Making Music with GarageBand
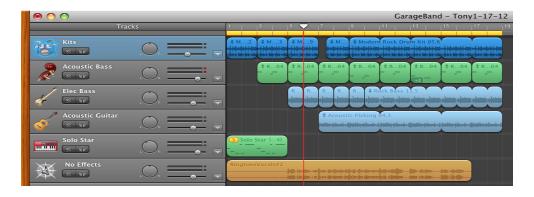
1. Teacher/Class/Learning Lab policies
    a. Restrooms across hall
    b. Kitchen down the hall
    c. Food/drinks on table, away from computers

2. Students & teachers introduce themselves
    a. What do people plan to use GarageBand for?
    b. Experience on Macs?

3. What is GarageBand and how can it be used
    a. Demo songs, edited versions of song clips for web sites
    b. Arranging, songwriting, lyric writing, looping
    c. Practice
    d. Scoring for movies
    e. Editing lectures or audio interview
    f. Making ring tones
    g. Sampling & remixing

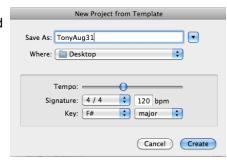4. Today we're going to create a Ring Tone (play ring tone)

5. Open Garage Band
   a. Each of these 9 options are just shortcuts to lay-out the various options in the program to cater to what you're about to do.
   b. Explain each of the 9 options for project presets, show Songwriting as example
      i. Electric Guitar, Voice, and Acoustic Instrument are designed to use real instruments, whereas the others default to software instruments
   c. Each template leads to preset GarageBand settings, but all have same tools and abilities.
   d. We're going to choose Loops
   e. Save as Your Name and Date on the Desktop. Review Tempo, Signature and change key to F# (these can be changed later, but its suggested that you pick and maintain a time-signature and key from the start).
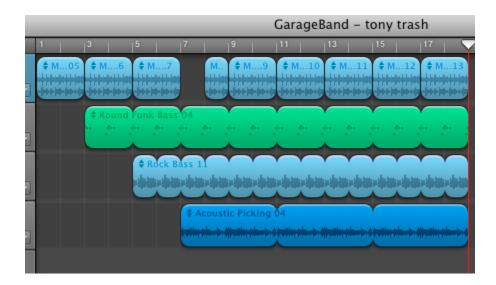   f. When it opens, re-size the window to fill more of your screen, by clicking the green dot in the top left corner

6. Basic GarageBand Interface
   a. At the Bottom: Ability to re-adjust the Key, Tempo, Time Signature
   b. Metronome: audio cue to help keep time
   c. Master track volume
      TIP: Hold mouse over anything on the interface and it'll tell you what it is
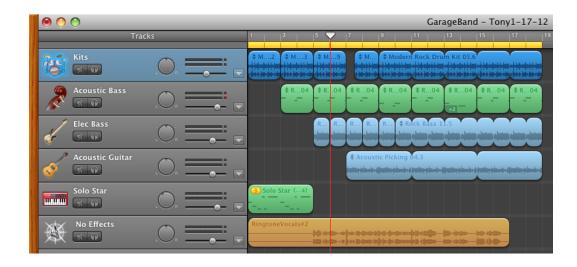

7. Loop Browser

a. Pick Drums, ==Modern Rock Drums 05==, move to timeline.
b. Extend via looping or copy/paste 9 loops (18 measures). In this case, copy & paste so that we can put a break in later. Loop will paste where playhead is (and when you have multiple tracks, on the selected track)
c. Zoom in and out on timeline using mouse and lever on the bottom left
d. Forward, back, play

8. Multi-Tracking: Adding another track

a. Reset your loops and Add ==Round Latin Bass 04== by dragging and dropping into the empty space beneath the drum track, beginning after one loop of the Drums (3rd Measure)
b. Extend loop, this time by dragging out the top right corner
c. Add ==Rock Bass 11 (or Rock Bass 14)== after First loop of the Latin Bass (5th Measure) Same short cut as used above for making the length match up to the drums about 30 seconds of content
d. NOTE: Blue loops represent sound recordings, while green loops represent MIDI information. With MIDI loops, individual notes can be modified by clicking on the scissor icon in the bottom left corner of the interface.
e. Your keyboard, for example, is a MIDI instrument. All software instruments record like the "green" loops, whereas acoustic instruments and vocals are recorded like the "blue" loops.
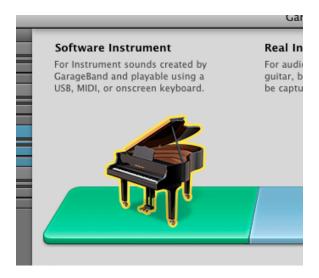
9. Track Editing
a. Add a Guitar Loop: ==Acoustic Picking 04-== this loop will start on the 7th measure
b. Review cut, copy, paste, and split regions (part of the sample) (in the Menu, Edit-Split)
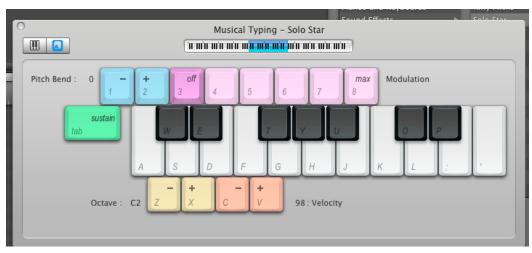   i. Create a brief break in the drums where the guitar started (half-measure)

  ii. <mark>If you're going to split a track or edit notes in just one part of a midi track, you'll want to extend those loops by copy-paste instead of extending.</mark>

10. Adding software instruments
  a. Create New Track (bottom left plus sign),

  b. Select Software Instrument

Software Instrument
For Instrument sounds created by
GarageBand and playable using a
USB, MIDI, or onscreen keyboard.

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c.   Select Instrument <mark>Synth Leads: Solo Star</mark>
d.   Turn Cycle Region on
   i.   We're going to try multiple takes to get the keyboard part right for the first 4 measures
e.   Record using mini/midi keyboard
   i.   You can also improvise using just the black keys
f.   Using on-screen keyboard: Window, Keyboard (explain low to high settings of the keyboard briefly)

g.   If you are using on-screen keyboard window, the keys are O-U-Y-T-Y-T
h.   It may be helpful to create a "count-in". Go to Control, then turn on Count-In
i.   Take as many takes as you need to get it right, cycling those first 4 measures over and over again. Click the yellow number in the top-right corner to select which take was best.

11. Track Editing

     a. Double click on loop, track editor appears (also can bring up by clicking bottom left scissors)

     b. Adjust individual notes to match the sample

12. Mixing: Adjusting Software Instrument Sounds
     a. Individual Track audio levels, including keyframes.
     b. Double click on track, Track Info appears
     c. Adding effects in Edit Tab

13. Track Info: Add New Track: Real Instrument
     a. View Track info
     b. Input source- if we are using a mic, mono or stereo mix. Monitor-off, on, on with no feedback protection.
     c. Recording level, adjust properly or activate the automatic level control.
     d. Instrument Icon- helpfull when you are working with several tracks or you just like to visually see the tracks labeled.
     e. Edit has presets for vocal, amp simulators, and has many audio effects that are great for adjusting the sound of .
         i.   Allows you to put Garage Band effects such as filters and control things like echo and reverb.

14. Recording Vocals (take a break, allow students to record independently)
     a. Have students record message/voice for ringtone
     b. Adjust Cycle Region: Select where we're going to re-record vocals (entire track), multiple takes
     c. You can always add effects to your voice in the Track Info, Edit tab
     d. Track editing for real instruments and voice
     e. Duplicate, add effects and have a section where vocals repeat ("Five, five, five...")

15. Media Browser:
     a. Audio- Use clips from iTunes, find file that you want and drag it over to the time line. Edit or add effects, make your own ring tones, sample clips,
     b. Photos: If you're making a photo slide-show for your music.
     c. Movies-Drop in your iMovie project in the time line and edit, adjust the volume, or add in your own sound track.

16. Saving project: Exported song will follow cycle region (if on) or from beginning to the purple end point
17. Zoom out enough to see the end of project/song. Set your end point to match the end of your song or audio
     a. Zoom in, make sure your End point is in the right place.

      b. Listen to one last time

18. Sharing your song/iTunes
      a. To export a portion of the timeline, turn the Cycle Region on, stretch across the portion you want to be your ringtone (max 40-secs). Otherwise, just align the purple end point arrow
      b. Share: Go through options, and we will do ringtone
      c. Post these awesome tones to the OMF FB page
      d. Put in Drop box so we can listen to each on teacher system.

19. Put your finished project in the public folder on your desktop. Once it's in there, Instructor can play your project for the rest of the class.

20. **Open Lab Work Time**
      a. Continue to work on your projects, create new projects/ringtones.

21. **Evaluation: go to denveropenmedia.org, "classes" tab, "resources" then "Class Evaluation Form"**

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