

Sinevibes

School of Audio and Music Technologies



Sound Design and Music Production
with Roland Fantom-S, Fantom-X
series and JUNO-G

Overview

Sound Design and Music Production with Roland Fantom-X family is an in-depth course for those who'd like to unveil the full potential of their amazingly powerful workstations, including **Fantom-S** and **Fantom-X** series, and **JUNO-G**. It is full of exciting lectures, engaging personal practice and unique tips and tricks that will inspire great new musical ideas and let you realize them professionally from start to finish.

After graduating this course, you will learn:

- The essential basics of sound, recording and musical instruments.
- Internal structure and technologies of the Fantom-X, Fantom-S and JUNO-G workstations.
- Creating your own synthesized sounds, from simple synth, bass and pad sounds to complex animated and rhythmically modulated textures.
- Capturing, editing samples and loops, incorporating them in the synthesizer engine.
- Getting the most out of the effects processors.
- Recording, editing, arranging and mixdown.
- Composing in different modern styles.
- Music post-production.
- Connecting with outboard gear and computers.
- Publishing and live performance.



Programme

The phenomenon of sound

- The essence of sound, how it gets born and propagates through the air and other media.
- Understanding spectrum and time.
- Perception of sound by human.
- Recording and reproduction of sound. Analog and digital audio forms.

Musical instruments

- History and evolution of musical instruments. From human voice, drums, winds, strings and piano to electric guitars, analog and digital synthesizers: fundamental principles and distinctions.
- Overview of modern sound synthesis methods.
- Internal structure and core technologies of Roland Fantom-X.

Synthesizing sounds

- A look into the Fantom-X's synthesizer engine.
- Elementary building blocks of a patch: wave generator, filter, amplifier, envelopes, LFOs.
- Techniques for making different sound types: synth lead, synth bass, pads, strings, bells, drums, percussion, sound effects, etc.

- Advanced sound creation with tone structures, ring modulator, booster, tone mix table and different tone playback modes.

Sampling

- Capturing and importing audio samples.
- Realtime and non-linear sample manipulation. Chopping, rearrangement, beat repeat, time stretching and other techniques.
- Creating multisampled instruments.
- Incorporating sampled sounds in the synthesizer engine.

Effects processing

- Fantom-X effects algorithms: main principles, core parameters and usage examples.
- Equalizer, Isolator, Filter, Compressor, Limiter, Gate, Tremolo, Slicer, Distortion, Overdrive, Amplifier and Speaker Simulation, Rotary, Delay, Flanger, Chorus, Phaser, Reverb, Pitch shifter, Ring modulator, Lo-Fi Compressor, Lo-Fi Radio.
- Advanced tricks: separated processing, effects modulation, synchronized and live switching.
- Routing in external signals. Using external effects processors.

Recording, post-production and live performance

- The basics of sequencing and audio recording on the Fantom-G. Using with computers and other gear.
- Arranging, editing and automation.
- Post production techniques: transitions, build-ups, fill-ins, rhythmic modulation, beat repeat.
- Creating a final mix.
- Preparing a live performance: playing parts, expression, triggering samples, applying effects.