

Cubase 8 Pro

The Most Detailed Course you can find

Introduction, Installation and Setup

1. Introduction to Cubase
2. Mouse buttons and keyboard configuration
3. Installation and the USB e-licenser
4. Adding Cubase to the Dock
5. Running Cubase in 32 or 64 Bit Mode
6. Launching Cubase for the first time
7. Configuring your audio interface
8. Configuring your Midi Interface
9. Starting your first Cubase project
10. Using proper project management
11. Configuring the project Setup settings
12. Recording a MIDI Track
13. Recording an Instrument track
14. Recording an Audio track

Exploring the Fundamentals

1. Welcome to Exploring the fundamentals
2. Configuring the Project Window
3. The 3 Project Window Columns

4. The Inspector Tabs
5. The transport panel and VST Performance Window
6. Transport, Control and the Numeric Keypad
7. The left and right Locators
8. Other transport options
9. Undo, Redo and History
10. Using Control - Click vs. Right - Click
11. Using the Metronome (CLICK)
12. Saving often and configuring the Auto Save
13. Using Hints and the Help Documentation
14. The Concept of tracks
15. The Cubase Tools
16. Snap ON/OFF
17. Horizontal and Vertical Zoom Controls
18. Using Key commands
19. Adjusting the Auto Scroll
20. The 'e' or Edit button
21. Using the event Zoom Controller

Productions Basics

1. Introduction to Cubase Production Basics
2. Getting to the Mixer
3. Function Button Snafus
4. The Simple Mixer
5. The Master Fader
6. The Extended Mixer and Routing View
7. The Mixer and Project Window Relationship
8. Individual Track & Channel Controls
9. Hide/Show Track Types
10. Individual Track Parameter Views
11. Setting Up a Basic Cubase Control Room

12. Achieving a Mouse-less Recording Workflow
13. The Event Info Line and Overview
14. Customizing the Metronome
15. Cycle Recording on MIDI and Instrument tracks
16. Cycle Recording on Audio Tracks
17. Dealing with Event Overlaps
18. Introduction to Tempo and the Tempo Track
19. Introduction to Time Signature and Signature Tracks
20. Project Markers and Marker Track
21. Introduction to the Arranger Track
22. Using the “P” and “Shift-G” Commands
23. “Select All” vs. “Select All Events
24. Keeping Your Stuff Within Reach
25. Studio Monitor Setup
26. Setting an Optimal Monitoring Level

Working with MIDI

1. Introduction to the Working with MIDI
2. An Introduction to MIDI
3. VST (Virtual Studio Technology) Instruments vs. Hardware Synths
4. Virtual Synth vs. Hardware Synth Advantages
5. Creating and Recording an Instrument Track
6. Cycle Recording
7. Overlapping MIDI Events
8. Quantizing MIDI Notes
9. Copying MIDI Events, Option-Drag and Repeats
10. Transposing Events
11. Changing Event Colors
12. The Key Editor
13. The Controller Lane
14. The Drum Editor

15. The Score Editor
16. Adding Chord and Guitar Symbols
17. Scoring Drum Parts
18. Printing and Exporting Scores
19. Using the In-Place Editor
20. The Reset Quantize Command
21. Using Iterative Quantize
22. Using Groove Quantize Presets
23. Freezing Instrument Tracks
24. Transposing and the Transpose Track
25. Considerations for Transposing Drum Tracks
26. Using the Dissolve Part Command
27. Creating MIDI Notes with a Mouse
28. Creating MIDI Notes with the Virtual Keyboard
29. Concepts of "Mono-Timbral" vs "Multi-Timbral" Devices
30. Instrument Tracks vs VST Instruments
31. Using Multiple VST Instrument Outputs
32. Programming the Tempo Track
33. Programming the Signature Track
34. Programming the Arranger Track
35. Using External MIDI Devices
36. Converting MIDI and Instrument Tracks to Audio Tracks
37. Introduction to HALion Sonic SE
38. Loading and Auditioning Sounds
39. Editing with the Quick Controls
40. Adjusting Mix Settings
41. Creating Layers
42. Creating Splits
43. Using General MIDI Mode
44. Introduction to Groove Agent ONE
45. Loading Drum Set Sounds
46. Adjusting Sound Parameters
47. Creating Multiple Outputs

- 48. Using the Exchange Features
- 49. Introduction to LoopMash2
- 50. Creating Your First Mash
- 51. Triggering Scenes and Performance Controls

Working with AUDIO

- 1. Introduction to the Working with Audio Tutorial
- 2. Setting Proper Input Levels
- 3. Choosing a Method for Monitoring
- 4. Examples of Software vs. Direct Monitor Methods
- 5. Start Recording on Measure 2, Not Measure 1
- 6. Recording Audio from Line Level Sources
- 7. Turn Off Your Speakers and Use Headphones
- 8. Recording Audio from Microphone Sources
- 9. Cycle Recording with Audio
- 10. Using the Comping Lanes
- 11. Recording on Alternating Tracks
- 12. Punch Recording
- 13. The Concept of Non-Destructive Editing
- 14. Using the Fade Handles
- 15. Don't Normalize, Use the Volume Handle
- 16. When and How to use Crossfades
- 17. Slide Editing
- 18. Vari-Audio Editing (Pitch Correction)
- 19. Vari-Audio on a Comping Lane
- 20. Extracting MIDI from Audio Tracks
- 21. Making and using Folder Tracks
- 22. Group Editing
- 23. Quantizing a Multitrack Drum Project
- 24. Drum Replacement
- 25. Using Tempo Detection

26. Setting up Multi-track – Multi Input Projects
27. Importing Audio CDs
28. The Concept of The Pool
29. Using Insert into Project
30. Find/Resolve Missing Audio Files
31. Minimizing Files
32. Emptying the Trash
33. Prepare Archive vs Backup Project Command

FX, EQ, Automation and Mixing

1. Introduction
2. Buffer Settings
3. The ‘Big Three’ of Mixing
4. Channel Settings and Signal Flow
5. Applying Insert FX
6. Reordering/Copying Insert FX
7. A Quick Mixer Primer
8. Applying EQ and EQ Presets
9. Track Presets
10. FX Channel Tracks and Send FX
11. Channel Settings in the Object Inspector
12. Copying and Pasting Channel Settings
13. Audio Channel Settings Bypass Buttons
14. Freezing Audio Tracks
15. Group Channel Tracks
16. The Concept of Mix Automation
17. READ and WRITE Controls
18. Editing Automation Data
19. The 3 Automation Modes
20. Master Fader Automation
21. Post-Automation Volume Editing
22. The Automation Panel

23. The Master Fader Clip Light
24. Mastering Insert FX
25. To Dither, or Not to Dither
26. Setting Locators for Mixdown Region
27. Mixdown for High Bit Rate Audio Files
28. Mixdown for Audio CD
29. Mixdown for MP3
30. Channel Batch Export
31. Backing Up Your Project

Cubase Tips and Tricks

1. Adding Effects Dynamically Without Automation
2. The Splatter Panner
3. Cleaning Up Explicit Lyrics - Part 1
4. Cleaning Up Explicit Lyrics - Part 2
5. Creating a Reverse Reverb Effect - Part 1
6. Creating a Reverse Reverb Effect - Part 2
7. How to Use Workspaces
8. Using MIDI Sends for Layering
9. Using MIDI Tracks for Layering
10. Using Repeats and Shared Copies
11. Creating a Tap Tempo Track
12. New in Cubase
13. Updated Loop Mash
14. More Plugin Updates
15. VST Connections Renaming
16. Batch Export Naming
17. Enhanced Video Capabilities
18. Using HALion One
19. Using the HALion One Browser
20. Using the Arpatche 5 Arpeggiator

21. Recording Arpatche 5 with FX
22. Music for Film - Spotting with Markers
23. Music for Film - The Time Warp Tool
24. Music for Film - Making Tempo Adjustments
25. Sudden Increase in Latency
26. Instruments Tracks vs VST Instruments
27. Using the VST Instrument Rack
28. Why Two VST Instrument Methods?
29. Assigning VST Instrument Audio Channels - Part 1
30. Assigning VST Instrument Audio Channels - Part 2
31. Studio Setup
32. Configure Cubase
33. Convert MIDI to Audio
34. Converting VST Instruments to Audio
35. Quick Controls Setup
36. Quick Controls for MIDI and Audio Tracks
37. Quick Controls for VST Instrument Tracks
38. HALion Sonic SE - Loading and Editing Sounds
39. HALion Sonic SE Effects
40. HALion Sonic SE - Trigger Pads
41. Location Recording: Choosing an Audio Interface
42. Location Recording: Hard Drives and Storages
43. Location Recording: Cables and Connectors
44. Location Recording: Configure Cubase for location recording
45. Location Recording: Testing Performance
46. Control Room: Simple Configuration
47. Control Room: Multiple Speakers
48. Adding Studios for Headphones - Part 1
49. Adding Studios for Headphones - Part 2
50. Adding a Talkback System
51. Understanding Media Management - Part 1
52. Understanding Media Management - Part 2
53. Using the Auto-Save Feature

- 54. Using Time Machine
- 55. Onsite Offsite Method
- 56. Customizing the Appearance
- 57. Customizing the Project Window Grid
- 58. The Quantize Panel
- 59. VST Instrument Multiple Outputs

Working with Cubase - Level 1

- 1. MIDI Setup
- 2. Audio Setup
- 3. New Project
- 4. Tracks
- 5. Track Presets
- 6. The Transport
- 7. The Project Page
- 8. Tools 1
- 9. Tools 2
- 10. Customizing
- 11. Real or Virtual MIDI
- 12. MIDI Recording
- 13. VST Connections
- 14. Basic Recording
- 15. Recording Details
- 16. Looping
- 17. Loop Recording 1
- 18. Loop Recording 2
- 19. Autoscroll
- 20. Grids & Snap
- 21. MIDI Editing
- 22. Audio Editing 1
- 23. Audio Editing 2

- 24. Group editing
- 25. The Event Info line
- 26. Managing Audio 1
- 27. Managing Audio 2
- 28. The Mixer 1
- 29. The Mixer 2
- 30. The Arranger Track
- 31. Key Commands & Macros
- 32. Workspaces
- 33. Virtual Keyboard
- 34. The Amp Rack
- 35. Tempo Detection

Working with Cubase - Level 2

- 1. Fades and Crossfades
- 2. Events/Parts Sample Editor
- 3. Key Editor 1
- 4. Key Editor 2
- 5. Key Editor 3
- 6. Midi Command console
- 7. Edit in Place
- 8. VST Expression
- 9. Drum Editor 1
- 10. Drum Editor 2
- 11. Drum Editor 3
- 12. Advanced Audio Editing 1
- 13. Advanced Audio Editing 2
- 14. Playback Toggle
- 15. Effect Channels
- 16. Group Channels
- 17. Advanced Mixing 1

18. Advanced Mixing 2
19. Advanced Mixing 3
20. Advanced EQ
21. Effects
22. Side Chain
23. Instruments
24. Score Editor 1
25. Score Editor 2
26. Score Editor 3
27. Inspector 1
28. Inspector 2
29. Advanced Folder Tracks
30. Advanced Markers
31. Advanced Track Presets
32. VariAudio 1
33. VariAudio 2
34. VariAudio 2
35. Groove Agent One 1
36. Groove Agent One 2
37. Punch In/Out
38. MIDI Monitor
39. MediaBay 1
40. MediaBay 2
41. Automation 1
42. Automation 2

Working with Cubase - Level 3

1. The Pool 1
2. The Pool 2
3. The Pool 3
4. The Pool 4

5. Composite Tracks
6. Audio Processing 1
7. Audio Processing 2
8. Offline Processing
9. Audio Transpose
10. Transpose Track
11. Advanced Part Editor
12. Audio Processing 1
13. Pitch Correct
14. Time Warp
15. MIDI Effects
16. MIDI Functions
17. MIDI Devices 1
18. MIDI Devices 2
19. MIDI Devices 3
20. Surround Sound 1
21. Surround Sound 2
22. Import Export 1
23. Import Export 2
24. Channel Batch Export
25. Advanced Scoring 1
26. Advanced Scoring 2
27. Advanced Scoring 3
28. Project Assistant
29. The Project Browser
30. Tempo Track
31. External Effects
32. Freeze
33. Advanced Quantize
34. Control Room 1
35. Control Room 2
36. Beat Designer
37. Loop Mash II

Working with Cubase - Level 4

1. Audio Warp 1
2. Audio Warp 2
3. Advanced VariAudio 1
4. Advanced VariAudio 2
5. Advanced Panning
6. EQ Types
7. Archiving your Work
8. Event Automation
9. Metronome Setup
10. Signature Tracks
11. Video Track
12. Templates
13. Drum Editing Deluxe 1
14. Drum Editing Deluxe 2
15. ReWire
16. Using the CC121 Controller 1
17. Using the CC121 Controller 2
18. MR816 Cubase Integration 1
19. MR816 Cubase Integration 2
20. REVerence 1
21. REVerence 2
22. Embracer
23. Monologue 1
24. Monologue 2
25. Monologue 3
26. Mystic 1
27. Mystic 2
28. Mystic 3
29. Prologue 1

- 30. Prologue 2
- 31. Prologue 3
- 32. Spector 1
- 33. Spector 2
- 34. Halion Sonic SE 1
- 35. Halion Sonic SE 2
- 36. Halion Sonic SE 3
- 37. Multi-Timbral Instruments

Mastering Toolbox

- 1. Introduction
- 2. What is Audio Mastering?
- 3. Perceived Loudness
- 4. History of Mastering
- 5. The Loudness War
- 6. Bit Depth
- 7. Sample Frequency
- 8. Mastering and Mind Reading
- 9. Where to Place the Plug-ins
- 10. Ordering the Plug-ins
- 11. How to Listen
- 12. Audio Interface Buffer
- 13. Gain Stage and Clip Light
- 14. Stereo Out Signal Flow
- 15. Mastering During the Mix
- 16. How Compressors Work
- 17. Different Types of Compressors
- 18. The Multiband Compressor
- 19. The Concept of EQ

20. Different Types of EQs
21. Using the Studio EQ
22. Understanding Limiters
23. Reading the Loudness Meter
24. Using the Maximizer
25. The Multiscope Plug-in
26. Using Magneto II
27. Adding a Smiley Face EQ
28. What is Dithering?
29. Using the UV22HR Plug-in
30. Setting the Locators
31. Exporting for Archive
32. Exporting for Consumer Formats
33. Mastering Multiple Mixes

Moving Forward with Cubase 8

1. Introduction
2. Installation & Updates
3. ASIO Guard
4. Workspaces
5. Preference Handling
6. Plug-in Manager
7. The Rack Zone
8. Track Controls
9. Inspector Settings
10. Render In Place
11. Virgin Territories for Automation
12. Folder Event Display
13. VCA Faders
14. Meterbridge Wave View

15. New EQ Settings - Including Studio EQ
16. Pre Section Filter Slopes
17. Direct Routing
18. Chord Pad Basics
19. Loading Presets
20. Programming Chords
21. Recording Chords
22. Players, Layout & Remote
23. Tuner
24. VST Bass Amp
25. Quadrafuzz v2
26. MultiBand Compressor Update
27. MultiBand Expander
28. MultiBand Envelope Shaper
29. DeEsser Update
30. Acoustic Agent SE
31. Rock Pop Toolbox
32. MIDI Tempo Detection
33. Record MIDI Plug-in Output
34. Key Editor Improvements
35. Chord Track
36. Note Expression Channel Rotation
37. VST Connect Updates

Cubase 8 - Songwriters/Musicians Toolbox

1. Introduction
2. Configure the Audio Interface
3. Configure the MIDI Interface
4. Starting a Project Properly
5. Overview of the Project Window
6. Monitoring & Headphones

7. Exploring the EDM Toolbox
8. Exploring the Rock-Pop Toolbox
9. Groove Agent SE Drum Patterns
10. VST Bass Amp
11. VST Amp Rack
12. Snap On/Off
13. Left & Right Locators
14. The Transport Panel
15. Mouseless Recording Workflow
16. Using the Click
17. Tempo & Time Signature
18. The Arranger Track
19. MIDI Drum Basics
20. Linear Recording
21. Cycle Recording
22. Quantization
23. Overlapping MIDI Events
24. Building a MIDI Drum Track
25. Recording MIDI Bass
26. Choosing a Monitoring Method
27. Setting Input Levels
28. Recording a Real Bass
29. Overlapping Audio Events
30. Recording Acoustic Guitar
31. Recording Vocals
32. The Pool & Project Folder
33. Adjusting the Overall Mix
34. Using Track Presets
35. Adding Mastering Effects
36. Audio Mixdown
37. Making a Backup

Cubase 8 - Score to Picture

1. Introduction to Video in Cubase
2. Understanding Video Tracks
3. Which Video Formats to Use
4. Frame Rates & Project Settings
5. Video Display & Output
6. Importing Video Files
7. Basic Video Editing
8. Miscellaneous Video Functions
9. Converting Video on the Mac
10. Converting Video on Windows
11. Where Video is Stored
12. Setup & Importing Video Files
13. Load & Record A Virtual Instrument
14. Adding Rhythms: Pt. 1
15. Adding Rhythms: Pt. 2
16. Using Loops
17. Adding Synth Parts
18. Program Sound, Voice & Foley
19. Adding Textures: Pt. 1
20. Adding Textures: Pt. 2
21. Using The Tempo Track
22. Mixing Your Music
23. How to Export Your Files
24. Wrap Up

Cubase 8 - Mix Prep: Bass & Drum Tracks

1. Intro To Mix Prep
2. Intro to Audio Quantizing
3. Basic Audio Quantization

4. Crossfading Quantized Clips
5. Quantizing Multi-Mic Audio
6. Real World Editing Tips
7. Prepping Bass Tracks
8. Dealing With Release
9. Musically Adjusting Hotpoint's
10. AudioWarp Basics
11. Free Warp
12. Combining Techniques
13. Introduction to Drum Kit Editing
14. Basic Drum Editing
15. Setting Quantize Panel Priorities 1
16. Setting Quantize Panel Priorities
17. Different Subdivisions
18. Reviewing Your Edits
19. Intro to Drum Clean-Up
20. Clean-Up Toms with a Gate
21. Gating Toms Manually
22. Setting Up Drum Triggers
23. Exporting Tracks Using Render in Place
24. Conclusion

Cubase 8 - Mixing Live Drums

1. Introduction
2. Initial Level Control
3. Muting Some of the Tracks
4. Using Groups for Drums - Part 1
5. Using Groups for Drums - Part 2
6. Solving Basic Phase Issues
7. Using Gates for Kick Drums
8. Cleaning Up Low Frequencies

9. Kick Drum 'in' Mic EQ
10. Kick Drum 'out' Mic EQ
11. Combining the Kick Drum Mics
12. Group EQ
13. Kick Drum Compression
14. Snare Mixing Basics
15. Snare Mixing in Depth
16. Mixing Snare & Kick
17. Adding the Overheads
18. Handling Cymbal Close Mics
19. Ride Cymbal Mic
20. Rack & Floor Toms
21. Applying Reverbs to All Tracks
22. Drums Group Processing
23. Conclusion