

MUSIC PRODUCTIONS

with [Gabriele Cento on Lessonface](#)

Overview:

Learning to play an instrument it's not the whole game, these days musicians are recording engineers and producers themselves. Learning recording, production and mixing will make your canvas complete, it's crucial to know how to convey the right performance to the audience. Music production it's all about it.

Frequency:

45' to 60' are recommended. More lesson time = more time you need for practicing. 1 lesson per week or bi-weekly

What you need:

A decent computer, an audio interface and a recording music software (daw); nothing fancy. Not sure what to buy? Then you will be advised at the first lesson.

What to expect:

Whether you're an absolute beginner (starting from the very 0) or if you record yourself already but you're looking to level up your game, during this class you will work on:

- signals and cables: audio, MIDI, analog/digital.
- how to get stress-free recording of your instrument
- working on the production side
- learn or improve your mixing skills
- Workflow management

What type of gear will be used (whether hardware or software):

- Audio interfaces
- Mixer
- Equalizers
- Compressors
- Channel Strips
- Fxs (reverbs, delays and such)
- Saturators
- Samplers
- Virtual Instruments (digital strings, piano, synth and such)

What type of techniques will be covered:

“Production and mixing techniques” it's a massive subject, quite impossible to sum in a list, following there are a few common ones

first off some actions strictly related to the production side:

- **Gain Staging:** calibrating your recording levels for optimal results from the very first step
- **Using Virtual Instruments:** recall and set all the digital instrumentation in your daw to create parts for your production
- **Samples manipulation:** using audio tools that will turn a piece of audio into the sound you're envisioning.

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- **Subtractive equalization:** using an equalizer to cut annoying frequencies of an audio
- **Tonal equalization:** using an equalizer to boost the most exciting frequencies of an audio
- **Compression:** using a compressor to make your audio sound consistent
- **Parallel compression:** setting up a compressor which works “in parallel” to a primary track.
- **Spatialization:** using effects like reverbs and delay to add realism and emotion
- **Buss Mixing:** processing small to large number of tracks, summed into a single “buss” (aka: a fader or group which can control them all)

Simply put: the combo of all the things in this list it's your song produced!

F.A.Q.

Q. What kind of student is the class for?

A. The class it's for musicians (beginners or pro) looking to record beautifully sounding tracks, or for those who want to become producers. In either situations the class works for beginner or advanced students.

Q. Am I supposed to be a computer nerd to lean music production?

A. No, rely on your creative side and everything will be ok

Q. Do I need expensive gear to get it started?

A. No, producing music these days it's cheaper than ever

Q. What about audio streaming?

A. The audio will be provided in high resolution, you're going to receive a link and will land on a page with a basic player (very similar to a web radio). If you're planning to record the sessions, please notice that the audio won't be taken!

Q. What DAW will be used?

A. Avid Pro Tools and Apple Logic Pro X

Q. Why there's no mention to mastering?

A. Indeed, mastering it's the final step of a production. Rest assured, valuable informations will be provided, but remember this is not a mastering class.

Q. How much time should I practice every week?

A. The more the better! On average I would recommend 30' to 120' every day

Q. How long before I can see any results?

A. Nobody knows! This is strictly related to the time you spend practicing

Q. I have a question not listed here, what can I do?

A. You can send me a message or book a 15' meeting for free directly on [my page](#) underneath the profile pic