



REASON **LEVEL 1/LEVEL 2** ONLINE COURSE INFO PACK



REASONCOURSES.COM

THE ONLINE REASON AND RECORD TRAINING RESOURCE

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Your online Reason source: www.reasoncourses.com

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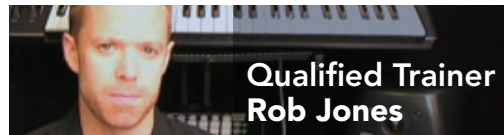
Introduction

Welcome to the free information pack from www.ReasonCourses.com, and thank you for registering with us and downloading these materials which will help us to let you know what our brand new online modular Reason Courses are all about.

If you own a copy of Reason, you are already on the right track to making professional recordings using this revolutionary new software – congratulations!

The courses, which have been designed by our very own Qualified Trainer – Rob Jones, are presented in a series of online videos which you can watch where and when you prefer – with a full complement of accompanying downloadable materials for your future reference. Also included with each of our Reason courses is a huge collection of Reason-optimised samples and instrument presets from www.Loopmasters.com worth over £50.

By taking our course you will not only get a perfect understanding of how to use your Reason software in the comfort of your home, as well as acquire many new sounds to use with it – once completed, you will also be able to download your very own official certificate of completion, stating that you have taken the course and listing the modules – signed by our Qualified trainer Rob Jones.



We highly recommend that you check out the free sample module video which you are also now eligible for. It shows you the way that we present our courses, and you can also meet Rob Jones and decide if you agree with us when we say that his presentation skills are second to none and paced perfectly to ensure that all the knowledge you are about to receive is understood and remembered.

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

Whether you are new to Reason, or an experienced user – our Level 1 and Level 2 online courses will take your understanding and knowledge of this fantastic software to a whole new level!





Reason Beginner/Intermediate Level 1 Module Plan

LEVEL 1

Reason Level 1 Course Aims

To provide students with all the knowledge necessary to start making music with Reason or Reason Essentials. As well as being guided through areas of the software, the modules also provide more generic information about music, performance and production, to help achieve a more thorough understanding of how music is created. At the end of the course, students should have all the basic skills required to produce their own tracks, with the 14 modules going from the jamming stage right through to final mastering. Students are even introduced to important sound creation methods, such as sampling and synthesizing, with Reason's superb instrument range.

Individual Course Goals

- ▶ to understand the basic concepts of Reason, in terms of display modes, file management and handling of audio and MIDI
- ▶ to be able to layout a track using audio and note clips
- ▶ to have an understanding of what MIDI is
- ▶ to know how to create and edit note clips
- ▶ to know what rex files are and how they can be used to add or rearrange loops in your song
- ▶ to be able to record audio onto one or multiple tracks
- ▶ to know how to make drum tracks with Redrum and Kong
- ▶ to know what ReGroove is and how you can use it to improve a song
- ▶ to be able to work with the Reason main mixer or mixer devices and know the basics of using them to mixdown a track
- ▶ to know how to process audio using Reason's effects, predominantly compressors, filters and EQs
- ▶ to be able to use other Reason timing and modulation effects (like delays and chorus)
- ▶ to have an understanding of what sampling is
- ▶ to be able to use Reason's sampling instrument NN19
- ▶ to know what a synthesizer is and the parameters available to edit
- ▶ to have a basic understanding of how to create synthesizer patches
- ▶ to be able to use Reason's mastering tools like the maximizer and stereo imager
- ▶ to know how to render and export a final master from Reason
- ▶ to have an understanding of MIDI controllers and how they can be used with Reason
- ▶ to know what Rewire is and have an idea of how it works
- ▶ to know how to use Combinator to construct a basic instrument patch



Module Plan

LEVEL 1

MODULE 1 - INTRODUCTION (23.15)

Introduces the course structure and content. Gives an overview of Record (Reason 6) and then Reason (Reason 5 or earlier), showing the main areas and controls available in each platform. Also teaches how to authorize and set up the software using the Preferences.

MODULE 2 - WHAT IS MIDI? (25.15)

Introduces the basic concepts of audio and MIDI. Explains how music is created with a MIDI instrument. Shows how to set up a MIDI controller, how to create a MIDI track (by adding ID8) and then some different ways of recording MIDI into it. Some simple, funky keyboard phrases (chord riffs and melodic lines) are created as an example. Basic MIDI editing and quantising are introduced also.

MODULE 3 - WORKING WITH LOOPS (23.47)

Shows how to work with audio loops inside Reason, beginning with Dr Octo Rex - factory loops then external. Then shows how to import loops onto an audio track (in Record/Reason 6) and some basic editing, such as tempo. Basic editing of audio and MIDI in the sequencer are covered so students can begin to see how a track is laid out.

MODULE 4 - PROGRAMMING DRUMS I - INTRO TO ReDRUM (23.35)

Teaches how to program drum tracks using ReDrum with factory and external samples. Several patterns are created and the individual drum sounds are edited on the device.

MODULE 5 - RECORDING AUDIO (24.46)

Shows how to record audio in Reason 6 using a microphone or guitar. Explains the considerations when using an interface



(including monitoring) and the effects to use when recording, such as guitar amps. Different recording modes are covered, like how to record in loop mode, as well as how to edit a comp.

MODULE 6 - BASIC PROCESSING [COMPRESSION AND FILTERING] (26.31)

Teaches the basics of compression, showing how the compressor effect is added to a device/effect like Dr Octo Rex and then how it can be used to create different drum sounds. Filtering is then introduced with ECF-42, as well as the concept of filter modulation envelopes.

MODULE 7 - PROGRAMMING DRUMS II - INTRO TO KONG (30.43)

Shows how to program drums using Kong, expanding on the MIDI editing introduced in module 4. Drawing in MIDI is particularly focussed on. Editing of drums using MIDI



Module Plan (continued)

LEVEL 1

values in the sequencer is also taught. Processing of drums using compression is shown once again. Lastly, ReGroove is introduced, showing how the ReGroove mixer can be used to apply different rhythms to tracks.

MODULE 8 - INTRODUCTION TO SAMPLING (23.21)

Introduces the concept of a sampler. Shows how to select and edit different sampled instruments using NN19, then how to import your own samples then tune and loop them. The concept of envelope modulation from module 6 is expanded further, explaining ADSR envelopes, amplitude then filter modulation. Also shows how to record your own samples using the facility on several of Reason's instruments.

MODULE 9 - INTRODUCTION TO SYNTHESIZING (27.51)

The basics of synthesizing are introduced using Subtractor, showing the main parameters in each synth section. Teaches about oscillator waveforms and pitch, envelope and LFO modulation. Some examples of patch creation are also provided.

MODULE 10 - MIXING PART I (26.25)

Provides a guide to the layout and controls on the various mixers in Reason. Teaches the most important elements of mixing a track - adjusting levels and panning - then moves onto EQ.

MODULE 11 - MIXING PART II (27.23)

Shows some of the most important effects for mixing a track, beginning with the RV-7 Digital Reverb device. Teaches how to set up send FX and why they are necessary. Introduces other effects such as DDL-1 Digital Delay Line, CF-101 Chorus/Flanger and D-11 Foldback Distortion.

MODULE 12 - INTRODUCTION TO MASTERING (24.20)

Provides a guide to the basics of mastering, showing the presets available on the Reason 6 mixer as well as how to add each of the MClass effects, and the main parameters on offer. Then shows how to bounce the final track.

MODULE 13 - REMOTE AND ReWIRE (25.52)

Teaches more about external control via MIDI or the computer keyboard. Also explains how ReWire works. Shows how to incorporate external hardware synths into a song.

MODULE 14 - INTRO TO THE COMBINATOR (28.52)

Shows how to use Combinator to create your own instrument and effects patches. Looks more into manual cabling of devices.



Reason Advanced Level 2

LEVEL 2

Reason Advanced Level 2 Course Aims

To expand a student's knowledge of Reason, by teaching advanced techniques for composing, producing and performing. In addition to showing detailed operational features in the software, the modules also help students to develop a good understanding of the key stages of music creation, including sampling, synthesizing and processing with effects. Throughout the course, techniques are combined and applied to practical situations to show how technical knowledge can be used to take your music in new and exciting directions. Through learning new skills, students will be able to free themselves from technical restraints and enable a clear path to channel their creativity and artistic vision.

Individual Course Goals

- ▶ to know how to create a 'pumping' effect by sidechaining Reason's compressors
- ▶ to understand how gating works
- ▶ to be able to create interesting lead and bass patterns by sidechaining gates and filters
- ▶ to be able to record and draw in automation to produce looped sequences or long effects progressions
- ▶ to know how to use send FX for more advanced signal processing
- ▶ to have a good understanding of compression and some unique ways to apply it
- ▶ to have learned some new techniques for processing a vocal
- ▶ to know when and how de-esser should be used
- ▶ to feel confident using Kong to create and edit different drum sounds
- ▶ to know various techniques for external rack processing and mixing of drums
- ▶ to know how to use all of the synths in the Reason range to program sounds
- ▶ to be able to combine Reason's instruments in unique ways to make more exciting patches
- ▶ to be able to build instruments using NN-XT
- ▶ to feel confident using modulation bus routers to create different filter and amplitude effects
- ▶ to know what FM synthesis is and how Thor uses it to produce a range of sounds
- ▶ to know how to use a Vocoder to produce classic and more diverse sounds
- ▶ to know how Matrix works and some different ways it can be used to control instruments and effects
- ▶ to have a good understanding of device connectivity and how to build more complex instruments and effects with Combinator
- ▶ to be able to create glitch by creative use of delays and modulation effects
- ▶ to understand the principle of multi-band signal processing, such as compression, spreading and distorting
- ▶ to know various methods for remixing and arranging a song

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Advanced Level 2 Module Plan

MODULE 1 - GATING AND SIDENCHAINING (28.46)

Introduces the course structure briefly. Gives an explanation of gating and shows the different uses, then moves onto sidechaining effects and the many applications of this in modern production, including setting up pumping, how to unify parts, add more groove to basslines and beef up kick drums.

MODULE 2 - AUTOMATION AND ADVANCED MIXING (26.10)

Teaches how parameter automation is used in the software to make either looped phrases or longer effects progressions. The initial concepts and various automation recording and editing methods are shown in the first module session, after which an excerpt from a chilled drum and bass track is explored so that practical examples of automation as well as a number of other more advanced mixing techniques can be seen.

MODULE 3 - ADVANCED DRUMS I (32.14)

Takes a thorough look at the inner workings of Reason's drum designer Kong. This lesson focusses mainly on the various drum modules available with the instrument and how they can be used to generate a whole host of different drum sounds, as well as sequencing them all together into a funky break.

MODULE 4 - ADVANCED DRUMS II (33.39)

Shows all of the different effects modules inside Kong, as well as the different ways they can be applied. This is then expanded by looking at various ways of routing the drum sounds out of Kong and into effects in the rack or into the Reason 6 mixer, for comprehensive processing and mixing of drums, enabling a fuller and more professional drum sound to be achieved.



MODULE 5 - ADVANCED SYNTHESIZING I (MALSTRÖM) (28.58)

Provides a thorough guide to Reason's powerful instrument Malström, including an explanation of graintable synthesis, waveshaping and how to use different filter types like comb filter in series and parallel. As well as demonstrating how each synth section works, there are several practical examples of how to make patches, which are then combined into a short arrangement in order to create a dubstep sequence.

MODULE 6 - ADVANCED SAMPLING (NN-XT) (30.58)

Teaches more complex sampling techniques using Reason's NN-XT. This includes how to create a synchronised vocal loop, how to make your own layered bass patch, how to create and compose a lead accompaniment and how to make more natural emulations using alternating and velocity-specific sample zones. In addition to the technical processes, there are also some musical theory and arrangement methods taught as an electro house break is constructed.

MODULE 7 - WORKING WITH A VOCAL (35.30)

Teaches all of the considerations for producing a vocal, from the recording stage through to the use of compression, EQ

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Advanced Level 2 Module Plan (continued)

and reverb. Also shows how to de-ess a vocal by dissecting the combi patch preset and adding to the vocal insert chain. Several advanced vocal processing techniques are taught, including use of parallel effects buses as well as track panning and detuning. There is also a comprehensive guide to using Neptune pitch corrector to manually and automatically adjust the pitch and frequency of a vocal.

MODULE 8 - ADVANCED SYNTHESIZING II (THOR) (40.05)

Provides a thorough guide to the inner workings of Reason's semi-modular instrument Thor, including the different types of synthesis, filtering, modulation and sequencing possibilities. There is also a lesson in frequency modulation, the synthesizing method that is used to create an array of sounds, from classic bells, to cool leads and rude basses - examples of all three are given at the end of the module, and are worked into a drum and bass hook.

MODULE 9 - ADVANCED EFFECTS - MAKING OLD SCHOOL SOUNDS WITH VOCODER AND MATRIX (31.14)

Shows how to create a variety of classic and more diverse effects using the BV512 Vocoder, and provides a thorough explanation of how to use the Matrix Pattern Sequencer to control many different instruments and effects. In addition to teaching how to make a 303 bassline with Malström and turn Kong into an 808 drum machine, there is a guide to using Matrix to create a fully-customisable LFO for serious device modulating!

MODULE 10 - ADVANCED EFFECTS II - CREATING EFFECTS PATCHES AND MASTERING TOOLS WITH COMBINATOR (29.14)

Teaches how to use combinator to construct your own effects patches for improving the sound of the parts in your song. Two effects racks are constructed - a doubler for adding presence to vocals and leads, and a glitcher for adding crazy digital effects to drums. There is also a lesson on multi-band compression, showing how a combi can be built for this purpose and how to best use it to master a song.

MODULE 11 - ADVANCED COMBINATOR - CREATING INSTRUMENTS OF MASS DESTRUCTION (28.23)

Shows how to build a giant instrument combinator patch, fusing together many of the skills learned so far on the course and adding some new tricks as well.

MODULE 12 - PUTTING IT ALL TOGETHER - PRODUCING A REMIX (29.45)

Uses all the skills learned so far on the course to produce a dubstep remix of a pop track, showing how the arrangement is conceived and how individual parts are created and developed throughout the song, in both the harmonic sense and with regards to mixing and effects processing.

MODULE 13 - NEW EFFECTS IN REASON 6 (33.33)

This module provides a guide to the three new effects in Reason 6: Alligator - a triple-filtered gate for creating rhythmic spectral effects with tracks, Pulveriser - a fat compressor with distortion and filtering, and The Echo - a comprehensive delay and echo device.



Frequently Asked Questions

Where is the course held?

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

What version of Reason do I need for the course?

The course was made with Record + Reason 5, which is Reason 6, so the best version to have is Reason 6. However, if you have an earlier version of Reason, like 4 or 5, without Record, then you will still learn about how to use all of the devices (instruments, effects and the mixer) that were available in those versions.

Is Reason Essentials enough to take the course?

The majority of the beginners course is fine for owners of Reason Essentials, although the software is missing one or two of the instruments and effects that are mentioned at various stages. However, for the most part, that version of the software is sufficient for the level 1 course. A full version of Reason is definitely required for the advanced course though, as many of the modules focus on the instruments and effects that are only available in the full version of the software.

Is Reason 5 on its own enough to take the courses?

Yes. There are some areas such as recording and editing audio that are not available in Reason 5, as well as working with the main mixer in Reason 6. However, this is only a small part of the course, so most of the modules are also applicable to earlier versions of the software.

Record is mentioned on the website. Do I need this for the courses?

No. Record has now been integrated with Reason to create version 6 of the software. So, although Record is mentioned on the course, this is in fact identical to Reason 6.

What equipment do I need?

To take the course you need to have a computer which is connected to the internet, a copy of Reason and some speakers or headphones connected to the computer. A MIDI controller keyboard would be useful, but is not essential.

How long does the course last?

The courses are presented in 14 module (level 1) and 12 module (level 2) movies, which each last between 23-40 minutes. We recommend at least 40 minutes practice of the techniques taught in each lesson, so overall it will take around 14-16 hours to complete each course. We recommend that you take no more than 2 lessons per day, but of course this is completely up to you. [More...](#)

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More Frequently Asked Questions

What if I need to contact somebody?

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

How long do I get access to the course for?

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

How do I get my certificate when I have completed the course?

The course is designed to know once you have viewed all of the modules, and at that time a link will appear in your personal profile which allows you to download a printable copy of the certificate for your records. Producertech also keep a record of all students so if you need a duplicate certificate for any reason we can email you a copy.

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

The course is delivered by our expert instructor Rob Jones. You will see from the demo modules that he speaks very clearly and if you are able to understand these then you will be able to understand the other modules.



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

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

Justine, Leicester

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

Thanks to the team and especially Rob for responding so quickly to my emails."

Simon S, Southampton

"The Advanced course has some amazing lessons! I had to watch them over and over to get all the techniques down but in the end I got it all, and am seriously happy with my improvement!! Well good!"

Toby, London

"The course was well paced and supported with good sessions... thanks!"

John G, Chester, UK

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

Lisa, Glasgow

"Kudos to the Producertech crew!! Big thanks to you for this AWESOME course!! I'm new to producing so your

courses have been a massive help and inspiration to me!!

Thanks soo much!!

p.s. Rob's skillz are sick!!"

Brady, Reno

"Just a quick note to say a HUGE

"Thank you" for your assistance whilst enrolling for the course. I had some difficulties with my internet connection out here in St. Kitts W.Indies and both Rob and Tim guided me through very smoothly.

My emails were replied to immediately and I am now enrolled. Now enrolled I have done the first couple of modules. Rob's ability to put things across in plain English is a talent many people don't possess. I now look forward to switching on the Mac and starting the next module.

THANKS"

Stephen



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Customer Testimonials *continued...*

"Thanks for the courses! they are great!!

Just finished the courses, and WOW, so amazing!! The last Video on the Advanced was my favorite!! Rob where did you learn to produce and play music?

That track was really cool!! Will have to go thru things again a second and third time till I get the hang of producing my own music, but this course was worth every penny!! "

Preston DJ Wreckrd

"I'm enjoying the course immensely. One of the main reasons I signed up for the course was because I like Rob's personality and teaching style. Also I liked the course deal and that it works with both audio (i.e. samples) as well as MIDI in an engaging way."

Best regards, Michael

Cost and Payment Details

The total cost for course 1 is
£149 (approx USD \$230 or €170 Euros).

The total cost for course 2 is
£149 (approx USD \$230 or €170 Euros).

We offer a great package deal for course 1 and course 2 together for just £225 (approx USD \$350 or €259 Euros).

Saving you £73 from the total cost!



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



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

Sales@producertech.com for further information.

ReasonCourses.com is part of the producertech.com suite of online music production software training.

Check www.producertech.com for our other courses coming soon!

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