

# AUDIO IN EFFECT

EXAMPLE CLIENT TRACKER

## Client Tracker

Every client is tracked session by session. This is an example of how we profile a producer, log each session, and score development across the full curriculum.

### Profile

|                                     |                                                             |                           |            |
|-------------------------------------|-------------------------------------------------------------|---------------------------|------------|
| NAME                                | Jordan (example)                                            | START DATE                | March 2026 |
| FAVOURITE GENRES                    | GOALS                                                       | DJs TO PLAY MY TRACKS     |            |
| Melodic house & techno, deep house  | Finish 3 release-ready tracks and sign to a respected label | Dixon, DJ Tennis, Solomun |            |
| MOST STUCK WITH                     | MUSIC THEORY / INSTRUMENTS                                  | DJ EXPERIENCE             |            |
| Arrangement and low-end engineering | Some piano, basic key/scale knowledge                       | Bedroom / controller      |            |

### Session Tracker

| DATE   | COVERED                                                            | NEXT                  | HOMEWORK                                                      |
|--------|--------------------------------------------------------------------|-----------------------|---------------------------------------------------------------|
| 12 Mar | Intro session. Set goals, workflow walkthrough, first drum groove. | Bassline & melody     | Build a drum loop: kick + 4 elements, some with groove.       |
| 19 Mar | Manual drum groove, swing, spatial FX intro on drums.              | Arrangement           | Add reverb/delay to drums. Write two variations of the loop.  |
| 26 Mar | Key scale, bassline writing, melody over the top.                  | Mixing the low end    | Write a bassline + counter melody. Keep it sparse.            |
| 2 Apr  | Gain staging, EQ separation between bass and mids.                 | Automation            | Balance the mix with EQ. Add a rim/clap, keep it clean.       |
| 9 Apr  | Automation for tension, filter movement, section building.         | Arrangement expansion | Automate the filter into the breakdown. Push the arrangement. |

### Curriculum Tracker — Confidence 1 to 5

| MODULE   | TOPIC                                   | 1-5 | MODULE | TOPIC                            | 1-5 |
|----------|-----------------------------------------|-----|--------|----------------------------------|-----|
| Beginner | Ableton Live: Layout & Navigation       | 5   | Inter. | Effects: Distortion & Saturation | 2   |
| Beginner | Audio Fundamentals                      | 5   | Inter. | Automation: Parameter Control    | 3   |
| Beginner | Drum Programming                        | 4   | Inter. | Automation: Creative Movement    | 2.5 |
| Beginner | Drum Groove (Applying Groove)           | 3   | Inter. | Composition: Melodies & Riffs    | 3   |
| Beginner | Vocal Programming                       | 3.5 | Inter. | Composition: Bass                | 3   |
| Beginner | MIDI Fundamentals                       | 5   | Inter. | Arrangement: Energy Building     | 2.5 |
| Beginner | MIDI: Bassline Creation                 | 4   | Inter. | Sound Design: Synth Parameters   | 2   |
| Beginner | MIDI: Melody Creation                   | 4   | Inter. | Frequency & Gain: Gain Staging   | 3   |
| Beginner | Arrangement Basics                      | 3.5 | Adv.   | Advanced Mixing: A/B Referencing | —   |
| Beginner | Arrangement Form & Structure            | 3   | Adv.   | Advanced Mixing: Mix Translation | —   |
| Inter.   | Effects: Spatial Effects                | 3   | Adv.   | Premaster: Preparation           | —   |
| Inter.   | Effects: Tonal Shaping (EQ / Filtering) | 3.5 | Adv.   | Advanced Arrangement             | —   |
| Inter.   | Effects: Dynamics (Compression)         | 2.5 |        |                                  | —   |

Reviewed every four to eight weeks. Rising scores give the client and coach a clear, real-time measure of progress.