MASCHINE COMPLETE GUIDE
INFO PACK

MASCHINE COURSES
THE ONLINE **NI MASCHINE TRAINING** RESOURCE

Maschine-Courses.com
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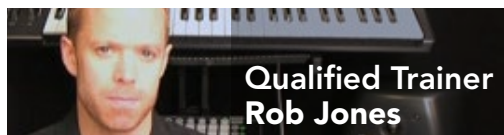Your online Maschine source: **www.maschine-courses.com**

Introduction

Welcome to the free information pack from www.maschine-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 NI Maschine Course is all about.

If you own Maschine, you are already on the right track to creating your own fat production using this legendary hardware/ software combo!

The course, which has been designed by Producertech certified trainer and music

Qualified Trainer Rob Jones

producer Rob Jones, 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 the Maschine Projects made in each of the lessons, as well as over £25 worth of additional audio samples from www. loopmasters.com. So, by taking our course, you will not only get a perfect understanding of how to produce music with Maschine in the comfort of your home, but will also acquire many new sounds to do it with!

Watch the free sample module for an introduction to Maschine and to see an example of Rob Jones' teaching style and

lesson structure, once you've signed up to the website, simply by providing your email, username and password. After watching this, I'm sure you'll 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 Maschine enthusiasts. Our team are also at your disposal Monday to Friday to answer any course-related or general questions that you may have.

Sign up today to start expanding your Maschine knowledge and music-making skills right away! We look forward to having you on the course!

Sponsors:

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Course Aims

To teach students the inner workings of the outstanding groove production studio Maschine as well as improve their production ability. The course goes through all of the main areas of the software and hardware, showing how numerous styles of music can be made in a variety of different ways. At the end of the course is a large 2-part lesson that combines all of the techniques, showing how a classic house track can be made from start to finish. At the end of the course, students are expected to obtain a thorough understanding of every aspect of Maschine, helping to take their production abilities to a whole new level.

Individual Course Goals

▶ to have a complete understanding of the architecture of Maschine, from initial sounds right through to the master channel

▶ to know how each section of the software works and how to edit them from the software or hardware

▶ to know multiple ways of creating beats with Maschine's pads, using freestyle, step or one of the velocity modes

▶ to be able to play instruments using Maschine in keyboard mode

▶ to learn about the key of a song and the how chords and intervals can be played to create lead parts

▶ to know how to make changes to events within patterns, in terms of timing, length, velocity and so on

▶ to understand how to edit Sampler parameters, such as the amplitude envelope, filtering and saturation of each sound

▶ to know how to construct an arrangement using scenes

▶ to be able to record (internally and externally) and edit unique samples and loops

▶ to know how to apply different effects to sounds or groups in the modules section

▶ to have an improved understanding of how to use Maschine's effects

▶ to know what send effects are and how to apply them

▶ to be able to record and edit automation with Maschine

▶ to have a better knowledge of what groove or shuffle is and how to apply it

▶ to be able to use the Maschine hardware as a MIDI control surface for other music software or hardware

▶ to know how to create a classic house track from start to finish

▶ to know how to make a 303 bassline with Massive

▶ to learn some new ways of balancing a mix

▶ to know how to create an FX loop with one shot samples and various effects

▶ to learn the different ways a breakdown can be created

▶ to know how to use SFX sounds to help the song to rise and fall, and to add tension

▶ to know how to apply mastering effects to the Maschine output to fatten up the mix

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Module Plan

MODULE 1 - INTRODUCTION TO MASCHINE
Provides an overview to Maschine, explaining how the software and hardware work and demonstrating all of the main features. It is simply intended as a quick guide to everything Maschine can do and to start to help you understand its functionality, whilst the remainder of the course goes through each of the things in this lesson slowly and in much greater detail.

MODULE 2 - PATTERN CREATION I
This module starts to teach you how different patterns can be created, predominantly by playing in events with the hardware pads. Then, there is a guide to some important editing operations, including examples of automatic and manual quantizing and adjusting velocity values.

MODULE 3 - SOUND SLOTS
This module looks at the individual parts that make up each group, which are the 16 sound slots that can be played using Maschine's pads. These are often single samples, as you find in Maschine's factory kits, but can also be any instrument or plug-in you choose. However, this lesson focuses on adding and editing samples, so you can see how to create your own group from scratch.

MODULE 4 - PATTERN CREATION II - PAD MODES
This module teaches the various pad modes available on Maschine, which allow them to be used in a variety of different ways to create patterns, including fixed velocity and 16-velocity modes, keyboard mode and step mode.

MODULE 5 - WORKING WITH SCENES
This module gives you a thorough explanation of how scenes work, which are the vertical columns in the upper half of the software that contain different combinations of patterns, allowing you to switch from one part of a song to another for realtime jamming, or arrange and play an entire song from start to finish.

MODULE 6 - SAMPLING
This module shows how Maschine's Sampling facility can be used to add your own sounds to songs, by recording and then editing them in a number of ways. There's also a guide to how to slice up larger samples and assign them to Maschine's pads for innovative ways of performing live or producing.

MODULE 7 - EFFECTS
This lesson runs you through how to apply effects processing to sounds within Maschine, be they individual sound slots in a group, whole groups or the master output, so all groups simultaneously. As well as providing a guide to the range of effects on offer and how to use them, this should also help to further develop your understanding of the Modules section of the software.

MODULE 8 - ADVANCED EFFECTS AND ROUTING
This module looks at some more advanced effects processing techniques, including how to automate parameters, how to create send effects and then also how to route sounds in and out of Maschine, allowing them to be mixed and processed using other software or hardware.

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Module Plan (continued)

MODULE 9 - CONTROLLER EDITOR
This module shows how the Maschine Hardware can be transformed into a comprehensive control surface for Ableton Live.

MODULE 10 - MAKING A CLASSIC HOUSE TRACK
This module teaches how to combine many of the techniques from the course in order to produce a house track.

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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 Maschine do I need for the course?
The course was made with Maschine MKII but any version of the hardware/software will be fine.

What equipment do I need?
To take the course you need to have a computer which is connected to the internet, Maschine and some speakers or headphones connected to the computer.

How long does the course last?
The course is presented in 11 modules, lasting around 5 hours. You can watch the module movies as many times as you like, until all the techniques have sunk in, whilst asking questions online if you get stuck. You also get to keep the course materials (Maschine Projects and written notes for every lesson, and additional samples) as a permanent reminder of the course.

I am a complete beginner, is it still okay for me to take the course?
Yes, absolutely. The course is designed for a total beginner. However, a lot of ground is covered so the course is still suitable for someone with some experience with Maschine already.

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 Maschine-Courses.com (launching mid 2013), 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 Rob Jones. You will see from the trailer or sample modules from other courses that he speaks very clearly and if you are able to understand those then you will be able to understand this course.

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

"The videos are easy to follow and clearly take you through the various sections. It also has great info about production areas such as using FX to help tracks sit better in the mix. Really happy with this purchase…. Top marks from me."
Euan, Berlin

"Loved this course! Learned so many new tricks! Maschine makes music making so cool and fun! Brilliant!!!"
Dylan, Hackney

"This was the first online course I've signed up to. I wasn't sure at first, having seen lots of rubbish on youtube, but was really surprised at the quality. Rob's teaching skills are excellent, and he clearly has a lot of technical knowledge. No regrets from me at all!"
Brian, Norfolk, UK

"Thanks for the course. I learned heaps! Really impressed!"
Jason, Miami

"I knew the basics of what Maschine does already, but this really helped me to put it all together. I always got lost with harmonies and stuff. This was a big help with my music. Thanks."
Raymond, Paris

"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 Maschine Complete online course is **£49.95 (approx USD $75** or **€56 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.

**Maschine-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!**