

Shortcuts!

- Hit **escape** to get a list of shortcuts!
- Press **X** to open mixer
- save your project: **Cmd+S**
- Record Enable Track: **Ctrl+R**
- Record: **R**
- Toggle Mute Track: **Ctrl+M**
- Toggle Solo Track: **Ctrl+S**
- Play/Stop: **Space**
- Rewind: **,**
- Fast Rewind: **Shift+,**
- Forward: **.**
- Fast Forward: **Shift+.**
- Create Marker: **Ctrl+K**
- Rename: **Cmd+Return**
- Toggle Cycle Mode: **C**
- Open Mixer: **Cmd+2**
- Open Arrange: **Cmd+1**
- Close Window: **Cmd+W**
- Toggle Bin: **B**
- Bounce: **Cmd+B**
- Zoom Window: **Shift+Cmd+M**
- Import Audio: **Shift+Cmd+I**
- Toggle Zoom: **Z**
- Quantize Selected Events: **Q**
- Select Previous Region: **Left Arrow**
- Select Next Region: **Right Arrow**
- Select Previous Track: **Up Arrow**
- Select Next Track: **Down Arrow**
- New Track: **Option+Cmd+N**

Useful tips!

- Moving a region along a track tends to 'snap' into specific beats or bars, which is not much use if you need to move just a few milliseconds! So; **press control and drag**
- If you want to drag a sound vertically to another track without moving the sound out of place; **press shift and drag**
- If you select a 'loop' and want to change its key (eg: from E to F) press; **OPTIONS > OPEN SIGNATURE LIST**
- To make copies of a region open the **Inspector**, highlight the region and press **'Loop'** (or click L)
- Most windows can be opened or closed by pressing **command + a number**.

Introduction to Logic



Some History.....

Using computers to make music is nothing new. A scratchy recording of Baa Baa Black Sheep and a shortened version of 'In the Mood' are thought to be the oldest known recordings of computer generated music!

We perhaps know computer music as Kraftwerk or the BBC sound effects for Dr Who. Computer music has its origins in *Musique concrète* and *electro-acoustic* music from the 1950's particularly with French and American composers such as Edgard Varèse, John Cage, and Pierre Schaeffer.

They used reel-to-reel tape recorders and microphones, and 'constructed' their musical theatre. Many composers used electronics to create synthetic sounds (synthesisers) or to disguise the original sounds(such as stretching sounds).

When domestic computers (especially Apple Macs) entered the world a whole new Aladdin's Cave of software gave anyone the chance to be a composer!

This guide is simply a follow-on from Garage Band and is the basis for your project.

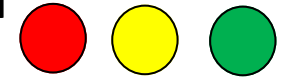
Your Project...

You are going to record your music in the studio, and re-assemble the separate 'parts' into a project in the music room! You will learn how to make sure it all fits together in time and how to ensure all parts work together in terms of dynamics, EQ and Effects.

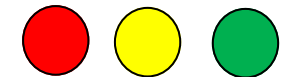


Circle the colour that best describes how you feel you have learned this topic;

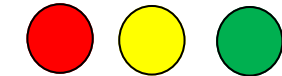
I can assemble all the individual sounds into a generic structure



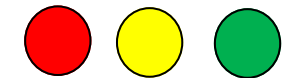
I can move individual sounds



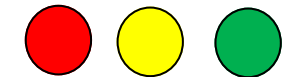
I can add extra tracks if they are needed for the product



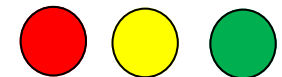
I can control dynamics, compression, and other effects



I can pan sounds within a stereo sound-space



I can add special effects such as reverb to a track



Title of your project;

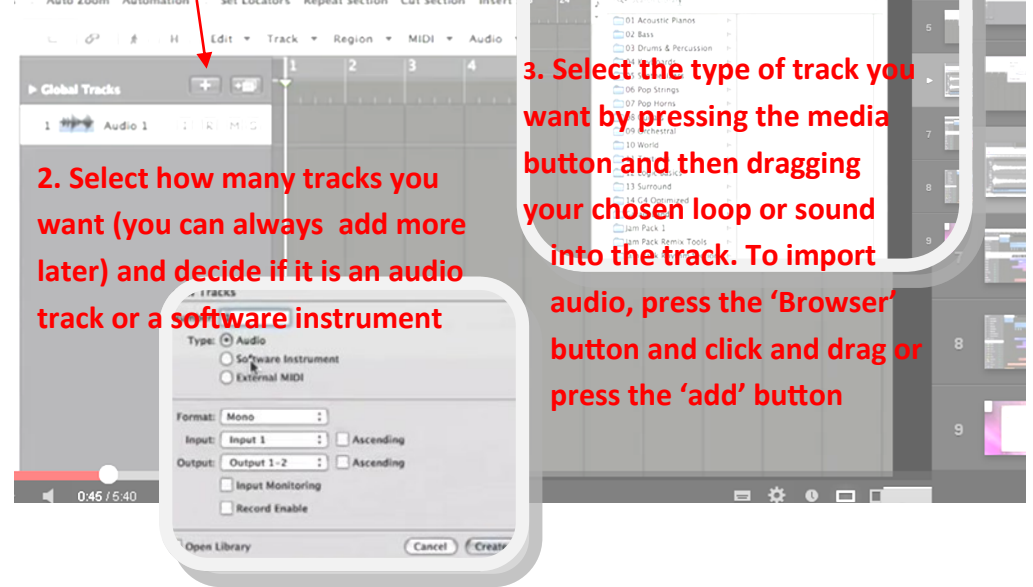
What instruments have you used, and why?

L4/5

What effects have you added to improve the overall performance, and why?

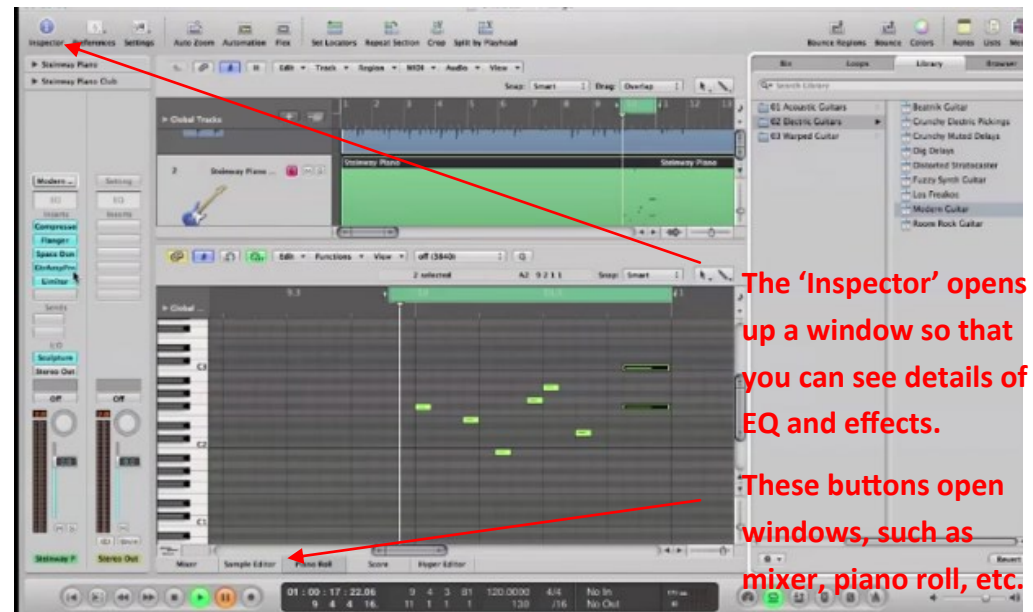
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1. On the left hand side of the screen press the '+' box to open up a new track



2. Select how many tracks you want (you can always add more later) and decide if it is an audio track or a software instrument

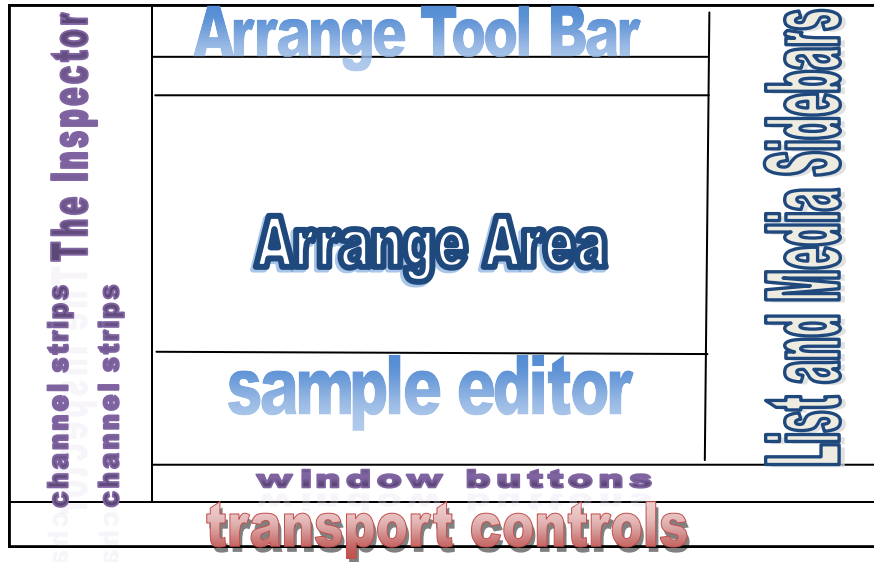
3. Select the type of track you want by pressing the media button and then dragging your chosen loop or sound into the track. To import audio, press the 'Browser' button and click and drag or press the 'add' button



The 'Inspector' opens up a window so that you can see details of EQ and effects.

These buttons open windows, such as mixer, piano roll, etc.

The Screen Overview



Select EQ for any track that you wish to amend



You can add effects like a guitar amp to change the tone of your “dry” guitar that you initially recorded



..and of course there are regular effects you can add to each track like reverb



To load internal synthesisers, organs, etc, press the input selector of the channel strip

Explanation of basic terms

Delay adding repeats of the sound as if it were played in a cave

Phaser giving a “whoosh” synthetic sound making it sound sci-fi! Indeed, the voice of C-3PO from Star Wars was created by taking the actor's voice and treating it with a phaser.

Flanger is similar to phasing but sounds like several ‘copies’ of the original sound played together out of time!

EQ stands for “Equaliser” and is several tone controls to remove or add more of frequencies like ‘high’, ‘mid’ and ‘low’.

Normalise If a sound was recorded very low level (very quiet), ‘normalising it’ brings it to the loudest it can be before it distorts.

Reverb makes the music sound like it was recorded in an echoic cathedral, or perhaps your bathroom!

Distortion is the horrible sound made when you record something too loud! Lead guitarists in rock bands, however, like the sound it makes!

Quantising is the process of ensuring notes are set exactly on beats or fractions of beats to fit in exactly with other tracks in the **Arrange Area**.