

Beginner Curriculum

This level builds essential fluency in your DAW. You develop a clear understanding of audio, MIDI, and arrangement, gaining the technical and creative control needed to produce complete, cohesive tracks with intent and precision.

Intro to Your DAW: Layout & Navigation • Session view vs Arrangement view • The browser and how to use it • Understanding audio and MIDI tracks • Creating new tracks and saving projects • Key shortcuts to boost speed	Working with Audio Clips • Importing samples into your project • Trimming and looping audio • Adjusting gain and clip fades • Using a sampler for basic audio editing • Editing vocals and drum loops • Intro to sample libraries & packs
Programming Basic Drum Beats • Using samples for kick, snare and hi-hats • Understanding bar structure • Manually placing hits with the pencil tool • Building 2-bar to 8-bar loops • Layering for impact and rhythm	Working with Vocals: Fundamentals • Importing a vocal sample • Trimming and lining up to grid • Adjusting timing manually • Handling phrases and breaths • Matching vocal rhythm to the beat
MIDI Fundamentals • Creating and assigning MIDI instruments • Building melodies in the piano roll • Understanding velocity and note length • Using a sampler for instrument tones	Melody Writing & Music Theory • What is a key? • Recognising major and minor feel • Basic scales for melody creation
Bassline Creation & Low-End Fundamentals • Writing simple basslines • Sub vs mid-bass roles • Basic saturation for character • Low-end balancing with drums • Basic sound processing (EQ, compression)	Arrangement Fundamentals • Building energy over sections • Intro / breakdown / drop / outro • Scene launching • Loop building (2-bar to full section)
Creative Effects & Automation • Filters, delay and modulation used creatively • Automating parameters for tension and movement • Dynamic transitions between sections	Synths & Sound Design Basics • Oscillators, filters, envelopes, LFOs • Pad, lead and pluck design • Simple layering for depth • Preset management and saving sounds
Mixing & Group Processing • Process chains and their order • Loudness consistency	Workflow, Remixing & Referencing • Template refinement and creative flow • Remixing and reworking tracks • Advanced automation & modulation • Sound referencing and A/B comparison