PyramindTraining

FULL COURSE CATALOG

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About Our Programs

Pyramind's acclaimed Core and DSP (Digital Sound Producer) programs share a unique educational philosophy that we've spent over 10 years refining. At their foundation are four educational concepts that we use to cover a wide range of topics, in great depth, and in a relatively short time. We call it "The Pyramind Method."

1. Personal Workflow Development

Most producers starting out on their own read books and watch videos that promise to teach you how to do things the 'right' way. These often unreliable sources can contribute to the development of bad habits (the wrong way) and don't always yield great results.
Our training programs, based on Pyramind's extensive production experience and best-practices (the Pyramind Way) help you to develop your own unique workflow (aka Your Way). The one you wanted in the first place.

2. Cross-Referential Learning

Our classes are structured to introduce and reinforce related concepts weekly, sometimes even daily, across different subjects. By cross-referencing related concepts, students get multiple perspectives on a given topic from different instructors using different tools and techniques, greatly accelerating the learning process.

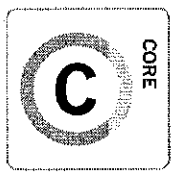
3. Varied Learning Styles - Mastering Tools, Skills and Professional 'Chops'

We recognize that people learn differently - and that a single person might learn different subjects differently. We've spent over 10 years working on integrating multiple learning styles across multiple subjects within the CORE and the DSP so you have the best opportunity to learn the vast world of music production effectively. Whether you're in a tools-based class, a skills-based class or you're in the DSP honing your professional 'chops', Pyramind's training methods are powerful and effective for just about anyone.

4. Teacher / Student Role Reversal

At the beginning of our training, the relationship between teacher and student is a traditional one. The student learns through lectures, lab time, imitation, and homework. As the student assimilates this introductory knowledge and advances through the curriculum, the relationship becomes more collaborative. The teacher presents material and the student "answers" through projects and production work, demonstrating their developing skills.

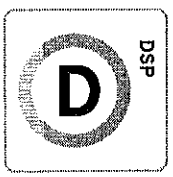
In the highly-advanced DSP program, the student-teacher relationship flips completely. The student demonstrates their working knowledge through projects coached to professional-grade completion by the teacher. Deadlines, workflow, client-communication simulations and other techniques are employed to simulate the same Producer-Client relationship a graduate will find in the real world. This ensures that our graduates have the experience, the 'chops' and 'the salt' necessary to compete in today's competitive market.



The Core

Designed for passionate music producers and career minded individuals, The Core Curriculum is an 8-month program for students of all skill levels created to propel their music and audio training to the highest level.

Total CORE hours	
The Core:	516
The Core with electives:	584



The Digital Sound Producer (DSP)

Advanced training for the serious music producer and audio professional, the DSP curriculum is the pinnacle of education at Pyramind. As an extension to the The Core, this 4-month program is the only one of its kind at the school housed within a professional production company.

Total DSP hours	
DSPm:	124
DSPi:	150
DSPc:	244

PYRAMIND ENROLLS CLASSES EVERY JANUARY, MAY, AND SEPTEMBER.

The Core

Overview

The Core is the foundation of Pyramind Training's programs. Designed for individuals who are self-taught and looking to 'go pro' - as well as people who are passionate but just-getting-started, the Core blends what we consider to be the three critical elements of success in any creative field; Creativity, Technology and Business.

Within that framework, the subjects covered are fundamental and broad in scope, including beginning and intermediate courses in: music theory, production, arranging, synthesis, game sound, recording, remixing, music business, and more.

The Core student will also learn four major creative software applications - Pro Tools, Logic Studio, Ableton Live and Reason - plus some of the industry standard plug-ins from Waves, McDSP, and Native Instruments.

Core graduates also earn manufacturer certifications from: Pro Tools Operator Music, Logic Studio Levels 1 & 2, Waves Certification A and Ableton LIVE.

The pace of the Core is fast enough to keep experienced students engaged while maintaining a level of comfort for the beginner. All students, no matter their experience level, will gain valuable real-world experience with technologies and best practices of today's production industry through classes led by instructors who produce professionally - daily.

Last but certainly not least, all full-time Pyramind students enjoy the luxury of free class repeats while still enrolled in the program. That's right - free class repeats. Retake any classes that you struggle with for free - we want to be sure you really get it and not just "get in and get out."

Class List

The Core is divided into four 2-month blocks with 6 to 8 classes occurring at any one time. The pacing and length of each class has been carefully thought out over 10 years to ensure a steady and manageable progression from novice to expert.

Months 1 & 2

- Audio Fundamentals 101
- Planning for Success 101
- Pro Tools 101
- Piano 101
- Music Theory 101
- Reason 101
- Independent Study 101
- DJ'ing 101 (elective)
- Intro to Ableton Live

Months 3 & 4

- Audio Fundamentals 110
- Planning for Succes 110
- Pro Tools 110
- Piano 110
- Music Theory 110
- Reason 110
- Synthesis 110
- DJ'ing 110 (elective)
- Independent Study 101

Months 5 & 6

- Audio Fundamentals 201*"
- Production and Arranging 110*
- Pro Tools 201
- Pro Tools 130 (elective)
- Native Instruments 101 (elective)
- Apple Logic Studio 101"
- Music Business 201
- Ableton Live 101
- Independent Study 110

Months 7 & 8

- Audio Fundamentals 201*"
- Production and Arranging 110*
- Pro Tools 210M"
- Apple Logic Studio 201"
- Music Business 210
- Ableton Live 110"
- Synthesis 210
- Independent Study 110

* Classes occur for 15 weeks
" Offers Certification at the end of class

Manufacturer Certifications

Upon completion of the Core, the student will have obtained the following manufacturer's certifications:

Ableton LIVE

Pyramind is home to two Ableton-certified instructors. Though Ableton offers no single "standard" certification, Ableton-certified instructors are authorized by the company 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.

- Ableton Live

Avid Pro Tools

Avid (formerly Digidesign) 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 Operator Level Certification in Music.

- Avid Pro Tools Operator - Music

Apple Logic Studio Pro

In addition to the knowledge gained from the Apple Certification classes, you will be registered with Apple as a Certified user and will be listed on their website. You can use this listing to promote your skills, get work, or simply let their site work for you.

- Apple Logic Level 1
- Apple Logic Level 2

Waves

The Waves Certification Program is an education and training program that provides a high-quality, standardized means of mastering Waves powerful and widely-used plug-ins.

- Waves Certification A

Successful Core graduates are automatically eligible for enrollment in one of the advanced Digital Sound Producer (DSP) programs at the end of their 8-month term. Please see the next page for details.

The DSP

Program Overview

The Digital Sound Producer Certification (DSP) is the most advanced curriculum offered by Pyramind Training and is available for graduates of the Core. Students interested in the DSP should be prepared for an intense and rewarding educational experience that will prepare them for some of the most demanding jobs in the industry.

DSP graduates have gone on to hold creative positions at companies including Sony PlayStation, Polarity Post, Broken Radio Studios, Cutting Edge Audio Group, and DoubleFine Productions, and have worked on properties such as "Star Wars: The Old Republic," "Watchmen," "God of War III," "Dante's Inferno," "Brütal Legend," "inFamous," and more - in addition to developing their own successful independent projects.

The DSP builds on the subjects offered in the Core and extends them to professional levels. These subjects include: Music Theory, Production, Synthesis, and Game Sound, Music Mixing & Mastering, 5.1 Surround-Sound Mixing, Final Cut Pro (video production), Advanced Remixing, Pro Tools 210P Operator Post Production and Pro Tools 310M Expert in Music.

At this advanced level, many classes are project-based, giving DSP students a heavy creative workload. This ensures that the full arsenal of students' abilities are tested and refined; everything from technical skills to professional "chops" along with mentor-led business and entrepreneurial acumen.

The DSP also includes four additional highly sought-after industry certifications: Pro Tools Expert Music Certification, Pro Tools Operator Post, plus Apple's Final Cut Pro and WAVES Gold (optional).

It's a lot to take in, but for those looking to grow from music producers and content creators to the industry-leading professionals of tomorrow, the DSP is your ticket.

DSP Sub-Programs

DSP Complete

The DSP Complete represents the most advanced and complete curriculum Pyramind Training has to offer. This program was designed for those who wish to refine their skills across multiple disciplines including advanced music production, mixing, mastering, video editing, modular synthesis, advanced music theory and composition, post-production, 5.1 mixing, expert-level Pro Tools and our acclaimed Game Sound classes.

DSP Music

Designed for those who wish to focus specifically on producing music at the professional level. The DSPm comes with Pro Tools Expert Certification, as well as the advanced classes covering remixing, music mixing, and advanced music composition.

DSP Interactive

Designed is for those focused solely on audio post production and game audio. With global revenue for the games industry exceeding that of the film industry, there's no denying the opportunities available in the gaming and interactive media production fields. Other than the DSPc, the DSPi is the only program that offers advanced training in game sound.

Class Listing

- DSPc & m - The Art of the Remix 210
- DSPc & m - Synthesis 301 with Native Instruments
- DSPc & m - Pro Tools 310M°
- DSPc & m - Music Theory 301*
- DSPc, m & i - Mixing and Mastering 301*
- DSPc & i - Pro Tools 210P°
- DSPc & i - Games Audio 201
- DSPc & i - Games Audio 301
- DSPc & i - Final Cut Pro 101°
- DSPc & i - 5.1 Mixing

* Classes occur for 15 weeks
° Offers Certification at the end of class

Certifications

Upon completion of the DSP, the student will have obtained the following manufacturer's certifications (depending on program):

Avid Pro Tools

Avid (formerly Digidesign) is the de-facto leader in DAW technology, and being certified in Pro Tools is a must for any career-minded audio professional.

- Avid Pro Tools Operator - Post
- Avid Pro Tools EXPERT - Music

Waves

The Waves Certification Program is an educational and training program that provides a high-quality, standardized means of mastering Waves powerful and widely-used plug-ins.

- Waves Certification Gold (optional)

Final Cut Pro

This twenty-four hour hands-on course takes students into the editing environment using Final Cut Pro HD. This course is designed for those who want to learn to edit professional quality video using Final Cut Pro HD.

- Apple Final Cut Studio Level 1

Class Descriptions

Avid Pro Tools

Pro Tools 101: Introduction to Pro Tools

This course covers basic Pro Tools principles, giving you the required skills to complete a Pro Tools project from initial set up to final mix-down. The course has been dramatically reworked and updated for the latest Pro Tools software.

Whether your project involves recording of live instruments, MIDI sequencing of software synthesizers, or audio looping, this course will give you the basic skills to succeed.

Topics include:

- Getting to know Pro Tools inside
- Creating your first session
- Making your first audio recording
- Importing media
- Making your first MIDI recording
- Selecting and navigating
- Basic editing techniques
- Introduction to mixing
- Finishing your work

Pro Tools 110: The Essentials of Pro Tools

This course provides a more detailed look at the Pro Tools system. It covers all the key concepts and skills needed to operate a Pro Tools system.

This course also provides the foundation for the later 200-series Pro Tools Music Production and Post Production courses.

Topics include:

- Getting started - Configuring your studio and session
- Controlling Pro Tools - What is an external controller?
- Managing sessions and tracks
- Recording MIDI and audio
- Loop recording and auditioning
- Understanding time scales
- Editing MIDI
- Editing audio
- Understanding automation
- Mixing - Use of sends, returns, and plug-ins

Pro Tools 130 (elective): Pro Tools for Game Audio

This course provides students with exposure to the core skills, workflow, and concepts involved in creating and implementing game audio using Pro Tools systems. It covers basic sound design techniques for both Macintosh and Windows 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

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

Pro Tools 201: Production Essentials

This course covers the core concepts and skills needed to operate a Avid Pro Tools HD system in a professional studio environment.

Topics include:

- Differences between Pro Tools workstations
- Introducing Pro Tools HD
- Customizing Pro Tools to your session requirements
- Session management
- Selection techniques
- Editing techniques
- Using automation
- Mixing — In-depth plug-in usage
- Completing a session — Creating a final mixdown
- Avid ICON worksurface supplement included

Pro Tools 210M: Music Production Techniques

This course covers techniques for working with Pro Tools systems in a professional music production environment. Concepts and skills learned in 101, 110, and 201 are reinforced with practical music-specific examples.

Topics include:

- 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

Pro Tools 210P (DSP): Post Production Techniques

This course covers techniques for working with Pro Tools in a professional post production environment. Concepts and skills learned in 101,110, and 201 are reinforced with practical post-specific examples.

Topics include:

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

Pro Tools 310M (DSP): Advanced Music Production Techniques

This course focuses on the advanced operation of Pro Tools in a professional music production environment. This course offers technical insights into both Pro Tools hardware and software.

Topics include:

- 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
- Mixing with plug-ins
- Music delivery
- Expert focus on ICON worksurfaces in music production

Apple Logic Studio

Logic Studio 101

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.

Topics include:

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

Logic Studio 201

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

Topics include:

- 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

Ableton Live 101

Intro to Ableton Live

This (elective) class provides the necessary background for students with little to no experience in computer-based production and recording to enter the later Live 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. Assignments will be given each week culminating in a finished piece at the end of the course.

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 201/210

These classes focus on both the studio and live performance applications of Ableton Live. 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.

Topics include:

- Ableton Live overview (arrangement/session views, browser functions)
- Setting up Lives' preferences
- Creating and arranging new songs
- Using Audio and MIDI files
- Audio editing, Warping, and looping
- Using envelopes and automation
- MIDI sequencing
- Plug-ins and virtual instruments
- Rewire and Live (Reason, Pro Tools and Logic)
- Recording audio clips and creating a set in real time
- Bouncing tracks
- Practical media management techniques
- Preparing the necessary digital files for live performance

Propellerhead Reason

Reason 101/110

An in-depth exploration of Propellerheads Reason - the tool that changed electronic music production forever. Now a staple in every studio from Hip-Hop to IDM, Reason is one of the fastest creation tools out there, with good reason. Students will learn about the components of the tools including all of the instruments and the various sound creation possibilities available.

Topics include:

- Devices
- Sequencer
- Back of the rack cabling
- Key commands
- Synthesis basics
- FX
- Arranging
- Beat making
- Mixing

Audio Fundamentals

Audio Fundamentals 101/110

An introduction to sound. Students will 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.

Students will perform their first recordings of common instruments and will process those recordings with the WAVES A tools as a preparation for the WAVES Certification exam.

Topics Include:

- Fundamentals of Sound
- Role of the producer
- Life cycle of Sound
- The function and parts of the project studio
- Tour of major recording complexes
- Microphones
- Digital signal processing (DSP) and basic mixing
- Microphones and Mic techniques
- Budget recording secrets

Audio Fundamentals 201

This class is about the practical usage of audio fundamentals. Students will engage recordings towards a completed song, use post-production techniques to tighten and clean up the recordings with editing, and process them with the latest DSP tools. WAVES Gold Certification is embedded in this class.

Topics Include:

- Drum Mic Techniques
- OMF/ AAF workflow
- Setting up a session for Post
- Basic Foley recording/ editing
- Creating a DME mix
- Intro to Noise Reduction
- Dialog replacement
- Creating stems for delivery

Music Theory 101/110

An introduction to the theory and application of music. Infused with both piano skills and ear training, these fundamental classes set the foundation for understanding all music and are a must for any serious producer. Students will find these to be of the more difficult classes as well as the most rewarding.

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
- Written notation

Piano 101/110

These workshop classes follow the music theory curriculum and put the theory knowledge into the students' fingers. This class helps accelerate the students' skills on the piano as well as their understanding of music theory.

Topics include:

- 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
- Voice Leading

Music Theory 301

Students will take their understanding of music to a higher level in this class and will begin to explore modal composition. Using the standard modes and deeper chords, students will compose works that vary outside the standard pop format. Students will explore altered chords and song form in an effort to deepen their knowledge of emotional composition.

Topics include:

- Jazz Modes
- Harmonizing modes to 7th chords
- Altered chords
- Dominant, Secondary and altered dominant motion
- Modulating in and out of keys

Mixing for Music and Surround

Music Mixing and Mastering 301 (DSP)

A bad mix can kill a good song and a great mix can save a bad song. The unique educational process in this class puts the student in the driver's seat. Every other week, their 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 at a professional facility in SF – the final step on the way to professional delivery.

Topics include:

- Maximizing song arrangement during the mix process
- Dissecting & understanding emotional arc
- Delivery levels
- Balancing the elements of the song
- Advanced automation & FX
- Tones and depth of sound
- Vocals and tuning issues
- Cleaning up noisy tracks
- EQ and compression in action
- VCA Masters
- Submixes
- Mastering

5.1 Surround Sound Mixing (DSP)

5.1 mixing is an extension of stereo. The mixing techniques are different but the tools are mostly the same.

Using Pro Tools and Pyramind's ICON worksurface, students will mix an Audio/Visual project in 5.1 surround sound in a workshop setting. The life cycle of surround sound will be explored and students will author a DVD of their project that plays back in home theaters.

Topics include:

- Mixing for home vs. mixing for the theater
- Calibrating your studio for 5.1
- The life cycle of surround
- Specs and best practices
- Setting up Pro Tools for surround mixing
- Choosing how to use the 6 speakers
- Aesthetics of panning choices

Advanced Sound for Video Games

Game Sound 201: Sound Design (DSP)

An exploration of effective sound design techniques, this course covers the linear component of game audio. Games mix between linear playback and interactive playback as the player moves between sequences - known as "cutscenes." 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 re-purposed in Games 301 for the non-linear, interactive portion.

Topics include:

- 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

Game Sound 301 (DSP)

A continuation of Games 201, Games 301 focuses on music for non-linear media. 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:

- 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

Music Production

Production & Arranging 110

Taught by CAO and co-founder Matt Donner, this course covers concepts that will enable students to create finished, professional works in their desired style based on proven techniques across genres. As a cross between a DAW class and a Songwriting workshop, students will be responsible for creating a finished piece of music in the style of one of their influences. Various production philosophies, approaches and techniques will be covered.

Topics include:

- "The 10 Commandments of Music Production"
- The "Holy Trinity" of Music
- Anatomy of a song
- Critical listening and song analysis
- Integration of influences into a piece of music
- Creating "Sound-alikes", "Covers" and "Style-Matches"
- Integrated production techniques vs. Separated production techniques
- The Emotional Arc of a Song
- Dissection of a "Target Song" through the "Holy Trinity"
- Reconstructing an existing work.

Music Production 210: Remixing (DSP)

Students will learn the core concepts of remixing. Individual production techniques will be explored, as well an introduction to other tools.

Students will produce a professional level remix of a song of their choosing in a style of their choosing.

Topics include:

- Keying elements of an original song to your new genre
- The Tools of the Trade
- Determining and conforming to new tempo
- Rhythmic structures for remixing
- Choosing an Arrangement style
- Programming new parts and harmonies
- Mixing and presenting

Synthesis and Sampling

Native Instruments 101 (elective)

Acclaimed Pyramind instructor David Earl (aka YouTube's "SFLogicNinja") has been tapped to offer our newest elective, "Native Instruments 101." Native Instruments is a pioneer in computer-based music production and has an ever expanding collection of software and hardware that has become a mainstay of digital music production studios worldwide.

Native Instruments 101 will explore Absynth, Massive, Guitar Rig, FM8 and Battery. The class culminates in a final project to be played and reviewed on the last day of class.

Topics Include:

- Absynth
- Massive
- Guitar Rig
- FM8
- Battery
- Exploration of Synths: commonalities and differences
- Building your own synths
- Exploration of Signal Flow
- Assigning Modulation
- Exploring Keytracking
- Filter Types
- FX sections
- Sample Editing
- Mapping & Layering
- Mapping MIDI control

Synthesis 110

Synthesis technology had its birth in the 50's but wasn't popularized until the Beatles hooked up with Wendy Carlos. As one of the last frontiers of sound production, students will embark on their journey through synthesis using the tools found within Reason and Pro Tools.

Topics include:

- Subtractive synthesis (Subtractor)
- Graintable synthesis (Maelstrom)
- Sampling Basics
- Hybrid Synthesis

Synthesis 210

Synthesis is the cornerstone of electronic music and this final frontier needs serious exploration. Various types of synthesis are discussed and demonstrated using both older analog synths and software-based synths. Each type of synthesis is explored through group work and it is immediately applied to songwriting through contrapuntal compositional techniques.

Topics include:

- The elements of synthesis
- Subtractive synthesis
- Additive Synthesis
- FM synthesis
- Granular synthesis
- Sampling and synthesis
- Modular synthesis basics

Synthesis 301 (DSP)

An in-depth look at Kontakt and Reaktor. Students will create various synthesizers from 'scratch' using Native Instruments' Reaktor. Students will be blending standard synthesis forms to create customized instruments. By the end of the course, students will be able to deliberately and efficiently create complex systems within Reaktor. This knowledge will help them decipher and master any software synthesizer that comes their way.

Topics include:

- Reaktor Components
- Creating Oscillators, LFOs and Gates
- Signal Path
- Ensembles and Macros
- Creating sequences within Reaktor
- GoBox
- Morphing
- Exploration of Kontakt

The Business of Music and Sound

Planning for Success 201

The music industry is in a constant state of flux, and what we knew yesterday is rarely the same as what we'll know tomorrow. One of the only constants is that the industry will change, and students will want to be prepared for what lies ahead.

Planning for Success 101 is the first, most basic music business class offered by Pyramind Studios, and covers many of the introductory concepts and topics in the field. This class also helps students generate assets that they will need once they graduate and either begin to look for jobs in the industry, or launch their own businesses.

Key topics include:

- Cover Letters
- Resumes
- Interview Skills
- The basics of business plan writing, risk, ethics and just about any other common sense aspect of the music business.

Planning for Success 210

The role of the Producer is no longer just responding to performances and coaching artists - today's producer has to KNOW the music and the business, provide value to both the Artist and the Label - and sometime you are the Artist and the Label!

Strategies for marketing yourself as well as other distinguishing thinking or yourself as the Producer will be covered in depth.

Topics Include:

- Identifying yourself within your market
- Creating and Delivering on your best value to your customer
- Creating Demand for your services and talents
- Practical tools and techniques for self-marketing
- How to maintain energy and focus and create a successful career for yourself.

Music Business 101

A primer to aspects of today's independent music business, both as an artist and producer, with an emphasis on independent releases.

With the power of the Internet reaching directly to customers, producers have a better chance than ever of finding clients and customers – with no one in between.

Topics include:

- Basics of the music business
- How to build success without spending money
- Low-cost and no-cost marketing techniques
- Creating the physical product to sell - graphics and CD duplicating
- Multiple business streams from one release

Music Business 110

This course is designed to give students an in-depth look into the business concepts of music, publishing, and licensing. The course will provide detailed explanations of many different licensing and rights issues for both the composer and audio producer.

Topics include:

- General copyright issues
- Publishing
- Performing Rights Organizations
- Record agreements & contracts
- Mechanical royalties and fees
- Music industry roles
- The Internet and digital rights

Music Business 301 (elective)

Many individuals, artists, and labels need help when it comes to effectively planning and building their businesses. Now more than ever, independent artists, labels, and production companies need someone who can help guide them in establishing the foundational aspects of a new business entity.

In today's web-based DIY world, an artist or label can do much of the legwork themselves. But frequently time can be wasted unless they create a game plan before they release a CD, or begin a marketing and promotional campaign.

Music Business 301 is a DIY service with four consultation hours with Steffen Franz, the owner and founder of Independent Distribution Collective (IDC).

By the end of this shorter process, the student can expect to have all of the same paperwork provided, but they will need to do the majority of the filings and "homework" themselves.

Students are given a clear path to success through Steffen's comprehensive and tested management formula. This is the same formula that earned him the National Association of Record Industry Professionals (NARIP) 2009 Nomination for "Best Traditional Distribution Executive", alongside the heads of industry titans Universal Music Distribution and KOCH Distribution.

Additional advantages of these programs include:

- Timelines and real-world goals to help establish student's career
- Simple and cost-effective techniques, which will help jump start any company, career, or release
- Affords students a chance to work directly with IDC

Video Editing

Final Cut Pro (DSP)

This Apple certification class teaches the basics of video editing using the award-winning tool Final Cut Pro. Industry certification is granted up on successful completion of the Application Exam.

Topics include:

- The feature set and basic setup
- Customizing the preferences
- Using FCP in an editing environment
- Capturing video/audio
- Project management
- Editing sync material and trim sequences
- Slip and slide editing and audio editing
- Creating titles and final output

DJ Classes:

DJ'ing 101: Digital DJ'ing with Traktor (elective)

This ground-up look at the art of DJ'ing begins with the basic fundamentals of beat matching, followed by more advanced techniques such as 4 deck mixing, Traktor, effects, EQ, levels, stage presence and psychology, track selection, setup and more.

With classes capped at no more than 10 people, students get ample time with the instructor and the opportunity to practice on Pyramind's DJ rig and sound system during evening hours.

The class culminates with each student performing a 15 minute mix. The highest scoring student earns the opportunity to DJ at a Pyramind or partner event in San Francisco.

Topics include:

- DJ Fundamentals & Equipment Overview
- CDJ 2000 & Zone 92 in-depth look
- Integration of Traktor with CDJs
- EQ, Effects & Traktor overview
- Song Structure, Harmonic Mixing & Genre Mixing
- Track Selection, Crowd Read, Stage Presence & Promotion
- Midi Mapping & Advanced Traktor Techniques

DJ'ing 110: Live Performance with Ableton Live (elective)

This powerful new class explores the creative capacity of Ableton Live in a performance environment. Expanding on Pyramind's Live 101 & 110 classes as well as the DJ 101 class, the course will initially establish a working knowledge of many of Ableton's core performance tools including warping, looping, clip management, effects and DJ set layout.

Moving onto more advanced techniques, students will explore topics including:

- DJ technique with clips in Ableton
- Live looping
- Multi-Sample Mapping
- Synthesis Tools for live sets
- Real-time instrument processing
- Interfacing Ableton with other musicians on stage
- Effect rack creation and customization
- MIDI setup and customization
- MIDI controller overview and customization
- Touch OSC for custom MIDI interface creation and control with the iPad

Independent Study:

Independent Study 101/110:

Pyramind Core students are required to log a minimum of 2 hours per week of on-sight independent study time for the duration of their program. This can be done between classes during the day as rooms become available and/or any weekday evening from 6pm to 10pm and Saturdays from 12pm to 5pm in any of Pyramind's multi-station labs or our "Co-Lab" studio environment. Students who have studio booking privileges may also count hours booked in the studios towards their independent study time.

Whether working specifically on assigned classwork, practicing piano skills, or simply working on personal productions, on-sight lab time ensures that students practice and provides access to Pyramind staff should questions or technical problems arise.

Contact Pyramind Training:

Pyramind is located at 880 & 832 Folsom Street in the SOMA area of San Francisco, California 94107.

Tours are available by appointment Monday - Friday between 10am and 4pm.

Phone: 415.896.9800 ext. 202 or 226

Email: admissions@pyramind.com

Web: www.pyramind.com/training

General Overview

Educational Mission Statement

Pyramind's mission is to prepare its graduates to compete, thrive and succeed as producers in the music, and audio post-production industries by providing the best possible education in digital audio and music production. Pyramind is committed to this education based on standard industry 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

Pyramind's objective is to create music and audio producers who are prepared for the challenges of today and tomorrow in a highly competitive and exciting industry that is subject to constant change. Pyramind monitors this change and stays closely connected to the industry leaders through Certification training. In addition, Pyramind offers its students memberships to industry and community organizations that can provide the contacts necessary to succeed. Industry leaders like Avid, M-Audio, Apple, Waves, MCDSP, Glyph Technologies, Native Instruments, Abelton are all amongst our partners, while organizations like N.A.R.A.S. (the Grammys), G.A.N.G (Game Audio Network Guild) and F.A.F. (Film arts Foundation) are amongst the memberships that come with the Pyramind Certificate programs. Because Pyramind is also a working production studio, we have a unique perspective on success in these industries and can offer a real-world view into life after education.

Facilities

All classes are held at either 880 Foslom, San Francisco, CA 94107 or 832 Folsom, San Francisco, CA 94107

Pyramind is equipped with two multi-workstation labs, three Production Studios (that also serve 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.

Classrooms

At the onset of the program students will work in the 20-station lab at 832 Folsom Street. This room contains 23 Intel iMac computers running Macintosh OSX and loaded with Logic, Reason, LIVE, Pro Tools software. They are further equipped with M-Audio Axiom keyboards, which serve as controllers for the software as well as keyboards for Piano class. Unique to our labs, each workstation not only can switch to the speakers for playback, but they can also switch to the projector! This allows the student to have their work displayed on the big screen for both instructor and other students – a tremendously powerful educational feature.

The 10-person lab at 880 Folsom Street is second in the process, accommodating many 110, 201 and 210 classes as well as some 300 level classes. These iMac Intel machines are not only powerful, but affordable too. This is the computer that many of our students already own and the transition from home studio to Pyramind lab is seamless. This lab is equally high tech as the 20-person lab at 832 Folsom, allowing each student to project to the screen and the speakers. The room is equipped with an M-Audio 5.1 monitoring system and each station carries Logic, Reason, LIVE, Pro Tools, Final Cut Studio, and loads of software synthesizers from M-Audio, Digidesign, Apple, Spectrasonics and Native Instruments. Pro Tools LE with Music Production & DV Toolkits complete the package, allowing the students to perform professional caliber work in both music and audio post-production.

Studios

Once initiated in the program, students gradually move into the larger production rooms, the Vault and the 832 Folsom HD Suite. The Vault is the first production studio that comes available to students (starting in month three of The Core) and is equipped with JBL 2.1 Monitoring, an Intel IMAC computer, an SSL Nucleus Control Surface, Pro Tools, Reason, Logic, Live, Native Instruments, Waves, MCDSP, and more. Additionally, the Vault comes equipped with an attached vocal / instrument booth for recording vocalists and performers.

Once Core students enter Pro Tools 201 (at the beginning of the fifth month of the Core), they gain access to our 832HD Recording Studio. This room boasts a Mac Pro, Pro Tools HD3, an Avid Icon Worksurface, 16 channels of high quality pre-amp for tracking and production, 5.1 JBL surround sound monitoring, a 45" wall-mounted plasma TV, Pro Tools, Reason, Logic, Live, Native Instruments Komplete, an 81-key midi controller and two attached Live rooms for recording.

Our flagship "Studio A" at 880 Folsom is available for booking ONLY to our advanced DSP students. This room mirrors the setup of 832HD with Mac Pro, Pro Tools HD3, an Avid Icon Worksurface, 16 channels of high quality pre-amp for tracking and production, 5.1 Genelec surround sound monitoring, a giant projection screen, Pro Tools, Reason, Logic, Live, Native Instruments Komplete, and 2 attached live rooms for recording.

Student Resources

Pyramind has three main learning resources for students to use. 'The Loud Lounge' contains our library with a collection of books relating to all the subjects covered at Pyramind. Second is our Learning Management System, which teachers will populate with external references for the students to access through the World Wide Web. Third is Pyramind Online, which contains a collection of video tutorials relating to all subjects covered at Pyramind. All students enrolling in the Core receive a years subscription free of charge.

Pyramind offers many different students services which include:

- Internships in production, marketing, and education
- 1 on 1 Career advisement and counseling
- Studio (gear) advisement and counseling
- Custom Curriculum development
- Online supplemental education through Pyramind Online
- Access to Elite Sessions and Industry Mixers held at Pyramind
- Access to the National Academy of Recording Arts and Sciences and it's Grammy U. program
- 1 on 1 Production advisement
- Ask the Admissions Coordinator or the Director of Education for additional information on any of these services.

Pyramind is often approached by employers looking for talent to fill both internships and job opportunities. When these opportunities arise, Pyramind sends direct emails informing students of opportunities. Not every opportunity is made available to all students - some are hand chosen. Its a good idea to have your resume and cover letter ready at ALL TIMES. Its 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. Additionally, students who purchase career coaching are not guaranteed employment.

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 though. Contact our admissions office if you require help finding a place to live in San Francisco or the Bay Area.

Pyramind does not currently offer any distance education

Staff Bios

Gregory J. Gordon

CEO & Founder
Senior Instructor
Hometown: San Francisco, CA

Greg's passion for music, sound and technology led him to create Pyramind Studios in 1987. His visionary leadership as Founder and Chief Executive Officer has steadily grown Pyramind into an internationally recognized production and training company. He has worked diligently to groom and build an award winning facility and team composed of some of the best talent in the business.

In his twenty plus years of experience, Greg has developed an impressive list of high profile clients and recording artists including his own recent work mixing and mastering the in-game music and double CD soundtrack release for Microsoft Studios, Halo: Combat Evolved Anniversary.

In 2003, Greg expanded Pyramind Studios to create a world-class music production training center. For this he was awarded the "Established Entrepreneur of the Year" by the Renaissance School of Entrepreneurship and received certificates of recognition and merit from State Assemblyman Mark Leno, San Francisco City Treasurer Jose Cisneros and California State Senator Carole Migden.

Greg is also a published author and experienced moderator and panelist at numerous industry events including: The SF MusicTech Summit, The Flux Summit, GRAMMY Career Day and The California Music Summit. His vision for Pyramind has included the production of numerous significant events all hosted at Pyramind's facilities including: Game Sound Con, TestPress, The Flux Summit, The Annual GANG Awards after party, and a number of video game post mortems including Uncharted 2 and God of War III.

In 2010 Greg worked with Harmonix and MTV Games (the maker and then publisher of the video game, Rock Band) to create a nationwide touring master class (sponsored by The Recording Academy, T-Mobile, Fender & Shure) to train recording artists and labels in the process of publishing their music into the Rock Band Network.

Greg graduated with honors from SFSU with an inter-disciplinary degree in Music, Business, and Broadcasting. He is a twenty-year voting member of the National Academy of Recording Arts and Sciences (The Grammys) where he has served as Trustee and a member of The Board Of Governors and continues to serve on the Producers & Engineers Wing national advisory council. He is also a member of The Game Audio Network Guild and a BMI writer and publisher.

Matt Donner

Chief Academic Officer
Senior Instructor
Hometown: Spring Valley, NY

Matt Donner has been playing music his whole life. He played throughout college while earning a Bachelor's degree in quantitative Business Analysis but left the and 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. After signing his band to an indy record deal, his cross-country tour brought him to SF where the drummer exploded - how typical.

Matt quickly found himself in high demand in the studio scene as a rare experienced Pro Tools user and became an award-winning Regional Technical Director for Guitar Center, and the Pro Tools Support Lead for the Cutting Edge Audio Group where he served as studio designer, installer and trainer for the likes of Joe Satriani, Metallica, Benny Reitveld (Santana and the SF Jazz Fest) as well as hundreds of private studios including Wally World (Walter A., N'Sync, Whitney Houston, Celine Dion). A crowning achievement during this period was to install, troubleshoot, deliver and support 50 Pro Tools workstations for the legendary Skywalker Sound during production of Star Wars Episode 1. He claims no responsibility for Jar Jar Binks.

In January 2000, he and Greg Gordon began working together exclusively at Pyramind 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 grew the Pyramind Training program from a single 24 hour class to athe highly-touted 920 hour 12-month Digital Sound Producer-Complete (DSP-C). 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). He is currently working with various Pyramind Staff members and instructors to write nine books based on Pyramind's Core curriculum to be published by Alfred Publishing.

Matt currently lives in San Francisco with his wife Kimberly and his two children, Marcus and Madison. He has been training in Mixed Martial Arts and Bak Mei Kung Fu for 6 years and on good days, surfs the Pacific at Ocean Beach on his Al Merrick 6' 2" fish. The pacific usually wins. Occasionally, he even takes the dogs (Colonel and Chase) for a walk in Golden Gate Park.

Bryan Dale

Director Of Education
Senior Instructor
Hometown: Philadelphia, PA

A practicing musician for over 20 years, Bryan's main instruments are electric and acoustic guitar and electric bass. While obtaining his Bachelor's degree in Advertising & Public Relations at Pennsylvania State University, Bryan played in local bands, organized open mic nights and continued taking and teaching private guitar lessons.

His first professional studio experience came at the age of 22, working outside of Pittsburgh, Pennsylvania as Assistant Engineer in a local independent studio where he tracked local bands and burned as many hours in the studio as humanly possible. Shortly thereafter, he invested in his first studio and recorded six solo records before moving to San Francisco and enrolling in Pyramind in 2005.

Hired by Pyramind in 2006, Bryan has gone on to gain Pro Tools Operator Music, Operator Post, and Expert Certification in Versions 7, 8 , 9 and 10. Now the Director of Education, Bryan teaches several classes a week and continues to record, produce, mix and master as much music as possible. Additionally Bryan has contributed guitar work to both the Iron Man II and Halo Anniversary video games and is one of Pyramind Studios' mastering engineers.

Steve Heithecker

Senior Instructor
Hometown: Indianapolis, IN

Steve brings his years of experience as a recording and mix engineer to the Pyramind 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 Pyramind, 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 co-authored 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 Pyramind / Alfred publications "The Pyramind Training Series".

Hideki Yamashita

IT Director
Hometown: San Francisco, CA

Electronic music wiz/hip-hop producer for The Whereabouts and YBS, "Deks" came to Pyramind for the education and atmosphere, and to satisfy the curiosity he found in making music with computers. Fortunately, the melding of his passion for technology and music has brought him to an industry in which he thrives.

An early Pyramind student, Hideki has since graduated to become Pyramind's IT Director. Deks works hard to maintain the technical infrastructure at both the 880 and 832 Folsom St. facilities, and the rigorous scheduling and technical requirements of a multi-room studio and educational complex.

Dheeraj Sareen

Financial Analyst: Marketing & Events
Hometown: New Delhi, India

A resident of New Delhi, India, Dheeraj made the move to San Francisco to learn the art and business of music production at Pyramind. Through the education he received, he has gone on to produce tracks that have been signed to MakTub and Kaato Music, and his music has been played by heavy weights in the DJ community the likes of Richie Hawtin, Dubfire, Ricardo Villalobos and more. He has also performed as a DJ at the Sunburn Festival in Goa and has played at numerous venues alongside Dubfire, Jamie Jones, Lee Foss, Lee Burridge, Cassy, Stimming, Onur Ozer and more.

Dheeraj's formal education as a financial management graduate from Hillsdale College, MI. and his work as a financial analyst at Price Waterhouse & Coopers helped pave the way for his placement in the business division of Pyramind. Dheeraj's deep understanding of analytics, web development, budgeting, and the current climate of the rapidly changing music industry now helps guide the marketing and events produced at Pyramind.

Charles Geoghegan

Pyramind Video Content Producer
Instructor
Hometown: Canaan, NH

Ever since earning his production certification from Pyramind in 2006, Charles has been a regular among Pyramind's staff, students and studios. Coming from a richly artistic and musical upbringing, Charles' main instruments are guitar and keys... and the camera. With a degree in Photography and Studio Arts from Oberlin and a passion for film and video, Charles has since come onboard with the Pyramind staff as certified Final Cut Pro and DVD Studio Pro instructor.

Additionally, he serves as Lead Videographer and Content Editor within Pyramind's creative team, working to generate production content as well as regularly documenting Pyramind's myriad events in the SF music community. When not cutting videos and wrangling video content, Charles enjoys producing genre-blending musical works with classical, acoustic and electronic influences. You can get a taste of his music on Epiphyte Records' Evolution One and you can view his video work on Pyramind's YouTube profile, PyraTube.

Kevin Dusablon

Facilities Coordinator
Hometown: Milton, VT

As Facilities Coordinator at Pyramind Kevin works closely with all facets of daily operations. He is the glue that keeps the ship sailing at top speed no matter how big the waves. His diverse skill sets as a musician and certified Protools operator make him an integral part of the team.

Starting out as a sax player, Kevin developed a love and inclination for playing music very early on. He joined his first band in Vermont and took the stage opening for national touring bands at the age of 14. By the time he hit Boston, he was writing and playing guitar for multiple bands, played hundreds of shows and recorded on multiple albums.

After moving to San Francisco in 2008, he began focusing on composition and production while taking his Protools Certification Training at Pyramind. This led him to several credits including music for Bravo's Top Chef. As a production assistant at Pyramind, he has worked on Halo: Combat Evolved, Kinect Disneyland Adventures, and Ubisoft's Rocksmith - to name a few.

When not in the studio or playing guitar he can be found drinking dark coffee or hoppy beer in the foggy sunset with his fiance, Megan.

Pyramind Training

880 & 832 Folsom Street
San Francisco, CA 94107
415.896.9800
www.pyramind.com

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.
- They have a full and working knowledge of English. 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.
- They have a working capacity for computer operation. Our entire curriculum is based on the computer and the DAW so applicants will need an understanding of file menus, file hierarchy, file management and other operations of a computer. PC experience is OK but mac experience is preferred.

The Admissions Department will request this information during the enrollment process. Entry to the program may be denied if proof is requested but not delivered.

Pyramind does not accept transfer credits from any other college or university.

Applicants with previous training in any of the course material to be pursued may be tested upon enrollment and given appropriate credit towards both their tuition and certification. Depending on the nature of the prior experience and knowledge base, the evaluation will be based upon either a written, or oral exam, or both. 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:

- Waves A Certification
- Pro Tools 101 (Certificate of Completion - Not an AVID Certification)
- Pro Tools 110 (Certificate of Completion - Not an AVID Certification)
- Pro Tools 130 (Certificate of Completion - Not an AVID Certification)
- Pro Tools 201 (Certificate of Completion - Not an AVID Certification)
- Pro Tools 210M Operator (an AVID Certification)
- Logic 101 (an Apple Certification)
- Logic 201 (an Apple 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 certificate you earn in Pyramind is also at the complete discretion of the institution to which you may seek to transfer. If the certificate 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 the 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.

Opt Out Classes

A student may opt out of any 2 classes from the Core and still graduate. This is usually due to a lack of interest in the subject matter. Any student wishing to opt out of these courses may do so by writing the administration of their intention. Should a student wish to take the opted out course again, they may be required to pay full price for this course. Exceptions may be made on a person by person basis and is solely at the discretion of the Administration. Opt out courses do NOT qualify for individual refunds.

Graduation

Students must pass ALL courses (with the exception of opt out classes, detailed in next section) and AT MINIMUM 3 Manufacturer authorized certifications or Certificates of Completion in order to graduate. The list of Certifications available include:

- WAVES A Certification
- Pro Tools 110 (Certification of Completion- NOT an AVID Certification)
- Pro Tools 130 (Certification of Completion- NOT an AVID Certification). **
- Pro Tools 210M Operator (an AVID Certification)
- LIVE (Certified by the instructor - NOT Ableton)
- Logic 101 (an Apple Certification)
- Logic 201 (an Apple Certification)

** This course is a paid-for elective and may not be available for all students.

Graduations are scheduled once or twice per year, sometimes in the summer, and nearly always in the Winter. In order to qualify for graduation, a student needs to satisfy the following requirements:

- Student must earn a passing grade for every class within their curriculum with the exception of any classes opted out.
- All financial obligations must be current.
- Must pass an Academic staff review by the Pyramind training department.

Graduation will earn a Certification and will be delivered during the graduation ceremony or if the student cannot attend, Certificates will be mailed to the address on file.

Right to Cancel and Refund

EVERY STUDENT HAS THE RIGHT TO CANCEL THE ENROLLMENT AGREEMENT AND OBTAIN A REFUND OF CHARGES PAID THROUGH THE ATTENDANCE AT THE FIRST CLASS SESSION, OR THE SEVENTH DAY AFTER ENROLLMENT, WHICHEVER IS LATER. Notice of cancellation needs to be given in written form to the Director of Education (emails need a follow up phone call to ensure that the email didn't get lost). A student who cancels within this time period is eligible for a full refund of all monies paid to PYRAMIND with the exception of the $95 registration fee and any money paid to the State Tuition Recovery Fund. After the first class session, or the seventh day, whichever is later, all students have the right to withdraw from their program. Withdrawal notification needs to be delivered in written form to the Director of Education. Students withdrawing from the program will be assessed a $995 withdrawal fee. 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 the first class session, or the seventh day after enrollment, whichever is later, refunds for that program are pro rated based on the length of time and clock hours completed and will be calculated based on the date of withdrawal notification. Refunds will be paid within 30 days following the date the student notifies the Director of Education of withdrawal. A non-refundable Administrative Fee of $995 will be charged for all students who withdraw. The method for calculating a pro-rata refund is:

- Total tuition charged for the academic year/ total number of clock hours for the academic year= per clock hour tuition.
- Per Clock hour tuition x number of clock hour incurred= total tuition owed by student.
- Total tuition paid for academic year - total owed by student= refund amount.

Students who withdraw from the program having past 60% 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.

Pyramind is a private vocational school and as such does not qualify for federal or state financial aid.

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.

Also, if the student receives federal student financial aid funds, the student is entitled to a refund of the money not paid from federal financial aid funds.

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

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

Students who are on Payment plans (PPP) may withdraw from the program the same as any other. A PPP 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. At that time, any and all contracts will be terminated and no further payments will be due. w

Students who purchase elective courses and are on a payment plan (PPP) may either withdraw from these courses or change their minds completely. For classes already begun, the standard refund policy applies (60% marks a full earning of the course). No refunds will be given to a dropped elective class until the full balance of the tuition is paid.

If a student who has purchased the CORE, DSP, BYO or other Custom Program program chooses to drop an individual class but continue with the rest of the program, they are NOT entitled to a refund for that class. As detailed in the "Opt-out" section on Page 9 of this document, a student may choose not to complete any 2 of their CORE classes and still graduate. If a student chooses to drop four or more classes but continue with the rest of their program, they will be assessed a $995 program withdrawal fee. For example, if a student purchased the Core for $18,495 and wanted to drop Piano 101 ($595), Music Theory 101 ($595), Logic 201 ($695), and Audio 201 ($995) The total cost of those four classes is $2,880. $2,880 minus the $995 withdrawal fee is a refund of $1,885. Any such student who drops more than the TWO (2) Opt-out classes from CORE can no longer graduate.

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 $2.50 per $1000 of tuition. Questions should be direct to the BPPE directly - 1625 North Market Blvd., Suite S202, Sacramento, CA 95834.

Any dispute arising from the enrollment at Pyramind, no matter how described, pleaded or styled, shall be 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

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:

- Any single class can be repeated within 4 months of the start of the failed class to earn a passing grade. As classes are often prerequisite for other classes, all other classes on the same 'class track' will also be postponed directly after the repeated class.
- 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 anywhere from $495 to $995 based on hours per meeting and length of time. Failure a third time may incur either another charge or may be grounds for termination by Pyramind. This determination will be made solely by the Administration.

Pyramind 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 Pyramind, 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 Pyramind campuses

Pyramind will offer verbal warnings prior to termination when possible but termination notices will be delivered both verbally and 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. Pyramind reserves the right to seek any and all legal measures to collect on an amount owed.

Attendance:

ATTENDANCE IS THE RESPONSIBILITY OF THE STUDENT. MISSING THREE DAYS OF ANY 8-WEEK OR SIX DAYS OF ANY 16-WEEK CLASS AMOUNTS TO A FAILURE IN THAT CLASS. STUDENTS MAY RESCHEDULE FAILED CLASSES WITHOUT PENALTY IN ACCORDANCE WITH OUR FREE CLASS REPEAT POLICY.

Free class repeats: For CORE, DSP and BYO-13 students, any PAID IN FULL class may be repeated free of charge the next time it appears in the Pyramind schedule (typically 4 months after the start of the initial class). As 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 directly 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 computer workstation in said class. Class repeats may be scheduled through the Admissions Coordinator.

Students have the right to take a Leave Of Absences due to a Family Emergency, Personal Health Concerns, or Financial Hardship. Requests for leave must be submitted in writing to the Chief Academic Officer or similar and are subject to approval. LOA can extend to 4 months but cannot extend beyond four subsequent enrollment cycles. After 4 missed starts (8 months total) 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.

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.

You must pay the state-imposed fee for the Student Tuition Recovery Fund (STRF) if all of the following applies to you:

1. You are a student who is a California resident and prepays all or part of your tuition either by cash, guaranteed student loans, or personal loans, and;
2. Your total charges are not paid by any third-party payer such as an employer, government program or other payer unless you have a separate agreement to repay the third party.

You are not eligible for protection from the STRF and you are not required to pay the STRF fee, if either of the following applies:

1. You are not a California resident.
2. Your total charges are paid by a third party, such as an employer, government program or other payer, and you have no separate agreement to repay the third party.

The State of California created the Student Tuition Recovery Fund (STRF) to relieve or mitigate economic losses suffered by California residents who were students attending schools approved by, or registered to offer Short-term Career Training with, the Bureau for Private Postsecondary and Vocational Education.

You may be eligible for STRF if you are a California resident, prepaid tuition, paid the STRF fee, and suffered an economic loss as a result of any of the following:

1. The school closed before the course of instruction was completed.
2. The school's failure to pay refunds or charges on behalf of a student to a third party for license fees or any other purpose, or to provide equipment or materials for which a charge was collected within 180 days be- fore the closure of the school.
3. The school's failure to payor reimburse loan proceeds under a federally guaranteed student loan program as required by law or to payor reimburse proceeds received by the school prior to closure in excess of tuition and other costs.
4. The school's breach or anticipatory breach of the agreement for the course of instruction.
5. There was a decline in the quality of the course of instruction within 30 days before the school closed or, if the decline began earlier than 30 days prior to closure, the period of decline determined by the Bureau.
6. The school committed fraud during the recruitment or enrollment or program participation of the student.

International Students and English Requirements

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 will vouch for the student status of all international students for the duration of their enrollment. 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.

Any student should at minimum understand and peak conversational english without apparent difficulty, but understands and speaks academic English with hesitancy while the student continues to acquire reading, writing, and language skills in content areas needed to achieve graduation expectations with assistance.

All information provided in this course catalog covers the enrollment date of

January 2012

to an approximate program end date of

January 2013

License

Pyramind is a private institution which has received approval to operate from the Bureau for Private Postsecondary and Education. An approval to operate means that the Bureau has determined and certified that Pyramind meets the minimum standards for integrity, financial stability, and education quality, including the offering of bona fide instruction by qualified faculty and the appropriate assessment of students' achievement prior to, during, and at the end of its programs.

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.

Any dispute arising from the enrollment at Pyramind, no matter how described, pleaded or styled, shall be 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 at 2535 Capital Oaks Drive, suite 400, Sacramento, CA 95833, www.bppe.ca.gov, toll-free telephone number (888) 370-7589 or by fax (916) 263-1897.

Pyramind Training

880 & 832 Folsom Street
San Francisco, CA 94107
415.896.9800
www.pyramind.com

Core Payment Options

Tuition	Plan A - Pre Pay in Full	
8-Month Core		$19,995.00
Pyramind Studio Time for 8 months	*($2,000 value)*	$0.00
	Tuition Total	**$19,995.00**
Fees		
California STRF Fund Fees	$2.50 per $1,000 of tuition	$57.50
Non-refundable Registration Fee		$95.00
Logic Testing Fee from Apple		$300.00
	Fees Total	**$452.50**
Optional Extras		
Professional Career Mentoring	4-hours	$295.00
Pro Tools 130	Game Audio with AVID'S Pro Tools	$595.00
Native Instruments 101		$695.00
DJ'ing 101		$695.00
DJ'ing 110		$695.00
	Extras Total	**$2,975.00**
Books & Materials	(8.5% CA tax applies)	
Pro Tools 101 Text		$59.95
Pro Tools 110 Text		$95.00
Pro Tools 130 Text		$95.00
Pro Tools 201 Text		$150.00
Pro Tools 210M Text		$165.00
Apple Logic V9 Text - Beginner		$54.95
Apple Logic V9 Text - Advanced		$59.95
"Idiot's Guide to Music Theory"		$19.95
"Scales, Chords and Arpeggios"		$5.95
"Alfred's Adult Piano" - Level 1		$9.95
Pyramind Training: Audio Fundamentals		$39.99
Pyramind Training: Music Business		$39.99
Universal USB Software key (iLok)		$49.95
WAVES Certification Bundle A		$295.00
Glyph 500gig professional Drive		$295.00
	Subtotal	**$1,435.63**
	+tax	$122.03
	(Due Prior to Start) **Materials Total**	**$1,557.66**

Totals

Books & Materials	**$1,557.66**
Tuition/ Fees/ Extras	**$23,422.50**
Bottom Line	**$24,980.16**

Pyramind

CORE PROGRAM ALL ELECTIVES - SEPT 2012

Tuition	Plan B - 8-mo Pyramind Payment Plan (PPP)	
8-Month Core		$19,995.00
Pyramind Studio time for 8 months	*($2,000 value)*	$0.00
	Tuition Total	**$19,995.00**
Fees		
California STRF Fund Fees		$57.50
Non-refundable Registration Fee		$95.00
Logic Testing Fee from Apple		$300.00
3-1 Credit check fee		$75.00
PPP Flat Finance Fee		$995.00
PPP Monthly Fee - $15/ month	8 months	$120.00
	(Due Prior to Start) **Fees Total**	**$1,642.50**
Optional Extras		
Professional Career Mentoring	4-hours	$295.00
Pro Tools 130	Game Audio with AVID'S Pro Tools	$595.00
Native Instruments 101		$695.00
DJ'ing 101		$695.00
DJ'ing 110		$695.00
	(Due Prior to Start) **Extras Total**	**$2,975.00**
Books & Materials	(8.5% CA tax applies)	
Pro Tools 101 Text		$59.95
Pro Tools 110 Text		$95.00
Pro Tools 130 Text		$95.00
Pro Tools 201 Text		$150.00
Pro Tools 210M Text		$165.00
Apple Logic V9 Text - Beginner		$54.95
Apple Logic V9 Text - Advanced		$59.95
"Idiot's Guide to Music Theory"		$19.95
"Scales, Chords and Arpeggios"		$5.95
"Alfred's Adult Piano" - Level 1		$9.95
Pyramind Training: Audio Fundamentals		$39.99
Pyramind Training: Music Business		$39.99
Universal USB Software key (iLok)		$49.95
WAVES Certification Bundle A		$295.00
Glyph 500gig professional Drive		$295.00
	Subtotal	**$1,435.63**
	+tax	$122.03
	(Due Prior to Start) **Materials Total**	**$1,557.66**
Totals		
	Books, Materials & Fees	$3,200.16
	Tuition/ Extras (Amount Financed)	$22,970.00
	Interest over 8 months at 6.99%	$606.16
	TOTAL DUE PRIOR TO START:	**$3,200.16**
	8 monthly payments of:	**$2,947.02**
	Bottom Line:	**$26,776.32**

Tuition	Plan C - 16-mo Pyramind Payment Plan	
8-Month Core		$19,995.00
Pyramind Studio Time for 8 months	*($2,000 value)*	$0.00
	Tuition Total	**$19,995.00**
Fees		
California STRF Fund Fees		$57.50
Non-refundable Registration Fee		$95.00
Logic Testing Fee from Apple		$300.00
3-1 Credit check fee		$75.00
PPP Flat Finance Fee		$1,995.00
PPP Monthly Fee - $15/ month	16 months	$240.00
	(Due Prior to Start) **Fees Total**	**$2,762.50**
Optional Extras		
Professional Career Mentoring	4-hours	$295.00
Pro Tools 130	Game Audio with AVID'S Pro Tools	$595.00
Native Instruments 101		$695.00
DJ'ing 101		$695.00
DJ'ing 110		$695.00
	(Due Prior to Start) **Extras Total**	**$2,975.00**
Books & Materials	(8.5% CA tax applies)	
Pro Tools 101 Text		$59.95
Pro Tools 110 Text		$95.00
Pro Tools 130 Text		$95.00
Pro Tools 201 Text		$150.00
Pro Tools 210M Text		$165.00
Apple Logic V9 Text - Beginner		$54.95
Apple Logic V9 Text - Advanced		$59.95
"Idiot's Guide to Music Theory"		$19.95
"Scales, Chords and Arpeggios"		$5.95
"Alfred's Adult Piano" - Level 1		$9.95
Pyramind Training: Audio Fundamentals		$39.99
Pyramind Training: Music Business		$39.99
Universal USB Software key (iLok)		$49.95
WAVES Certification Bundle A		$295.00
Glyph 500gig professional Drive		$295.00
	Subtotal	**$1,435.63**
	+tax	$122.03
	(Due Prior to Start) **Materials Total**	**$1,557.66**
Totals		
	Books, Materials & Fees:	$4,320.16
	Tuition/Extras (amount financed)	$22,970.00
	Interest over 16 months at 6.99%	$1,153.84
	TOTAL DUE PRIOR TO START:	**$4,320.16**
	16 monthly payments of:	**$1,507.74**
	Bottom Line:	**$28,444.00**

DSP Payment Options

DSP-C Pricing & Payment Plans – 2012

Tuition	**PLAN A: PRE-PAY IN FULL:**	
Digital Sound Producer- Complete	DSPC - 4 month advanced training	$9,000.00
	Tuition Total	**$9,000.00**
Fees		
STRF California Fees (Non-refundable)	$2.50 per $1,000 of Tuition	$22.50
Final Cut Pro Testing Fee from Apple		$150.00
M/M301 Mastering Field Trip		$125.00
	(Due Prior to Start) **Fees Total**	**$297.50**
Extras		
Professional Career Mentoring	4-hours	$295.00
	(Due Prior to Start) **Extras Total**	**$295.00**
Books	(8.5% CA tax applies)	
Pro Tools 210P Text		$165.00
Pro Tools 310M Text		$165.00
Apple Final Cut Pro		$54.99
	Subtotal	**$384.99**
	+tax	$32.72
	(Due Prior to Start) **Books Total**	**$417.71**
Materials - Optional	(8.5% CA tax applies)	
(Waves Gold Bundle is Optional for $800)		
	Subtotal	**$0.00**
	+tax	$0.00
	(Due Prior to Start) **Materials Total**	**$0.00**
	Books/ Materials/ Tax	**$417.71**
	Tuition/ Fees/ Extras	**$9,592.50**
	Bottom Line	**$10,010.21**

DSP-C Pricing & Payment Plans – 2012

Tuition	PLAN B: 8-month Payment Plan	
Digital Sound Producer- Complete	DSPC - 4 month advanced training	$9,000.00
Monthly PPP Service Fee (8)	*$15/mo*	$120.00
	Tuition Total	**$9,000.00**
Fees		
STRF California Fees	$2.50 per $1,000 of Tuition	$22.50
Final Cut Pro Testing Fee from Apple		$150.00
M/M301 Mastering Field Trip		$125.00
Payment Plan flat fee		$995.00
	(Due Prior to Start) **Fees Total**	**$1,292.50**
Books	(8.5% CA tax applies)	
Pro Tools 210P Text		$165.00
Pro Tools 310M Text		$165.00
Apple Final Cut Pro		$54.99
	Subtotal	**$384.99**
	+tax	$32.72
	(Due Prior to Start) **Books Total**	**$417.71**
Materials - Optional	(8.5% CA tax applies)	
(Waves Gold Bundle is Optional for $800)		
	Subtotal	**$0.00**
	+tax	$0.00
	(Due Prior to Start) **Materials Total**	**$0.00**
	Books/ Materials/ Tax	$417.71
	Tuition/ Fees	$10,292.50
	6.99% interest over 8 months	$237.52
	TOTAL DUE PRIOR TO START	**$1,710.21**
	MONTHLY PAYMENTS (8)	**$1,154.69**
	Bottom Line	**$10,947.73**

DSP-I Pricing & Payment Plans – 2012

Tuition	**PLAN A: PRE-PAY IN FULL:**	
Digital Sound Producer - INTERACTIVE	DSP-I - 4 month advanced training	$7,000.00
	Tuition Total	**$7,000.00**
Fees		
STRF California Fees (Non-refundable)	$2.50 per $1,000 of tuition	$17.50
M/M301 Mastering Field Trip		$125.00
Final Cut Pro Testing Fee		$150.00
	(Due Prior to Start) **Fees Total**	**$292.50**
Books	(8.5% CA tax applies)	
Pro Tools 210P Text		$165.00
Final Cut Pro Text		$54.99
	Subtotal	**$165.00**
	+tax	$14.03
	(Due Prior to Start) **Books Total**	**$179.03**
Materials - Optional	(8.5% CA tax applies)	
(Waves Gold Bundle is Optional for $800)		
	Subtotal	**$0.00**
	+tax	$0.00
	(Due Prior to Start) **Materials Total**	**$0.00**
	Books/ Materials/ Tax	**$179.03**
	Tuition/ Fees/ Extras	**$7,292.50**
	Bottom Line	**$7,471.53**

DSP-I Pricing & Payment Plans – 2012

Tuition	PLAN B: 8-month Payment Plan	
Digital Sound Producer - INTERACTIVE	DSP-I - 4 month advanced training	$7,000.00
	Tuition Total	**$7,000.00**
Fees		
STRF California Fees		$17.50
Payment Plan Flat Fee		$995.00
Monthly PPP Service Fee (8)	*$15/mo*	$120.00
M/M301 Mastering Field Trip		$125.00
Final Cut Pro Testing Fee per Apple		$150.00
	(Due Prior to Start) **Fees Total**	**$1,407.50**
Books	(8.5% CA tax applies)	
Pro Tools 210P Text		$165.00
Final Cut Pro Text		$54.99
	Subtotal	**$165.00**
	+tax	$14.03
	(Due Prior to Start) **Books Total**	**$179.03**
Materials - Optional	(8.5% CA tax applies)	
(Waves Gold Bundle is Optional for $800)		
	Subtotal	**$0.00**
	+tax	$0.00
	(Due Prior to Start) **Materials Total**	**$0.00**
	Books/ Materials/ Tax	**$179.03**
	Tuition/ Fees	**$8,407.50**
	6.99% interest over 8 months	**$184.72**
	1st payment due before start:	**$1,586.53**
	8 monthly payments of:	**$898.09**
	Bottom Line:	**$8,771.25**

DSP-M Pricing & Payment Plans – 2012

Tuition	**PLAN A: PRE-PAY IN FULL:**	
Digital Sound Producer - MUSIC	DSPM - 4 month advanced training	$6,000.00
	Tuition Total	**$6,000.00**
Fees		
STRF California Fees	$2.50 per $1,000 of Tuition	$15.00
M/M301 Mastering Field Trip		$125.00
	(Due Prior to Start) **Fees Total**	**$140.00**
Books	(8.5% CA tax applies)	
Pro Tools 310M Text		$165.00
	Subtotal	**$165.00**
	+tax	$14.03
	(Due Prior to Start) **Books Total**	**$179.03**
Materials - Optional	(8.5% CA tax applies)	
(Waves Gold Bundle is Optional for $800)		
	Subtotal	**$0.00**
	+tax	$0.00
	(Due Prior to Start) **Materials Total**	**$0.00**
	Books/ Materials/ Tax	**$179.03**
	Tuition/ Fees	**$6,140.00**
	Bottom Line	**$6,319.03**

DSP-M Pricing & Payment Plans – 2012

Tuition	**PLAN B: 8-month Payment Plan**	
Digital Sound Producer - MUSIC	DSPM - 4 month advanced training	$6,000.00
	Tuition Total	**$6,000.00**
Fees		
STRF California Fees	$2.50 per $1,000 of Tuition	$15.00
Payment Plan Flat Fee		$995.00
Monthly PPP Service Fee (8)	*$15/month*	$120.00
M/M301 Mastering Field Trip		$125.00
	(Due Prior to Start) **Fees Total**	**$1,255.00**
Books	(8.5% CA tax applies)	
Pro Tools 310M Text		$165.00
	Subtotal	**$165.00**
	+tax	$14.03
	(Due Prior to Start) **Books Total**	**$179.03**
Materials - Optional	(8.5% CA tax applies)	
(Waves Gold Bundle is Optional for $800)		
	Subtotal	**$0.00**
	+tax	$0.00
	(Due Prior to Start) **Materials Total**	**$0.00**
	Books/ Materials/ Tax	**$179.03**
	Tuition/ Fees	**$7,255.00**
	6.99% interest over 8 months	**$158.32**
	1st payment due before start:	**$1,434.03**
	8 monthly payments of:	**$769.79**
	Bottom Line	**$7,592.35**