OMNISPHERE
ONLINE COURSE INFO PACK

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the online synth training portal

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Introduction

Welcome to the free information pack from www.SynthCourses.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 Synth Courses are all about.

If you own a copy of Omnisphere, you are already on the right track to creating your own array of high quality sounds using this legendary software!

The courses, which have been designed by our very own Qualified Trainer – Rob Jones, are

**Qualified Trainer
Rob Jones**

presented in a series of online videos that you can watch where and when you prefer – with a full complement of accompanying downloadable materials for your future reference. Also included with the Omnisphere Course is a large number of audio samples from www.Loopmasters.com worth over £25. So, by taking our course, you will not only get a perfect understanding of how to use your Omnisphere software in the comfort of your home, but will also acquire many new sounds to make music with.
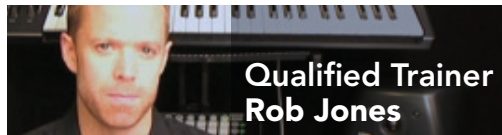
We highly recommend that you check out the free sample module video which you are eligible for once you're logged in. It shows you the way that we present our courses, and you can also meet Rob Jones and decide if you agree with us when we say that his presentation and teaching skills are second to none 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 Omnisphere 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 Omnisphere, or a more experienced user – our online courses will take your understanding and knowledge of this fantastic software to a whole new level!

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Omnisphere Course Aims

To expand a student's knowledge of Omnisphere, by teaching about each stage of synthesis featured on the instrument, beginning with the initial sound generation and oscillator sections, right through to the use of various effects on the output. There is also a comprehensive guide to the filters, envelopes and LFOs, and of course the arpeggiator section. As well as teaching the individual sections and controls, there are also 4 lessons at the end of the course that put all the techniques into practice by giving some examples of patch creation with Omnisphere, showing how to make presets such as basses and leads (in individual parts) and then 2 multi presets, the first of which sees different FX patches mapped to their own sections of the keyboard, and the second shows how Omnisphere can be used to create an 8-bar groove with drums, bass, leads and pads all being synthesized simultaneously! By the end of the course, students will have all the knowledge necessary to know how to competently edit and create their own unique Omnisphere patches and multis.

Individual Course Goals

▶ to understand the concept of subtractive synthesis and the main instrument sections

▶ to know what an oscillator is and how Omnisphere's oscillators work

▶ to understand the different waveform types and why they sound different

▶ to know what a noise generator is and when it can be useful

▶ to know what frequency-modulation and ring-modulation are

▶ to know how to route sounds through the filters

▶ to know the different filter types and what they do

▶ to understand what series and parallel filter setups are, and know some different situations they can be used in

▶ to be able to apply both insert and send effects to Omnisphere presets

▶ to have a good understanding of the different types of effects, including reverb, delay, distortion, chorus and other modulation effects

▶ to know what modulation of synthesizer parameters involves

▶ to be able to competently use envelopes and LFOs to create an array of effects

▶ to know about synth parameters such as legato, glide, polyphony and unison

▶ to know how the arpeggiator works

▶ to have a thorough understanding of the instrument's architecture and browsers, e.g. soundsources, patches and multis

Module Plan

MODULE 1 - INTRODUCTION AND OVERVIEW (14.04)
Introduces the course style and provides an overview of the instrument, covering the main display areas, where synth presets can be browsed, managed and edited. Begins to teach the structure of various presets, briefly explaining what soundsources, layers, parts and multis are.

MODULE 2 - OSCILLATORS (17.22)
Covers Omnisphere's oscillator section, when working in synth and sample mode. There is an explanation of the different basic waveform types and their frequency (harmonic) content. Some editing tips are revealed, including detuning and applying of unison voices. All techniques are combined into some examples of simple patch creation.

MODULE 3 - FILTERS (18.14)
Teaches about the different types of filters available and the affect they have on the sound. Also provides a guide to the way signals can be routed through the filters, showing some examples of parallel and series setups.

MODULE 4 - ENVELOPES (14.07)
Takes a look at envelopes, starting with the most common type, the amplitude envelope, which changes the level over time. Then moves on to another popular use of envelope modulation, where the filter frequency is manipulated.

MODULE 5 - LFOs AND LOOPED ENVELOPES (20.46)
Continues looking at modulation by exploring the continuous types featured on Omnisphere, those being looped envelopes and LFOs. Includes a guide to making the classic dubstep wobble bass.

MODULE 6 - ADVANCED OSCILLATOR CONTROLS (19.11)
Goes into some of the more advanced oscillator features, including symmetry and hard syncing, frequency- and ring-modulation, and also waveshaping. Lastly, there is an explanation of how to use harmonia mode to create interesting intervals and chords.

MODULE 7 - REVERB, DELAY AND MODULATION FX (28.09)
Starts to teach about the huge range of effects featured in Omnisphere's FX Rack, beginning with a detailed look at reverb and delay, before moving on to modulation effects, such as flanger, chorus and phaser.

MODULE 8 - ARPEGGIATOR (15.40)
Gives a guide to using Omnisphere's Arpeggiator to create all sorts of rhythmic and melodic patterns, by holding down one or more notes, including a sequenced bassline and glockenspiel part.

MODULE 9 - MAKING A FAT BASS PRESET (16.05)
Gives a practical example of how to apply many of the techniques taught in order to produce a fat bass preset. **>**

Module Plan (continued)

MODULE 10 - MAKING A LEAD PATCH (15.27)
Provides a wealth of tips on how to make a lead patch, with two slightly edited but very different-sounding results.

MODULE 11 - MAKING AN SFX MULTI (20.38)
Shows how to make a multi preset, containing several different FX sounds, including impacts, sweeps and builds.

MODULE 12 - MAKING A GROOVE MULTI (20.43)
Shows the full potential of Omnisphere by demonstrating how it can be used to simultaneously produce drums, bass and lead parts, in order to make a deep dubstep groove.

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 Omnisphere do I need for the course?
The course was made with version 1.0.4. However, if you have an earlier version of the software, then you will still learn how it works, as the instrument has only changed slightly since the first version.

What equipment do I need?
To take the course you need to have a computer which is connected to the internet, a copy of Omnisphere 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 12 modules, which last between 15-30 minutes. We recommend at least 30 minutes practice of the techniques taught in each lesson, so overall it will take around 10 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 a complete beginner as well as someone with experience already, so you needn't worry about your level. The idea is to take someone through from the very beginning to advanced sound design. If you find you're not taking it all in on the first go, then just rewatch and ask questions if you need to, and eventually it will 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 SynthCourses.com with your course login, you can also get exclusive access to our private forums where you can discuss anything with either our staff 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 expert instructor Rob Jones. 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.

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

"I loved the courses! I can't believe how much I learned! So many new tricks! My music skills have improved no end!!"
Justine, Leicester

"Hi, I recently completed the beginners course and have loved every minute of it! I was a total beginner but now feel really confident making tunes!

Thanks to the team and especially Rob for responding so quickly to my emails."
Simon S, Southampton

"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! Plus, the course materials are really helpful!"
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!!

Thanks soo much!!
p.s. Rob's skillz are sick!!"
Brady, Reno

"Just a quick note to say a HUGE "Thank you" for your assistance whilst enrolling for the course. I had some difficulties with my internet connection out here in St. Kitts W.Indies and both Rob and Tim guided me through very smoothly. My emails were replied to immediately and I am now enrolled. Now enrolled I have done the first couple of modules. Rob's ability to put things across in plain English is a talent many people don't possess. I now look forward to switching on the Mac and starting the next module. THANKS"
Stephen

Cost and Payment Details

The total cost for the Omnisphere online course is
£49.95 (approx USD $79 or **€65 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.

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