Course Introduction

Welcome back to the second part of the Pro-Tools training program. In the Getting Started section of the course, we'll address various aspects of the Pro Tools 110 experience so you can begin the first lesson fully prepared to hit the ground running. What do you need to deal with at this stage? First and foremost, there is a workbook used in the course that must be purchased ASAP from the bookstore. This is official Digidesign courseware and cannot be purchased online. In addition, we'll discuss general course guidelines and policies so you know what to expect later on.

Pro Tools 110 is the second stage of Avid’s Pro Tools certification program. The course is designed to build on the foundational skills taught in Pro Tools 101. At the end of the course you will have the opportunity to take the Avid Pro Tools 110 Certification exam completing your 100 level training!

You’ll learn a broader range of tools and techniques that will help tackle more complex Pro Tools projects. Pro Tools 110 focuses on working with expanded hardware and software configurations, developing versatile tools for manipulating and editing both audio and MIDI data, and implementing various techniques to facilitate larger and more sophisticated mixing scenarios. As in Pro Tools 101, this course will provide you with real-world examples and frequent hands-on assignments that will enhance your capabilities in all aspects of Pro Tools production.

Course Objectives

By the end of this course, you will:
• Configure your Pro Tools sessions and interface with any external hardware
• Evaluate control surface options to supplement your system
• Utilize various DigiBase browser features to manage sessions
• Import a range of audio file formats and data from other sessions
• Use additional audio and MIDI recording techniques such as selections-based
  punch-ins and loop recording/auditioning
• Work with both sample and tick-based timescales
• Utilize plug-in virtual instruments and standalone applications streamed to Pro
  Tools via ReWire
• Employ various MIDI track views and editing techniques
• Apply Elastic Audio processing to tracks and quantize detected events to the grid
• Explore additional options for creating fades
• Process regions using AudioSuite plug-ins
• Utilize Beat Detective features to create tempo maps and quantize audio
• Record and edit automation data using real-time as well as graphical methods
• Integrate additional mix techniques in your sessions, including track grouping,
  sends and returns, submixes, and Master faders

At the core of Pro Tools 110 is a comprehensive skill set developed via several
learning vehicles. Some lessons present QuickTime demonstrations of specific skills
utilized in actual production settings and content that provides real-world perspective
on how and why you should use those skills.

The lessons are also accompanied by practice activities and reading assignments,
which are posted in a timetable in the beginning of each lesson. In addition, you will
have the chance to develop your own recording project.

**Reading Assignments**

During each lesson, you will be given reading assignments prior to related activities
that put into practice the manual's step-by-step instruction on basic Pro Tools
techniques.

**Activities**

I. During each lesson, you will be given specific practice tasks presented in the
course manual.

II. Periodically, you will be given a self-assessment quiz. Typically, the quiz will
present lesson topics and corresponding multiple-choice or true-false questions.

III. At the end of each lesson, you will complete an exercise and will copy your work
to the Audio-Classes Drop-off folder for credit and grading.

IV. At the end of each lesson, you complete the chapter review questions.
Course Manual
Pro Tools 110: Essentials of Pro Tools (For Pro Tools 9.0) is the official textbook for the second course of the Digidesign Training and Education Program. It provides step-by-step procedures for all of the techniques covered in the course, from systems configurations through more advanced audio and MIDI editing techniques, to Pro Tools mixing techniques.

Must be purchased in the bookstore ASAP.

About Grading

Final Grading Policy

Below is a chart outlining the course grading system. You will receive a number grade for your final grade.

<table>
<thead>
<tr>
<th>Percentage</th>
<th>Letter Grade</th>
<th>GPA</th>
<th>Percentage</th>
<th>Letter Grade</th>
<th>GPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>≥ 97</td>
<td>A+</td>
<td>4.0</td>
<td>≥ 70 but ≤ 75</td>
<td>C+</td>
<td>2.0–2.3</td>
</tr>
<tr>
<td>≥ 94 but &lt; 97</td>
<td>A</td>
<td>3.7–3.9</td>
<td>≥ 65 but &lt; 70</td>
<td>C</td>
<td>1.6–1.9</td>
</tr>
<tr>
<td>≥ 90 but &lt; 94</td>
<td>A–</td>
<td>3.4–3.6</td>
<td>≥ 60 but &lt; 65</td>
<td>C–</td>
<td>1.3–1.5</td>
</tr>
<tr>
<td>≥ 85 but &lt; 90</td>
<td>B+</td>
<td>3.1–3.3</td>
<td>≥ 55 but &lt; 60</td>
<td>D+</td>
<td>1.0–1.2</td>
</tr>
<tr>
<td>≥ 80 but &lt; 85</td>
<td>B</td>
<td>2.8–3.0</td>
<td>≥ 50 but &lt; 55</td>
<td>D</td>
<td>0.7–0.9</td>
</tr>
<tr>
<td>≥ 75 but &lt; 80</td>
<td>B–</td>
<td>2.4–2.7</td>
<td>&lt; 50</td>
<td>F</td>
<td>0.0</td>
</tr>
</tbody>
</table>

Your final grade will be based on the following:

40% Weekly assignments, exercises and quizzes: satisfactorily completed and turned in on time.

20% Projects: turned in on time, and with a clear demonstration of the techniques taught in the course.

40% Mid-term and Final exam written/practical.

Attendance Policy

* Excused absences are those that are pre-approved by the instructor, that is, the instructor OK’s or is informed of the absence prior to the class. In certain rare cases such as serious illness, or other emergencies when it’s impossible to contact the instructor before the absence, the student may be granted an excused absence upon review of the case. Supporting documentation or evidence (i.e. a doctor’s note) will be required. Make-up exams will only be granted for excused absences.

* If a student is absent on the day of an exam, quiz or when an assignment or project is due, the student will receive a 0% grade for that particular item. Late assignments and projects will only be accepted from those students with excused absences.
* Since this course is very lecture oriented, missing more than 9 classes total, excused or not, during the quarter (app 20%) will result in class failure.

* Being tardy (10 minutes late) to class will be marked as an absence.

**Cheating:** Any dishonesty or deception fulfilling an academic requirement such as:
1. Use and/or possession of unauthorized material; or technology during an examination.
2. Obtaining assistance with or answers to examination questions from another person with or without that person’s knowledge.
3. Furnishing assistance with or answers to examination questions for another person.
4. Possessing, using, distributing, or selling unauthorized copies of examinations or computer programs.

**Consequences:**
1. First offenders will receive a failing grade on the affected test, or assignment. Documentation regarding this offense will be placed in the student’s file.
2. Second offenses may result in the student being dismissed from the course.
3. Subsequent offenses may result in the student being suspended or dismissed from the school.