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Course Overview

Title: Digital Mixing with the Behringer WING Rack, Compact & Console

Skill Level: Beginner to Intermediate

Format: Recorded Zoom Meetings + Hands On Mixing Projects

Total Duration: 8 to 10 hours

Course Materials: 13 PDF files from Dana Tucker, 8 PDF files from Behringer, 5 Zip folders, 34 regular folders and 6 multi tracked songs used for practice.

Module 1 – Console Overview & System Basics

Objectives:

- Understand the WING's design philosophy

- Identify physical controls and sections

- Power-up and shutdown procedures

Topics:

- Surface layout and how to label the scribble strips
- Touchscreen navigation
- Encoders, faders, and shortcut keys
- USB, SD card, and network ports
- Boot process and safe power-down

Module 2 – Inputs, Outputs & Signal Flow

Objectives:

- Master internal WING signal flow

- Learn routing concepts

Topics:

- Mic/Line preamps
- Gain staging principles
- Input channel processing order
- Channel strip architecture
- GPIO functions - (General Purpose Input/Output)
- Internal AoIP Dante Expansion Card

Module 3 – Stage Boxes & AES50 Networking

Objectives:

- Configure remote I/O over AES50

Topics:

- AES50 A/B/C Ports
- Primary/Secondary concepts
- Patching stage boxes, StageConnect and mixers I/Os
- Firmware compatibility and syncing
- Connect and assign a digital stage box & verify signal on console
- Troubleshoot sync and clocking issues

Module 4 – Channel Processing

Objectives:

- Build clean, musical channel processing chains

Topics:

- High-pass filters
- Gate/expander
- Parametric EQ
- Compression
- De-esser

Module 5 – Buses, Auxes & Monitor Mixing

Objectives:

- Create monitor and effect mixes

Topics:

- Mix buses vs FX buses
- Pre/Post fader sends
- Stereo-linked buses
- Talkback routing
- Solo system

Module 6 – Effects Engine & Inserts

Objectives:

- Use WING's internal FX efficiently

Topics:

- Reverbs, delays, modulation effects

- FX sends and returns

- Insert vs send/return workflows

- Parallel processing

Module 7 – Snapshots, Scenes & Show Management

Objectives:

- Control complex shows efficiently

Topics:

- Shows vs snapshots & snippets

- Recall scope

- Safe channels

- Snippet creation

- Backups and versioning

Module 8 – Mixing Techniques (Live Applications)

Objectives:

- Apply real-world mixing skills

Topics:

- Mixing a live band via a Virtual Sound Check (VSC)
- Drum mixing workflow
- Vocal clarity and control
- Dynamic control techniques
- Use of subgroups

Module 9 – Recording & Virtual Soundcheck

Objectives:

- Use WING as a recording interface

Topics:

- USB audio interface setup (Reaper)
- SD card multitrack recording
- Virtual soundcheck routing
- DAW integration

Module 10 – Networking, Remote Control & Apps

Objectives:

- Control the WING remotely

Topics:

- Ethernet network setup
- WING tablet and phone apps
- Permissions and user roles (Mixing Station)
- Offline editor

Module 11 – Troubleshooting & System Management

Objectives:

- Diagnose and fix common problems

Topics:

- No signal issues
- Clocking and sync problems
- Dropouts and digital noise
- Backup and restore
- Firmware updates

Module 12 – Practical Skills Assessment

Activities:

- Build a full show from scratch
- Configure routing, monitors, FX, and scenes
- Live mixing simulation under time pressure

Module 13 – Broadcast/Streaming Mixes

Topics:

- Channel Selection
- Panning
- FX
- Output Signal Strength