Pyramind

evolving sound

FULL COURSE CATALOG
JANUARY 2018 - DECEMBER 2019

TABLE OF CONTENTS

General Overview

Educational Mission Statement

Pyramind serves the public interested in creating music using today's digital production tools. We are committed to this education based on industry-standard practices and technology using today's most powerful and affordable tools. Pyramind realizes its mission through a unique combination of real-world/hands on training and strong manufacturer and community relationships.

Objective

Pyramind's objective is to prepare its graduates to compete, thrive and succeed in an exciting but ever-changing music and sound industry. As Dj's, Producers, Composers, Audio Engineers, Sound Designers and Game Audio Producers. Outcomes of our programs include: DJ / performer (Ableton Night Program / Electronic Music Producer Program), Music Producer (Ableton Night Program / Electronic Music Producer Program), Sound Designer (Electronic Music Producer Program / Sound For Picture and Games / Complete Producer), Game Audio Producer (Complete Producer Program / Sound for Picture and Games) and Audio Engineer (Complete Producer Program / The Core).

Facilities

All classes are held at 880 Foslom st., San Francisco, CA 94107. Pyramind is equipped with two multi-workstation labs, four Production Studios (one of which also serves as classrooms for designated classes) and three live rooms for recording. As students progress through the program, they develop the skills necessary to work in the various rooms. Both our labs and studios are equipped with up-to-date versions of the most commonly used software tools.

This helps our students prepare for the world after graduation as they will be both competent and proficient in using the tools used in most professional sound environments. In addition to the studios and labs, a musical library is available both in printed support materials as well as older vinyl records which students have access to. The record library may be sampled for creative purposes within the confines of copyright law.

Online students are not granted access to facilities, classrooms, or studios.

Classrooms

At the onset of the program students will work in the one of the two 12-station labs which contains Intel Mac Mini computers running OSX and loaded with Logic, Ableton, Native Instruments Komplete, McDSP, Waves, Pro Tools and more. They are further equipped with Native Instruments Kontrol keyboards, which serve as controllers for the software as well as keyboards for Piano class. Unique to our labs, each workstation can not only switch to the speakers for playback, but they can also switch to the projector.

This allows the students to have their work displayed on the big screen for both instructor and other students – a tremendously powerful educational feature. These multi-workstation labs , accommodate the 100, 200 and some 300-level classes and are equipped with professional-grade JBL 2.0 monitoring systems.

Studios

Full-time students have studio access (with a provided Pyrapass)Full-time students have studio access (with a provided Pyrapass) from the beginning of their programs.

The new "lLoft" is one of the first studios available to students as it requires no testing prior to working in the room. This room is equipped with an intel iMac computer running all the same software as the labs. Student works that start in the labs are easily transferred here without any down time. The room has a 50 inch TV for working on Games or Films, an Apollo 8-channel interface (with UAD plug ins!), the Native Instruments' Kontrol 49 keyboard, two sets of monitors (Focal and Yamaha NS-10 - the classic version!), a subpac chair vibration unit to feel the low-end while listening with headphones and the AVID Artist series motorized fader mixing worksurface. Students can also "jack in" with their laptops if they prefer.

The Vault is the other first production studio that becomes available to students (starting in month one) and is equipped with JBL 2.1 Monitoring, an Intel IMAC computer, a Universal Audio Apollo Interface, Pro Tools, Reason, Logic, Live, Native Instruments, Waves, MCDSP, and more. The Vault comes equipped with an attached vocal booth for recording vocalists and performers. "Gauntlet" testing is a requirement prior to booking this room. Students can schedule the Gauntlet tests with the studio managers at no cost. Study guides are available ahead of time as well.

Our flagship "Studio A" at 880 Folsom is available for booking to full-time students who have passed the associated "Gauntlet" test for the room as of month 5 of their program. This room is available to DSP students for the duration of their program. This room features a Pro Tools HDX system, an Avid Icon Worksurface, 16 channels of high quality pre-amp for tracking and production, 11.2 Meyer surround sound monitoring, a giant projection screen (18 feet!), Pro Tools, Reason, Logic, Live, Native Instruments Komplete, and 2 attached live rooms for recording.

Business Name Disclosure

Pyramind's full and proper name is "Pyramind Inc. dba The Institute for Advanced Digital Audio Training". For clarity and brevity, we will refer to ourselves as simply "Pyramind". Each name refers to the same, singular business.

Student Resources

Pyramind has three main learning resources for students to use - in-house physical library materials, our LMS (online class portal and learning management system) as well as our online video Blog .

All students may access the in-house resources at will as they are public rooms that require no prior booking to access during normal business hours: Monday through Friday, 9am to 10pm and Saturday and Sunday, 12pm to 8pm. Students are free to peruse the materials and read them at their leisure. No resources are allowed out of the facility and are expected to be used/digested at the facility.

The Learning Management System (LMS) is populated with external references for the students to access through Chrome or other web browsers, including all mobile devices.

Our website's Blog section (www.pyramind.com/ training/blog) contains a collection of video tutorials relating to all subjects covered at Pyramind. These resources are all free.

Student Services

Pyramind offers many different students services which include:
- Internships in production, marketing, and education (available upon application and approval). All internships are held at 880 Folsom St., SF, CA 94017.
- Access to a full-time Student Advisor for additional academic support.
- Office hours available with all instructors. • Studio (gear) advisement and counseling.
- Custom Curriculum development.
- Access to Elite Sessions and Industry Mixers held at Pyramind.
- Access to the National Academy of Recording Arts and Sciences and it's Grammy U. program via application.
- 1 on 1 Production advisement.
- Student Housing support and guidance.
- Free career and website development guidance.

Job Placement

Pyramind is often approached by employers looking for talent to fill both internships and job opportunities. When these opportunities arise, Pyramind sends emails direct informing students of opportunities. Students are sometimes chosen to apply based on the appropriate curriculum and fit for the opportunity. It's a good idea to have your resume and cover letter ready at ALL TIMES. It's also a good idea to repeatedly check in with the staff and administrators to see what opportunities might present themselves to you. These opportunities are not guarantees of employment - they are opportunities that the student will have to apply for and earn.

Housing and Distance Education

Pyramind does not provide dormitory facilities for our students. We do help students find housing on a one on one basis. Apartment rates in the SF / Bay Area range from $750/ month to $2000 per month. In addition, we are partnered with the Bonny Music House (a separate housing enterprise Pyramind does not control) which has a dedicated private residence where Pyramind students get priority access to housing. Contact our admissions office or Chief Academic Officer if you require help finding a place to live in San Francisco or the Bay Area.

Gear Discount

All students may request an enrollment verification letter or student ID from the administration stating they are enrolled and the time period of their enrollment. Students may then present this to various retailers to earn educational discounts on software/equipment as dictated by the retailer and manufacturer.

Enrollment & Admissions Information

MINIMUM REQUIREMENTS: The minimum requirement for any student to enroll is that they be at least 17 years of age (or will be 18 within a short time from the beginning of their program) and have a High School Diploma or GED. Pyramind meets with each incoming applicant to determine the best program to meet their goals.

INTERNATIONAL STUDENTS: This school has authorization under federal law to enroll non-immigrant foreign students. Upon successful enrollment, Pyramind can issue an I-20 form that may allow you to obtain an M-1 visa for 12 months (subsequent to approval by the consulate in the country of origin). Pyramind does not charge for visa processing. Only full-time programs qualify for student visas. Online students do not need to apply for a visa. TOEFL and English as a Second Language services are not offered at Pyramind.

VETERANS WELCOME: Pyramind's full-time, programs are generally covered by VA benefits. As a thank you to veterans for their service to our great nation, we've reduced the price for all courses NOT covered by the VA by 50% (which requires out-of-pocket tuition coverage by the veteran). If you are a veteran who would like to enroll, the first step is to request your Certificate of Eligibility (COE) from the VA. Then contact admissions@pyramind.com and we'll help you through the rest of the process.

FEDERAL FUNDING: Because Pyramind is a private post-secondary school and not a federally accredited university, federal scholarships, grants, and financial aid such as FAFSA do not apply to us; students enrolled in Pyramind are not eligible for Federal Financial Aid. Pyramind has made a conscious choice not to become an accredited institution because it allows us to keep our tuition costs down and keep our curriculum focused on essential, current, and relevant subjects.

PAYMENT PLANS: Pyramind offers payment plans for full-time and large custom programs to qualified applicants only. Credit scores, credit history, a potential cosigner's score, history and employment status are all taken into account. We "carry our own paper" (no 3rd party creditors) so we make the decision, not the bank. A third party collection and payment portal (not a creditor) is used and additional fees may apply depending on the type and timing of each payment.

INDIVIDUAL CLASSES: Pyramind offers individual classes as well as larger customized programs. Anyone seeing to take a single class or collection of classes and NOT a full-time program are considered "custom program" students. Contact admissions@pyramind.com for details.

CLASS SIZE: Pyramind enrolls at the beginning of every January, May, and September with a maximum of 24 students per section (up to 36 per intake). However class size tends to decrease as a student moves through the program. In months 9-12 the average class size is only 5-8 students. Actual start dates vary year to year. Check Pyramind's schedule available at www.pyramind.com/training.

REGULATORY AGENCY: Pyramind is a Private Post-Secondary School registered with the BPPE (Bureau of Private Postsecondary Education - http:// www.bppe.ca.gov) in the State of California. Our School Code is 3806081. All required BPPE documentation including annual reports can be found at https://www.pyramind.com/training/admissions/enrollment-information/. Pyramind also holds an A+ rating with the BBB and has since 2001.

CATALOG UPDATES: This Course Catalog is updated, at minimum, once every year or as needed based on changes to policies, programs, faculty, and staff.

ACCEPTANCE OF CREDITS: Pyramind has not entered into an articulation or transfer agreement with any other college or university. More details can be found on page 35.

*Note that no licensing is required to enter the Music and Sound Industry.

STUDENT PROJECTS REQUIRED FOR GRADUATION (Ground Campus Only)

The following list of projects, certifications, and portfolio pieces are both required for graduation and will serve graduates well when embarking on their careers in the music industry (not all classes are in each Program. Consult the Programs to see which of these will apply to you).

ABLETON LIVE

Ableton Live 101
- A final composition portfolio piece.

Ableton Live 201
- A final composition portfolio piece.

Ableton 210
- Two composition project assignments and one final collaborative performance portfolio piece.

Mixing and Mastering 301 with Ableton Live
- Final project is a complete mixed & mastered original composition, usually stemming from a previous class portfolio piece.

LOGIC PRO

Logic Pro 101
- A final composition piece.

Logic Pro 201
- A fully functional orchestral template
- Final composition project with custom patches from all synths.
- The song '33' beat mapped, tuned, and tempo fixed.
- A track mixed and rearranged using marker and folder techniques.

Mixing and Mastering 301 with Logic
- Final project is a complete mixed and mastered original composition, usually stemming from a previous class portfolio piece.

PRO TOOLS

Pro Tools 101
- Pro Tools 101 assessment test.
- Composition project.

Pro Tools 110
- Pro Tools 110 assessment test.
- Pro Tools User Certification.
- Composition project.

Pro Tools 201
- Studio flow and etiquette in Studio 832.
- Pro Tools 201 assessment test.

Pro Tools 210M
- Pro Tools Operator Music Certification.

Pro Tools 210P
- Pro Tools Operator Post Certification.

Pro Tools 310M
- Pro Tools Expert Music Certification.
- In-class MIDI composition / mix & master project.

DJ TRAINING

DJ 101 / 110 - CD-J's and Rekordbox - Perform and capture a 10-15 minutes mix on the CD-J's. - Students must demonstrate proper beat matching, transitioning skills, and a mix in key.

DJ 210 with Ableton Live
- Students build a 15 minute performance from a custom Ableton Live set using at least 2 techniques of their choice: DJ'ing, stem mixing, live looping, drum sequencing, synth performance, live instrument processing, and FX manipulation.

MUSIC THEORY AND PRODUCTION

Music Theory 101
- Final Project: Original composition applying common-tone voice leading and tonal harmonic practices.

Music Theory 110
- Midterm Project: Original composition applying common sequences, seventh chords, and suspensions.
- Final Project: Original Composition Applying Advanced Structural and Harmonic Practices.

Piano 101
- Final Performance: Common Cadences, Scales, and Arpeggios.
- Final Project: Produce an Original Piece Using the Blues Form.

Piano 110
- Mid-Term Composition Project.
- Final Performance of three Pieces: A Selected Work from Bartók's Mikrokosmos, an Original Composition, and an Improvisation Displaying the Blues Form.

Producing & Arranging 101
- Final Project: Fully produced and arranged track demonstrating DAW skills, arrangement skills, and proper use of chords in major/minor.

Producing & Arranging 110
- Eight composition homeworks that lead to a final modal theory project applying modal theory.

Producing & Arranging 210: Film Scoring
- Three broadcast quality custom music scores synced to video using various musical and repeated themes.

AUDIO ENGINEERING

Audio Engineering 101
- Training in "The Vault" Studio.
- In-depth Understanding of Audio Understanding of Professional Studio Practices and Mix Techniques.
- Comprehensive Mid-Term Exam.

Audio Engineering 110
- Training in "Studio 832".
- Final Delivered Mix Assignment.
- Comprehensive Final Exam Certification.

Audio Engineering 201
- Studio A Studio Flow and Etiquette.
- 6 Editing and Mixing Assignments based around in-class recording sessions.
- Final Delivery of Recording Session Production and Mix.

MUSIC BUSINESS

Music Business 101
- A comprehensive Final Exam. Passing is required to move on to the 110 course.

Music Business 110
- A comprehensive Final Exam.

Music Business 201
- Students create their own artist and audio website as a final project.

Music Business 210
- Final: In Class Business Plan Presentation.
-Alternate Final: Building Your Career Ladder.

SOUND DESIGN

Sound Design 101
- Midterm consisting of a small patch library with sounds of personal choice applying techniques learned in class lectures.
- Final project consists of a completed track using soft synths with custom patches made from scratch for a portfolio piece.

Sound Design 201
Final Project 1 of 3 choices:
1: Composition Consisting entirely of Original Sounds.
2: Sound library consisting of at least 25 original Patches with 5 categories.

3: Sound design to picture for game or film portfolio piece.

Sound Design 301: Reaktor
- An ensemble built in Reaktor containing instruments created using subtractive, additive, FM, sampling, and sequencing techniques.
- A Synth built in Kontakt demonstrating use of the mapping editor, group editor, modulation, zone envelopes, and granular synthesis.

GAME SOUND

Pro Tools 130 - Welcome to Game Audio
- Final Project: Student produced original sound design, foley, dialogue, score, and ambience for a provided game level and implement these sounds into a playable version of the game in Unity.

Sound Design for Picture 101 (Linear)
- Final Project: Cut scene with all original sound design

MIddleware 101 (Wwise Certification)
- Exploration Wwise and Unreal Game level with original sound design implemented through middleware.
- Certification Exam may require extra fees.

Game Audio 201: Sound Design (Adaptive)
- Final Project: Game Level consisting of all original sound design.

Game Audio 301: Adaptive Music (Adaptive FMOD/Unity)
- Final Project: Game Level consisting of all original music.

5.1 Surround Mixing
- Final Project: 5.1 Mix to Picture of 5.1 Music Mix

TECHNICAL TRAINING

Technical Training
VA and Full-time students receive on-site supervised technical training / practice time, providing hands-on experience with all tools and concepts being taught with an emphasis in ear training. *Mandatory for all VA students, optional for everyone else.

Full-Time Certification Programs

The Complete Producer

42 Classes
912 Course Hours
7 Certifications
Tuition - $30,995
(Detailed pricing and fees can be found starting on page 54)

The Complete Producer program is the culmination of our 20+ years on the front lines of professional sound production. This program is designed to prepare graduates for the broadest range of music industry careers possible and integrates all three of Pyramind's programs: Electronic Music Producer, Core Producer and Sound for Picture and Games. This is the largest and most challenging Certification Program we offer. This program is also VA approved under the Montgomery GI Bill. Pyramind is proud to support our veterans.

- Best for people who desire both Music and Game Audio careers and are known to be disciplined students / hard workers.
- Highly challenging / demanding
- Leads to the most career opportunities, including the Pyramind Internship, Production Assistant and possibly staff.
- First to be considered for external career opportunities
- Guaranteed weekly studio access
- Free class repeats.

SOC CODES: 27-1014, 27-1019, 27-2012, 27-2099, 27-3099, 27-4011, 27-4014

COURSE LISTING:

Months 1-2
Pro Tools 101
Producing & Arranging 101
Music Business 101
Audio Engineering 101
Music Theory 101
Sound Design 101
Piano 101
Ableton Live 101
DJ 101/110: CDJs & Rekordbox
Technical Training

Months 3-4
Pro Tools 110
Producing & Arranging 101 (continued)
Pro Tools 130 - Welcome to Game Audio
Music Business 110
Audio Engineering 110
Music Theory 110
Sound Design 101 (continued)
Piano 110

Ableton Live 201
DJ 101/110: (continued)
Technical Training (continued)

Months 5-6
Pro Tools 201
Sound Design for Picture
Logic 101
Music Business 201
Audio Engineering 201
Producing & Arranging 110
Ableton Live 210
DJ 210: Ableton Live
Sound Design 201
Technical Training

Months 7-8
Pro Tools 210m
Logic 201
Music Business 201
Audio Engineering 201 (continued)
Producing & Arranging 110 (continued)
DJ 210: Ableton Live (continued)
Middleware 101
Sound Design 201 (continued)
Technical Training (continued)

Months 9-10
Pro Tools 210p
Mixing & Mastering 301 with Pro Tools
Mixing & Mastering 301 with Logic
Mixing & Mastering 301 with Ableton Live
Production & Arranging 210: Film Scoring
Game Audio 201: Adaptive Sound Design

Months 11-12
Pro Tools 310m: Expert Music
Mixing & Mastering 301 with Pro Tools (continued)
Mixing & Mastering 301 with Logic (continued)
Mixing & Mastering 301 with Ableton Live (continued)
Producing & Arranging 210: Film Scoring (continued)
Sound Design 301: Reaktor
5.1 Surround Mixing
Game Audio 301: Adaptive Music

Certifications Earned
Pro Tools User
Pro Tools Operator Music
Pro Tools Operator Post
Pro Tools Expert Music
Ableton Live User
WWise 101 Certification / WWise 110 hands-on Certification
Pyramind Complete Certification

Students must pass every class with an average of 70% or higher to graduate. Refer to page 35 details.

Electronic Music Producer

29 Classes
624 Course Hours
3 Certifications
Estimated Price - $20,995
(Detailed pricing and fees can be found starting on page 46)

The Electronic Music Producer program is specifically tailored to prepare you for an artist career in electronic music and DJing. This one-year curriculum focuses on production skills, creative workflow, synthesis and music business. Produce, mix and master tracks that forge your sonic identity under the guidance of our teaching staff of experienced professionals. Collaborate with fellow students and staff in any of our killer studios during your included weekly studio hours. Refine your artist brand, network with the industry and prepare yourself for success. This program is also VA approved under the Montgomery GI Bill. Pyramind is proud to support our veterans.

- The largest Music-Only Certification Program we offer.
- Best for EDM fans / DJs who want to concentrate on music and Artistic / Brand development
- Highly challenging / demanding
- Leads to the most DJing and performance opportunities, including the Pyramind Internship and licensing music catalog.
- Guaranteed weekly studio access.
- Free class repeats.

SOC CODES: 27-1014, 27-1019, 27-2012, 27-2099, 27-3099

COURSE LISTING:

Months 1-2

Producing & Arranging 101
Ableton Live 101
Music Business 101
Audio Engineering 101
Music Theory 101
Piano 101
Sound Design 101
DJ 101: CDJs & Serato
Technical Training

Months 3-4

Producing & Arranging 101 (continued)
Ableton Live 201
DJ 110 with Traktor
Music Business 110
Audio Engineering 110
Music Theory 110
Piano 110
Sound Design 101 (continued)
DJ 110: Traktor

Technical Training (continued)
Months 5-6

Logic 101
Ableton Live 210
Producing & Arranging 110
Music Business 201
Sound Design 201
DJ 210: Ableton Live
Technical Training

Months 7-8

Logic 201
Music Business 210
Producing & Arranging 110 (continued)
Sound Design 201 (continued)
DJ 210: Ableton Live (continued)
Technical Training (continued)

Months 9-10

Mixing & Mastering 301 with Ableton
Mixing & Mastering 301 with Logic
Producing & Arranging 210: Film Scoring

Months 11-12

Mixing & Mastering 301 Ableton (continued)
Mixing & Mastering 301 Logic (continued)
Producing & Arranging 210: Film Scoring (continued)
Synthesis 301: Native Instruments' Reaktor

Certifications Earned
Ableton Live User
Pyramind EMP Certification

Students must pass every class with an average of 70% or higher to graduate. Refer to page 35 for details.

Sound for Picture and Games

35 Classes
768 Course Hours
5 Certifications
Estimated Price - $25,995
(Detailed pricing and fees can be found starting on page 50)

The Sound for Picture & Games program is specifically tailored to prepare you for a career in post-production, sound design and composition for visual media. This one-year curriculum focuses on technical production skills, creative workflow, interactive game audio, film scoring and music composition. This program draws from Pyramind Studios' deep history of award-winning productions. Analyze and recreate real sessions from AAA and mobile game titles, film and commercial work originally produced by our in house team. The SFPG represents a balanced program of Music and Game Audio. This program is also VA approved under the Montgomery GI Bill. Pyramind is proud to support our veterans.

- Deliverable list
- Best for Game Audio / Post-centric (non-EDM) students or career changers
- Highly challenging / demanding
- Leads to career opportunities, including the Pyramind Internship, - Production Assistant and possibly staff.
- SFPG students considered for external career opportunities in Game Audio.
- Guaranteed weekly studio access
- Free class repeats

SOC CODES: 27-1014, 27-1019, 27-2012, 27-3099, 27-4011

COURSE LISTING

Months 1-2

Pro Tools 101
Producing & Arranging 101
Music Business 101
Audio Engineering 101
Music Theory 101
Piano 101
Sound Design 101
Technical Training 101

Months 3-4

Pro Tools 110
Pro Tools 130 - Welcome to Game Audio
Producing & Arranging 101 (continued)
Music Business 110
Audio Engineering 110

Music Theory 110
Piano 110
Sound Design 101 (continued)
Technical Training 101 (continued)

Months 5-6

Sound Design for Picture
Pro Tools 201
Music Business 201
Audio Engineering 201
Producing & Arranging 110
Logic 101
Sound Design 201
Technical Training 110

Months 7-8

Pro Tools 210m
Music Business 210
Audio Engineering 201 (continued)
Producing & Arranging 110 (continued)
Logic 201
Middleware 101 (Game Audio)
Sound Design 201 (continued)
Technical Training 110 (continued)

Months 9-10

Pro Tools 210p: Post Production
Mixing & Mastering 301 with Pro Tools
Mixing & Mastering 301 with Logic
Producing & Arranging 210: Film Scoring
Game Audio 201: Sound Design

Months 11-12

Pro Tools 310m: Expert Music
Mixing & Mastering 301 with Pro Tools (continued)
Mixing & Mastering 301 with Logic (continued)
Producing & Arranging 210: Film Scoring (continued)
Sound Design 301: Reaktor
5.1 Surround Mixing
Game Audio 301: Adaptive Music

Certifications Earned
Pro Tools User
Pro Tools Operator Music
Pro Tools Operator Post
WWise Certification 101 / WWise 110 (hands-on)

The Core Producer

26 Classes
536 Course Hours
4 Certifications
Estimated Price - $18,995
(Detailed pricing and fees can be found starting on page 42)

The Core Producer is Pyramind's most accelerated program designed to give you the foundation for a career in the music and audio industry. You'll be immersed in classes five days a week for eight months, studying the three pillars of success in music production and audio engineering: creativity, technology and business. All students master multiple DAWs and production tools guided by manufacturer certifications and industry best practices. This program is also VA approved under the Montgomery GI Bill. Pyramind is proud to support our veterans.

- Best fit for beginners who are unsure of their abilities / Veterans
- Music concentration with an introduction to Game Audio
- Can lead to a Pyramind Internship or Production Assistant (with more advanced classes post-completion)
- Considered for external career opportunities
- Only 8-months
- Guaranteed weekly studio access
- Free class repeats

SOC CODES: 27-1014, 27-2012, 27-3099, 27-4011, 27-4014

COURSE LISTING

Months 1-2

Pro Tools 101
Producing & Arranging 101
Music Business 101
Audio Engineering 101
Music Theory 101
Sound Design 101
Piano 101
Ableton Live 101
Technical Training

Months 3-4

Pro Tools 110
Producing & Arranging 101 (continued)
Music Business 110
Audio Engineering 110
Music Theory 110
Sound Design 101 (continued)
Piano 110
Ableton Live 201

Technical Training (continued)

Months 5-6

Pro Tools 201
Logic 101
Music Business 201
Audio Engineering 201
Producing & Arranging 110
Ableton Live 210
Sound Design 201
Technical Training

Months 7-8

Pro Tools 210m
Logic 201
Music Business 201
Audio Engineering 201 (continued)
Producing & Arranging 110 (continued)
Sound Design 201 (continued)
Technical Training (continued)

Certifications Earned
Pro Tools User
Pro Tools Operator Music
Ableton Live User
Pyramind CORE Certification

Students must pass every class with an average of 70% or higher to graduate. Refer to page 35 details.

Part-Time Programs

Electronic Music Producer Online

9 Classes
12 Month Open Access
42 Hours fo One-0n-One Mentorships
Price - $3,995
(Detailed pricing and fees can be found starting on page 59)

The Electronic Music Producer Online program is specially tailored to give you a head start in a career in electronic music and DJing. This one-year curriculum focuses on production skills, creative workflow, synthesis and audio fundamentals. Produce, mix and master tracks that forge your sonic identity under the guidance of the experienced professionals on Pyramind's Online Mentorship Network. Learn from pros on a one-on-one basis to get feedback and guidance while your build your skillset in classes. Student projects in the EMP online are not submitted at all - students receive immediate feedback individually with a mentor in a live 1-1 setting using the online platform zoom.us (similar to Skype or Google Hangouts), once the session is booked. Refine your artist brand, network and prepare yourself for success.

SOC CODES: 27-1014, 27-1019, 27-2012, 27-2099, 27-3099

COURSE LISTING:

Months 1-2 (Suggested)

Welcome to Live
Producing and Arranging

Months 3-4 (Suggested)

Ableton Live In Depth
Producing and Arranging (continued)

Months 5-6

Music Theory with Live
Audio Fundamentals I

Months 7-8

Advanced Production with Live
Audio Fundamentals II
Sound Design with Native Instruments

Months 9-10

Sound Design with Native Instruments (continued)
Mixing with Live

Months 11-12

Mixing with Live (continued)

Certifications Earned
Ableton Live User
Pyramind EMP Online Certification

Students must pass all their classes and have used 30 hours of mentorship sessions. Refer to page 35 for details.

Ableton Night Program

64 Course Hours
Price - $2,295
(Detailed pricing and fees can be found starting on page 58)

This single-course program meets twice weekly for 16 weeks and takes students from beginning concepts with Ableton Live through composing, arranging, mixing and mastering. Classes occur every Monday and Wednesday evenings from 7-9 pm in Pyramind's multi-workstation labs. This 16-week night program provides a fun and engaging atmosphere perfect for electronic music enthusiasts and anyone looking to unlock the potential of Ableton Live. Learn the building blocks of music production and take your tracks to the next level.

SOC CODES: 27-1014, 27-1019, 27-2012, 27-2099, 27-3099

The Ableton Night Program does not provide any certifications.

Custom Curriculum

Pyramind Training has never had a "one-size-fits-all" philosophy. We know there are all kinds of students with dramatically different backgrounds, needs and budgets. If none of our standard programs are right for a student, our Admissions team will happily work with students and parents to find the right set of classes to meet their goals and budget. Custom program costs vary based on the classes selected by the student and Pyramind Administration. Individual course costs can be found on page 28 and a chart of any applicable fees can be found on page 29. All custom programs are required to purchase the Pyrapass (good for 4-months at a time) to gain access to the studios. The Pyrapass grants access to all studios once the student has shown a proficiency in the room.

- Build your program from our entire inventory of classes
- Some classes require pre-requisites prior to entry.
- Fits your budget and schedule in most cases.
- Requires purchase of the Pyrapass for studio access.
- Large custom programs may also earn the free class repeat policy (at the discretion of the Administration)

SOC CODES: 27-1014, 27-1019, 27-2012, 27-2099, 27-3099

Certifications equal to those found in the Complete Producer maybe available to a custom program students depending on the courses purchased. Please refer to page 8 to see this list.

Manufacturer Certifications

The following industry Certifications are available through Pyramind Training:

Ableton LIVE

Pyramind is home to Ableton Certified Trainer Greg Gordon. Though Ableton offers no single "standard" certification, Ableton-certified Trainers are authorized by Ableton to certify individual users based on their own personal standards and qualifications. Outstanding Pyramind students who demonstrate excellence in the use of this innovative DAW can earn Ableton Live certification.

Avid Pro Tools

Avid is the de-facto leader in DAW technology and knowing Pro Tools is a must for any career-minded audio professional. Students looking to earn Pro Tools Certification to increase their employability can achieve Expert Level Certification in Music and up to the Operator Certification in Post.

- Avid Pro Tools User
- Avid Pro Tools Operator - Music
- Avid Pro Tools Operator - Post
- Avid Pro Tools Expert - Music

WWise Certification 101 and 110

The Audiokinetic WWise Certification Program is an open-source online learning platform supported by Pyramind and WWise Certified Instructors. Pyramind is home to the world's first two WWise Certified Instructors, Matt Donner and Eric Kuehnl. The 101 test is offered online while the 110 is only offered to enrolled students in our Middleware 110 class and is tested on-site.

Individual Class Descriptions

Ground Campus

Avid Pro Tools

Pro Tools 101: Pro Tools Fundamentals

The Pro Tools 101 course introduces fundamental Pro Tools concepts and principles, covering everything an individual needs to know to complete a basic Pro Tools project, from initial setup to final mixdown.

Students will learn to build sessions that include multi-track recordings of live audio, MIDI sequences and virtual instruments. Hands-on exercises and projects introduce essential techniques for creating sessions, recording and importing audio and MIDI, editing session media, navigating sessions and arranging media on tracks, and using basic processing and mixing techniques to finalize a production. This course provides the foundation training required to prepare for the Avid Certified User: Pro Tools | Software certification exam.

- Getting to know Pro Tools User Interface
- Creating your first session
- Making your first audio recording
- Importing media
- Making your first MIDI recording
- Navigating the UI and Tools
- Basic editing techniques
- Introduction to mixing
- Finishing your work

Prerequisites: None
Completion Requirements: 70% Attendance, Practical Assignments, Pro Tools 101 Exam
Mode of Instruction: Lecture, Project, and Feedback

Pro Tools 110: Pro Tools Fundamentals II

The Pro Tools 110 course expands upon the basic principles taught in the 101 course and introduces the core concepts and skills students need to competently operate a Pro Tools 12 system running mid-sized sessions.

The hands-on exercises provide experience setting up sessions, working with digital video, using loop recording and MIDI Merge techniques, working with virtual instruments, warping with Elastic Audio, applying Real-Time Properties, creating clip loops, applying signal processing, using automation, and using submixes and groups to simplify a final mix.

- Managing large track counts and multiple inputs
- Managing Pro Tools software and hardware settings
- Setup and modify input/output (I/O) settings
- Recording MIDI and audio
- Advanced recording techniques
- Elastic Audio techniques / MIDI Real-Time Properties
- Clip-based editing techniques to audio and MIDI tracks
- Mixing - Use of sends, returns, and plug-ins
- Editing MIDI
- Editing audio
- Understanding automation
- Mixing - Use of sends, returns, and plug-ins

Prerequisites: Pass Pro Tools 101
Completion Requirements: 70% Attendance, Practical Assignments, Pro Tools 110 Exam
Mode of Instruction: Lecture, Project, and Feedback

Pro Tools 201: Production I

The Pro Tools 201 course covers the core concepts and skills needed to operate an Avid Pro Tools HD 12 system in a professional studio environment.

This course covers the core concepts and skills needed to operate Pro Tools|HD Native systems to maximize and improve recording, editing, and mixing workflows. The hands-on exercises provide experience optimizing system resources, configuring I/O, navigating and color-coding sessions, managing session media, using advanced selection and auditioning techniques, working with clip gain, applying advanced automation techniques, creating submixes and applying parallel processing, advanced mixing and finishing techniques for a final mixdown.

Topics include:

- Configure settings to optimize a Pro Tools HD system
- Working with Window Configurations
- Advanced selection, nudging, and shifting techniques
- Advanced auditioning techniques
- sing clip alignment techniques
- Working with clip gain
- Advanced automation techniques
- Setup and use AFL and PFL solo modes
- Advanced editing techniques
- Working with VCA Master tracks
- Understand a variety of mixdown techniques

Pyramind Course Catalog

Prerequisites: Pass Pro Tools 110
Completion Requirements: 70% Attendance, Pro Tools 201 Exam
Mode of Instruction: Lecture, Project, and Feedback

Pro Tools 210M: Production II (Music)

This course covers techniques for working with Pro Tools systems in a professional music production environment. Concepts and skills learned in 101, 110, and 201 are reinforced with practical music-specific examples.

Topics include:

- Preparing a session
- Tracking and overdubbing - Use of QuickPunch (TM)
- Virtual instruments
- MIDI composition
- Professional editing techniques
- Sampling in Pro Tools - Using software samplers
- Arranging and producing
- Mixing and automation in music production
- Synchronization basics for music applications
- Using an Avid ICON worksurface in music production

Prerequisites: Pass Pro Tools 201
Completion Requirements: 70% Attendance, Pro Tools 210M Exam
Mode of Instruction: Lecture, Project, and Feedback

Pro Tools 210P: Production II (Post)

This course covers techniques for working with Pro Tools in a professional post production environment. This course prepares candidates for the Avid Certified Operator: Pro Tools HD | Post certification exam. Candidates wishing to take this certification exam must have firstly passed the Avid Certified User: Pro Tools | Software certification exam.

Topics include:

- Synchronizing Pro Tools for audio post
- Linear video in Pro Tools
- Non-linear video in Pro Tools, including QuickTime video and Avid®-compatible media
- Video interoperability - Using Media Station|PT software
- Recording and editing ADR in Pro Tools
- Organizing a post session
- Editing multi-channel audio in a stereo environment
- Mixing to picture, including snapshot automation
- Digital picture integration with an emphasis on working with Avid media
- Playback and export options
- Using an Avid ICON worksurface in post production

Prerequisites: Pass Pro Tools 210M

Completion Requirements: 70% Attendance, Pro Tools 210P Exam
Mode of Instruction: Lecture, Project, and Feedback

Pro Tools 310M: Advanced Music Production Techniques

PT310M prepares candidates for the Avid Certified Expert: Pro Tools HD | Music certification exam. This course focuses on the advanced operation of Pro Tools in a professional music production environment. It offers technical insights into both Pro Tools hardware and software.

Topics include:

- Configuration and troubleshooting
- Tactile control of Pro Tools - Increasing efficiency on worksurfaces
- Advanced recording and importing audio - Includes project interchange
- Advanced editing - Expert music editing techniques
- Synchronization - Detailed common aspects of synchronization
- Advanced routing and mixing - Expert mixing concepts
- Advanced automation - Pro Tools expert automation functionality
- Music delivery
- Expert focus on ICON worksurfaces in music production

Prerequisites: Pass Pro Tools 210M
Completion Requirements: 70% Attendance, Pro Tools 210M Exam
Mode of Instruction: Lecture, Project, and Feedback

Apple Logic Pro X

Logic Pro X 101

This is Apple's certified training course for Logic Studio: an integrated digital audio and MIDI sequencing production system. Students will be introduced to all of the primary windows and features in Logic, to the point where they can confidently manage and complete a song using Logic, from inspiration to a burned CD.

Topics include:

- Navigating through Logic
- Environment and arrange window
- Matrix, event, and hyper information
- Recording and editing audio
- Score window overview
- Rewire

Prerequisites: None
Completion Requirements: 70% Attendance, Practical Assignments
Mode of Instruction: Lecture, Project, and Feedback

Logic Pro X 201

This Apple Logic class covers higher-end functions relating to composition, sound design, and post-production. All of the built-in synthesizers are explained and explored, cross-referencing the synthesis training happening in other courses.

Topics include:

- Automation
- Plug-ins and mixing
- Soft-synths and internal production
- Customizing your screenshots and key commands
- Working with Quicktime picture
- Creating tempo markers and hit point markers
- Recording, editing and mixing chops
- Orchestral Templates

Prerequisites: Pass Logic Pro X 101
Completion Requirements: 70% Attendance, Practical Assignments
Mode of Instruction: Lecture, Project, and Feedback

Ableton Live

Ableton Live 101

This (elective) class provides the necessary background for students with little to no experience in computer-based production and recording to enter the later Live courses well prepared. In addition to gaining familiarity with Live's primary applications, the lessons are arranged to emphasize the adoption of a solid workflow. Assignments will be given each week culminating in a finished piece at the end of the course.

Topics include:

- Overview of Live's capabilities including production, sound design, DJ'ing and Live performance
- The Ableton user interface
- Getting started & working with clips
- Saving your set
- Transfer of projects between computers
- Working with audio
- Basics of warping
- Working with MIDI
- Arrangement view
- Ableton effect devices
- Automation

Prerequisites: None
Completion Requirements: 70% Attendance, Practical Assignments, Create an original piece with 3 sections, 3 audio tracks, 2 MIDI tracks, one return track, 3 Ableton devices and automation on at least three tracks
Mode of Instruction: Lecture, Project, and Feedback

Ableton Live 201

This classes focuses on the details of the devices contained within Ableton Live Suite. Students will receive comprehensive training on Live's various modes, components, parameters, and capabilities, as well as, how this can be used in conjunction with other professional audio applications and other third party tools.

- Ableton Live's Devices
- Detailed Preferences
- The Clip Box
- Follow Actions
- Using envelopes and automation
- Plug-ins and virtual instruments
- Practical media management techniques

Prerequisites: Pass Ableton Live 101
Completion Requirements: 70% Attendance, Practical Assignments, Create an original piece with 4 sections, 4 audio tracks, 4 MIDI tracks, two return tracks, 5 Ableton devices and automation on at least three tracks
Mode of Instruction: Lecture, Project, and Feedback

Ableton Live 210

This classes demands hig-level output from students. Each week, students will produce "pretotypes" - advanced versions of tracks designed for quick prototyping.

- The pretotype
- Advanced feedback / versioning
- Advanced Ableton techniques
- Speed Producing in Live.
- Mixing and Mastering

Prerequisites: Pass Ableton Live 201
Completion Requirements: 70% Attendance, Practical Assignments, Ableton User Certification Exam
Mode of Instruction: Lecture, Project, and Feedback

Audio Engineering

Audio Engineering 101 & 110

An introduction to sound. Students will explore the concept of what sound really is, both scientifically and musically. We will study the flow of sound in the live room and into the studio, from moving waves to electrons and then to bits and bytes.

Audio engineering is dissected as both an art and a science: in depth and hands on analysis of signal flow from the live room and into the studio, microphone selection to placement and technique, headphone cue mixing, analog to digital conversion, compression, gating and recording live instruments are all part of these classes.

Students record many common instruments and will process those recordings with McDSP tools.

Topics Include:

- Fundamentals of Sound
- Microphones - types and uses
- Mic techniques
- Fundamental mixing techniques
- Studio etiquette
- Digital signal processing (DSP) and basic mixing
- Microphones and Mic techniques
- Budget recording secrets

101 Prerequisites: None
101 Completion Requirements: 70% Attendance, Practical Assignments, Final Exam
101 Mode of Instruction: Lecture, Project, and Feedback

110 Prerequisites: Pass Audio Engineering 101
110 Completion Requirements: 70% Attendance, Practical Assignments, Final Exam
110 Mode of Instruction: Lecture, Project, and Feedback

Audio Engineering 201

This 16-week class is a hands on study in recording engineering and studio recording. Working in Pyramind's Studio A students learn proper studio etiquette and process as they work as sound engineers with live musicians and bands recording completed songs. These recordings are then used to hone their post-production techniques to tighten and clean up the recordings with editing, tuning and processing with the latest DSP tools and plug ins to create finished pro sounding mixes.
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Topics Include:

- Drum Mic Techniques
- Microphone selection For Different Instruments
- Isolation vs. Live Recording
- Setting Up Cue Mixes (Headphones)
- Vocal Recording
- Drum recording
- Guitar Recording
- Editing in Pro Tools
- Mixing in Pro Tools
- Working with Artist in a Professional studio
- Delivering a Mix on deadline

Prerequisites: Pass Audio Engineering 110
Completion Requirements: 70% Attendance, Complete a mixdown or remix of one song recorded during class
Mode of Instruction: Lecture, Project, and Feedback

Music Theory & Production

Music Theory 101 & 110

An introduction to the theory and application of music. Infused with both piano skills and ear training, these fundamental classes set the foundation for understanding all music and are a must for any serious producer. Students will find these to be of the more difficult classes as well as the most rewarding.

Topics include:

- The Major Scale
- Dyads
- Intervals
- Triads
- The Relative Minor
- Common Cadences
- Melody and Harmony
- Voice Leading
- Circle of fifths and fourths
- Key signatures
- Modality
- Written notation

101 Prerequisites: None
101 Completion Requirements: 70% Attendance, Practical Assignments, Complete a piece with IABO structure with 4 chords and inverions.
101 Mode of Instruction: Lecture, Project, and Feedback

110 Prerequisites: Pass Music Theory 110
110 Completion Requirements: 70% Attendance, Practical Assignments, Create a piece with ABA structure with 7th chords and mode mixture/modulation
110 Mode of Instruction: Lecture, Project, and Feedback

Piano 101 & 110

Piano 101 & 110 assumes no prior knowledge on Piano. We start from the absolute beginning and provide a ground-up introduction to Piano and Keyboard performance. The keyboard has become the swiss army knife of instruments in our DAW. and Soft-Synth heavy production landscape, and facility on the instrument will dramatically improve the speed at which you can produce tracks. These classes compliment our Music Theory 101 and 110 classes but provide deeper training for those who want to pursue the instrumentalist aspect of the keyboard.

Topics include:

- One and two-hand techniques
- Hand forms for Major and Minor scales
- Triads
- Triad Inversions
- Common Cadences in various keys
- Working with the Blues Form
- Voice Leading

101 Prerequisites: None
101 Completion Requirements: 70% Attendance, Practical Assignments, Piano Performance
101 Mode of Instruction: Lecture, Project, and Feedback

110 Prerequisites: Pass Piano 110
110 Completion Requirements: 70% Attendance, Practical Assignments, Piano Performance
110 Mode of Instruction: Lecture, Project, and Feedback

Producing and Arranging 101

This class is a "first tour" through the processes of Producing music. There are as many ways to produce music as there are people doing it, but some methods yield more consistently good results than others. This class will show you best practices in music production and will involve lots of in-class, hands-on activity. We'll be integrating the concepts learned in the other classes into a cohesive Workflow. Students will build ideas from day 1 towards a completed track in the

style of their choosing.

Topics include:

- The Triple Trinity and why it works across every track
- The "4-Leveled" Approach to Rhythm
- Idea Farming - how to find inspiration anywhere and grow it into music
- IABO Format
- How to "Stay in the Flow" - strategies for separating your work into sections of activity to keep creativity high and productivity fast.
- Integration of Harmony and Rhythm to create powerful beats
- Melody writing (basic) and its integration to the Beat

Prerequisites: None
Completion Requirements: 70% Attendance, Practical Assignments, Complete a piece in IABO structure
Mode of Instruction: Lecture, Project, and Feedback

Producing and Arranging 110

This class is a "second tour" through the processes of Producing music. Building on the Workflow students developed in PnA 101, this class will "evolve" that process and integrate deeper explorations of this subject. Students will "get deep" on the concepts of Storyline and Emotive expression in Music and will develop an in-depth understanding and use of the 7 Major Modes, extended chords and other harmonic functions. Where PnA 101 develops a process to produce "good" music, PnA 110's goal is to have students "make better music faster."

Topics include:

- IABO as an extension of the "4-leveled Approach"
- Speed writing exercise - what can YOU do in an hour?
- Arrangement strategies - tracking the emotional arc of a song to perfection
- Modality and its impact on story. Why modes are much more than just more Theory.
- Mode mixing - how to change your story mid-track to provide interest over time and stay relevant in the market longer.
- Melody writing (advanced) - balancing harmony, note choice and rhythmic patterns to make melodies that "stick."
- Emotional complexity through extended chord use.

Prerequisites: Pass Producing and Arranging 101, Pass Music Theory 110
Completion Requirements: 70% Attendance, Practical Assignments, Compose a piece whether it's original, cover, 'style guide' or sound alike. Must include mode mixture
Mode of Instruction: Lecture, Project, and Feedback

Production & Arranging 210:

Producing Music for Picture

P&A 210 is an extension of Pyramind's widely popular P&A 110 class. In this class, students watch and listen to various scores of music set to film, games and TV, and analyze the use of music against picture. Using this analysis, students produce their own works to picture - learning the details of scoring to picture as well as creating various character or situational themes and producing variations of those themes.

Topics include:

- Establishing the need for music in film
- Timing of music against scenes and hit points
- How to choose a style of music to fit the scene
- Working with style guides
- Creating and manipulating various melodic themes to fit
- scenes in a larger work
- Determining the proper mode and mood for the scene

Prerequisites: Pass Producing and Arranging 110, Logic 201 or Pro Tools 210M
Completion Requirements: 70% Attendance, Practical Assignments, Score a movie, video game, or commercial scene/trailer
Mode of Instruction: Lecture, Project, and Feedback

Mixing for Music

Mixing & Mastering 301 with Pro Tools

The Pro Tools version of Pyramind's acclaimed Mixing & Mastering class: This unique educational process in this class puts the student in the driver's seat. Every week for 16 weeks, student projects and mixes will be dissected in a workshop setting to determine what works and what doesn't using a set of specified objective criteria. This class synthesizes ALL of the subjects learned to date – from music theory to songwriting, production tools and engineering concepts – as the students realize what a piece of music actually goes through to be finished! Once mixed, the song will undergo mastering at a professional facility in SF – the final step on the way to professional delivery.

Topics Include:

- Maximizing song arrangement during the mix process
- Dissecting & understanding emotional arc
- Delivery levels
- Balancing the elements of the song
- Advanced automation & FX
- Tones and depth of sound
- Vocals and tuning issues
- Cleaning up noisy tracks
- EQ and compression in action
- VCA Masters

- Submixes
- Mastering

Prerequisites: Pass Producing and Arranging 110, Pro Tools 210M
Completion Requirements: 70% Attendance, Practical Assignments, Finish a mix of an original piece
Mode of Instruction: Lecture, Project, and Feedback

Mixing & Mastering 301 with Logic

The Logic version of Pyramind's acclaimed Mixing & Mastering class: This unique educational process in this class puts the student in the driver's seat. Every week for 16 weeks, student projects and mixes will be dissected in a workshop setting to determine what works and what doesn't using a set of specified objective criteria. This class synthesizes ALL of the subjects learned to date – from music theory to songwriting, production tools and engineering concepts – as the students realize what a piece of music actually goes through to be finished! Once mixed, the song will undergo mastering at a professional facility in SF – the final step on the way to professional delivery.

Topics Include:

- Maximizing song arrangement during the mix process
- Dissecting & understanding emotional arc
- Delivery levels
- Balancing the elements of the song
- Advanced automation & FX
- Tones and depth of sound
- Vocals and tuning issues
- Cleaning up noisy tracks
- EQ and compression in action
- Submixes
- Mastering

Prerequisites: Pass Producing and Arraning 110, Logic 201
Completion Requirements: 70% Attendance, Practical Assignments, Finish a mix of an original piece
Mode of Instruction: Lecture, Project, and Feedback

Mixing & Mastering 301 with Ableton Live

The Ableton Live version of Pyramind's acclaimed Mixing & Mastering class: This unique educational process in this class puts the student in the driver's seat. Every week for 16 weeks, student projects and mixes will be dissected in a workshop setting to determine what works and what doesn't using a set of specified objective criteria.

This class synthesizes ALL of the subjects learned to date – from music theory to songwriting, production tools and engineering concepts – as the students realize what a piece of music actually goes through to be finished! Once mixed, the song will undergo mastering both at Pyramind "in the box" as well as at a professional facility in SF – the final step on the way to professional delivery.

Topics Include:

- Maximizing song arrangement during the mix process
- Dissecting & understanding emotional arc
- Delivery levels
- Balancing the elements of the song
- Advanced automation & FX
- Vocals and tuning issues
- Cleaning up noisy tracks
- EQ and compression in action
- Submixes
- Mastering

Prerequisites: Pass Producing and Arranging 110, Albeton Live 210
Completion Requirements: 70% Attendance, Practical Assignments, Finish a mix of an original piece

Sound for Picture & Video Games

Pro Tools 130 - Welcome to Game Audio

This course provides students with exposure to the core skills, workflow, and concepts involved in creating and implementing game audio using Pro Tools systems. Session time is divided between demonstration and hands-on practice, with ample time for experimentation with sample material, and understanding the Game Audio Workflow and common techniques for assessing, acquiring, recording, editing, mastering and implementing game audio

Topics include:

- Working with Dialog
- Incorporating Foley
- Adding Sound Effects
- Working with Background (Ambient) Sounds
- Creating an Interactive Music Score
- Incorporating Realistic Vehicle Sounds
- Creating Dynamic Cinematics

Prerequisites: Pass Pro Tools 101
Completion Requirements: 70% Attendance, Practical Assignments, Present a fully audio implemented video game
Mode of Instruction: Lecture, Project, and Feedback

Sound Design for Picture

This course is an introduction to professional sound design for picture. Students will create entirely original sound design for a short section of video. Class time is divided between demonstration and hands-on experience, with ample time for recording and experimentation. Students will get to record sound effects to picture using a professional, working Foley pit. Post-production recording, editing, processing and mixing techniques will be demonstrated enabling students to create an outstanding portfolio piece.

Topics include:

- The History of Sound Design – What is a Sound Effect?
- Discussion of the Tools and Gear Required
- Session Setup and Spotting for Sound Effects
- Sound Effects Gathering – Field Recording, Studio Recording, Sound Libraries & Synthesis
- How to Create Specific Sound Effects
- Working with Backgrounds/Ambiences
- Recording and Editing Foley
- Introduction to Synthesis
- Processing Sound Effects
- Final Mixing to Picture and Mixdown of DME Stems

Prerequisites: Pass Pro Tools 130
Completion Requirements: 70% Attendance, Practical Assignments, Mix on filme/game scene and prepare for a 5.1 mixdown

Middleware

Middleware provides a basic understanding of game audio creation and implementation using the WWise application. It is designed to be accessible to a wide audience and function as a reference subject for producers, programmers, artists or anyone who could benefit from a basic understanding of game audio production. This course will provide basic middleware training and in tandem with basic audio engineering courses provide foundation for advanced Game Sound classes. There are no prerequisites required. WWise 101 Certification is available online upon successful completion of the class. WWise 110 Hands-on Certification is available on-site only. Pyramind is home to the world's first two WWise Certified Instructors - CAO Matt Donner and Eric Kuehnl.

- Game Sound Conventions
- Platform Limitations
- The WWise Layouts and Workflows
- Event Types & Functionality
- Nested and Associated Events
- Multi-track Events
- Introduction to Parameters
- Parameters vs. the Timeline
- The Mixer
- Pre-Mixing using SoundCaster sessions
- Banks & Functionality
- Implementation

Prerequisites: Pass Sound Design for Picture
Completion Requirements: 70% Attendance, Practical Assignments, Complete implementation of sound fx and music for provided game in wWise
Mode of Instruction: Lecture, Project, and Feedback

Pyramind Course Catalog

Game Audio 201: Adaptive Sound Design

An exploration of effective sound design techniques, this course covers the linear component of game audio. Games mix between linear playback and interactive playback as the player moves between sequences - known as "cutscenes." Students will begin to work with a game sequence and will create a sound bed for the linear portion of the game. Sounds created can be re-purposed in Games 301 for the non-linear, interactive portion.

Topics include:

- Spotting SFX to timecode
- Locking QT video to Logic
- Determining the SFX asset list
- Choosing a Sound Design aesthetic (see a dog hear a dog? See a dog hear a cat?)
- Sound design techniques and layering
- Mixing as it applies to the scene
- Asset creation from Musique Concrete and stock sound effects libraries

Prerequisites: Pass Middleware
Completion Requirements: 70% Attendance, Practical Assignments, Sound design all effect for one level of a provided video game
Mode of Instruction: Lecture, Project, and Feedback

Game Audio 301: Adaptive Music

Games 301 is a continuation of Games 201, focusing on music for non-linear media. Students will compose music, sound design and other assets for implementation into a game environment. Students will work with audio as components for interactive playback and will explore today's game sound implementation tools.

Topics include:

- Music of different tension levels
- Structuring a contract with a game sound vendor
- Asset sheets and fulfillment
- Implementation tools
- Using the game engine for sound design
- Workflows for implementation

Prerequisites: Pass Game Audio 201: Adaptive Sound Design
Completion Requirements: 70% Attendance, Practical Assignments, Sound design and compose all sounds/music for the provided video game and export from unity
Mode of Instruction: Lecture, Project, and Feedback

5.1 Surround Mixing

5.1 Surround Mixing is an extension of stereo. The mixing techniques are different but the tools are largely the same. Using Pro

Tools and Pyramind's ICON worksurface, students will mix an Audio/Visual project in 5.1 surround sound in a workshop setting. Students have the option of doing a 5.1 Music Mix or a 5.1 Mix to Picture as their final project.

Topics include:

- Mixing for home vs. mixing for the theater
- Calibrating your studio for 5.1
- The life cycle of surround
- Setting up Pro Tools for surround mixing

Prerequisites: Pass Pro Tools 210P
Completion Requirements: 70% Attendance, Practical Assignments, Mix trailer in 2.1 and 5.1 environment
Mode of Instruction: Lecture, Project, and Feedback

Sound Design

Sound Design 101

The new era of sound design is here and more accessible than ever. Synthesizers have changed the face of modern music and the quality of our films' and games' v dramatically. With the combination of the modern D.A.W and software synth, one producer can now take the place of an orchestra. Native Instruments is the defacto leader in software synthesis and Pyramind features Native Instruments Komplete through all 16 weeks of Sound Design 101. This course is designed to deliver a comprehensive understanding of Sound design basics using Native Instruments Products, Serum, Ableton LIVE Suite tools and Logic Pro X tools.

Topics include:

- Elements of a Waveform
- Components of a Synth
- Additive Synthesis
- Wavetable Synthesis
- Subtractive Synthesis
- FM Synthesis
- Drum Sampling
- Sound Sculpting with Compression, EQ, and Saturation
- Basics of arrangement and layering
- Massive, Reaktor Player, FM8, Battery, Kontakt

Prerequisites: None
Completion Requirements: 70% Attendance, Practical Assignments, Present finished sample pack, song (with all original sound design) or rescored movie/game trailer
Mode of Instruction: Lecture, Project, and Feedback

Sound Design 201

A continuation of sound design 101, 201 digs deeper into the Native Instruments toolset as well as the amazing "Serum" synth from xfer records. Concepts are reinforced through in-class lab work, homework assignments and the final project in which students create a sample pack of patches from every instrument covered in class.

Topics include:

- Absynth
- Modulation
- Deeper exploration of FM Synthesis with FM8
- Deeper exploration of Battery, Kontakt and Massive
- "The Keyboards"
- Rounds
- Kontour
- Steampipe (Reaktor)
- Guitar Rig
- Monark
- Serum (xfer records Synth)

Prerequisites: Pass Sound Design 101
Completion Requirements: 70% Attendance, Practical Assignments, Present finished sample pack, song(with all original sound design) or rescored movie/game trailer
Mode of Instruction: Lecture, Project, and Feedback

Sound Design 301: Reaktor

An in-depth look at Kontakt and Reaktor. Students will create various synthesizers from 'scratch' using Native Instruments' Reaktor. Students will be blending standard synthesis forms to create customized instruments. By the end of the course, students will be able to deliberately and efficiently create complex systems within Reaktor. This knowledge will help them decipher and master any software synthesizer that comes their way.

Topics include:

- Reaktor Components
- Creating Oscillators, LFOs and Gates
- Signal Path
- Ensembles and Macros
- Creating sequences within Reaktor
- GoBox
- Morphing
- Exploration of Kontakt

Prerequisites: Pass Sound Design 201
Completion Requirements: 70% Attendance, Practical Assignments, Create a custom synthesizer with two forms of synthesis, a sequence and fx
Mode of Instruction: Lecture, Project, and Feedback

Music Business

Music Business 101: Welcome to the Music Business

The first of four classes in Pyramind's Music Business series, this course provides a broad look at the ever-changing music business. This class explores the differences between the Major Label and Independent Label, the use of social media, Grass roots marketing, physical manufacturing and basics of Distribution, planning for a release, nontraditional retail, and creating multiple revenue streams from your music.

Topics include:

- The state of the Music Business today
- Understanding music industry roles: lables, distribution, managers, agents
- How to build DIY success
- Discussion on branding and graphics
- Partnering with larger companies as your brand develops
- Low-cost and no-cost marketing techniques
- Creating physical product for sale and promotion (including Vinyl, CDs and new media formats
- Multiple revenue streams from one composition
- Distribution

Prerequisites: None
Completion Requirements: 70% Attendance, Pass written assessment
Mode of Instruction: Lecture and Feedback

Music Business 110: Understanding your Rights and Monetizing your Music

Pyramind's second Music Business course provides an in-depth look at copyrighting, publishing, and licensing. Students are guided through the necessary steps to release original compositions, EPs, and albums with special focus on digital distribution, including both sales and streaming. This class also provides detailed explanations of recording and collaboration agreements (including mock negotiations) as well as monetization rights for the composer and audio producer.

Topics include:

- General copyright procedures (the how and why)
- Publishing (performance and mechanical rights/royalties)
- Performing rights organizations
- Major vs Indie Label recording contracts
- Collaboration and Work For Hire Agreements
- Digital rights and revenue including downloads and streaming
- Basics of licensing your compositions for TV, film and game scores

Pyramind Course Catalog

Prerequisites: Pass Music Business 101
Completion Requirements: 70% Attendance, Pass written assessment
Mode of Instruction: Lecture and Feedback

Music Business 201: Marketing, Licensing and Distribution

This course expands upon the previous music business courses in the series and digs deeper on what it takes to succeed in today's crowded music marketplace. Today's emerging artists, sound designers and composers need to establish a unique brand with a visible and searchable web presence. Upon completion of the class the student will have constructed a website that showcases their talents to the world. This curriculum also includes concrete strategies on how to get your music licensed into TV, ads and video games. Learn the "do's and don'ts" of synch licensing from someone who spent years in the industry.

Topics Include:

- Brand Image and Consistency
- DIY Record Label and Publishing Company
- Social Media Strategies
- Music Distribution Options and Opportunities
- Diversified Revenue Streams
- Website Construction & Strategy

Prerequisites: Pass Music Business 110
Completion Requirements: 70% Attendance, Create a marketing plan/outline with keynote presentation
Mode of Instruction: Lecture, Project, and Feedback

Music Business 210: Professional Development & Entrepreneurship

This class explores and elaborates on the many niches of the music and sound industries and how technology has been a constant factor in the rise and fall of the sale of recorded music. Students are challenged to match their passions with their core competencies and to help define their weaknesses to shine a light on where the challenges will be to realize their visions for themselves. In a world where good is no longer "good enough" PFS 101 takes a look at the various components that incubate greatness. The class is designed to help focus career objectives and to make the most out of the intense learning and growing experience that is Pyramind. This class lays the ground-work necessary to generate the confidence and assets needed post graduation to launch your own career as a recording artist or producer or to find work doing what you love.

This class includes monthly special guest lectures highlighting different success stories from the front lines of the industry.

Topics include:

- Assessing your skills
- Assessing your weaknesses
- Clarifying your objectives
- Defining success as it pertains to you
- Setting your goals
- Building your road map to success

Prerequisites: Pass Music Business 201
Completion Requirements: 70% Attendance, Create a marketing/business plan and website/social media presence
Mode of Instruction: Lecture, Project, and Feedback

DJing

DJ 101: CDJs and Serato

This course begins with the basic fundamentals of DJ'ing including beat matching, EQ'ing, gain matching, track selection, harmonic mixing, effects, set prep, and more. Students will learn how to DJ using Pioneer's CDJ 2000 Nexus, DJM 900 Nexus, and Rekordbox. With classes capped around 10 people, students get ample time with the instructor and opportunity to practice on Pyramind's DJ equipment. The class culminates with each student performing a 15-minute mix

Topics include:

- DJ Fundamentals & Equipment Overview
- CDJ 2000, Zone 92 and RekordBox in-depth look
- EQ, Effects and Gain Matching
- Song Structure, Harmonic Mixing & Genre Mixing
- Track Selection, Stage Presence & Promotion

Prerequisites: None
Completion Requirements: 70% Attendance, Perform 15 minute DJ set
Mode of Instruction: Lecture, Project, and Feedback

DJ 110: Traktor

This is a ground-up look at Native Instruments DJ software "Traktor."Students will review the key fundamentals of beat matching, EQ'ing, gain matching, track selection, harmonic mixing, effects, set prep, and more. Using Traktor controllers and software, students will learn how to prepare and perform a DJ set from top to bottom and remix on the fly. Students will also be introduced to Rane's DJ software, Serato, and will get one on one time with the instructor and opportunities to practice on Pyramind's DJ equipment. The class culminates with each student performing a 15-minute mix.

Topics include:

- DJ Fundamentals & Equipment Overview

- Traktor Software in-depth look
- Serato Software in-depth look
- EQ, Effects & Gain Matching
- Song Structure, Harmonic Mixing & Genre Mixing
- Track Selection, Crowd Read, Stage Presence and Promotion
- MIDI Mapping & Advanced Traktor Techniques

Prerequisites: Pass DJ 110
Completion Requirements: 70% Attendance, Perform 15 minute DJ set
Mode of Instruction: Lecture, Project, and Feedback

DJ 210: Live Performance & Advanced DJ'ing with Ableton Live

This 16-week class focuses on harnessing the power of Ableton Live to create sophisticated DJ sets and Live Performances. If you're looking to take your Live Show to the next level - this is it! We focus on workflow strategies to ensure successful performances in a variety of applications. Whether you want to create all of your sounds on the fly or simply DJ with the most power and flexibility possible - this class is for you!

- Live Performance Workflow
- Warping - The Right Way
- Critical Organization Tools
- MIDI Controllers
- Audio Interfaces
- MIDI Mapping
- MIDI Remote Scripts
- Working with Loops & 1 Shots
- Complex Launching Techniques
- Creating Custom Racks
- Live Instrument Performance
- Live Vocal Performance
- Performing Original Music
- Syncing Traktor and Ableton
- Manipulating BPM
- Controllers include APC40, Push, Launchpad, Maschine, Kontrol F1 and more!
- Many Advanced Ableton Tricks and Techniques

Prerequisites: Pass Live 201
Completion Requirements: 70% Attendance, Perform a 15 minutes live set
Mode of Instruction: Lecture and Feedback

Technical Training

Technical Training

Pyramind veterans are required to have two hours per week of on-site, supervised practice time for the duration of their program. Whether working specifically on assigned classwork, practicing piano skills, or simply working on personal productions, on-site lab time ensures that students practice and have the opportunity to question Pyramind staff openly should technical problems arise. Full Time students are also welcome.

Prerequisites: None
Completion Requirements: 70% Attendance
Mode of Instruction: Lecture, Project, and Feedback

Individual Class Descriptions

Online

Welcome to Ableton Live

This eight-week class focuses on using the devices and synths built into Ableton Live Standard and Suite. You will be trained to use Analog, Collision, Electric, Operator, Sampler, Simpler, and Tension. You will learn about Drum Racks, effects routing, and automation in detail, as well.

Four mentorship hours are included in the price of the course, giving you one-on-one time with your instructor every other week.

This deep-dive into the elements of Live becomes the foundation for making your unique sounds. Each and every device will be explored in depth and time will be spent on synthesis, sound design, using FX, and advanced management techniques.

Topics include:

- Analog synthesis techniques
- Frequency Modulation synthesis (Operator)
- Modeled synthesis
- Sampling
- Racks and FX, building custom FX racks, and more
- Advanced techniques and file management

Prerequisites: None
Completion Requirements: An Ableton session demonstrating use of the Session and Arrange windows
Mode of Instruction: Video, Text and Images, Projects, Live one-on-one feedback

Producing & Arranging

Pyramind's online Producing and Srranging class takes our most popular class from our ground campus and delivers it to you at home. Matt teaches the class within Ableton Live, but you can follow along in any DAW that you choose.

Not only do you get a rich online learning environment packed with text, images and video, you also get six hours of one-on-one mentorship through the Pyramind Mentorship Network, up to $600 in value, included in the price of your course.

This course will help you finish songs, make better musical decisions and determine what sounds and parts belong together. You'll learn about the role of drums, bass, chords, harmony and melody. Specific attention and time are given to arranging and how you make your song work over time. Once your song is arranged you'll learn about building a solid mix to let your parts really speak to the listener.

Topics include:

- The Triple Trinity and why it works across every track
- The "4-Leveled" Approach to Rhythm
- Idea Farming - how to find inspiration anywhere and grow it into music
- IABO Format
- How to "Stay in the Flow" - strategies for separating your work into sections of activity to keep creativity high and productivity fast.
- Integration of Harmony and Rhythm to create powerful beats
- Melody writing (basic) and its integration to the Beat

Prerequisites: None
Completion Requirements: An Ableton session using multiple rhythm tracks, bass and chord alignment, melody work, a good flow and good mix.
Mode of Instruction: Video, Text and Images, Projects, Live one-on-one feedback

Ableton Live In Depth

This classes focuses on the details of the devices contained within Ableton Live Suite. Students will receive comprehensive training on Live's various modes, components, parameters, and capabilities, as well as, how this can be used in conjunction with other professional audio applications and other third party tools.

- Ableton Live's Devices
- Detailed Preferences
- The Clip Box
- Follow Actions
- Using envelopes and automation
- Plug-ins and virtual instruments
- Practical media management techniques

Prerequisites: None
Completion Requirements: An Ableton session demonstrating use of internal devices and effects with liberal customization
Mode of Instruction: Video, Text and Images, Projects, Live one-on-one feedback

Music Theory with Ableton Live

Hosted by owner, co-founder and Chief Academic Officer Matt Donner, this must-have class is for every user of Ableton Live and walks you through the theory – and practical usages – of music's most fundamental language. Learn why the best songs all use the "rules" of theory – and how to break those rules for maximum creativity!

Topics include:

- The basics of rhythm
- Working with tempo
- Major scales, notes, and their relationship to the keyboard
- Triads, chords, two-chord progressions, cadences, and major vs. minor chords
- Other major keys, the circle of 5ths / 4ths
- Moving beyond the major scale, the minor key C
- Chord progressions in minor, how to find chords that match one another
- Chord substitutions

Prerequisites: None
Completion Requirements: An Ableton session demonstrating good use of chords, bass, melody, and rhythm while demonstrating abilities to modulate between major and minor modes
Mode of Instruction: Video, Text and Images, Projects, Live one-on-one feedback

Audio Fundamentals I

Pyramind's Audio Fundamentals I online class is the first step in a two-course series. This class will begin to give you a comprehensive knowledge of audio, from the tiniest sounds to the interactions of drums and multiple microphones. Based on the Pyramind text on the subject, this course will demystify what sound is and how it behaves on its journey from your hands to your ears, through the instruments, mics, wires, computer and speakers.

Topics include:

- Sound waves and the three ways to experience them
- Building sound from the "atomic particle of sound"
- How waves interact: the good, the bad, and the phasey
- Understanding the dB in wires, in the air, and in the computer
- Choosing a computer and DAW for the job
- Wires and connecting gear: why it's really important to get right (and how almost everyone is probably using the wrong ones)
- Microphones: being creative with mic choices and their placement

Prerequisites: None
Completion Requirements: Passing grade (70% or higher) on the final test.
Mode of Instruction: Video, Text and Images, Projects, Live one-on-one feedback

Audio Fundamentals II

Pyramind's Audio II online class is the second step in a two-course series, picking up right where Audio Fundamentals left off. This eight-week class will complete your comprehensive knowledge of audio. Based on the Pyramind text on the subject, this course will round out the "LifeCycle of Sound" and will culminate with a full understanding of how to best configure your project studio.

Topics include:

- Microphones: being creative with mic choices and placement
- Working with multiple mics and making cool sounds by misusing them
- Understanding "in-the-box" production processes, including DAW, RAM, CPU and other three-letter terms that affect your ability to work well
- Digital Audio: the do's and don'ts and why the meters you see may not tell you the whole truth
- Analog-to-digital and digital-to-analog converters
- Speakers: how they work and where you should put them in your room for the best sound reproduction

Prerequisites: None
Completion Requirements: Passing grade (70% or higher) on the final test.
Mode of Instruction: Video, Text and Images, Projects, Live one-on-one feedback

Advanced Production with Live

This is an intermediate level online class that uses Ableton Live to produce music with an emphasis on aesthetics, arrangement, production, and mixing. The course focuses on production techniques and strategies for developing your own unique sound when composing and producing with Ableton Live. This class explores a high level of detail with Ableton's tools and devices (instruments, effects, racks, and more), and requires you to engage in discussions about musical aesthetics, arrangement, and production techniques.

You are required to show examples of your work throughout the term and have the opportunity to collaborate with other students in the class.

Topics include:

- Creating unique sounds in your productions
- Complex drum programming and arrangement
- Creating engaging and innovative bass lines and lead lines
- Creating interesting arrangements and sound design
- Professional mixing techniques
- Collaborating with other student producers
- Collaborating on a final project

Prerequisites: None
Completion Requirements: An Ableton Session demonstrating at least 10 of the individual techniques shown in the course. Must be a newly produced track - no previous assignment can be repurposed.
Mode of Instruction: Video, Text and Images, Projects, Live one-on-one feedback

Sound Design with Native Instruments

Pyramind's Sound Design with Native Instruments is a 16-week online course. The course gives you comprehensive knowledge of Native Instruments' Komplete toolset, as well as a deep understanding of how synthesizers and samplers work. You will employ Pyramind's four-step sound design process on any synth without getting lost, achieving a real understanding of how sound design works - no matter the tool.

Topics include:

- The four basic waveforms and where they originated (history of synthesis)
- Pyramind's four-step process to sound design
- Understanding what techniques and processes to employ to achieve "that sound" you desire
- The tools of synthesis: subtractive, wavetable, modeled, sampled, and granular, as well as drum sampling/synthesis
- How to use the "shaping" process across multiple levels of modulation to create interesting and "moving" sounds
- The nuts and bolts of the entire Native Instruments Komplete toolset (Battery, Massive, Monark, Retro Machines, Kontakt, Reaktor player, and Absynth)
- Create, save and tweak patches to use over and again, and create your sound!

Prerequisites: None
Completion Requirements: an Ableton session using at least 5 different Native Instruments tools and liberal customization of presets or custom-built sounds
Mode of Instruction: Video, Text and Images, Projects, Live one-on-one feedback

Mixing & Mastering with Ableton Live

This class covers the fundamental concepts that make up a mixing and mastering workflow in Ableton Live. If you are new to mixing and mastering or looking to ensure that you've left no stone unturned, this class is for you.

The videos will lead you through a step-by-step process, taking an electronic dance music track from the songwriting stage all the way to final output. Each stage has very important steps that need to be executed in order to ensure a successful workflow and finished product.

In addition to covering the Ableton plugins, you will explore tools from iZotope, FabFilter, Brainworx and Universal Audio.

This is a comprehensive course that will take you from beginning to end, ensuring your songs are ready for the dancefloor!

Topics include:

- Creating mix stems
- Volume, EQ and compression techniques
- Stereo width and pan
- Multiband dynamics
- Saturation and excitement
- Return FX techniques
- Mastering EQs and compressors
- Ableton Rack techniques
- Virtual tape machines
- Metering and loudness deception
- Final export

Prerequisites: Pyramind's Production Workflows with Ableton Live online course or equivalent production experience
Completion Requirements: An Ableton session demonstrating proper use of all techniques from all classes prior including a great-sounding mix, a comprehensive understanding of audio processing, production, arranging, theory, and musical vision.
Mode of Instruction: Video, Text and Images, Projects, Live one-on-one feedback

Individual Course Prices

Ground Campus

Pro Tools 101	$695
Pro Tools 110	$695
Pro Tools 130	$695
Pro Tools 201	$695
Pro Tools 210M	$995
Pro Tools 210P	$995
Pro Tools 310M	$1,295
Production & Arranging 101	$1,295
Production & Arranging 110	$1,295
Production & Arranging 210	$1,295
Logic 101	$695
Logic 201	$695
Music Business 101	$695
Music Business 110	$695
Music Business 201	$695
Music Business 210	$995
Audio Engineering 101	$695
Audio Engineering 110	$695
Audio Engineering 201	$995
Music Theory 101	$695
Music theory 110	$695
Piano 101	$695
Piano 110	$695

Sound Design 101	$1,295
Sound Design 201	$1,295
Sound Design 301	$995
Ableton Live 101	$695
Ableton Live 201	$695
Ableton Live 210	$995
DJ 101	$695
DJ 110	$695
DJ 210	$1,295
Sound Design for Picture	$695
MiddleWare	$995
Mixing and Mastering 301: Pro Tools	$1,295
Mixing and Mastering 301: Live	$1,295
Mixing and Mastering 301: Logic	$1,295
Game Audio 201	$995
Game Audio 301	$1,295
5.1 Surround Mixing	$995
Ableton Night Program	$2,295

Online

Welcome to Live	$595
Ableton Live In Depth	$595
Advanced Production with Live	$995
Audio Fundamentals I	$395
Audio Fundamentals I	$395

Producing and Arranging	$995
Music Theory with Live	$595
Sound Design with Native Instruments	$995
Mixing with Live	$995

Chart of Fees

	Payable to	Charge to Full Time OR Custom program over $10,000 tuition	Charge to Part Time students or Custom programs under $9,999	Charge to Electronic Music Producer Online
Non-Refundable Registration Fee	Pyramind	$95	$95	$0.00
Downgrade to Smaller Program	Pyramind	$500	n/a	$0.00
Second Retake Fee	Pyramind	67% discount of each individual course	67% discount of each individual course	$0.00
Mixing and Mastering Off Site Fee (only students in the Mixing classes)	Pyramind	$150	$150	$0.00
Non-Refundable STRF (Student Tuition Recovery Fund)	Pyramind	$0.00 per $1,000	$0.00 per $1,000	$0.00 per $1,000
International Wire Transfer Fee (International students only)	Pyramind	$75	$75	$0.00

Studio Fess

Non-Refundable PyraPass	Pyramind	$0.00	$800 per 4-month period	$0.00

Testing Fees

Live Certification Fee	Pyramind	$150	$150	$0.00
Pro Tools 100-level Fee	AVID	$0.00	$0.00	$0.00
Pro Tools 200-level Fee	AVID	$0.00	$0.00	$0.00
Pro Tools 300-level Fee	AVID	$0.00	$0.00	$0.00
Wwise 101 Certification Fee	Audiokinetic	$150	$150	$0.00

Payment Plan Fees

Annual Admin Fee (per year of active payment plan)	Smart Tuition	$50	$50	$50
Monthly payment with credit card	Smart Tuition	2.85% of each payment transaction	2.85% of each payment transaction	2.85% of each payment transaction
Monthly payment with bank withdrawal	Smart Tuition	$0.00	$0.00	$0.00
Collection attempts on missed payments	Smart Tuition	$40 per collection attempt	$40 per collection attempt	$40 per collection attempt
Bounced check Fee	Pyramind	$75	$75	$75
Credit Check Fee	Pyramind	$75	$75	$75

Staff Bios

Gregory J. Gordon
CEO & Creative Director
Hometown: San Francisco, CA

Greg is a San Francisco native with over thirty years combined experience as an executive producer, creative director, music producer, publisher, music supervisor, educator and entrepreneur.

His passions and expertise lie at the convergence of music and sound production, interactive entertainment, and higher education. Clients include major game developers and publishers like Microsoft Studios, Insomniac Games, Ubisoft, Disney, Sony, Sega, Blizzard Entertainment and Zynga with whom Greg has worked on award winning titles including: Halo Anniversary, Sunset Overdrive, World Of Warcraft, Kinect Disneyland Adventures, Tron Run/r, and God Of War.

Greg has also worked with many recording artists including The Bronx, K Theory, Merl Saunders and Jerry Garcia, Joan Baez and Rocker T, and Rob Garza Of Thievery Corporation as well as high-profile technology brands including Samsung, Nvidia, GoPro, and Apple.

Greg is a twenty five year voting member of The National Academy Of Recording Arts & Sciences and served on the board of The Grammys as both a Governor and Trustee. He has been a leading advocate for recognition by The Recording Academy for music in games. He is also a long standing voting member and active supporter of The Game Audio Net Guild (GANG), the world's largest organization of game audio professionals.

He has conducted panels, and lectures at SXSW, The SF Music Tech Conference, AES Conference, The Academy of Art Institute of San Francisco, and GRAMMY Soundtables.

Greg was voted entrepreneur of the Year by The Renaissance Center For Entrepreneurship and named to the 2015 Inner City 100 list (ICIC) in recognition of Pyramind Inc's rapid growth.

Matt Donner
Chief Academic Officer
Senior Instructor
Hometown: Spring Valley, NY

Matt Donner holds a Bachelor's degree in Quantitative Business Analysis from Penn State and a Masters in Music from NYU. He cut his Producer and Engineering chops in NYC. He found himself working for high-profile studios like Sound on Sound (Diddy, Anita Baker) and Greene Street (Run DMC and Public Enemy) right after earning his Masters in Music and Music Technology at NYU. He went on to perform for various TV studios and John Cale (Velvet Underground) that included 3 feature film scores using Pro Tools version 1.0 and a two-day live event to open the Andy Warhol Museum.

In January 2000, he and Greg Gordon began working together exclusively at Pyramind where they began running the hybrid Production/ Training businesses successfully. Matt has served the company as Chief Engineer, Senior Producer/ Composer, Chief

Technical Officer, Vice-President and now as Director of Education. He helped grow the Pyramind Training program from a single 24 hour class to the highly-touted 920 hour 12-month Complete Producer.

He has trained hundreds of students and mixed/ mastered another hundred or so records (including his own released in 2002) as well as publishing several magazine articles. Matt has also written two texts on Pro Tools (Pro Tools Overdrive V 6.9 and V7 for Thomson Press) and 3 texts for Pyramind, as well as various articles, blogs and is a YouTube personality with over 1 million views on his series "The Breakdown" on Pyramind's Pyratube channel.

Daniel Blum
Program Manager

Daniel Blum began playing music at the age of three as a cellist; since then he has learned to play the gamut of instruments: piano, violin, trumpet, french horn, guitar, bass, and ultimately percussion and drum set. Earning his Bachelor's in Music from California State University Northridge in Percussion Performance, Daniel worked in Los Angeles and abroad as a freelance percussionist and drum set player performing with the Debut Orchestra, the American Youth Symphony, the Chamber Orchestra of the South Bay, the Santa Barbara Symphony, Suicide Cowboy, Culture Crash Orquestra, umbrellaMAN, and Tumbleweed Wanderers. He's also recorded at a varied wealth of studios including Capitol Records, Conway Studios, the Eastwood Sound Stage, Skywalker Sound, Broken Radio Studios, Tiny Telephone, Hyde Street Studios, New Improved Recording, Panoramic Studios, and many more.

Daniel is well-versed in composition, orchestration, and music copying and has worked on films, commercials, and video games as well as with various bands and solo artist in the Bay Area. His training at Pyramind allowed him to moonlight as a recording and mix engineer for various artist and his own project, Tumbleweed Wanderers, whose first two EPs were recorded and mixed by Daniel at the Pyramind Studios. With the Wanderers, Daniel has performed, recorded, mixed, produced, and orchestrated three EP's, two full length albums, has played storied venues the Great American Music Hall, the Independent, the Fox Theater, the Troubadour, the Bowery Ballroom, the Music Hall of Williamsburg, and performed at many of the leading music festivals including Electric Forest, Hangout, Summer Camp, Snowball, Hardly Strictly Bluegrass, and Outside Lands.

Hideki Yamashita
IT/Facilities Director

Electronic music wiz/hip-hop producer for The Whereabouts and YBS, "Deks" came to Pyramind for the education and atmosphere, and to satisfy the curiosity he found in making music with computers. Fortunately, the melding of his passion for technology and music has brought him to an industry in which he thrives.

An early Pyramind student, Hideki has since graduated to become Pyramind's IT Director. Deks works hard to maintain the

technical infrastructure at both the 880 and 832 Folsom St. facilities, and the rigorous scheduling and technical requirements of a multi-room studio and educational complex.

Steve Heithecker
Senior Instructor
Student Advisor
Pro Tools Expert

Steve brings his years of experience as a recording and mix engineer to the Pyramind team. He is a certified Pro Tools expert operator and is always pushing the limits of what technology has to offer. Steve's credits include recording the Grammy Award winning and world's top male acapella chorus, Chanticleer, for the score of Halo: Combat Evolved Anniversary.

He also engineered the sessions for the orchestral recordings for Iron Man 2 the video game. Steve's expert skills in the studio also include his production and mixing of the newest Bill Ortiz (Trumpet Player for The Santana Band) album as well as recording the dialog sessions and mixing the animated series for Halo "The Return" for Waypoint on XBox live.

Before becoming a full time staff member at Pyramind, Steve was the co-founder of Digital Art & Music: a recording studio specializing in hip-hop/rap and alternative rock music. A seasoned producer and keyboardist, Steve has worked on numerous albums and loves adding to that number. Steve has also written and produced music for live theater, film and corporate video.

Steve also coauthored the highly respected "Pro Tools 7 Session Secrets: Professional Recipes for High-Octane Results" for Wiley publishing, a book that brought numerous insider techniques to light for anyone using Pro Tools. Steve recently added his insight as a writer and designer to the upcoming Pyramind / Alfred publications "The Pyramind Training Series".

Mario Graham
Student Services Coordinator
Instructor

Mario Graham is a Miami-born producer, DJ and engineer. His journey into music began at age 16 when he began taking guitar lessons at School of Rock Miami, there he performed live at venues around Miami including Tobacco Road and Gibson Guitar Center in Wynwood. After leaving the School of Rock at 18, Mario began producing electronic music with Logic Pro 9.

Soon after he formed an electronic music duo named MK:21 where he and his collaborator blended styles of Nu-Disco, Funk , UK Bass and House. Mario currently makes music under his solo alias Moksä. He completed a custom program here at Pyramind and has been working with us since March 2016, first as an Assistant Studio Manager and more recently as Student Services Coordinator and Pro Tools 101 and 110 Instructor.

Brandon Roos

Studio Manager

Brandon Roos has found a niche at Pyramind doing many different jobs. After completing Pyramind's Complete Producer program, he interned for several months assisting with content creation and facilities maintenance. Following his internship he was hired as a production assistant on Ubisoft's Watchdogs 2 where he assisted with dialogue recording of world AI characters. Soon after, he was brought onto Pyramind's production team as a dialogue editor, sound designer, and composer. Brandon has contributed sound to many games and other projects in the form of dialogue recording and editing for Watchdogs 2, Evilbane: Rise of Ravens, and Ice Age: Arctic Blast, composing music for HTC's Arcade Saga, and creating sound effects for Wiz Khalifa's Weed Farm. On top of working on production projects, Brandon now manages Pyramind's voiceover pipeline. He is also a part of Pyramind's mentorship network providing one-on-one training in Ableton Live. When he isn't working on projects for Pyramind, he uses Ableton to produce bass music as Smoltron. He has been featured on multiple Team Supreme cyphers alongside fellow Pyramind graduate Cole Smithers.

Dylan Seligman
Assistant Admission Coordinator

Dylan Seligman is a hard-working artist native to San Francisco, he obtained a bachelor French Studies at Ithaca College and is a graduate of the Sound for Picture and Games program at Pyramind. He is active in the bay area as a musician in a number of projects and proficient in many applications as well as creative processes.

Jimmy Su

Beginning as a student at Pyramind, Jimmy Su has since graduated to join the Studio Manager team after first working as an intern. Pursuing music as a career, he decided to enroll himself at Pyramind to learn basic audio fundamentals, recording techniques, and music production. Coming in with zero knowledge of how sound works, he is now skilled at composing, arranging, and mixing in Ableton live, as well as recording live bands.

Jimmy is also a local musician and producer working with talent all over the Bay Area. He spends most of his free time playing jazz or producing electronic music under the alias, Aurka. The music he makes is performed by a live band, which hybridizes the electronic music experience with the organic energy of live instrumentation.

As a Studio Manager, he coordinates much of the day-to-day operations in the facility, as well as interfacing with clients and students. Joining the Pyramind team has allowed him to continue developing in a musical environment

Korise Jubert
Video Editor/Social Media Manager

Korise Jubert is a Producer, singer, songwriter and emcee operating under the artist name "Big Tunes". The Oakland native's

various contributions to Bay Area music occured during Hip-Hop's nascent years and included: Boogieshack, Fiyawata, Kaz Kyah, Jahi, Speech(Arrested Development), Game Rebellion, Heavy Weight Dub Champions, Holly Saucy and The Coup. Further joint ventures with the likes of Zion I, Gift of Gab, Dwayne Wiggins (Tony Toni Tone), Viveca Hawkins, Gina Rene (Soulstice), and artists he has developed like Fego Navarro, Sunru Carter and Cole Metanoia.

As a Program Coordinator for 13 years, Korise worked in the nonprofit sector inspiring youth to find their voice as well empowering them to produce their own music via The DJ Project Program. Finding his eye for photography and love for video production, Korise has formed his own media company "TownFuturist Media" where he produces events, music videos, webseries and short docs for underground artists and small businesses in the Bay Area.

Diane Koh
Assistant Studio Manager

Diane's musical journey began with a short era of piano lessons at 5 years old, after which she picked up the bass guitar to start a band with her friends. She also became heavily involved in the music band program at her high school, playing trombone, clarinet and bass, as well as waving a stick in front of the marching band her senior year as drum major. Once she graduated and her 2nd rock trio split up, she spent the next 10 years both working and volunteering in fields that had absolutely less to do with making music—and more to do with mountain biking, teaching, traveling abroad, and repairing and remodeling houses all around the San Francisco Bay Area. These "other experiences" position her well to help manage the facility at Pyramind.

In 2015, she was fortunate enough to stumble upon Pyramind, where she has now become assistant studio manager in addition to continuing her education in music production. Currently, she no longer has time to sleep as she is collaborating with a fellow classmate to produce an alternative rock/country album in her "spare" time.

Instructor Bios

Ryan Rey
Piano 101 & 110
Music Theory 101 & 110
Logic Pro X 101 & 201
Producing and Arranging 210

Ryan Rey is a composer, guitarist, and teacher from the San Francisco Bay Area. He writes music for chamber ensembles, symphonic band, orchestra, rock groups, videogames, ringtones, and film. Nowadays, classical chamber music, electronic loops, heavy metal, and a mix of other genres influence his music.

In 2009, Ryan was the inaugural recipient of the Glenn Glasow Fellowship in Music Composition which commissioned "Shaped By A Burr Grinder" for woodwind quintet. He has also been commissioned by Composers, Inc., Guerrilla Composers Guild, Left Coast Chamber Ensemble Intersection Workshop, and REDSHIFT Ensemble. His compositions have been performed by Rodrigo Cortes (baritone), Guy Livingston (piano), Stephan Poetzsch (violin), REDSHIFT Ensemble, as well as numerous ensembles from CSUEB that include: Jazz Orchestra, Percussion Ensemble, Symphonic Band, and Trombone Ensemble. Feature film soundtracks include: All About Dad (2009), Liquor Store Cactus (2009), and documentary Corner Stores (2013). Other film productions include work for: CSUEB, Dirty Shoe Crew, Hemogoblin Teradactle, and Hewlett-Packard. His music has been performed in France, Mexico, South Korea, Vietnam, and throughout the United States.

Ryan holds a B.A. in Music Composition and is currently completing an M.A. in Music Composition from CSU, East Bay. He currently teaches Music Theory and Piano at Pyramind, and Recording Arts, Music Theory, Electronic Music, and Guitar at Fusion Academy. As well, Ryan is an Artistic Co-director for Composers, Inc. and also plays guitar (sometimes trombone and backup vocals) in the chiptune/folk/doom/chamber music band, The Mineral Kingdom.

Eric Kuehnl
Pro Tools 130
Middleware 110 (WWise)
Game Audio 201 & 301
Sound Design for Picture

Eric Kuehnl is a composer, sound designer, and educator. Eric is currently the Assistant Director of the Music Technology Program at Foothill College in Los Altos Hills CA. Previously, Eric was an Audio Training Strategist in the Avid Education Department, and a Senior House Engineer for Sony Computer Entertainment America. His game audio credits include games for Sony Computer Entertainment, Technicolor, Namco Bandai, Ninja Theory, and Juice.

He has also worked as a supervising sound editor and re-recording mixer on a number of independent films and documentaries. As a studio technician Eric has a worked with many of the Bay Area's best artists including Skywalker Sound, Pixar, American Zoetrope, Fantasy Studios, One Union, Polarity Post, The Plant, The Grateful Dead, Metallica, Santana, Les Claypool, Amon Tobin, and Blackalicious.

As one of only a handful of Avid Master Instructors, Eric has trained faculty at a number of music colleges including Full Sail, Expression College, Musician's Institute, Savannah College of Artist & Design, USC, L.A. Film School, L.A. Recording School, the Art Institutes, San Francisco Conservatory of Music, and many more. He is the primary author of Avid's Pro Tools and Game Audio course, and contributes to many of the official Avid courses covering Music, Post Production, Control Surfaces, and Live Sound. When not working as an audio guru, Eric composes and performs electro-acoustic music and plays acoustic and electric bass in a number of Bay Area bands. Eric is the creative director of the Electroacoustica festival of experimental electronic music held at Foothill College each Spring. He holds a Master's degree from California Institute of the Arts, a Bachelor's degree from Oberlin Conservatory, and studied composition at the Centre Iannis Xenakis in Paris.

Shawn Mercado
Live 101 & 201
Ableton Night Program

Shawn began his journey into the electronic music world at the age of 15. As a high school student, Shawn managed to piece together a DJ setup and practice everyday until he mastered his craft. Shortly after graduating high school, Shawn decided to take the next step and start producing his own original music. He later enrolled at Pyramind and completed the CORE program in 2013. Shawn has performed at many world renowned venues & events including; Avalon Hollywood, Ruby Skye, The Regency Ballroom, Fox Theater, Sunrise Event Center, LovEvolution, Control LA/SF, Insomniac Awakening, etc. He has performed with artists such as; Noisia, Zedd, Sub Focus, Jack Beats, Madeon, Tommy Trash, Dada Life, The M Machine, The Chainsmokers, LA Riots, Blasterjaxx, and many more.

Shawn currently holds a residency at Ruby Skye nightclub & Control in San Francisco under his solo alias 'M3RC'. While attending Pyramind, Shawn took on an internship in the studio department which lead to the start of a new duo 'BNZA' with Pyramind's production manager, Mike Forst. The two have had recent success with their productions including an official remix of 'The Wall' by K Theory and their original track 'Make Your Head Pop' for Microsoft's AAA title game 'Sunset Overdrive.'

Steffan Franz
Music Business 101 & 110

Steffen has been in the music business for almost 30 years and brings his many years of experience to his current positions. For the past 18 years, Steffen has run his own independent record label, Positive Sound Massive Recordings, releasing over 20 different albums and singles over the past decade and a half. He has also produced dozens of albums for other people and has deep knowledge in both the production and label management aspects of the music business.

In addition to running PSM for the past 18 years, Steffen founded a physical and digital distribution and marketing company called Independent Distribution Collective in 2004 that currently manages a catalog of over 600 titles in almost 400 independent stores (and a few major chains) across the US. Steffen also developed "InstantDistro" a turnkey marketing and promotion system that now includes Print, Radio, Retail and Web promotions as well as music licensing, artist management and booking as well.

Steffen loves all aspects of the music business and teaches Music Business 101, 110, and 301 at Pyramind, an audio production school in San Francisco. In 2013, Steffen was named President of Tarpan Records, an independent record label founded by multi-platinum, Grammy winner, Narada Michael Walden, based in San Rafael, CA.

Jason Penwell (Liam Shy)
Ableton Live 210

Liam Shy is a dynamic and passionate audiophile, dedicated to the world of sound his entire life. His work includes being a Music Producer, DJ, Sound Designer, Live Sound Engineer, Audio Instructor and advocate for the electronic music community. Liam graduated from the Pyramind in 2009 specializing in Music Production, Sound Design, Mixing and Mastering. He has worked professionally as a Sound Designer and Composer including work on titles for the Wii and nationally broadcasted television commercials.

In addition Liam has run several successful music projects, most notably DISSØLV, a live EDM band specializing in dubstep and psytrance combined with classical and tribal themes. The band featured Liam as the vocalist, guitarist and live electronic manipulator – alongside violinist Valentin Santana, keyboardist Lauren Keys and Drummer Zeta Ceti. The band has opened for Infected Mushroom on several occasions including performing at the esteemed Warfield Theatre (2010) and Fillmore Auditorium (2011).

Jay-J Hernandez
Mixing and Mastering 301: Logic

Producer and dance music artist Jay-J (Joseph John Hernandez) captured the attention of the electronic music world through his original releases and collaborations with important artists, dance music insiders and outsiders alike. He opened Moulton Studios in 1998 in hopes that his control of a world-class facility could steer dance music's stylistic future. Since he opened Moulton Studios, Jay-J was solicited for production and collaboration by labels based in San Francisco, Chicago, New York and the U.K. Jay-J got his first taste of widespread success in engineering for San Francisco-based artist Naked Music. Moulton Studios soon became a singular force in forging the San Francisco house sound through collaborations with Miguel Migs, KasKade, Marques Wyatt, Halo, and others.

Jay-J also enjoyed a good deal of crossover success, remixing for Joss Stone, Alicia Keys, David Gray, and Lil' Kim. He received a Grammy nomination in 2003 for his remix of Jill Scott's single "He Loves Me." In 2006, he was seen by millions when he performed live on MTV Australia's Video Music Awards program. Jay-J's cutting-edge use of recording technology caught the attention of equipment manufacturers as well. Digidesigns, Sony Oxford, and Apple all featured his works as theme music for their sound design applications. Jay-J's mix albums, like Reflections and Loveslapped, continued to chart the stylistic course for West Coast dance music. He released a pair of studio albums, Love Alive and Electronic Discussions, respectively, in 2009 and 2011.

Aaron Kuppin
DJ 101/110

Aaron Kuppin aka Raid Zero is an established DJ on the West Coast who brings 10+ years of experience to every lesson.

He has performed at every major night club in San Francisco - including Ruby Skye, Temple, DNA Lounge, Audio Discotech - and at SoCal's Exchange LA.

Aaron's advanced technical skills, and intimate knowledge of wide array of equipment and set-ups, separate him from a lot of other DJs on the scene. Moreover, Aaron possesses an easy demeanor, and has a keen sense of how to communicate his knowledge to anyone who wants to learn.

"An excellent instructor… extremely knowledgeable, very helpful, and was very professional… I would definitely recommend him to anyone who would like DJ instruction" -Yelp Review

Jeffrey Straw
Music Business 201/210

Jeff (aka DJ F) is an experienced marketer, DJ, guitarist, saxophonist, producer and remixer with over 25 years in the business. Prior to joining Pyramind, Jeff served as Marketing and Focus Ninja for Focus@Will. He was the Sr. Director of Product Development & Music Licensing at INgrooves for nearly a decade and was the vinyl and dance music buyer for Virgin Megastore SF before that.

Jeff earned his Bachelor's degree from the University of Miami in their Music Engineering program. He has taught several courses for Berklee Online, he's an expert on music publishing and an active member of NARAS. He has spoken on panels at conferences such as SXSW, WMC, Summer Music Conference and for NARAS and NARIP.

Perhaps best known for his Destination Lounge San Francisco CDs, he was also a member of the 15 piece disco band called Superbooty. He's had the honor of performing at Coachella, Black & White Ball, Funk Fest, 2nd Sunday, and most every nightclub in SF. As a saxophone player he has played and recording with SF's finest electronic music acts including Dubs Alive Band, Bachelors of Science, Claude Von Stroke, Late Night Sneaky, Rick Preston, Julius Papp, M3, Garth, Jeno, and J-Boogie's Dubtronic Science. He has recorded for labels such as OM Records, CODE Recordings, Revive the Soul, Ideal Muzik, Sweet Groove, Housetown, and RTFM. Lately on a rock and metal streak, he's started a new band called Malvation.DJs on the scene. Moreover, Aaron possesses an easy demeanor, and has a keen sense of how to communicate his knowledge to anyone who wants to learn.

"An excellent instructor… extremely knowledgeable, very helpful, and was very professional… I would definitely recommend him to anyone who would like DJ instruction" -Yelp Review

Harry Gold
Pro Tools 101/110

Harry Gold is a bay area blues and jazz guitarist, pianist, arranger and singer who has performed all over the United States, and Europe. For the last 9 years Harry has developed and directed the music program at Holden High School in Orinda, CA. He also works as an Adjunct Professor at Academy of Art University in San Francisco. He teaches classes in Score Preparation, and Arranging for their Film Composition, and Sound Design Programs.

Harry is also an Avid Certified Instructor, and teaches classes in Pro Tools and Sibelius. Besides performing and teaching, Harry has

been a working as a luthier, repairing and building guitars for over a decade. Harry holds a Bachelor of Music from the California Jazz Conservatory.

Tim Linetski
Producing and Arranging 101 / 110
Mixing and Mastering 301: Live

Trained in classical piano since the age of 7, Underbelly started producing electronic music when he was 14 and teaching online when he was 17. His YouTube Channel, You Suck at Producing, now has over 70,000 subscribers. His tutorials and original productions have been featured in publications such as DJ Tech Tools, Earmilk, NEST HQ, Pyramind, and more. He has toured internationally and supported artists such as Lido, Tchami, Keys N Krates, Sango, and Giraffage. He uploads new tutorial videos every Thursday and does a livestream every Sunday. You can submit tracks for the livestream by joining his Discord.

Connor Mooldyk ("Jonn Connor")
DJ 101/110: DJing with CDJ's and Rekordbox

With a humble upbringing through playing secret parties starting at the age of 17, he has risen quickly gaining the respect and support of Bay Area Trance pioneers. He holds an Ableton Live certification and has produced music under the moniker "Seventh Sign" for the likes of Disney Interactive and has remixed the legendary Giorgio Moroder.

His SF club/venue checklist includes appearances at Ruby Skye, 1015 Folsom, Temple SF, The Great Northern, The Midway SF and many more. Amongst those appearances he shared line-ups with Trance legends such as Cosmic Gate, Shane 54, Jordan Suckley and Ferry Tale just to name a few. Bryan Kearney, Markus Schulz, Cold Blue, Marlo, Andrew Rayel and Snjieder are just a few of the artists that Seventh Sign has joined on Northern California line-ups with even more in his scope.

Jimmy Su
Technical Training
DJ 210: Live Performance with Ableton
(refer to bio in Staff Bio)

Steve Heithecker
Audio Engineering 101/110/201
Pro Tools 201/210M/210P/310M
Mixing and Mastering 301: Pro Tools
(refer to bio in Staff Bios)

Mario Graham
Sound Design 101/201/301
(refer to bio in Staff Bios)

Policies

Admissions Requirements & Transfer Credits

Prior to entry into the program, every student must produce proof that satisfies the following entry requirements:

- 18 or older with a High School or GED equivalent (or turning 18 within the year after HS).
- A valid email address
- A valid mailing address
- A valid phone number.
- Have a full and working knowledge of English equivalent to a 12th grade level. Students may be denied entry to the program if the Admissions staff determine that upon hearing and understanding spoken English at a conversational pace, the student will have difficulty grasping concepts and taking appropriate action. No TOEFL or ESL services are provided.

Note that Pyramind does not accept ATB (Ability to Benefit) testing as a substitute for a HS Diploma or GED.

The Admissions Department will request proof of HS diploma during the enrollment process. No student shall be granted entrance to Pyramind's curriculum without this supporting documentation. Should a student fail to produce proof within 7 business days of the beginning of their program, they will either be terminated with a FULL REFUND or will be postponed without penalty to the next available enrollment cycle.`

Anyone seeking to apply prior knowledge, training or credit may request to have that knowledge applied to courses taken at Pyramind. The procedure for doing so requires an interview request with the Program Manager or Chief Academic Officer, who will administer a verbal or written test of the student's knowledge and prior training to assess it's application to our courses. Where appropriate, the student's prior knowledge and training will be applied to the courses that match and those courses will be removed from the program and considered "Completed" and will apply towards completion and receiving of the Certification. Should a student qualify to "place out" of more than 2 individual classes with prior knowledge, the student will be moved out of a full-time program and into a custom program with individual class pricing only. Full time programs are discounted based on all classes within it and removing more than 2 classes warrants moving to a Custom program without discounts.

An appeal may be made in writing to the Program Manager and Chief Academic Officer but the determination is solely at the discretion of the Program Manager and Chief Academic Officer as a result of the information interview. There is no charge for this service.

Previous completion of the following Industry certificates or certifications will count towards graduation if the test passed is concurrent with the most up-to-date version of the software taught at Pyramind:

- Pro Tools 101 (Certificate of Completion - Not an AVID Certification)
- Pro Tools User Certification (an AVID Certification)
- FMOD Certification (elective)

- Ableton User Certification
- Pro Tools 130 (AVID Game Audio Certification)
- Pro Tools 210M (AVID Operator Music Certification)
- Pro Tools 210P (Avid Operator Post Certification)
- Pro Tools 310M (Avid Expert Music Certification)

NOTICE CONCERNING TRANSFERABILITY OF CREDITS AND CREDENTIALS EARNED AT OUR INSTITUTION

The transferability of credits you earn at Pyramind is at the complete discretion of an institution to which you may seek to transfer. Acceptance of the educational certificate program you earn in Pyramind is also at the complete discretion of the institution to which you may seek to transfer. If the certificate(s) that you earn at this institution is not accepted at the institution to which you seek to transfer, you may be required to repeat some or all of your coursework at that institution. For this reason you should make certain that your attendance at this institution will meet your educational goals. This may include contacting an institution to which you may seek to transfer after attending Pyramind to determine if your certificate will transfer.

Articulation Agreements

Pyramind has not entered into an articulation or transfer agreement with any other college or university. Students may be given credits towards classes within a program based industry certifications and/or written or oral exams.

Graduation (Ground Campus)

A student will graduate and earn a program Certification if they pass (with 70% percent or higher) 100% of their enrolled classes. Students are not required to pass manufacturer certifications to graduate from Pyramind as available manufacturer certifications vary between programs and are solely provided by the manufacturer. Students are not required to gain an internship or externship to graduate from Pyramind. Graduation is once per year in December.

Should a student approach graduation having failed one or more classes, they may retake classes according to our retake policy and upon completion of 100% of their classes, graduate with the Certification of their enrolled program.

Graduation (Online)

Online students must petition the Chief Academic Officer by email or phone for graduation. To petition, students must pass all their classes and have used 30 hours of mentorship sessions. When these requirements are met, the CAO will open up the Albeton Live Certification exam. If a student passes the exam with 90% or greater, the CAO will review all projects from classes and determine if the student should access more mentor sessions or graduate.

Grades & Student Achievement

Pyramind grades on the following scale: 90-100 is Excellent. 70-89 is Satisfactory. 69 and below is failing. Classes at Pyramind are graded as a measure of how well the student is performing and absorbing our curriculum. Our grades are derived from 5 criteria; Attendance, Participation, Work Ethic, Testing and Projects. Each class has a unique balance of each that reflects the nature of the class. Students may request a current transcript from Administration at any time by contacting the Program Manager or CAO. Grades must be disputed in writing to the Program Manager or CAO who will review the situation and make a determination. Grade disputes MUST be filed within two weeks of the conclusion of any given class. Two weeks after the conclusion of each class online storage of class projects is emptied.

Any student wishing to dispute a grade after the two week window will be required to resubmit any or all class projects. If a failure is appropriate then the student will be placed on Academic Probation accordingly. If the failure is inappropriate, then Program Manager or CAO may change the grade to a passing grade with no negative ramification.

Students will have access to their grade and progress reports 24/7 via their online login. Pyramind warrants that grades displayed are accurate and based on the proper input of records by the instructor. Students have the right to dispute their grades at any time and should direct their dispute to the Program Manager or CAO for review. The CAO or Program Manager will review the situation and will take the appropriate action to either validate the grade or adjust it.

Student Rights & How to Address Student Grievances

Every student has the right to cancel or withdraw as outlined in the "Right to Cancel and Refund" policy of this document. Any student with a grievance or problem should report it to Program Manager. If the Program Manager cannot adequately address the issue it should be reported to the Chief Academic Officer. If the Chief Academic Officer cannot adequate address the issue, it should be reported to the Chief Executive Officer.

Any dispute arising from the enrollment at Pyramind, no matter how described, pleaded or styled, may be resolved, through mutual agreement by both parties, by binding arbitration under the Federal Arbitration Act conducted by the American Arbitration Association ("AAA") in San Francisco, California, under its Commercial Rules. All determinations as to the scope, enforceability of this Arbitration Agreement shall be determined by the Arbitrator, and not by a court, The award rendered by the arbitrator may be entered in any court having jurisdiction.

A student or any member of the public may file a complaint about this institution with the Bureau for Private Postsecondary Education by calling (888) 370-7589 toll-free or by completing a complaint form, which can be obtained on the bureau's internet website www.bppe.ca.gov

Right to Cancel, Withdraw, Refunds, and Change of Program (Ground Campus)

Each student has the right to cancel the enrollment agreement and obtain a refund of charges paid through attendance at the first class session, or the seventh day after enrollment, whichever is later; herein known as the "cancellation period". Notice of cancellation needs to be given in written form to the Chief Academic Officer or Program Manager. Emails are NOT sufficient - a written letter is required. Cancellation date will be processed as of the date the letter IS RECEIVED - a prior dated document will not back-date the point of refund calculation. For example, a cancellation letter dated on the 5th, mailed on the 15th but received on the 20th will be calculated based upon the 20th. Note that in this example, the cancellation notice will be beyond the cancellation date and would be treated as a withdrawal, not a cancellation. A student who cancels within the cancellation time period is eligible for a full refund of all monies paid to PYRAMIND with the exception of the $95 registration fee, any money paid to the Student Tuition Recovery Fund, the Pyrapass and any/all materials, and books purchased and received.

After the cancellation period, all students have the right to withdraw from their program but are no longer able to cancel. Withdrawal notification needs to be delivered in written form to the Chief Academic Officer or Program Manager. Emails are NOT sufficient - a written letter is required. Withdrawal date will be processed as of the date the letter IS RECEIVED - a prior dated document will not back-date the point of refund calculation. For example, a withdrawal letter dated on the 5th, mailed on the 15th but received on the 20th will be calculated based upon the 20th. Any money pre-paid for tuition will be refunded according to our Refund Policy.

If a student chooses to withdraw from an entire program after the withdrawal period, refunds for that program are prorated based on the length of time completed and will be calculated based on the date of withdrawal notification receipt. Length of time is calculated based on the actual start date and anticipated completion date. Refunds will be paid within 30 days following the date the Chief Academic Officer receives notice of withdrawal and will be sent to the address provided by the student at the time of withdrawal.

Students who withdraw from the program having past 60% completion of the program are no longer entitled to refunds - the tuition funds will be considered earned. Additionally, any student who withdraws after 60% of the program will still be required to complete payments. The above policy complies with the State of California requirements as set forth by the BPPE.

Example: If you pay in full and withdraw from the program after the withdrawal period, you are entitled to a prorated refund minus the $95 registration fee, any funds paid into STRF and any / all books and materials purchased until the 60% point of the curriculum. Once passed the 60% mark of the length of the program, tuition dollars are considered spent in full. For example, if you paid $20,000 in tuition and withdrew at the halfway point of the program (after four months of an 8-month program or 6 months of a 12-month program), you would receive a refund of $9,905 (($20,000 x 50%) - $95 (registration) - $0.00 STRF = $9,905).

If a student who has obtained a loan to pay for their program withdraws from said program, the student is responsible to repay the full amount of the loan plus interest, less the amount of any refund.

If a student defaults on a federal or state loan, both of the following may occur:

- The federal or state government or a loan guarantee agency may take action against the student, including garnishing an income tax refund; and
- The student may not be eligible for any other government financial assistance at another institution until the loan is repaid.

Note that Pyramind does not offer nor qualify to offer any Federal or State of California financial assistance.

Students who are on payment plan may withdraw from the program the same as any other. A payment plan student who withdraws may also be due a refund depending on the financing specifics. However, students who owe more than they have paid based on the refund calculation, must continue to pay their contract until their total balance is paid, minus any refunds. At that time, any and all contracts will be terminated and no further payments will be due.

If a student has received federal student financial aid funds, the student is entitled to a refund of moneys NOT paid from federal student financial aid program funds.

Students may choose to upgrade their program to a larger one at any time. Payment plans may be altered to the satisfaction of both parties to pay for existing programs and the upgraded program.

Students will be charged the upgraded classes at a bundled discount equal to the sum or difference of the two programs.

Students who add or remove individual classes not equal to a full program upgrade will be charged at the individual retail price of each class. Payment plans may be altered to the satisfaction of both parties to pay for existing programs and the upgraded program.

Full Time students who are enrolled in a Certificate Program can downgrade their program by electing to withdraw from certain classes within the program provided the student has not progressed beyond 60% of the length of their program.

Classes not yet started will be refunded at the retail price, minus any discounts (described in the next paragraph). Classes already started will be refunded at a prorated price, also minus any discounts mentioned in the next paragraph.

Since Programs are bundled classes sold together and discounted as a bundle, students who downgrade their program - or withdraw from individual classes within their program - before the 60% mark of the length of their program will be re-priced. Individual classes will be refunded at the retail price minus the pre-calculated discount of the program itself. Pyramind will demonstrate the discount to any student requesting to downgrade or withdraw from individual classes within a program prior to issuing the refund.

The Student Tuition Recovery Fund is designed to reimburse any student enrolled in a vocational school in California who falls victim to fraudulent or fiscally unsound schools. All students who attend vocational school in the State of California during their enrollment as of January 1, 2002 are subject to fees devoted to the STRF (California Education Code Section 94945). The Fund is managed by the Bureau of Private and Post-Secondary schools. The fee is $0.00 per $1000 of tuition currently but may change. Questions should be direct to the BPPE directly - 1625 North Market Blvd., Suite S202, Sacramento, CA 95834.

Any dispute arising from the enrollment at Pyramind, no matter how described, pleaded or styled, may be, upon mutual agreement by both parties, resolved by binding arbitration under the Federal Arbitration Act conducted by the American Arbitration Association ("AAA") in San Francisco, California, under its Commercial Rules. All determinations as to the scope, enforceability of this Arbitration Agreement shall be determined by the Arbitrator, and not by a court, The award rendered by the arbitrator may be entered in any court having jurisdiction.

Right to Cancel, Withdraw, Refunds, and Change of Program (Online)

Each student has the right to cancel the enrollment agreement and obtain a refund of charges paid through attendance of the first class or 7 days after enrollment, whichever is later (the "Cancellation period"), if a cancellation request is submitted prior to the delivery of the first class - "Welcome to Live".   Students have the right to cancel and receive a full refund before the first lesson is delivered.

Notice of cancellation needs to be given in written form to the Pyramind Admissions team (emails need a follow up phone call within 48 hours to ensure that the email didn't get lost). Cancellation is effective on the date written notice of cancellation is sent by the student. A student who cancels within this time period is eligible for a full refund of all monies paid to PYRAMIND less any fees listed as non-refundable, such as any Registration fees, STRF fees or hard goods (books, drives, t-shirts etc.) received and purchased by the student.

Pyramind will deliver the first lesson: "Welcome to Live" upon completion of the enrollment process within 7 days at which point the student has been accepted. Student should request this in writing to validate the acceptance of the material and the expectation of delivery of the remaining material.

Pyramind will deliver ALL training materials upon completion of the enrollment process. Enrollment is considered complete when the account and password are made and delivered to the student. Note that all login credential information is delivered via email only. When you enroll, be sure to look for an email from Pyramind within 1-3 days of enrollment. Check your SPAM filters in your email account to ensure the email was received.

Students may also request a conversion from online course work to strictly 1-1 mentorship sessions. The remaining hours unused from the courses may be converted to the mentorship network, allowing the student to continue to learn from our mentors but course materials will be removed from the student's LMS login. Once a conversion to hours only occurs, there can be no reinstatement of course materials.

For students on payment plans, once enrolled, Pyramind considers the materials delivered and the rest of the refund policy applies. Should a student wish to with draw, the entire amount of the tuition is still considered due. However, should the student wish to convert their time to 1-1 mentorship hours, a tally will be made as to how much money was paid and what can be converted to hours.

EXAMPLE 1 - Underpayments

Program costs: $3995.
Amount paid: $ 900.

Hours granted with the program: 30
Hours used: 3
Courses completed (of 6):   2 (8 weeks have elapsed since the inception of the course).

At the point of withdrawal, two full classes would be considered completed because of the 8-week time period. The value of these courses would be $3995 * (2/6) = $1331.67. This is tuition used. Additionally, with 3 hours spent (at the beginner level), 3* $60 ($180) would also be considered used making the total dollars used would be $1331.67+$180 = $1511.67. With payments of $900 made, the student would be in arrears by $1511.76 - $900 = $661.67 would still be due. Once the student pays the $661.67, the student may be considered withdrawn without further money due but also with no hours left to convert.

EXAMPLE 2 - Overpayments

Program costs: $3995.
Amount paid: $ 1800.
Hours granted with the program: 30
Hours used: 3
Courses completed (of 6): 2 (8 weeks have elapsed since the inception of the course).

At the point of withdrawal, two full classes would be considered completed because of the 8-week time period. The value of these courses would be $3995 * (2/6) = $1331.67. This is tuition used. Additionally, with 3 hours spent (at the beginner level), 3* $60 ($180) would also be considered used making the total dollars used would be $1331.67+$180 = $1511.67. With payments of $1800 made, the student would have overpaid by $1511.76 - $1800 = $288.33 would still be owed to the student. This amount is equivalent to roughly 5 hours of mentorship ($288.33 / $60 per hour = 4.8, rounded up to 5) which would then be usable by the student.

Probation and Dismissal

All students are required to maintain a minimum standard of academic performance equivalent to a 70% or better in every class within their program. Failure to maintain a minimum grade 'across the board' will constitute a change of status to Academic Probation with the following possible ramifications based on the sole discretion of the Administration:

- Free Class Repeats: Classes are often prerequisite for subsequent classes. If a class is repeated as result of a failure, all other classes on the same 'class track' will be postponed until immediately after the repeated class. If a repeated class is sold out with new students, the student repeating the class will still be permitted to take the class but will not be guaranteed a computer workstation in said class. Class repeats are scheduled through the Admissions Department.
- A student who signs up for retake and misses 2 of the first 4 classes is immediately dropped from that class and

can no longer retake that class for free.
- A student who signs up for a retake and misses 3 classes of that retake is immediately dropped from that class and can no longer retake that class for free.
- Any class that is repeated as a result of failure and failed again, will incur a charge (upon taking the class a third time) for that individual class of the full retail value of the class. Failure a third time may incur either another charge or may be grounds for termination by Pyramind. This determination will be made solely by the Administration.

Pyramind reserves the right to terminate a student's tenure based on the following reasons:

- Repeated failure of classes.
- Repeated financial delinquency or failure to pay.
- Rude, disruptive, unruly, violent or repeatedly uncivilized actions.
- Destruction of equipment or facility.
- Theft of any kind - from Pyramind, its students, staff, instructors or associates.
- Any sort of sexual harassment to other students, staff, instructors or associates.
- Illegal use of illicit drugs, alcohol or possession of illicit drugs on Pyramind campuses

Pyramind will offer verbal and written warnings prior to termination. A progression of warnings (2 maximum) will be required prior to termination. Each warning will be signed by Pyramind staff and will be asked to be signed by the student. Should a student refuse to sign, notice of that refusal will be noted on the warning. Termination notices will be given in written form. The student's account will then be reviewed to determine if a refund is due or if any money is owed by the student. If a student is found to be in arrears of an account, then all money not paid for training received will be considered due immediately. Pyramind reserves the right to seek any and all legal measures to collect on an amount owed.

Attendance and Leaves of Absence

ATTENDANCE IS THE RESPONSIBILITY OF THE STUDENT. MISSING THREE DAYS OF ANY 8-WEEK OR SIX DAYS OF ANY 16-WEEK CLASS AMOUNTS TO A FAILURE IN THAT CLASS. STUDENTS MAY RESCHEDULE FAILED CLASSES WITHOUT PENALTY IN ACCORDANCE WITH OUR FREE CLASS REPEAT POLICY.
For full-time students, any paid for class (with the exception of Mixing & Mastering 301 with Logic, Pro Tools or Ableton Live) may be repeated free of charge the next time it appears in the Pyramind schedule (typically 4 months after the start of the initial class). Every subsequent repeat will cost 1/3 the total cost of the class. A student must always be enrolled in current classes at Pyramind to utilize these benefits; they can not stop enrollment for any time and then utilize the repeat policy.
Retakes must be started within 4 months of the normal conclusion of their program. Beyond this window, students may be charged full price for any and all classes they wish to retake. Exceptions may be made on a person by person basis and is solely at

the discretion of the Administration.

Students have the right to take a LOA (4 months) due to a family emergency, personal health concerns or financial hardship. Students returning from LOA will be re-enrolled into the program at the beginning of the Block of classes they were enrolled in during the Leave request.

Requests for leave must be submitted in writing to the Chief Academic Officer and are subject to approval. A LOA is by default good for 4 months, or to the next Enrollment Cycle, whichever is shorter. A LOA may be extended to the Enrollment Cycle after that either as part of the initial LOA request or after a second LOA request for extension.

After the second missed Enrollment Cycle students will be considered to be withdrawn and the standard refund policy will apply. Students will be held responsible for any unpaid tuition and refunds will be sent if appropriate.

Financial obligations scheduled during the LOA must still be fulfilled. LOA students will have their refund calculated from the beginning of their program to the date that leave was approved.

Example, if "John Smith" starts in January and takes leave in May, then decides in August that he cannot return, his refund will be calculated such that the "Used Hours" component will be counted from January (beginning of program) to May (beginning of LOA) only. Payments made within May and August to keep the account current will be calculated for refund according to the refund policy and will be applied accordingly.

International Students who are on a visa obtained through Pyramind may not take a leave of absence. It is absolutely required that you be in school full-time if you're an international student in the USA on a student visa.

STRF

The State of California established the Student Tuition Recovery Fund (STRF) to relieve or mitigate economic loss suffered by a student in an educational program at a qualifying institution, who is or was a California resident while enrolled, or was enrolled in a residency program, if the student enrolled in the institution, prepaid tuition, and suffered an economic loss. Unless relieved of the obligation to do so, you must pay the state-imposed assessment for the STRF, or it must be paid on your behalf, if you are a student in an educational program, who is a California resident, or are enrolled in a residency program, and prepay all or part of your tuition.

You are not eligible for protection from the STRF and you are not required to pay the STRF assessment, if you are not a California resident, or are not enrolled in a residency program.

It is important that you keep copies of your enrollment agreement, financial aid documents, receipts, or any other information that documents the amount paid to the school. Questions regarding the STRF may be directed to the Bureau for Private Postsecondary Education, 2535 Capitol Oaks Drive, Suite 400, Sacramento, CA 95833, (916) 431-6959 or (888) 370-7589.

To be eligible for STRF, you must be a California resident or enrolled in a residency program, prepaid tuition, paid or deemed to have paid the STRF assessment, and suffered an economic loss as a result of any of the following:

1. The institution, a location of the institution, or an educational program offered by the institution was closed or discontinued, and you did not choose to participate in a teach-out plan approved by the Bureau or did not complete a chosen teach-out plan approved by the Bureau.
2. You were enrolled at an institution or a location of the institution within the 120 day period before the closure of the institution or location of the institution, or were enrolled in an educational program within the 120 day period before the program was discontinued.
3. You were enrolled at an institution or a location of the institution more than 120 days before the closure of the institution or location of the institution, in an educational program offered by the institution as to which the Bureau determined there was a significant decline in the quality or value of the program more than 120 days before closure.
4. The institution has been ordered to pay a refund by the Bureau but has failed to do so.
5. The institution has failed to pay or reimburse loan proceeds under a federal student loan program as required by law, or has failed to pay or reimburse proceeds received by the institution in excess of tuition and other costs.
6. You have been awarded restitution, a refund, or other monetary award by an arbitrator or court, based on a violation of this chapter by an institution or representative of an institution, but have been unable to collect the award from the institution.
7. You sought legal counsel that resulted in the cancellation of one or more of your student loans and have an invoice for services rendered and evidence of the cancellation of the student loan or loans.

To qualify for STRF reimbursement, the application must be received within four (4) years from the date of the action or event that made the student eligible for recovery from STRF.

A student whose loan is revived by a loan holder or debt collector after a period of non-collection may, at any time, file a written application for recovery from STRF for the debt that would have otherwise been eligible for recovery. If it has been more than four (4) years since the action or event that made the student eligible, the student must have filed a written application for recovery within the original four (4) year period, unless the period has been extended by another act of law.

However, no claim can be paid to any student without a social security number or a taxpayer identification number.

International Students and English Requirements

This school is authorized under Federal law to enroll nonimmigrant foreign students. Pyramind is proud to host international students and upon completion of enrollment can issue an I-20 that allows a paid, registered student to obtain an M-1 visa for 12 months. Pyramind does not charge for this process. Pyramind will vouch for the student's status for the duration of their program. Beyond the 12 months for which the visa was initially granted, it is the sole responsibility of the student to research and request possible visa

extensions, OPT training and the like. Pyramind Admissions will comply with any and all reasonable requests for signatures and approvals on forms related to such requests but is not responsible for obtaining said documents.

English is the only language used for instruction at Pyramind. All students shall go through an in-person and/ or phone remote conversation to determine the students' proficiency in English, which should be at the 12th grade level or better, by the Admissions staff. Students found to be lacking in English skills shall not be granted admission to Pyramind.

TOEFL and English as a Second Language services are not offered at Pyramind and thus have no associated fees.

All information provided in this course catalog covers the enrollment dates of

January 2018 to **Dec 2019**

Credit and Payment Plans

Pyramind does not offer Federal or State or local funding beyond a payment plan securable by the student. However, credit may be extended to a student based on credit worthiness and proof of return of payment. Students interested in this payment plan must perform the following:

- Fill out a Credit Application Authorization form. This gives Pyramind pertinent information and authorizes us to check a persons credit history through the 3 major credit agencies.
- This form is delivered via secure digital platforms such as Docusign.
- Pyramind will review the credit history and either approve, deny or offer a counter proposal for extending credit terms. For example, a student interested in receiving credit for the Complete may only be able to approve for credit of the Core. Pyramind might suggest a smaller program that fits within a student budget.
- Pyramind requires a down payment for all credit extensions. Pre-paid down payments are treated as fully refundable prior to the first day and based on the refund policy.
- Pyramind uses Smart Tuition (www.smarttuition.com) to manage student payments. Smart Tuition's system requires a form or auto-payment such as a credit card or banking information, including account number and routing numbers. This information is collected during the application process.
- Smart Tuition charges certain fees on behalf of itself - these are not Pyramind fees and we do not participate in its collection. These fees include credit card fees (2.85%/ transaction), annual fees ($50/ year), late payment fees ($30) and late communication service fees ($40/ instance). A chart of fees can be found earlier in this document on page 29.
- Pyramind charges interest up to 11.99% - the State of California maximum.
- Payment plans are offered to all worthy students, including International Students and are extended by either 12 or 24 months.
- Payments are auto-deducted by Smart Tuition based on the date chosen by the student and are then distributed to Pyramind.
- Students can pay off their credit extension at any time with no pre-payment penalty.

License

Pyramind is a private institution which is Approved by the BPPE (Bureau for Private Post-Secondary Education). An approval to operate means that the Bureau has determined and certified that Pyramind is in compliance with California State standards as set by the California Educational Code.

Pyramind is not an accredited institution and is thus not recognized by the United States Department of Education. FAFSA and other Federal Financial Aide Programs therefore do not apply to Pyramind. Students enrolled in Pyramind are not eligible for Federal Financial Aid.

As a prospective student, you are encouraged to review this catalog prior to signing an enrollment agreement. You are also encouraged to review the School Performance Fact Sheet, which must be provided to you prior to signing an enrollment agreement.

The Audio and Music production industry does not require licensure to operate in the state of California thus Pyramind does not offer any licensure to that end.

Pyramind has no pending petition in bankruptcy, is not operating as a debtor in possession, has not filed a petition within the preceding five years, nor has had a petition in bankruptcy filed against it with the preceding five years that resulted in reorganization under Chapter 11 of the United State Bankruptcy Code.

Pyramind Stores all academic and financial records separately and forever. You can contact the Admissions Coordinator or the Director of Education to request your records.

Academic Records include grades, transcripts (attendance, projects scores, test results etc.) and Financial Records include Invoices, payment records, payment plan agreements, refunds, credit reports etc.

Any dispute arising from the enrollment at Pyramind, no matter how described, pleaded or styled, may be, upon mutual agreement of both parties, resolved by binding arbitration under the Federal Arbitration Act conducted by the American Arbitration Association ("AAA") in San Francisco, California, under its Commercial Rules. All determinations as to the scope, enforceability of this Arbitration Agreement shall be determined by the Arbitrator, and not by a court, The award rendered by the arbitrator may be entered in any court having jurisdiction.

A student or any member of the public may file a complaint about this institution with the Bureau for Private Postsecondary Education by calling (888) 370-7589 toll-free or by completing a complaint form, which can be obtained on the bureau's internet

website www.bppe.ca.gov

Any questions a student may have regarding this catalog that have not been satisfactorily answered by the institution may be directed to the Bureau for Private Postsecondary Education:

Address: 2535 Capitol Oaks Drive, Suite 400, Sacramento, CA 95833

P.O. Box 980818, West Sacramento, CA 94798-0818

Website Address: www.bppe.ca.gov

Telephone and Fax #'s:

(888) 370-7589 or by fax (916) 263-1897

(916) 431-6959 or by fax (916) 263-1897

Accreditation

Pyramind is not a Federally Accredited Institution by any Accrediting Agency recognized by the United States Department of Education.

Payment Options

(The total charges for a period of attendance and the estimated schedule of total
charges for the entire program are the same for all programs, online and ground campus, at Pyramind)

Core Producer Domestic

		Program Total
Classes		
Core Producer		$18,995.00
	Total	**$18,995.00**
Fees		
Non-Refundable Registration Fee		$95.00
Non-Refundable STRF Fee		$0.00
Live Testing Fee		$150.00
	Total	**$245.00**
Books & Materials		
Pro Tools 101 Text		$59.95
Pro Tools 110 Text		$95.00
Pro Tools 201 Text		$150.00
Pro Tools 210M Text		$165.00
Logic X Text		$54.95
Piano Book		$11.95
Pyramind Training: Music Theory		$39.99
Pyramind Training: Audio Fundamentals		$39.99
Pyramind Training: Music Business		$39.99
Glyph Professional Hard Drive		$195.00
AKG K702 Professional reference Headphones		$350.00
	Sub Total	$1,201.82
	Tax	$102.15
	Total	**$1,303.97**
Totals		
	Books, Materials & Fees	$1,548.97
	Tuition	$18,995.00
	Total	**$20,543.97**

Core Producer Domestic

Non-Refundable Registration and STRF are in included in the line item 'Books, Materials, & Fees'

Plan A - Pre-Pay in Full

Tuition	$18,995.00
Books, Materials, & Fees	$1,548.97
Discount for payment 90 days before program start	-$2,000.00
Total Cost	**$18,543.97**

Plan B - 1 Year Payment Plan (Half Down)

Tuition	$18,995.00
Books, Materials, & Fees	$1,548.97
Down Payment (Due at Start)	$10,271.99
Amount Financed	$10,271.99
Interest Per Month	$50.00
Total Interest	$550.00
Monthly Payments (1st month is included in down payment)	$983.82
Total Cost	**$21,093.97**

Plan C - 2 Year Payment Plan

Tuition	$18,995.00
Books, Materials, & Fees	$1,548.97
Down Payment (Due at Start)	$7,500.00
Amount Financed	$13,043.97
Interest Per Month	$100.00
Total Interest	$2,300.00
Monthly Payments (1st month is included in down payment)	$438.57
Total Cost	**$22,843.97**

Core Producer International

Program Total	
Classes	
Core Producer	$18,995.00
Total	**$18,995.00**
Fees	
Non-Refundable Registration Fee	$95.00
Non-Refundable STRF Fee	$0.00
Wire Transfer Fee	$75.00
Live Testing Fee	$150.00
Total	**$320.00**
Books & Materials	
Pro Tools 101 Text	$59.95
Pro Tools 110 Text	$95.00
Pro Tools 201 Text	$150.00
Pro Tools 210M Text	$165.00
Logic X Text	$54.95
Piano Book	$11.95
Pyramind Training: Music Theory	$39.99
Pyramind Training: Audio Fundamentals	$39.99
Pyramind Training: Music Business	$39.99
Glyph Professional Hard Drive	$195.00
AKG K702 Professional reference Headphones	$350.00
Sub Total	$1,201.82
Tax	$102.15
Total	**$1,303.97**
Totals	
Books, Materials & Fees	$1,623.97
Tuition	$18,995.00
Total	**$20,618.97**

Core Producer International

Non-Refundable Registration and STRF are in included in the line item 'Books, Materials, & Fees'

Plan A - Pre-Pay in Full

Tuition	**$18,995.00**
Books, Materials, & Fees	**$1,623.97**
Discount for payment 90 days before program start	**-$2,000.00**
Total Cost	**$18,618.97**

Plan B - 1 Year Payment Plan

Tuition	**$18,995.00**
Books, Materials, & Fees	**$1,623.97**
Down Payment (Due at Start)	**$7,500.00**
Amount Financed	**$13,118.97**
Interest Per Month	**$100.00**
Total Interest	**$1,100.00**
Monthly Payments (1st month is included in down payment)	**$1,292.63**
Total Cost	**$21,718.97**

Electronic Music Producer Domestic

	Program Total
Classes	
Electronic Music Producer	$20,995.00
Total	**$20,995.00**
Fees	
Non-Refundable Registration Fee	$95.00
Non-Refundable STRF Fee	$0.00
Live Testing Fee	$150.00
M&M301 Mastering Session	$150.00
Total	**$395.00**
Books & Materials	
Logic X Text	$54.95
Piano Book	$11.95
Pyramind Training: Music Theory	$39.99
Pyramind Training: Audio Fundamentals	$39.99
Pyramind Training: Music Business	$39.99
Glyph Professional Hard Drive	$195.00
AKG K702 Professional reference Headphones	$350.00
Sub Total	$731.87
Tax	$36.59
Total	**$768.46**
Totals	
Books, Materials & Fees	$1,163.46
Tuition	$20,995.00
Total	**$22,158.46**

Electronic Music Producer Domestic

Non-Refundable Registration and STRF are in included in the line item 'Books, Materials, & Fees'

Plan A - Pre-Pay in Full

Tuition	$20,995.00
Books, Materials, & Fees	$1,163.46
Discount for payment 90 days before program start	-$2,000.00
Total Cost	**$20,158.46**

Plan B - 1 Year Payment Plan (Half Down)

Tuition	$20,995.00
Books, Materials, & Fees	$1,163.46
Down Payment (Due at Start)	$11,079.23
Amount Financed	$11,079.23
Interest Per Month	$50.00
total Interest	$550.00
Monthly Payments (1st month is included in down payment)	$1,057.20
Total Cost	**$22,708.46**

Plan C - 2 Year Payment Plan

Tuition	$20,995.00
Books, Materials, & Fees	$1,163.46
Down Payment (Due at Start)	$7,500.00
Amount Financed	$14,658.46
Interest Per Month	$100.00
Total Interest	$2,300.00
Monthly Payments (1st month is included in down payment)	$737.32
Total Cost	**$24,458.46**

Electronic Music Producer International

	Program Total
Classes	
Electronic Music Producer	**$20,995.00**
Total	**$20,995.00**
Fees	
Non-Refundable Registration Fee	**$95.00**
Non-Refundable STRF Fee	**$0.00**
Wire Transfer Fee	**$75.00**
Live Testing Fee	**$150.00**
M&M301 Mastering Session	**$150.00**
Total	**$470.00**
Books & Materials	
Logic X Text	**$54.95**
Piano Book	**$11.95**
Pyramind Training: Music Theory	**$39.99**
Pyramind Training: Audio Fundamentals	**$39.99**
Pyramind Training: Music Business	**$39.99**
Glyph Professional Hard Drive	**$195.00**
AKG K702 Professional reference Headphones	**$350.00**
Sub Total	**$731.87**
Tax	**$62.21**
Total	**$794.08**
Totals	
Books, Materials & Fees	**$1,264.08**
Tuition	**$20,995.00**
Total	**$22,259.08**

Electronic Music Producer International

Non-Refundable Registration and STRF are in included in the line item 'Books, Materials, & Fees'

Plan A - Pre-Pay in Full

Tuition	$20,995.00
Books, Materials, & Fees	$1,264.08
Discount for payment 90 days before program start	-$2,000.00
Total Cost	**$20,259.08**

Plan B - 1 Year Payment Plan

Tuition	$20,995.00
Books, Materials, & Fees	$1,264.08
Down Payment (Due at Start)	$7,500.00
Amount Financed	$14,759.08
Interest Per Month	$100.00
Total Interest	$1,100.00
Monthly Payments (1st month is included in down payment)	$1,441.73
Total Cost	**$23,359.08**

Sound for Picture and Games Domestic

	Program Total
Classes	
Sound for Picture & Games Producer	$25,995.00
Total	**$25,995.00**
Fees	
Non-Refundable Registration Fee	$95.00
Non-Refundable STRF Fee	$0.00
M&M301 Mastering Session	$150.00
Total	**$245.00**
Books & Materials	
Pro Tools 101 Text	$59.95
Pro Tools 110 Text	$95.00
Pro Tools 130 Text	$95.00
Pro Tools 201 Text	$150.00
Pro Tools 210M Text	$165.00
Pro Tools 210P Text	$165.00
Pro Tools 310M Text	$165.00
Logic X Text	$54.95
Piano Book	$11.95
Pyramind Training: Music Theory	$39.99
Pyramind Training: Audio Fundamentals	$39.99
Pyramind Training: Music Business	$39.99
Glyph Professional Hard Drive	$195.00
AKG K702 Professional reference Headphones	$350.00
Sub Total	$1,626.82
Tax	$138.28
Total	**$1,765.10**
Totals	
Books, Materials & Fees	$2,010.10
Tuition	$25,995.00
Total	**$28,005.10**

Sound for Picture and Games Domestic

Non-Refundable Registration and STRF are in included in the line item 'Books, Materials, & Fees'

Plan A - Pre-Pay in Full

Tuition	$25,995.00
Books, Materials, & Fees	$2,010.10
Discount for payment 90 days before program start	-$2,000.00
Total Cost	**$26,005.10**

Plan B - 1 Year Payment Plan (Half Down)

Tuition	$25,995.00
Books, Materials, & Fees	$2,010.10
Down Payment (Due at Start)	$14,002.55
Amount Financed	$14,002.55
Interest Per Month	$50.00
Total Interest	$550.00
Monthly Payments (1st month is included in down payment)	$1,322.96
Total Cost	**$28,605.10**

Plan C - 2 Year Payment Plan

Tuition	$25,995.00
Books, Materials, & Fees	$2,010.10
Down Payment (Due at Start)	$7,500.00
Amount Financed	$20,505.10
Interest Per Month	$100.00
Total Interest	$2,300.00
Monthly Payments (1st month is included in down payment)	$991.53
Total Cost	**$30,305.10**

Sound for Picture and Games International

Program Total	
Classes	
Sound for Picture & Games Producer	$25,995.00
Total	**$25,995.00**
Fees	
Non-Refundable Registration Fee	$95.00
Non-Refundable STRF Fee	$0.00
Wire Transfer Fee	$75.00
M&M301 Mastering Session	$150.00
Total	**$320.00**
Books & Materials	
Pro Tools 101 Text	$59.95
Pro Tools 110 Text	$95.00
Pro Tools 130 Text	$95.00
Pro Tools 201 Text	$150.00
Pro Tools 210M Text	$165.00
Pro Tools 210P Text	$165.00
Pro Tools 310M Text	$165.00
Logic X Text	$54.95
Piano Book	$11.95
Pyramind Training: Music Theory	$39.99
Pyramind Training: Audio Fundamentals	$39.99
Pyramind Training: Music Business	$39.99
Glyph Professional Hard Drive	$195.00
AKG K702 Professional reference Headphones	$350.00
Sub Total	$1,626.82
Tax	$138.28
Total	**$1,765.10**
Totals	
Books, Materials & Fees	$2,085.10
Tuition	$25,995.00
Total	**$28,080.10**

Sound for Picture and Games International

Non-Refundable Registration and STRF are in included in the line item 'Books, Materials, & Fees'

Plan A - Pre-Pay in Full

Tuition	$25,995.00
Books, Materials, & Fees	$2,085.10
Discount for payment 90 days before program start	-$2,000.00
Total Cost	**$26,080.10**

Plan B - 1 Year Payment Plan

Tuition	$25,995.00
Books, Materials, & Fees	$2,085.10
Down Payment (Due at Start)	$7,500.00
Amount Financed	$20,580.10
Interest Per Month	$100.00
Total Interest	$1,100.00
Monthly Payments (1st month is included in down payment)	$1,970.92
Total Cost	**$29,180.10**

Complete Producer Domestic

	Program Total
Classes	
Complete Producer	$30,995.00
Total	**$30,995.00**
Fees	
Non-Refundable Registration Fee	$95.00
Non-Refundable STRF Fee	$0.00
Live Testing Fee	$150.00
M&M301 Mastering Session	$150.00
Total	**$395.00**
Books & Materials	
Pro Tools 101 Text	$59.95
Pro Tools 110 Text	$95.00
Pro Tools 130 Text	$95.00
Pro Tools 201 Text	$150.00
Pro Tools 210M Text	$165.00
Pro Tools 210P Text	$165.00
Pro Tools 310M Text	$165.00
Logic X Text	$54.95
Piano Book	$11.95
Pyramind Training: Music Theory	$39.99
Pyramind Training: Audio Fundamentals	$39.99
Pyramind Training: Music Business	$39.99
Glyph Professional Hard Drive	$195.00
AKG K702 Professional reference Headphones	$350.00
Sub Total	$1,626.82
Tax	$138.28
Total	**$1,765.10**
Totals	
Books, Materials & Fees	$2,160.10
Tuition	$30,995.00
Total	**$33,155.10**

Complete Producer Domestic

Non-Refundable Registration and STRF are in included in the line item 'Books, Materials, & Fees'

Plan A - Pre-Pay in Full

Tuition	$30,995.00
Books, Materials, & Fees	$2,160.10
Discount for payment 90 days before program start	-$2,000.00
Total Cost	**$31,155.10**

Plan B - 1 Year Payment Plan (Half Down)

Tuition	$30,995.00
Books, Materials, & Fees	$2,160.10
Down Payment (Due at Start)	$16,577.55
Amount Financed	$16,577.55
Interest Per Month	$50.00
Total Interest	$550.00
Monthly Payments (1st month is included in down payment)	$1,557.05
Total Cost	**$33,705.10**

Plan C - 2 Year Payment Plan

Tuition	$30,995.00
Books, Materials, & Fees	$2,160.10
Down Payment (Due at Start)	$7,500.00
Amount Financed	$25,655.10
Interest Per Month	$100.00
Total Interest	$2,300.00
Monthly Payments (1st month is included in down payment)	$1,215.44
Total Cost	**$35,455.10**

Complete Producer International

	Program Total
Classes	
Complete Producer	$30,995.00
Total	**$30,995.00**
Fees	
Non-Refundable Registration Fee	$95.00
Non-Refundable STRF Fee	$0.00
Wire Transfer Fee	$75.00
Live Testing Fee	$150.00
M&M301 Mastering Session	$150.00
Total	**$470.00**
Books & Materials	
Pro Tools 101 Text	$59.95
Pro Tools 110 Text	$95.00
Pro Tools 130 Text	$95.00
Pro Tools 201 Text	$150.00
Pro Tools 210M Text	$165.00
Pro Tools 210P Text	$165.00
Pro Tools 310M Text	$165.00
Logic X Text	$54.95
Piano Book	$11.95
Pyramind Training: Music Theory	$39.99
Pyramind Training: Audio Fundamentals	$39.99
Pyramind Training: Music Business	$39.99
Glyph Professional Hard Drive	$195.00
AKG K702 Professional reference Headphones	$350.00
Sub Total	$1,626.82
Tax	$138.28
Total	**$1,765.10**
Totals	
Books, Materials & Fees	$2,235.10
Tuition	$30,995.00
Total	**$33,230.10**

Complete Producer International

Non-Refundable Registration and STRF are in included in the line item 'Books, Materials, & Fees'

Plan A - Pre-Pay in Full

Tuition	$30,995.00
Books, Materials, & Fees	$2,235.10
Discount for payment 90 days before program start	-$2,000.00
Total Cost	**$31,230.10**

Plan B - 1 Year Payment Plan

Tuition	$30,995.00
Books, Materials, & Fees	$2,235.10
Down Payment (Due at Start)	$7,500.00
Amount Financed	$25,730.10
Interest Per Month	$100.00
Total Interest	$1,100.00
Monthly Payments (1st month is included in down payment)	$2,439.10
Total Cost	**$34,330.10**

Ableton Night Program

Program Total	
Classes	
Ableton Night Program	**$2,295.00**
Total	**$2,295.00**
Fees	
Non-Refundable Registration Fee	**$95.00**
Non-Refundable STRF Fee	**$0.00**
Total	**$95.00**
Books & Materials	
Sub Total	$0.00
Tax	$0.00
Total	**$0.00**
Totals	
Books, Materials & Fees	$95.00
Tuition	$2,295.00
Total	**$2,390.00**

Plan A - Pre-Pay in Full

Tuition	**$2,295.00**
Books, Materials & Fees *(Includes Non-Refundable Registration and STRF Fee)*	**$95.00**
Pay in Full Disscount	**-$300.00**
Total Cost	**$2090.00**

Plan B - Monthly Payment Plan

Tuition	**$2,295.00**
Books, Materials & Fees *(Includes Non-Refundable Registration and STRF Fee)*	**$95.00**
Payment Plan Setup Fee ($50 per year)	**$50.00**
Total Cost	**$2440.00**
Down Payment (Due Prior to Start)	**$800.00**
4 Monthly Payments (starting on the 2nd month)	**$410.00**

Pyramind Course Catalog

Electronic Music Producer Online

Program Total	
Classes	
Online Electronic Music Producer	$3,995.00
Total	$3,995.00
Books, Materials & Feeds	
Pyramind Training: Music Theory	$0.00
Pyramind Training: Audio Fundamentals	$0.00
Non-Refundable Registration Fee	$0.00
Non-Refundable STRF Fee	$0.00
Sub Total	$0.00
Tax	$0.00
Total	$0.00
Totals	
Tuition	$3,995.00
Total	**$3,995.00**

Plan A -Pay in Full

Tuition	$3,995.00
Books, Materials, & Fees *(Includes Non-Refundable Registration and STRF Fee)*	$0.00
Total Cost	**$3,995.00**

Plan B - 1 Year Payment Plan

Tuition*	$3,995.00
Books, Materials, & Fees *(Includes Non-Refundable Registration and STRF Fee)*	$0.00
Down Payment (Due at Start)	$364.30
Amount Financed	$3,630.70
Interest Per Month	$31.96
Total Interest	$351.56
Monthly Payments (1st month is included in down payment)	$362.02
Total Cost	**$4,346.56**