806081. All required BPPE documentation including annual reports can be found at <https://www.pyramind.com/training/admissions/enrollment-information/>. Pyramind also holds an A+ rating with the BBB and has since 2001.

Catalog Update

This Course Catalog is updated, at minimum, once every year or as needed based on changes to policies, programs, faculty, and staff.

Acceptance of Credits

Pyramind has entered into an agreement with MCMA Academy, Viet Nam, where graduates of MCMA may apply to Pyramind and apply their training towards a passing grade in select classes.

MCMA is founded by Manny Tran, a graduate of Pyramind, and it’s training is based on our programs. MCMA grads who apply and are accepted by Pyramind are offered tuition reductions (up to \$2500 USD) based on their grades and passing an application exam delivered by the CAO

STUDENT PROJECTS REQUIRED FOR GRADUATION (Ground Campus Only)

The following list of projects, certifications, and portfolio pieces are both required for graduation and will serve graduates well when embarking on their careers in the music industry (not all classes are in each Program. Consult the Programs to see which of these will apply to you).

MUSIC PRODUCTION WITH ABLETON LIVE

Complete two final composition portfolio pieces

MUSIC PRODUCTION WITH LOGIC PRO

Complete two final composition portfolio pieces

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 201

- Studio flow and etiquette in THE LOBBY.
- 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.

DJ / PERFORMANCE

Perform and capture a 10-15 minutes mix on the CD-J's, Traktor, or Serato. Students must demonstrate proper beat matching, transitioning skills, and a mix in key

MUSIC THEORY FOR PRODUCERS

- Create original composition applying common-tone voice leading and tonal harmonic practices.
- Original composition applying common sequences, seventh chords, and suspensions
- Original Composition Applying Advanced Structural and Harmonic Practices.
- Final Performance: Common Cadences, Scales, and Arpeggios.
- Produce an Original Piece Using the Blues Form.
- Composition Project.
- Final Performance of Three Pieces: A Selected Work from Bartók's Mikrokosmos, an Original Composition, and an Improvisation Displaying the Blues Form.

PRODUCING AND ARRANGING

- Complete a piece in IABO structure
- Compose a piece whether it's original, cover, 'style guide' or sound alike. Must include mode mixture

SOUND ENGINEERING

- In-depth Understanding of Professional Studio Practices and Mix Techniques.
- Comprehensive Midterm Exam
- Delivered Mix Assignment - Comprehensive Exam Certification
- Editing and Mixing Assignments based around in-class recording sessions
- Final Delivery of Recording Session Production and Mix

MUSIC BUSINESS

- Pass written assessment
- Create a marketing plan/outline with keynote presentation
- Create a marketing/ business plan and website/social media presence

SOUND DESIGN

Create a sample pack using all of the tools taught throughout the course

GAME SOUND

- Produced original sound design, foley, dialogue, score, and ambience for a provided game level and implemented these sounds into a playable version of the game in Unity.
- Cut scene with all original sound design Middleware 101 (Wwise Certification) - Exploration Wwise and Unreal Game level with original sound design implemented through middleware. - Certification Exam may require extra fees.
- Game Level consisting of all original sound design.
- Game Level consisting of all original music.

PRODUCTION TECHNIQUE

Production Technique

Projects will be done through in-class participation. Students will provide genre specific pieces of music as well as a final piece of music in order to pass.

Full-Time Certification Programs

The Complete Producer

14 Classes
Total Hours: 2165
In Class Hours: 928
Required Production Hours: 1301
7 Certifications
Tuition - \$27,995

(Detailed pricing and fees can be found starting on page 54)
(Details on 'Required Production Hours' on page 38)

The Complete Producer program is the culmination of our 20+ years on the front lines of professional sound production. This program is designed to prepare graduates for the broadest range of music industry careers possible and integrates all of Pyramind's programs and curriculum. This is the largest and most challenging Certification Program we offer. This program is also VA approved under the Montgomery GI Bill. Pyramind is proud to support our veterans.

- Best for people who desire both Music and Game Audio careers and are known to be disciplined students / hard workers.
- Highly challenging / demanding
- Leads to the most career opportunities, including the Pyramind Internship, Production Assistant and possibly staff.
- First to be considered for external career opportunities
- Guaranteed weekly studio access
- Free class repeats.

Pyramind Inc offers full-time programs that were designed to train students for work in the industry. The Complete program, Electronic Music Producer program, Sound for Picture & Games program, and Core Producer program can lead to careers in the following areas (Bureau of Labor Standard Occupational Classification codes):

SOC CODES: 27-1014, 27-1019, 27-2012, 27-2099, 27-3099, 27-4011, 27-4014

COURSE LISTING:

Months 1-3

Music Production with Ableton Live
Music Theory for Producers
Sound Engineering
Pro Tools
Production Technique

Months 4-6

Music Production with Logic Pro
DJ/Performance
Producing & Arranging
Pro Tools Continued
Production Technique (cont.)

Months 7-9

Sound Design
Film Audio
Music Business
Game Audio
Production Technique (cont.)

Months 10-12

Live Performance
Mixing & Mastering
Music Business Continued
Game Audio Continued
Production Technique (cont.)

Certifications Earned

Pro Tools User
Pro Tools Operator Music
Pro Tools Operator Post
Pro Tools Expert Music
Wwise 101 Certification / Wwise 110 hands-on Certification
Pyramind Complete Certification

Students must pass every class with an average of 70% or higher to graduate. Refer to page 35 details.

Sound for Picture and Games

11 Classes
Total Hours: 1671
In Class Hours: 672
Required Production Hours: 999
7 Certifications
Tuition - \$25,995

(Detailed pricing and fees can be found starting on page 50)
(Details on 'Required Production Hours' on page 38)

The Sound for Picture & Games program is specifically tailored to prepare you for a career in post-production, sound design and composition for visual media. This nine-month curriculum focuses on technical production skills, creative workflow, interactive game audio, film scoring and music composition. This program draws from Pyramind Studios' deep history of award-winning productions. Analyze and recreate real sessions from AAA and mobile game titles, film and commercial work originally produced by our in house team. The SFPG represents a balanced program of Music and Game Audio. This program is also VA approved under the Montgomery GI Bill. Pyramind is proud to support our veterans.

- Deliverable list
- Best for Game Audio / Post-centric (non-EDM) students or career changers
- Highly challenging / demanding
- Leads to career opportunities, including the Pyramind Internship, - Production Assistant and possibly staff.
- SFPG students considered for external career opportunities in Game Audio.
- Guaranteed weekly studio access
- Free class repeats

Pyramind Inc offers full-time programs that were designed to train students for work in the industry. The Complete program, Electronic Music Producer program, Sound for Picture & Games program, and Core Producer program can lead to careers in the following areas (Bureau of Labor Standard Occupational Classification codes):

SOC CODES: 27-1014, 27-1019, 27-2012, 27-3099, 27-4011

COURSE LISTING

Months 1-3

Music Production with Ableton Live
Music Theory for Producers
Sound Engineering
Pro Tools Continued
Production Technique

Months 4-6

Music Production with Ableton Live
Music Theory for Producers
Sound Engineering
Pro Tools Continued
Production Technique

Months 7-9

Sound Design
Film Audio
Mixing & Mastering
Game Audio Continued
Production Technique

Certifications Earned

Pro Tools User
Pro Tools Operator Music
Pro Tools Operator Post
WWise Certification 101 / WWise 110 (hands-on)
Pyramind SFPG Certification

Students must pass every class with an average of 70% or higher to graduate. Refer to page 35 for details.

Electronic Music Producer

8 Classes

Total Hours: 1206

In Class Hours: 480

Required Production Hours: 726

1 Certification

Tuition - \$17,995

(Detailed pricing and fees can be found starting on page 46)

(Details on 'Required Production Hours' on page 38)

The Electronic Music Producer program is specifically tailored to prepare you for an artist career in electronic music. This six month curriculum focuses on production skills, creative workflow, synthesis and music business. Produce, mix and master tracks that forge your sonic identity under the guidance of our teaching staff of experienced professionals. Collaborate with fellow students and staff in any of our killer studios during your included weekly studio hours. Refine your artist brand, network with the industry and prepare yourself for success. This program is also VA approved under the Montgomery GI Bill. Pyramind is proud to support our veterans.

- The largest Music-Only Certification Program we offer.
- Best for EDM fans / DJs who want to concentrate on music and Artistic / Brand development
- Highly challenging / demanding
- Leads to the most DJing and performance opportunities, including the Pyramind Internship and licensing music catalog.
- Guaranteed weekly studio access.
- Free class repeats.

Pyramind Inc offers full-time programs that were designed to train students for work in the industry. The Complete program, Electronic Music Producer program, Sound for Picture & Games program, and Core Producer program can lead to careers in the following areas (Bureau of Labor Standard Occupational Classification codes):

SOC CODES: 27-1014, 27-1019, 27-2012, 27-2099, 27-3099

COURSE LISTING:

Months 1-3

Music Production with Ableton Live or Music Production with Logic Pro

Music Theory for Producers
Sound Engineering
Music Business
Production Technique

Months 4-6

Producing & Arranging
Sound Design
Mixing & Mastering
Music Business Continued
Production Technique

Certifications Earned
Pyramind EMP Certification

Students must pass every class with an average of 70% or higher to graduate. Refer to page 35 for details.

Artist Music Producer Online

4 classes

Tuition: \$3,595.00

(Detailed pricing and fees can be found starting on page 59)

The Artist Music Producer Program is a distillation of years of teaching and curriculum development. The format is designed to hone your craft, while surrounding yourself with the right people and knowledge. This program focuses on the foundational pillars of the music production process. Throughout the six-month program students will learn how to make music with Ableton Live, music theory/composition/arrangement, sound design and synthesis, mixing, and mastering.

- Perfect for beginner to intermediate music producers
- Focus on practical music-making skills
- Group and individual sessions
- Projects and assignments designed to cultivate best practices for making and finishing music

COURSE LISTING:

Months 1-3

Music Production w/ Ableton Live
Producing & Arranging

Months 4-6

Sound Design
Mixing & Mastering

Part-Time Programs

Music Production Certificate

4 Classes
Total Hours: 292
In Class Hours: 192
Required Production Hours: 100
Tuition - \$7,995

(Detailed pricing and fees can be found starting on page 59)

The Music Producer Certificate program is specifically tailored to open the doors into the world of electronic music production. This six month curriculum focuses on production skills, creative workflow, synthesis and more. Throughout this part-time program students produce tracks that forge their sonic identity under the guidance of our teaching staff of experienced professionals. Collaborate with fellow students and staff in any of our killer studios during your included weekly studio hours. Refine your artist brand, network with the industry and prepare yourself for success.

SOC CODES: 27-1014, 27-1019, 27-2012, 27-2099, 27-3099

- Perfect for beginner to intermediate producers
- Best for EDM fans / DJs who want to concentrate on music and Artistic / Brand development
- Highly challenging / demanding
- Leads to upgrades into the Electronic Music Producer, Sound for Picture and Games, and Complete Producer programs
- Guaranteed weekly studio access
- Free class repeats

COURSE LISTING:

Months 1-3

Music Production with Ableton Live or Music Production with Logic Pro
Music Theory for Producers

Months 4-6

Producing & Arranging
Sound Design

Certifications Earned
Ableton Live User

Music Production & DJing Program

2 Classes
Total Hours: 146
In Class Hours: 96
Required Production Hours: 50
Tuition - \$3,995

(Detailed pricing and fees can be found starting on page 58)

The Music Production & DJ program is designed for those who are just starting their journey into sound. This three month curriculum focuses on producing with either Ableton Live or Logic Pro, creative workflow, DJing, and more. Throughout this part-time program students will learn the fundamentals of music production and how to perform as a DJ under the guidance of our teaching staff of experienced professionals. Collaborate with fellow students and staff in any of our killer studios during your included weekly studio hours. Refine your artist brand, network with the industry and prepare yourself for success.

SOC CODES: 27-1014, 27-1019, 27-2012, 27-2099, 27-3099

Months 1 - 3

Music Production with Ableton Live or Music Production with Logic Pro
DJ/Performance

Custom Curriculum

Pyramid 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 a student, our Admissions team will happily work with students and parents to find the right set of classes to meet their goals and budget. Custom program costs vary based on the classes selected by the student and Pyramid Administration. Individual course costs can be found on page 28 and a chart of any applicable fees can be found on page 29. All custom programs are required to purchase the Pyrapass (good for 4-months at a time) to gain access to the studios. The Pyrapass grants access to all studios once the student has shown proficiency "in the room".

- Build your program from our entire inventory of classes
- Some classes require pre-requisites prior to entry.
- Fits your budget and schedule in most cases.
- Requires purchase of the Pyrapass for studio access.
- Large custom programs may also earn the free class repeat policy (at the discretion of the Administration)

SOC CODES: 27-1014, 27-1019, 27-2012, 27-2099, 27-3099

Certifications equal to those found in the Complete Producer maybe

available to a custom program students depending on the courses purchased. Please refer to page 8 to see this list.

Manufacturer Certifications

The following industry Certifications are available through Pyramind Training:

Ableton LIVE

Pyramind is home to Ableton Certified Trainer Greg Gordon. Though Ableton offers no single “standard” certification, Ableton-certified Trainers are authorized by Ableton 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.

Avid Pro Tools

Avid 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 Expert Level Certification in Music and up to the Operator Certification in Post.

- Avid Pro Tools User
- Avid Pro Tools Operator - Music
- Avid Pro Tools Operator - Post
- Avid Pro Tools Expert - Music

Wwise Certification 101 and 110

The Audiokinetic Wwise Certification Program is an open-source online learning platform supported by Pyramind and Wwise Certified Instructors. Pyramind is home to the world's first two Wwise Certified Instructors, Matt Donner and Eric Kuehnl. The 101 test is offered online while the 110 is only offered to enrolled students in our Middleware 110 class and is tested on-site.

**Course Catalog Continues
on Next Page**

Individual Class Descriptions

Ground Campus

Avid Pro Tools

Pro Tools Program

6 month course (24 Weeks)

4 in-class hours per week

5 Required Production Hours per week

The six month Pro Tools program offers one of the most comprehensive options in the world for students to learn how to use Pro Tools in the studio as well as to earn vital certifications necessary to find work in the industry.

The Pro Tools Program introduces fundamental Pro Tools concepts and principles, covering everything an individual needs to know to complete a basic Pro Tools project, from initial setup to final mixdown.

Students will learn to build sessions that include multi-track recordings of live audio, MIDI sequences and virtual instruments. Hands-on exercises and projects introduce essential techniques for creating sessions, recording and importing audio and MIDI, editing session media, navigating sessions and arranging media on tracks, and using basic processing and mixing techniques to finalize a production. Students in the beginning will also build upon these lessons to achieve the skills they need to competently operate a Pro Tools system running mid-sized sessions.

The hands-on exercises provide experience setting up sessions, working with digital video, using loop recording and MIDI Merge techniques, working with virtual instruments, warping with Elastic Audio, applying Real-Time Properties, creating clip loops, applying signal processing, using automation, and using submixes and groups to simplify a final mix.

As the course continues, we cover the core concepts and skills needed to operate Pro Tools|HD Native systems to maximize and improve recording, editing, and mixing workflows. The hands-on exercises provide experience optimizing system resources, configuring I/O, navigating and color-coding sessions, managing session media, using advanced selection and auditioning techniques, working with clip gain, applying advanced automation techniques, creating submixes and applying parallel processing, advanced mixing and finishing techniques for a final mixdown.

Towards the end of the program we will cover techniques for working with Pro Tools in a professional post production environment. This course prepares candidates for the Avid Certified Operator: Pro Tools HD | Post certification exam. Candidates wishing to take this

certification exam must have firstly passed the Avid Certified User: Pro Tools | Software certification exam.

Finally, we prepare candidates for the Avid Certified Expert: Pro Tools HD | Music certification exam. In the last quarter of the program we focus on the advanced operation of Pro Tools in a professional music production environment. It offers technical insights into both Pro Tools hardware and software.

Topics Include:

- Getting to know Pro Tools User Interface
- Creating your first session
- Making your first audio recording
- Importing media • Making your first MIDI recording
- Navigating the UI and Tools • Basic editing techniques
- Introduction to mixing
- Finishing your work
- Managing large track counts and multiple inputs
- Managing Pro Tools software and hardware settings
- Setup and modify input/output (I/O) settings
- Recording MIDI and audio
- Advanced recording techniques
- Elastic Audio techniques / MIDI Real-Time Properties
- Clip-based editing techniques to audio and MIDI tracks
- Mixing - Use of sends, returns, and plug-ins
- Editing MIDI
- Editing audio
- Understanding automation
- Mixing - Use of sends, returns, and plug-ins
- Configure settings to optimize a Pro Tools HD system
- Working with Window Configurations
- Advanced selection, nudging, and shifting techniques
- Advanced auditioning techniques
- sing clip alignment techniques
- Working with clip gain
- Advanced automation techniques
- Setup and use AFL and PFL solo modes
- Advanced editing techniques
- Working with VCA Master tracks
- Understand a variety of mixdown techniques
- 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
- 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
- Playback and export options
- Using an Avid ICON worksurface in post production
- 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
- Music delivery
- Expert focus on ICON worksurfaces in music production

Prerequisites: None

Completion Requirements: 70% Attendance, Practical Assignments, Pro Tools 101 assessment test. - Composition project. Pro Tools 110 - Pro Tools 110 assessment test. Pro Tools User Certification. - Composition project. Pro Tools 201 assessment test. Pro Tools 210M - Pro Tools Operator Music Certification. Pro Tools 310M - Pro Tools Expert Music Certification. - In-class MIDI composition / mix & master project.

Mode of Instruction: Lecture, Project, and Feedback

Exams/Certifications Earned:

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 201 - Studio flow and etiquette in Studio 832. - Pro Tools 201 assessment test.
 Pro Tools 210M - Pro Tools Operator Music Certification.
 Pro Tools 310M - Pro Tools Expert Music Certification. - In-class MIDI composition / mix & master project.

Sound for Picture & Video Games

Game Audio Program

6 month course (24 weeks)

4 in-class hours per week

7 Required Production Hours per week

The six month Game Audio Program at Pyramind offers a comprehensive journey into the world of crafting and sculpting a sonic landscape for various types of games. 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.

Once the students have a firm understanding of how to score music for games we turn our attention to the specific tools of the trade. Middleware provides a basic understanding of game audio creation and implementation using the Wwise 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 portion of the program will provide basic middleware training and in tandem with basic audio engineering courses provide foundation for advanced Game Sound classes. Wwise 101 Certification is available online upon successful completion of the class. Wwise 110 Hands-on Certification is available on-site only. Pyramind is home to the world's first two Wwise Certified Instructors - CAO Matt Donner and Eric Kuehnl.

Students will also be exploring effective sound design techniques while covering the linear component of game audio. Games mix between linear playback and interactive playback as the player moves between sequences - known as "cutsscenes." 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 repurposed later in the program for the non-linear, interactive portion. 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:

- 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

- 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
- Game Sound Conventions
- Platform Limitations
- The Wwise Layouts and Workflows
- Event Types & Functionality
- Nested and Associated Events
- Multi-track Events
- Introduction to Parameters
- Parameters vs. the Timeline
- The Mixer
- Pre-Mixing using SoundCaster sessions
- Banks & Functionality
- Implementation
- 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
- 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
- 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
- Playback and export options
- Using an Avid ICON worksurface in post production

Projects Students Must Complete in Order to Graduate:

- Produced original sound design, foley, dialogue, score, and ambience for a provided game level and implemented these sounds into a playable version of the game in Unity.
- Cut scene with all original sound design
- Middleware 101 (Wwise Certification) - Exploration Wwise and Unreal Game level with original sound design implemented through middleware. - Certification Exam may require extra fees.
- Game Level consisting of all original sound design.
- Game Level consisting of all original music.

Film Audio Program

3 month course (12 weeks)

4 in-class hours per week

7 Required Production Hours per week

The three month Film Audio Program at Pyramid offers a comprehensive journey into the world of crafting and sculpting a sonic landscape for various types of media. This course provides students with exposure to the core skills, workflow, and concepts involved in creating and implementing film 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 Film Audio Workflow and common techniques for assessing, acquiring, recording, editing, mastering and implementing.

Students will create entirely original sound design for a short section of video. 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.

Finally, we circle back to using Pro Tools to cover techniques for working in a professional post production environment. The last quarter of the program prepares candidates for the Avid Certified Operator: Pro Tools HD | Post certification exam. Candidates wishing to take this certification exam must have firstly passed the Avid Certified User: Pro Tools | Software certification exam.

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
- 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
- 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
- Playback and export options
- Using an Avid ICON worksurface in post production

Projects Students Must Complete in Order to Graduate: Pro Tools Operator Post Certification, Cut Scene With All Original Sound Design

Music Business

Music Business Program

6 month course (24 weeks)

4 in-class hours per week

4 Required Production Hours per week

Pyramind's comprehensive Music Business program is an industry leading, robust program that covers everything from the basics all the way to learning how to make a living in the music business. We start by providing a broad look at the ever-changing music business. This class explores the differences between the Major Label and Independent Label, the use of social media, Grassroots marketing, physical manufacturing and basics of Distribution, planning for a release, nontraditional retail, and creating multiple revenue streams from your music.

Once we've created a foundation we provide an in-depth look at copyrighting, publishing, and licensing. Students are guided through the necessary steps to release original compositions, EPs, and albums with special focus on digital distribution, including both sales and streaming. This class also provides detailed explanations of recording and collaboration agreements (including mock negotiations) as well as monetization rights for the composer and audio producer.

The second half of the program digs deeper on what it takes to succeed in today's crowded 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.

In the final phase of the program we explore and elaborate 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. This class includes monthly special guest lectures highlighting different success stories from the front lines of the industry.

Topics Include:

- The state of the Music Business today
- Understanding music industry roles: labels, distribution, managers, agents
- How to build DIY success
- Discussion on branding and graphics
- Partnering with larger companies as your brand develops
- Low-cost and no-cost marketing techniques
- Creating physical product for sale and promotion (Including Vinyl, CDs and new media formats) • Multiple revenue streams from one composition
- Distribution
- General copyright procedures (the how and why)
- Publishing (performance and mechanical rights/royalties)
- Performing rights organizations
- Major vs Indie Label recording contracts
- Collaboration and Work For Hire Agreements
- Digital rights and revenue including downloads and streaming
- Basics of licensing your compositions for TV, film and game scores
- General copyright procedures (the how and why)
- Publishing (performance and mechanical rights/royalties)
- Performing rights organizations
- Major vs Indie Label recording contracts
- Collaboration and Work For Hire Agreements
- Digital rights and revenue including downloads and streaming
- Basics of licensing your compositions for TV, film and game scores
- Assessing your skills
- Assessing your weaknesses
- Clarifying your objectives
- Defining success as it pertains to you
- Setting your goals
- Building your road map to success

Prerequisites: None

Completion Requirements: 70% Attendance, Practical Assignments, pass two exams: Final Exam and Contracts Exam

Mode of Instruction: Lecture, Project, and Feedback

Student Projects Required for Graduation:

Pass written assessment

Create a marketing plan/outline with keynote presentation

Create a marketing/ business plan and website/social media presence

Ableton Live

Music Production with Ableton Live

3 month course (12 weeks)

4 in-class hours per week

2 Required Production Hours per week

Pyramind's Ableton Live Program provides the necessary background for students with little to no experience in computer-based production and recording to enter the later music production focused 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.

During this three month program we also focus on the details of the devices contained within Ableton Live Suite. 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.

Towards the end of the program students will produce "pretotypes" - advanced versions of tracks designed for quick prototyping. The tracks finished in this course will allow the students to move on directly to other programs offered at Pyramind such as our Sound Design and Mixing & Mastering programs.

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's Devices
- Detailed Preferences
- The Clip Box
- Follow Actions
- Using envelopes and automation
- Plug-ins and virtual instruments
- Practical media management techniques
- Advanced feedback / versioning
- Advanced Ableton techniques
- Speed Producing in Live.
- Mixing and Mastering

Prerequisites: None

Completion Requirements: 70% Attendance, Practical Assignments, Create an original piece with 3 sections, 3 audio tracks, 2 MIDI tracks, one return track, 3 Ableton devices and automation on at least three tracks, Create an original piece with 4 sections, 4 audio tracks, 4 MIDI tracks, two return tracks, 5 Ableton devices and automation on at least three tracks.

Mode of Instruction: Lecture, Project, and Feedback

Student Projects Required for Graduation:

Complete two final composition portfolio pieces

Apple Logic Pro X

Music Production with Logic Pro X

3 month course (12 weeks)

4 in-class hours per week

2 Required Production Hours per week

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.

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

Topics include:

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

Prerequisites: None

Completion Requirements: 70% Attendance, Practical Assignments

Mode of Instruction: Lecture, Project, and Feedback

Student Projects Required for Graduation:

Complete two final composition portfolio pieces

DJ & Performance

DJ/Performance

3 month class (12 weeks)

4 in-class hours per week

2 Required Production Hours per week

The Pyramind DJ/Performance course begins with the basic fundamentals of DJing 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 6 people, students get ample time with the instructor and opportunity to practice on Pyramind's DJ equipment.

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 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.

Topics include:

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

Prerequisites: None

Completion Requirements: 70% Attendance, Perform 15 minute DJ set

Projects Required for Graduation: Perform and capture a 10-15 minutes mix on the CD-J's. Students must demonstrate proper beat matching, transitioning skills, and a mix in key

Mode of Instruction: Lecture, Project, and Feedback

Live Performance Program

3 month course (12 weeks)

4 in-class hours per week

2 Required Production Hours per week

The Live Performance course 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!

Topics include:

- 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

Prerequisites: Pass Ableton Live

Completion Requirements: 70% Attendance, Perform a 15 minutes live set consisting of original tracks and premade tracks. Utilize routing, FX, and MIDI instruments covered in the course

Mode of Instruction: Lecture and Feedback

Music Theory & Production

Music Theory for Producers Program

3 month course (12 weeks)

4 in-class hours per week (separately)

2 Required Production Hours per week (separately)

The Pyramid Music Theory course combines both a theoretical and practical introduction to the theory and application of music. Infused with both piano skills and ear training, this fundamental class sets the foundation for understanding all music and is a must for any serious producer.

We start from the absolute beginning and provide a ground-up introduction to Piano and Keyboard performance and music theory. The keyboard has become the swiss army knife of instruments in our DAW. and Soft-Synth heavy production landscape, and facility on the instrument will dramatically improve the speed at which you can produce tracks.

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
- Modality
- Written notation
- 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

Prerequisites: None

Completion Requirements: 70% Attendance, Practical Assignments and Complete Projects to Graduate

Mode of Instruction: Lecture, Project, and Feedback

Student Projects Required for Graduation:

Create original composition applying common-tone voice leading and tonal harmonic practices.

Original composition applying common sequences, seventh chords,

and suspensions
Original Composition Applying Advanced Structural and Harmonic Practices.
Final Performance: Common Cadences, Scales, and Arpeggios.
Produce an Original Piece Using the Blues Form.

Producing & Arranging Program

3 month class (12 weeks)
4 in-class hours per week
2 Required Production Hours per week

This class is a tour through the processes of Producing music. There are as many ways to produce music as there are people doing it, but some methods yield more consistently good results than others. This class will show you best practices in music production and will involve lots of in-class, hands-on activity. We'll be integrating the concepts learned in the other classes into a cohesive Workflow. Students will build ideas from day 1 towards a completed track in the style of their choosing.

Building on the Workflow students developed in the first six weeks, students "evolve" that process and integrate deeper explorations of this subject. Students will "get deep" on the concepts of Storyline and Emotive expression in Music and will develop an in-depth understanding and use of the 7 Major Modes, extended chords and other harmonic functions. Where PnA 101 develops a process to produce "good" music, PnA 110's goal is to have students "make better music faster."

Topics include:

- The Triple Trinity and why it works across every track
- The "4-Leveled" Approach to Rhythm
- Idea Farming - how to find inspiration anywhere and grow it into music
- IABO Format
- How to "Stay in the Flow" - strategies for separating your work into sections of activity to keep creativity high and productivity fast.
- Integration of Harmony and Rhythm to create powerful beats
- Melody writing (basic) and its integration to the Beat IABO as an extension of the "4-leveled Approach"
- Speed writing exercise - what can YOU do in an hour?
- Arrangement strategies - tracking the emotional arc of a song to perfection
- Modality and its impact on story. Why modes are much more than just more Theory.
- Mode mixing - how to change your story mid-track to provide interest over time and stay relevant in the market longer.
- Melody writing (advanced) - balancing harmony, note choice and rhythmic patterns to make melodies that "stick."
- Emotional complexity through extended chord use.

Prerequisites: Pass Ableton Live
Completion Requirements: 70% Attendance, Practical Assignments
Mode of Instruction: Lecture, Project, and Feedback
Student Projects Required for Graduation:
Complete a piece in IABO structure
Compose a piece whether it's original, cover,

Sound Design

Sound Design Program

3 month course
4 in-class hours per week
2 Required Production Hours per week

The new era of sound design is here and more accessible than ever. Synthesizers have changed the face of modern music and the quality of our films' and games' 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 de facto leader in software synthesis and Pyramind features Native Instruments Komplete through all 16 weeks of Sound Design 101. This course is designed to deliver a comprehensive understanding of Sound design basics using Native Instruments Products, Serum, Ableton LIVE Suite tools and Logic Pro X tools.

As the course progresses, we dig deeper into the Native Instruments toolset as well as the amazing "Serum" synth from Xfer records. Concepts are reinforced 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:

- 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
- 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)

Prerequisites: None

Completion Requirements: 70% Attendance, Practical Assignments, Create an original piece

Mode of Instruction: Lecture, Project, and Feedback

Student Projects Required for Graduation:

Create a sample pack using all of the tools taught throughout the course

Sound Engineering

Sound Engineering Program

3 month class (12 weeks)

4 in-class hours per week

2 Required Production Hours per week

The Sound Engineering program offered at Pyramind allows students to 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. Audio engineering is dissected as both an art and a science: in depth and hands on analysis of signal flow from the live room and into the studio, microphone selection to placement and technique, headphone cue mixing, analog to digital conversion, compression, gating and recording live instruments are all part of these classes. Students record many common instruments and will process those recordings with McDSP tools.

Once we've covered the theory and thought process behind working in a studio, we transition into hands-on study in recording engineering and studio recording. Working in Pyramind's Studio A, students learn proper studio etiquette and process as they work as sound engineers with live musicians and bands recording completed songs. These recordings are then used to hone their post-production techniques to tighten and clean up the recordings with editing, tuning and processing with the latest DSP tools and plug-ins to create finished pro sounding mixes

Topics Include:

- Fundamentals of Sound
- Microphones - types and uses
- Mic techniques
- Fundamental mixing techniques
- Studio etiquette
- Digital signal processing (DSP) and basic mixing
- Microphones and Mic techniques
- Budget recording secrets
- Drum Mic Techniques
- Microphone selection For Different Instruments
- Isolation vs. Live Recording
- Setting Up Cue Mixes (Headphones)
- Vocal Recording • Drum recording
- Guitar Recording • Editing in Pro Tools
- Mixing in Pro Tools

- Working with Artist in a Professional studio
- Delivering a Mix on deadline

Prerequisites: None

Completion Requirements: 70% Attendance, Practical Assignments

Mode of Instruction: Lecture, Project, and Feedback

Student Projects Required for Graduation:

In-depth Understanding of Audio Understanding of Professional Studio Practices and Mix Techniques.

Comprehensive Midterm Exam

Delivered Mix Assignment - Comprehensive Exam Certification

Editing and Mixing Assignments based around in-class recording sessions

Final Delivery of Recording Session Production and Mix

Mixing for Music

Mixing & Mastering Program

3 month course

4 in-class hours per week

2 Required Production Hours per week

The unique educational process in this class puts the student in the driver's seat. Every week for 12 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.

This program also covers 5.1 Surround Mixing to prepare students for a career in the field. The mixing techniques are different but the tools are largely the same. Using Pro Tools and Pyramind's ICON work surface, 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:

- 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
- Submixes
- Mastering
- 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

Prerequisites: Pass Ableton Live or Logic Pro program, Pass Producing and Arranging Program

Completion Requirements: Final projects include:

- Complete mixed & mastered original composition, usually stemming from a previous class portfolio piece
- Mix trailer in 2.1 and 5.1 environment

Mode of Instruction: Lecture, Project, and Feedback

Production Technique

Production Technique

24 week class

4 in-class hours per week

0 Required Production Hours: per week

Production Technique is a hybrid course/workshop/study group that provides students with an outlet to test their proficiency in skills acquired at Pyramind while participating in curated exercises and activities.

Throughout this course, our full-time program students participate in a series of exercises to reinforce the technical skills they are learning in all of their other classes. Along the way students will learn about the history of music production, various styles of music, and creative production techniques used by professionals.

Prerequisites: None

Completion Requirements: 60% Attendance + In Class Projects

Mode of Instruction: Lecture, Project, and Feedback

Individual Class Descriptions

Online

Music Production w/ Ableton Live

This 12-week class focuses on using the devices and synths built into Ableton Live Standard and Suite. You will be trained to use Analog, Collision, Electric, Operator, Sampler, Simpler, and Tension. You will learn about Drum Racks, effects routing, and automation in detail, as well.

Six group sessions and one One on One session are included in the price of the course, giving you time with your instructor and fellow students. This deep-dive into the elements of Live becomes the foundation for making your unique sounds. Each and every device will be explored in depth and time will be spent on synthesis, sound design, using FX, and advanced management techniques.

Topics include:

- Analog synthesis techniques
- Frequency Modulation synthesis (Operator)
- Modeled synthesis • Sampling
- Racks and FX, building custom FX racks, and more
- Advanced techniques and file management

Prerequisites: None

Completion Requirements: An Ableton session demonstrating use of the Session and Arrange windows
Mode of Instruction: Video, Text and Images, Projects, Live group and One on One feedback sessions

Producing & Arranging

Pyramid's online Producing and Arranging class takes one of our most popular classes from our ground campus and delivers it to you at home. Taught within Ableton Live, you get a rich online learning environment packed with text, images and video, you also get six group sessions and one One on One session included in the price of the course, giving you time with your instructor and fellow students.

This course will help you finish songs, make better musical decisions and determine what sounds and parts belong together. You'll learn about the role of drums, bass, chords, harmony and melody. Specific attention and time are given to arranging and how you make your song work over time. Once your song is arranged you'll learn about building a solid mix to let your parts really speak to the listener.

Topics include:

- The Triple Trinity and why it works across every track
- The "4-Leveled" Approach to Rhythm
- Idea Farming - how to find inspiration anywhere and grow it into music
- IABO Format • How to "Stay in the Flow" - strategies for separating your work into sections of activity to keep creativity high and productivity fast.
- Integration of Harmony and Rhythm to create powerful beats
- Melody writing (basic) and its integration to the Beat

Prerequisites: None

Completion Requirements: An Ableton session using multiple rhythm tracks, bass and chord alignment, melody work, a good flow and good mix.

Mode of Instruction: Video, Text and Images, Projects, Live group and One on One feedback sessions

Ableton Live In Depth

This classes focuses on the details of the devices contained within Ableton Live Suite. 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.

- Ableton Live's Devices
- Detailed Preferences
- The Clip Box
- Follow Actions
- Using envelopes and automation
- Plug-ins and virtual instruments
- Practical media management techniques

Prerequisites: None

Completion Requirements: An Ableton session demonstrating use of internal devices and effects with liberal customization

Mode of Instruction: Video, Text and Images, Projects, Live one-on-one feedback

Sound Design

Pyramid's Sound Design course is a 12 week online course. The course gives you comprehensive knowledge of sound design and synthesis as well as a deep understanding of how synthesizers and samplers work.

You will employ Pyramid's four-step sound design process on any synth without getting lost, achieving a real understanding of how sound design works - no matter the tool.

Topics include:

- The four basic waveforms and where they originated (history of synthesis)
- Pyramid's four-step process to sound design
- Understanding what techniques and processes to employ to achieve "that sound" you desire
- The tools of synthesis: subtractive, wavetable, modeled, sampled, and granular, as well as drum sampling/synthesis
- How to use the "shaping" process across multiple levels of modulation to create interesting and "moving" sounds
- Create, save and tweak patches to use over and over again, and create your sound!

Prerequisites: None

Completion Requirements: an Ableton session using different types of synthesis tools and liberal customization of presets or custom-built sounds

Mode of Instruction: Video, Text and Images, Projects, Live group and One on One feedback sessions

Mixing & Mastering

This class covers the fundamental concepts that make up a mixing and mastering workflow in Ableton Live. If you are new to mixing and mastering or looking to ensure that you've left no stone unturned, this class is for you.

The videos and written content will lead you through a step-by-step process, taking an electronic dance music track from the songwriting stage all the way to final output. Each stage has very important steps that need to be executed in order to ensure a successful workflow and finished product. In addition to covering the Ableton plugins, you will explore tools from iZotope, FabFilter, Brainworx and Universal Audio.

This is a comprehensive course that will take you from beginning to end, ensuring your songs are ready for the dancefloor!

Topics include:

- Creating mix stems
- Volume, EQ and compression techniques
- Stereo width and pan
- Multiband dynamics
- Saturation and excitement
- Return FX techniques
- Mastering EQs and compressors
- Ableton Rack techniques
- Virtual tape machines
- Metering and loudness deception
- Final export

Prerequisites: Pyramid's Music Production w/ Ableton Live online course or equivalent production experience

Completion Requirements: An Ableton session demonstrating proper use of all techniques from all classes prior including a great sounding mix, a comprehensive understanding of audio processing, production, arranging, theory, and musical vision.

Mode of Instruction: Video, Text and Images, Projects, Live group and One on One feedback sessions

THE FOLLOWING PAGES DETAIL TUITION RATES
AND FEES

Individual Course Prices

Ground Campus

6 Month Courses	
Pro Tools	\$4,195.00
Music Business	\$4,195.00
Game Audio	\$4,195.00
3 Month Courses	
Music Production with Ableton Live	\$2,195.00
Music Production with Logic Pro	\$2,195.00
Music Theory for Producers	\$2,195.00
Producing and Arranging	\$2,195.00
Sound Engineering	\$2,195.00
DJ/Performance	\$2,195.00
Live Performance	\$2,195.00
Sound Design	\$2,195.00
Film Audio	\$2,195.00
Mixing & Mastering	\$2,195.00
Production Technique	\$2,195.00

Online

Music Production w/ Ableton Live	\$995
Producing & Arranging	\$995
Sound Design	\$995
Mixing & Mastering	\$995

All prices on this page indicate a total charge for the entire educational program.

Chart of Fees

	Payable to	Charge to Full Time OR Custom program over \$10,000 tuition	Charge to Part Time students or Custom programs under \$9,999	Charge to Artist Music Producer Online
Non-Refundable Registration Fee	Pyramind	\$250	\$250	\$250
Downgrade to Smaller Program	Pyramind	\$500	n/a	\$0.00
Second Retake Fee	Pyramind	67% discount of each individual course	67% discount of each individual course	\$0.00
Non-Refundable STRF (Student Tuition Recovery Fund)	Pyramind	\$2.50 per \$1,000	\$2.50 per \$1,000	\$0.00 per \$1,000
International Wire Transfer Fee (International students only)	Pyramind	\$75	\$75	\$0.00

Testing Fees

Pro Tools 100-level Fee	AVID	\$0.00	\$0.00	\$0.00
Pro Tools 200-level Fee	AVID	\$0.00	\$0.00	\$0.00
Pro Tools 300-level Fee	AVID	\$0.00	\$0.00	\$0.00
Wwise 101 Certification Fee	Audiokinetic	\$150	\$150	\$0.00

Payment Plan Fees

Monthly payment with credit card	Pyramind Pay Plan	\$100.00 Interest	\$100.00 Interest	\$100.00 Interest
Monthly payment with bank withdrawal	Pyramind Pay Plan	\$0.00	\$0.00	\$0.00
Collection attempts on missed payments	Pyramind Pay Plan	\$40 per collection attempt	\$40 per collection attempt	\$40 per collection attempt
Bounced check Fee	Pyramind	\$75	\$75	\$75
Credit Check Fee	Pyramind	\$75	\$75	\$75

Staff Bios

Gregory J. Gordon

CEO & Creative Director
Hometown: San Francisco, CA

Greg is a San Francisco native with over thirty years combined experience as an executive producer, creative director, music producer, publisher, music supervisor, educator and entrepreneur.

His passions and expertise lie at the convergence of music and sound production, interactive entertainment, and higher education. Clients include major game developers and publishers like Microsoft Studios, Insomniac Games, Ubisoft, Disney, Sony, Sega, Blizzard Entertainment and Zynga with whom Greg has worked on award winning titles including: Halo Anniversary, Sunset Overdrive, World Of Warcraft, Kinect Disneyland Adventures, Tron Run/r, and God Of War.

Greg has also worked with many recording artists including The Bronx, K Theory, Merl Saunders and Jerry Garcia, Joan Baez and Rocker T, and Rob Garza Of Thievery Corporation as well as high-profile technology brands including Samsung, Nvidia, GoPro, and Apple.

Greg is a twenty five year voting member of The National Academy Of Recording Arts & Sciences and served on the board of The Grammys as both a Governor and Trustee. He has been a leading advocate for recognition by The Recording Academy for music in games. He is also a long standing voting member and active supporter of The Game Audio Net Guild (GANG), the world's largest organization of game audio professionals.

He has conducted panels, and lectures at SXSW, The SF Music Tech Conference, AES Conference, The Academy of Art Institute of San Francisco, and GRAMMY Soundtables.

Greg was voted entrepreneur of the Year by The Renaissance Center For Entrepreneurship and named to the 2015 Inner City 100 list (ICIC) in recognition of Pyramid Inc's rapid growth.

Matt Donner

Chief Academic Officer
Senior Instructor
Hometown: Spring Valley, NY

Matt Donner holds a Bachelor's degree in Quantitative Business Analysis from Penn State and a Masters in Music from NYU. He 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.

In January 2000, he and Greg Gordon began working together exclusively at Pyramid 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 helped grow the Pyramid Training program from a single 24 hour class to the highly-touted 920 hour 12-month Complete Producer.

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) and 3 texts for Pyramid, as well as various articles, blogs and is a YouTube personality with over 1 million views on his series "The Breakdown" on Pyramid's Pyratube channel.

Hart Thorson

Director of School Operations & Admissions Director

Hart Thorson has spent the last 20 years in the music industry DJing all over the United States and releasing original music on labels such as the legendary KMS Records, Lucidflow, and others. Originally from the Midwest, Hart now resides in the Bay Area of California where he has spent the last decade working in the education side of the music industry. He's enrolled thousands of students at other Music Production Schools so he knows the landscape very well and has steered every prospect to the best solution for them. His dedication to customer service is what attracted him to Pyramid - and Pyramid to him! He is proud to call Pyramid his new home!

Steve Heithecker

Senior Instructor
Student Advisor
Pro Tools Expert

Steve brings his years of experience as a recording and mix engineer to the Pyramid 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 Pyramid, 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.

Steve also coauthored 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 Pyramid / Alfred publications "The Pyramid Training Series".

Korise Jubert

Video Editor/Social Media Manager

Korise Jubert is a Producer, singer, songwriter and emcee operating under the artist name “Big Tunes”. The Oakland native’s various contributions to Bay Area music occurred during Hip-Hop’s nascent years and included: Boogieshack, Fiyawata, Kaz Kyah, Jahi, Speech(Arrested Development), Game Rebellion, Heavy Weight Dub Champions, Holly Saucy and The Coup. Further joint ventures with the likes of Zion I, Gift of Gab, Dwayne Wiggins (Tony Toni Tone), Viveca Hawkins, Gina Rene (Soulstice), and artists he has developed like Fego Navarro, Sunru Carter and Cole Metanoia.

As a Program Coordinator for 13 years, Korise worked in the nonprofit sector inspiring youth to find their voice as well empowering them to produce their own music via The DJ Project Program. Finding his eye for photography and love for video production, Korise has formed his own media company “TownFuturist Media” where he produces events, music videos, webseries and short docs for underground artists and small businesses in the Bay Area.

Sean McKenna

Facilities Manager

Sean is a recording engineer, audio editor, and music producer. Sean graduated from Pyramid’s Core Producer Program in May 2021, and today, he’s Pyramid’s Facilities Manager, and is a big help for students using the studios to record and produce. Sean also works with commercial clients as a project manager, audio editor, and recording engineer.

Instructor Bios

Ryan Rey

Music Production with Logic Pro
Music Theory for Producers

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. 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 Pyramid, 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

Game Audio
Film Audio

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.

Steffan Franz

Music Business

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.

Shane Hazleton

Shane is a talented music producer and instructor who has created applications and software for audio testing as well as programmed editors and virtual sound and AV instruments for end user products.

His work in concept design for video game and music software controllers brought him to work for Akai-Numark-Alesis-ION. He worked with partner companies to create collaborative products (example Ableton APC line with Max For Live hardware specific promotional instruments, Serato for Itch based controllers). Made "independent" hardware end user demo videos for product promotion. Managed beta testing for self created audio tools, editors and players.

Quinn Grodzins

Sound Design, Live Performance

Quinn Grodzins is a Pyramind and UC Davis graduate, and an events industry veteran with a passion for live electronic music and all things hardware. Quinn's first brush with a synthesizer was A class at UC Davis dedicated to programming their Buchla model 200e and he's been hooked ever since. After Davis Quinn entered the event production industry where he worked for years - first on the corporate end with PSAV and then transitioning to the music industry, working with Insomniac, The Do Lab, and Dirtybird. He was also a stagehand and assistant engineer at the local audio company Know:Audio. All this while, Quinn was still following his passion for creating music, and the first step he took to switch his career trajectory to that was attending Pyramind's Electronic Music Producer program. Now Quinn is a facilities manager at Pyramind's studios and teaches the DJ 210 Live Performance with Ableton course.

Connor Mooldyk ("Jonn Connor")

Music Production with Ableton Live
DJ/Performance

With a humble upbringing through playing secret parties starting at the age of 17, Jonn Connor has risen quickly gaining the respect and support of Bay Area Trance pioneers. He holds an Ableton Live certification and has produced music under the moniker "Seventh Sign" for the likes of Disney Interactive and has remixed the legendary Giorgio Moroder. His SF club/venue checklist includes appearances at Ruby Skye, 1015 Folsom, Temple SF, The Great Northern, The Midway SF and many more. Amongst those appearances he shared line-ups with Trance legends such as Cosmic Gate, Shane 54, Jordan Suckley and Ferry Tale just to name a few. Bryan Kearney, Markus Schulz, Cold Blue, Marlo, Andrew Rayel and Snjieder are just a few of the artists that Jon has joined on Northern California line-ups with even more in his scope. He's been successfully teaching our DJ courses for several years at Monarch and we're pleased he's adding Ableton courses to his teaching roster!

Steven Vasiliou

Film Audio
Music Production w/ Ableton Live
Producing & Arranging

Accomplished, innovative, passionate and exceptionally dedicated sound arts professional with over 25 years experience in the music industry, education and management as well as diversity and inclusivity. Excellent reputation for outstanding leadership, professional development, resolving problems, and maintaining a high level of quality service. Billboard charting singer songwriter and artist with film, television, and magazine publications.

Steven holds an Expert certification in Avid Pro Tools and has worked extensively in writing curriculum for schools all over the world.

Harry Gold

Harry Gold is a Bay Area blues and jazz guitarist, pianist, arranger and singer who has performed all over the United States, and Europe. Besides performing, he has been working as a luthier, repairing and building guitars for over a decade. He is also an Avid Certified Instructor, holding several certifications in Pro Tools and Sibelius software.

Steve Heithecker

Sound Engineering
Pro Tools
Mixing & Mastering
(refer to bio in Staff Bios)

**Course Catalog Continues
on Next Page**

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.
- Have a full and working knowledge of English equivalent to a 12th grade level. 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. No TOEFL or ESL services are provided. TOEFL or ESL results may be used to demonstrate English language proficiency. Pyramind also accepts proof of citizenship e.g. Passport ID page from a country where English is an official language. We'll also accept an official diploma from an academic institution where English is the language of instruction.

Note that Pyramind does not accept ATB (Ability to Benefit) testing as a substitute for a HS Diploma or GED.

The Admissions Department will request proof of HS diploma during the enrollment process. No student shall be granted entrance to Pyramind's curriculum without this supporting documentation. Pyramind will not admit any student who is unqualified or who does not appear to have a reasonable prospect of completing the program.

Anyone seeking to apply prior knowledge, training or credit may request to have that knowledge applied to courses taken at Pyramind. The procedure for doing so requires an interview request with the Program Manager or Chief Academic Officer, who will administer a verbal or written test of the student's knowledge and prior training to assess its application to our courses. Where appropriate, the student's prior knowledge and training will be applied to the courses that match and those courses will be removed from the program and considered "Completed" and will apply towards completion and receiving of the Certification. Should a student qualify to "place out" of more than 2 individual classes with prior knowledge, the student will be moved out of a full-time program and into a custom program with individual class pricing only. Full time programs are discounted based on all classes within it and removing more than 2 classes warrants moving to a Custom program without discounts.

An appeal may be made in writing to the Program Manager and Chief Academic Officer but the determination is solely at the discretion of the Program Manager and Chief Academic Officer as a result of the information interview. 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:

- Pro Tools 101 (Certificate of Completion - Not an AVID Certification)
- Pro Tools User Certification (an AVID Certification)
- FMOD Certification (elective)
- 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)

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 educational certificate program you earn in Pyramind is also at the complete discretion of the institution to which you may seek to transfer. If the certificate(s) 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 that 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 agreement with MCMA Academy, Viet Nam, where graduates of MCMA may apply to Pyramind and apply their training towards a passing grade in select classes.

MCMA is founded by Manny Tran, a graduate of Pyramind, and its training is based on our programs. MCMA grads who apply and are accepted by Pyramind are offered tuition reductions (up to \$2500 USD) based on their grades and passing an application exam delivered by the CAO at Pyramind. Classes that may be considered as passed by an accepted MCMA graduate include:

MCMA COURSE:	Pyramind Course:
Audio	Audio Fundamentals 101
Ableton Live	Ableton Live 101
Sound Design	Sound Design 101
Music Theory	Music Theory 101
Piano	Piano 101

Note: This is the only articulation agreement that Pyramind currently has with other schools.

Graduation (Ground Campus)

A student will graduate and earn a program Certification if they pass (with 70% percent or higher) 100% of each of their enrolled classes. Students are not required to pass manufacturer certifications to graduate from Pyramind as available manufacturer certifications vary between programs and are solely provided by the manufacturer. Students are not required to gain an internship or externship to graduate from Pyramind. Graduation is once per year in December.

Should a student approach graduation having failed one or more classes, they may retake classes according to our retake policy and upon completion of 100% of their classes, graduate with the Certification of their enrolled program.

Graduation (Online)

In order to graduate or successfully finish Pyramind's online program, students must fulfill the course work to a satisfactory level by the end of each 12-week term.

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 Program Manager or CAO. Grades must be disputed in writing or email to the Program Manager or CAO 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 Program Manager or CAO may change the grade to a passing grade with no negative consequence.

Students will have access to their grades 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 Program Manager or CAO for review. The CAO or Program Manager will review the situation and will take the appropriate action to either validate the grade or adjust it.

Required Production Hours

Required Production Hours include, but are limited to, time spent out of class working to fulfill mandatory program objectives: building portfolio projects, preparing for certifications, and developing brand/business/resume for employment after completing a program.

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 of this document. Any student with a grievance or problem should report it to Program Manager. If the Program Manager 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, Withdraw, Refunds, and Change of Program (Ground Campus)

Each student has the right to cancel the enrollment agreement and obtain a refund of charges paid through attendance at the first class session, or the seventh day after enrollment, whichever is later; herein known as the "cancellation period". Notice of cancellation needs to be given in written form via letter or email. Cancellation date will be processed as of the date the letter IS RECEIVED - a prior dated document will not back-date the point of refund calculation. For example, a cancellation letter dated on the 5th, mailed on the 15th but received on the 20th will be calculated based upon the 20th. Note that in this example, the cancellation notice will be beyond the cancellation date and would be treated as a withdrawal, not a cancellation. A student who cancels within the cancellation time period is eligible for a full refund of all monies paid to PYRAMIND with the exception of the \$250.00 registration fee. Any money paid to the Student Tuition

Recovery Fund, and any/all materials, and books purchased and received is eligible for refunds.

After the cancellation period, all students have the right to withdraw from their program but are no longer able to cancel. Withdrawal notification needs to be delivered in written form or email to the Chief Academic Officer or Program Manager. Withdrawal date will be processed as of the date the letter IS RECEIVED - a prior dated document will not back-date the point of refund calculation. For example, a withdrawal letter dated on the 5th, mailed on the 15th but received on the 20th will be calculated based upon the 20th. 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 withdrawal period, refunds for that program are prorated based on the length of time completed and will be calculated based on the date of withdrawal notification receipt. Length of time is calculated based on the actual start date and anticipated completion date. Refunds will be paid within 30 days following the date the Chief Academic Officer receives notice of withdrawal and will be sent to the address provided by the student at the time of withdrawal.

Students who withdraw from the program having past 60% completion 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.

Example: If you pay in full and withdraw from the program after the withdrawal period, you are entitled to a prorated refund minus the \$250.00 registration fee, any funds paid into STRF and any / all books and materials purchased until the 60% point of the curriculum. Once passed the 60% mark of the length of the program, tuition dollars are reconsidered spent in full. For example, if you paid \$20,000 in tuition and withdrew at the halfway point of the program (after 6 months of a 12-month program), you would receive a refund of \$9,905 $(\$20,000 \times 50\%) - \250 (registration) - \$0.00 STRF = \$9,750).

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

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

Note that Pyramid does not offer nor qualify to offer any Federal or State of California financial assistance.

Students who are on payment plan may withdraw from the program the same as any other. A payment plan 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, minus any refunds. At that time, any and all contracts will be terminated and no further payments will be due.

If a student has received federal student financial aid funds, the student is entitled to a refund of moneys NOT paid from federal student financial aid program funds.

Students may choose to upgrade their program to a larger one at any time. Payment plans may be altered to the satisfaction of both parties to pay for existing programs and the upgraded program.

Students will be charged the upgraded classes at a bundled discount equal to the sum or difference of the two programs.

Students who add or remove individual classes not equal to a full program upgrade will be charged at the individual retail price of each class. Payment plans may be altered to the satisfaction of both parties to pay for existing programs and the upgraded program.

Full Time students who are enrolled in a Certificate Program can downgrade their program by electing to withdraw from certain classes within the program provided the student has not progressed beyond 60% of the length of their program.

Classes not yet started will be refunded at the retail price, minus any discounts (described in the next paragraph). Classes already started will be refunded at a prorated price, also minus any discounts mentioned in the next paragraph.

Since Programs are bundled classes sold together and discounted as a bundle, students who downgrade their program - or withdraw from individual classes within their program - before the 60% mark of the length of their program will be re-priced. Individual classes will be refunded at the retail price minus the pre-calculated discount of the program itself. Pyramid will demonstrate the discount to any student requesting to downgrade or withdraw from individual classes within a program prior to issuing the refund.

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 (as of this writing) \$2.50 per \$1000 of tuition currently but may change. Questions should be direct to the BPPE directly - 1625 North Market Blvd., Suite S202, Sacramento, CA 95834.

Any dispute arising from the enrollment at Pyramid, 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.

Right to Cancel, Withdraw, Refunds, and Change of Program (Online)

Each student has the right to cancel the enrollment agreement and obtain a refund of charges paid through attendance of the first week of class or 7 days after enrollment, whichever is later (the "Cancellation period"), if a cancellation request is submitted prior to the delivery of the first class.

Students have the right to cancel and receive a full refund before the first lesson is delivered. Notice of cancellation needs to be given in written form to the Pyramid Admissions team (emails need a follow up phone call within 48 hours to ensure that the email didn't get lost). Cancellation is effective on the date written notice of cancellation is sent by the student. A student who cancels within this time period is eligible for a full refund of all monies paid to PYRAMIND less any fees listed as nonrefundable, such as any Registration fees, STRF fees or hard goods (books, drives, t-shirts etc.) received and purchased by the student.

Pyramid will deliver the first weeks' lesson upon completion. Student should request this in writing to validate the acceptance of the material and the expectation of delivery of the remaining material.

Pyramid will deliver ALL training materials upon completion of the enrollment process. Enrollment is considered complete when the account and password are made and delivered to the student. Note that all login credential information is delivered via email only. When you enroll, be sure to look for an email from Pyramid within 1-3 days of enrollment. Check your SPAM filters in your email account to ensure the email was received.

For students on payment plans, once enrolled, Pyramid considers the materials delivered and the rest of the refund policy applies. Should a student wish to withdraw, the entire amount of the tuition is still considered due.

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 based on the sole discretion of the Administration:

- Free Class Repeats: Classes are often prerequisite for subsequent classes. If a class is repeated as result of a failure, all other classes on the same 'class track' will be postponed until immediately 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 desk workstation in said class. Class repeats are scheduled through the Admissions Department.
- A student who signs up for retake and misses 2 of the first 4 classes is immediately dropped from that class and can no longer retake that class for free.
- A student who signs up for a retake and misses 3 classes of that retake is immediately dropped from that class and can no longer retake that class for free.
- 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 of the full retail value of the class. Failure a third time may incur either another charge or may be grounds for termination by Pyramid. This determination will be made solely by the Administration.

Pyramid 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 Pyramid, 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 Pyramid campuses

Pyramid will offer verbal and written warnings prior to termination. A progression of warnings (2 maximum) will be required prior to termination. Each warning will be signed by Pyramid 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. Pyramid reserves the right to seek any and all legal measures to collect on an amount owed.

Attendance and Leaves of Absence

ATTENDANCE IS THE RESPONSIBILITY OF THE STUDENT. MISSING 4 DAYS OF ANY 12 WEEK OR 8 DAYS OF ANY 24 WEEK CLASS AMOUNTS TO A FAILURE IN THAT CLASS. STUDENTS MAY

RESCHEDULE FAILED CLASSES WITHOUT PENALTY IN ACCORDANCE WITH OUR FREE CLASS REPEAT POLICY.

For all full-time programs including Complete Producer, Sound for Picture & Games, Electronic Music Producer and any future program considered “full-time” as well as the part-time Music Production Certificate, students may repeat a class free of charge the next time it appears in the Pyramid schedule and so long as it doesn't conflict with another one of the student's courses. Every subsequent repeat will cost 1/3 the total cost of the class. A student must always be enrolled in current classes at Pyramid to utilize these benefits; they can not stop enrollment for any time and then utilize the repeat policy. Free retakes do not pertain to the Music Production & DJ program, fully custom programs, or individual course purchases.

Retakes must be started within 3 months of the normal conclusion of their program. Beyond this window, students may be charged full price for any and all classes they wish to retake. Exceptions may be made on a person by person basis and is solely at the discretion of the Administration.

Students have the right to take a LOA (3 months) due to a family emergency, personal health concerns or financial hardship. 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.

Students have the right to take a LOA (3 months) due to a family emergency, personal health concerns or financial hardship. Students returning from LOA will be re-enrolled into the program at the beginning of the Term of classes they were enrolled in during the Leave request.

Students have the right to take a LOA (3 months) due to a family emergency, personal health concerns or financial hardship. Students returning from LOA will be re-enrolled into the program at the beginning of the Term of classes they were enrolled in during the Leave request.

Requests for leave must be submitted in writing to the Chief Academic Officer or Program Manager and are subject to approval. A LOA is by default good for 3 months, or to the next Enrollment Cycle, whichever is shorter. A LOA may be extended to the Enrollment Cycle after that either as part of the initial LOA request or after a second LOA request for extension.

After the second missed Enrollment Cycle 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.

Financial obligations scheduled during the LOA must still be fulfilled. LOA students will have their refund calculated from the beginning of their program to the date that leave was approved.

Example, if “John Smith” starts in January and takes leave

in May, then decides in August that he cannot return, his refund will be calculated such that the “Used Hours” component will be counted from January (beginning of program) to May (beginning of LOA) only. Payments made within May and August to keep the account current will be calculated for refund according to the refund policy and will be applied accordingly.

International Students who are on a visa obtained through Pyramid may not take a leave of absence. It is absolutely required that you be in school full-time if you're an international student in the USA on a student visa.

STRF

The State of California established the Student Tuition Recovery Fund (STRF) to relieve or mitigate economic loss suffered by a student in an educational program at a qualifying institution, who is or was a California resident while enrolled, or was enrolled in a residency program, if the student enrolled in the institution, prepaid tuition, and suffered an economic loss. Unless relieved of the obligation to do so, you must pay the state-imposed assessment for the STRF, or it must be paid on your behalf, if 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.

You are not eligible for protection from the STRF and you are not required to pay the STRF assessment, if you are not a California resident, or are not enrolled in a residency program.

It is important that you keep copies of your enrollment agreement, financial aid documents, receipts, or any other information that documents the amount paid to the school. Questions regarding the STRF may be directed to the Bureau for Private Postsecondary Education, 1747 N. Market Blvd Suite 225 Sacramento, CA 95834, (916) 574-8900 or (888) 370-7589.

To be eligible for STRF, you must be a California resident or enrolled in a residency program, prepaid tuition, paid or deemed to have paid the STRF assessment, and suffered an economic loss as a result of any of the following:

1. The institution, a location of the institution, or an educational program offered by the institution was closed or discontinued, and you did not choose to participate in a teach-out plan approved by the Bureau or did not complete a chosen teach-out plan approved by the Bureau.
2. You were enrolled at an institution or a location of the institution within the 120 day period before the closure of the institution or location of the institution, or were enrolled in an educational program within the 120 day period before the program was discontinued.
3. You were enrolled at an institution or a location of the institution more than 120 days before the closure of the institution or location of the institution, in an educational program offered by the institution as to which the Bureau determined there was a significant decline in the quality or value of the program more than 120 days before closure.

4. The institution has been ordered to pay a refund by the Bureau but has failed to do so.
5. The institution has failed to pay or reimburse loan proceeds under a federal student loan program as required by law, or has failed to pay or reimburse proceeds received by the institution in excess of tuition and other costs.
6. You have been awarded restitution, a refund, or other monetary award by an arbitrator or court, based on a violation of this chapter by an institution or representative of an institution, but have been unable to collect the award from the institution.
7. You sought legal counsel that resulted in the cancellation of one or more of your student loans and have an invoice for services rendered and evidence of the cancellation of the student loan or loans.

To qualify for STRF reimbursement, the application must be received within four (4) years from the date of the action or event that made the student eligible for recovery from STRF.

A student whose loan is revived by a loan holder or debt collector after a period of non-collection may, at any time, file a written application for recovery from STRF for the debt that would have otherwise been eligible for recovery. If it has been more than four (4) years since the action or event that made the student eligible, the student must have filed a written application for recovery within the original four (4) year period, unless the period has been extended by another act of law.

However, no claim can be paid to any student without a social security number or a taxpayer identification number.

International Students and English Requirements

This school is authorized under Federal law to enroll nonimmigrant foreign 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 does not charge for this process. 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, which should be at the 12th grade level or better, by the Admissions staff. Students found to be lacking in English skills shall not be granted admission to Pyramind.

TOEFL and English as a Second Language services are not offered at Pyramind and thus have no associated fees.

All information provided in this course catalog covers the enrollment dates of January 2023 to Dec 2023

Credit and Payment Plans

Pyramind does not offer Federal or State or local funding beyond a payment plan securable by the student. However, credit may be extended to a student via our tuition funding partner Business Funding Network. For more information or to contact Business Funding Network email admissions@pyramind.com and they will provide you with the necessary information.

Pyramind Payment Plans

Pyramind offers payment plans on all programs and individual courses. The pricing and due dates will vary depending on the program or bundle of courses and term start date. In general the Pyramind payment plan is as follows:

Initial registration fee payment due to enroll. This payment consists of the non-refundable \$250.00 registration fee plus STRF fee (if applicable, usually for ground campus programs)

The first payment will then be due one week prior to the start of the program. If this isn't paid, the student may run the risk of not being able to start their program

Each subsequent payment/installment will be due on the 15th of each month until the full tuition has been paid.

Payment plans are subject to interest charges

This payment plan is not a "pay as you go" plan. Per the enrollment agreement the student accepts responsibility for paying the entire tuition over the duration of the program. The payment due dates, amounts, and terms will be listed clearly on the program price sheet given during the admissions process and again in the enrollment agreement.

If a student has to discontinue their enrollment for any reason, they must refer to the Right to Cancel, Withdraw, Refunds, and Change of Program section on page 38 of this catalog.

Accreditation

Pyramind is not a Federally Accredited Institution by any Accrediting Agency recognized by the United States Department of Education.

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, test 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:

Address: 1747 N. Market Blvd Suite 225 Sacramento, CA 95834

P.O. Box 980818, West Sacramento, CA 94798-0818

Website Address: www.bppe.ca.gov

Telephone and Fax #'s:

(888) 370-7589 or by fax (916) 263-1897

(916) 574-8900 or by fax (916) 263-1897

**Course Catalog Continues
on Next Page**