



FRACTURE ONLINE COURSE INFO PACK



LIVE-COURSES.COM
the online ableton live training resource

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Introduction

Welcome to the free information pack from www.Live-Courses.com and www.Music-Courses.com, and thank you for registering with us and downloading these materials which will help us to let you know what our brand new online modular Drum and Bass Course is all about.

If you own a copy of the Ableton Live Suite, you are already on the right track to creating your own fat production using this legendary software!

The course, which has been designed by renowned drum and bass producer and label owner DJ Fracture, is presented in a series of online videos that you can watch where and when you prefer, with a downloadable pack of accompanying materials for future use. In the pack, are a large number of drum and bass samples from www.loopmasters.com, worth over £15. So, by taking our course, you will not only get a perfect understanding of how to produce drum and bass in the comfort of your home, but will also acquire many new sounds to do it with!

We highly recommend that you check out the free sample module video, which you can watch once you've signed up to the website, simply by providing your email, username and password. It shows you an excerpt of one of the lessons and the way that we present our courses, and you can also meet DJ Fracture and decide if you agree with us when we say that his presentation and teaching skills are second to none and paced perfectly to ensure that all the knowledge you are about to receive is understood and remembered.

When you enroll for the course you also get access to our member forums where you can ask questions and discuss ideas and suggestions with other course members and drum and bass enthusiasts. Our team are also at your disposal Monday to Friday to answer any course related or general questions that you may have.

Whether you are new to Live, or an experienced user – our online course will take your understanding and knowledge of drum and bass production to a whole new level!

Sponsors:

loopmasters™





Course Aims

To teach students how to construct a drum and bass track from scratch, beginning with setting up the session, creating the beats, bassline and main lead parts, to building the arrangement, breakdowns, intro and outro, right through to tweaking the final mix. All of the techniques are shown using Live's built-in instruments and effects, with the main parts created using Drum Racks, Sampler and Analog. As well as helping to improve students' knowledge of Live's instruments and effects, the course shows new ways to compose and produce music, helping gain a fresh perspective and take production abilities to new heights.

Individual Course Goals

- ▶ to understand the fundamental principles of level and frequency when making a track
- ▶ to know how to slice a sample to MIDI and then edit it to make your own beats
- ▶ to know how to process individual drums to fatten up and improve the mix
- ▶ to learn some tips for processing an entire drum break with Live's compressor and reverb
- ▶ to understand how velocity editing can be used to change the groove of a drum break
- ▶ to know how to create an evolving bassline, both through the use of melodic development and effects
- ▶ to know how to make a catchy hook
- ▶ to be able to apply both insert and global effects to tracks in a mix
- ▶ to learn about track grouping
- ▶ to have a good understanding of filter modulation and how it can be used to change the sound of parts
- ▶ to understand how to use LFOs to modulate parts
- ▶ to learn a fresh perspective on track arrangement and composition
- ▶ to know how parameter automation is used throughout the arrangement
- ▶ to learn how to create transitions between the sections of a song
- ▶ to have an improved understanding of Live's instruments and effects, including Drum Racks, Sampler and Analog



Module Plan

1. INTRODUCTION AND SETUP 3.50

Briefly covers some tips for setting up, including the addition of certain effects to the master bus to help provide visual references whilst creating the mix.

2. BEATS 24.55

Shows how to construct a drum and bass break, by slicing samples, re-sequencing drums and editing velocities and timing to refine the groove. Then, processing each drum, as well as all drums together, to make the beats nice and chunky.

3. BASS 16.50

Shows how to create a fat bassline, beginning with sample selection and melodic composition, then moving through to processing with various effects. Also teaches a skillful technique of splitting the bassline across multiple tracks so that unique areas of the frequency spectrum can be isolated.

4. MAKING THE HOOK 15.51

Demonstrates how to make a catchy hook, meaning a main riff that runs through the track to provide further melodic and rhythmic interest. A MIDI clip is created for the part, after which various MIDI and effects parameters are edited to radically alter the sound.

5. ARRANGEMENT PART I 10.06

Begins constructing the arrangement by recording in the main sections from session view and copying and pasting to get the basic song structure in place.

6. ARRANGEMENT PART II 19.13

Continues looking at arranging, by adding more percussion and SFX to sections to ease transitions and improve the mix. Also gets into parameter automation, to show how parts can be developed throughout the track.

7. BREAKDOWN 22.00

Shows how to create a breakdown, by adding new transitional lead parts and FX, then how these parts can be processed to create a contrasting spacious section, which builds towards the main drop.

8. INTRO AND OUTRO 30.05

Works on the beginning and end of the track, showing how various parts can be introduced and then used to take the track to its conclusion.

9. REFINING THE FINAL MIX 14.03

Shows some final checks for polishing the sound and making sure the mix is where it should be, in terms of levels, EQ and other effects.



Frequently Asked Questions

Where is the course held?

The course is delivered as streamed videos via our website directly to your Mac, PC, tablet or phone. You can take the course wherever you are located in the world, and at times that suit you. Once you have access to the course, you can login to your account anytime to watch the next module and proceed with the learning program.

What version of Live do I need for the course?

The course was made with the Live Suite so it's best to have that, as several of the instruments used to make parts come from the Suite, e.g. Sampler and Analog. That said, all of the techniques taught could be used universally, with other synths and samplers, in the standard version of Live, or even other DAWs.

What equipment do I need?

To take the course you need to have a computer which is connected to the internet, a copy of Ableton Live (preferably the Suite - see above) and some speakers or headphones connected to the computer. A MIDI controller keyboard would be useful, but is not essential.

How long does the course last?

The course is presented in 9 modules, which last on average between 10-20 minutes. We recommend at least 30 minutes practice of the techniques taught in each lesson, so overall it will take around 7 hours to complete the course. We recommend that you take no more than 2 lessons per day, but of course this is completely up to you.

I am a complete beginner, is it still okay for me to take the course?

The course has been designed for someone with a little knowledge of Live already, as not absolutely everything is explained in full detail. So, if you're a total beginner, then it may be best to take our beginners course in Ableton Live before this course. However, most areas are explained fairly thoroughly, so anyone just starting out should be able to get by. If you find you're not taking it all in on the first go, then just rewatch and ask questions on the forum if you need to, and eventually it should all sink in!

What if I need to contact somebody?

You can contact us Monday to Friday 9am to 5pm GMT via email or by calling +44 (0)1273 692 313. Once enrolled at Music-Courses.com or Live-Courses.com with your course login, you can also get exclusive access to our private forums where you can discuss anything with either our staff, tutors or other students and forum members.

How long do I get access to the course for?

Once you signup to the course you will get continuous 24/7 access to it for 6 months. If you need it extending after this it can be arranged.

English is not my first language, can I still do the course?

The course is delivered by our talented instructor Charlie Fracture. You will see from the sample module that he speaks very clearly and if you are able to understand this then you will be able to understand the other modules.

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Customer Testimonials What people are saying about the course...

"Ruuuuude! My beatz and bass just got so much sicker!!"
Tim, Plymouth, UK

"Hello. I just wanted to say thanks for the course. I got loads out of it! I hadn't realised how much you could do with velocity editing on parts! I'm going to be using this a lot from now on..."

Simian, Northampton

"Damn! Fracture's got some skills!! Bigups!"
Nathan, New York

"The course was well paced and supported with good sessions... thanks!"
John G, Chester, UK

"I've watched heaps of movies on the internet but you guys are miles ahead! Very impressed!! Easy to understand and loads of info!"

Lisa, Glasgow

"Kudos to the Producertech crew!! Big thanks to you for this AWESOME course!! I'm new to producing so your courses have been a massive help and inspiration to me!!"

Brady, Reno



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Cost and Payment Details

The total cost for the course is
£39.95 (approx USD \$65 or e50 Euros).

You can pay online from within your account using any major credit card.

We can also accept payment by cheque (check) or direct bank transfer. Please email us at:

Sales@producertech.com for further information.

Live-courses.com is part of the producertech.com suite of online music production software training.
Check www.producertech.com for our other courses coming soon!



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