

Intermediate Curriculum

At the intermediate stage you refine your creative and technical ability to develop a polished, industry-ready sound. The focus moves from simply building tracks to crafting depth, cohesion and identity, through advanced arrangement, sound design, and targeted workflow, producing a complete track that reflects your artistic direction.

Advanced Arrangement & Transitions • Section development • Automation for tension and release • Transitional FX • Energy mapping & narrative development	Drum Design & Layering • Layering for texture and punch • Percussion movement • Drum group chains • Creative fills & groove editing
Bass Design & Processing • Movement using filters and envelopes • Sidechain basics	Creative Sampling & Resampling • Playable instruments from samples • Reversing, stretching and pitching • Sound recycling • Modulation & FX chains deep dive
Sound Design for Depth & Character • Layering synths, noise and FX layers • Filter movement • Distortion for character	Mixing & Group Processing • Process chains and their order • Loudness consistency
Workflow Optimisation & Creative Flow • Template refinement • Maintaining speed and creativity • Creative limitation exercises	Remixing & Reworking Tracks • Identifying stems • Sample creation • Re-harmonising • Structuring remix drops
Advanced Automation & Modulation • LFO / envelope modulation • Macro mapping • Creative movement • Automation curves	Sound Referencing & A/B Comparison • Building a reference library • Tonal / mix balance • Critical ear training • Metering
Track Completion Workflow • Finishing tracks • Bounce / archive workflow • Confidence in track decisions • Premaster preparation technique	Full Track Project Assessment • Step-by-step full track assessment • Feedback checkpoints • Ready for premaster: final render