

tech note: intro to Garage Band

Garage Band lets you create your own original music by recording music (and/or mixing prerecorded loops) to build an arrangement, or song. These notes will get you started – use the **Help** menu for additional information.

STARTING A PROJECT

1. Open Garage Band and create a new project (**File → New**). Save it to your hard drive.
2. Choose your settings for tempo, time signature (how many beats per measure) and key. You can also change these later in the Master Track.

INSTRUMENTS

Sounds in Garage Band are categorized as instruments, and there are two types of instruments: **Real Instruments** (blue/purple) vs. **Software Instruments** (green). Real instruments are digital audio files displayed as waveforms. Software instruments are MIDI-based audio files displayed as notes, which can be edited extensively. To start, we'll be working with Software instruments only.

TRACKS

Music is arranged in tracks, and each track has a distinct instrument. Create a new blank track by clicking the plus button or click **Track → New Track**, then select an instrument.

The five icons on each track are Enable/Disable recording; Mute/Unmute, Solo/Unsolo, Lock, and Track Volume. The slider at the lower left (under Tracks) allows you to adjust zoom level for viewing.

RECORDING MUSIC

You can use the Garage Band keyboard (**Window → Keyboard** or apple key + K) to record music by clicking with the mouse. Click higher on the key for softer pressure, lower for harder pressure. Click & drag lower right to lengthen the keyboard, and use arrows on left & right to move up and down the octave range.

You can also use a real keyboard - each lab has one Mac set up with a MIDI keyboard. Music must be recorded in a Software Instrument track. Use the metronome to keep time while you record (**Control → Metronome**).

Click the red 'Record' button to start and stop recording. You can also press the 'R' key to start recording and the spacebar to stop.

MUSIC REGIONS

Each piece, or clip, of music in the timeline is called a region. Select a region by clicking on it. To select all regions in a track, click the track name at left. Click & drag upper right corner to lengthen (loop); click & drag lower right to shorten (cut). Lengthen without looping by click & dragging middle right; this creates empty space. Double-click to edit a region in the Track Editor.

EDITING TRACKS

Volume: To edit track volume, click the Track Volume icon (arrow) under the track name to show the track volume curve. Click & drag to adjust volume and set keyframes.

Instrument: Change a track's instrument by double-clicking the track name and selecting another instrument. (You can't change a track from a Real to a Software Instrument or vice versa).

Cut, Copy, Paste, Split: Cutting, copying & pasting regions are all available from the **Edit** menu. To cut a track region into pieces, position the playback head where you want to cut, and then click **Edit → Split** (apple key + T)

Track Editor: All other editing is done in the Track Editor, which you can hide and show by clicking the scissors icon to the right of the eyeball. The Track Editor opens automatically when you double-click a region. In the Track Editor, click the arrow to the right of the 'Region' header to show & hide 'Advanced' editing tools.

Transposing music means to shift it up or down to a different key, measured in half steps (e.g. transposing a C track 1 makes it C#, 2 makes it D).

Software Instruments (green) allow you to edit individual notes. Change timing by click & dragging notes horizontally; change pitch by click & dragging vertically. Make a note louder or softer by changing the **Velocity**.

MASTER TRACK

You can change the volume, key and tempo of the entire composition track by editing the master track. Select the track and click **Track → Show Master Track** (apple key + B). The purple line is a volume control; click on it to set keyframes and drag them up & down to raise and lower volume. Double click the Master track to change tempo and key.

****MAKE SURE YOU SAVE YOUR FILE TO YOUR HARD DRIVE****