

library

barrington area

GarageBand

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What is GarageBand? GarageBand is a fully equipped music creation studio that allows you to play, record, mix, and export audio tracks.

Create a project

When opening the application, you are prompted to create a new project. Templates are convenient starting points. Choosing a template doesn't lock you into any style or project type. You can always add or remove tracks.

You can choose "Empty Project" as well. Here, you select the type of track you want to make, and where the sound will come from. Both templates and empty projects have a details area (Tempo, Key Signature, Time Signature, Input/Output). This can be changed once inside the track. You can also learn from the GarageBand lessons or choose a recent project.

Components of the Interface

Library Pane (change sound of selected track), Quick Help, **Smart Controls** (settings of each instrument), **Edit Pane** (editing selected recordings)

- Playback controls (rewind, stop, play, record, cycle/loop)
- Display area (bar, beat, bpm, key, time signature / can switch to time display)
- Cycle, Tuner, Count-in, Metronome

- Master volume slider
- Buttons to toggle windows (Notes, Loops, Media browser)

Track Panel Each track is an individual recording. Each has its own set of controls. These play simultaneously during playback. Has mute / solo buttons, input monitoring, volume control (crucial to mixing), pan dial. Can add or remove track options by right clicking (add lock button, etc.). Can be renamed.

Add a track

You must add a new track for every piece of sound you're recording. Can be done by clicking "New Track" button OR Menu Bar -> Track -> New Track selection. You must decide between:

- Software Instrument (MIDI - not sound, but data. Virtual Instrument. Green color.)
- Microphone / Line Input (Sing or play into a microphone. Actual audio. Blue Color.)
- Guitar / Bass (Plugging in an electric instrument. Actual audio. Blue Color.)
- Drummer Tool (One per Project. Yellow Color.)

Loops

GarageBand has 1000+ brief, pre-recorded snippets of music that were recorded by professional musicians. You can use these to create songs without playing anything (software instrument or real instrument) yourself.

Open the loop browser pane. The loops are divided into types of instruments and mood / genres. You can search for terms or select an instrument and genre to narrow down what's available to us. You can view loops by buttons or columns. Each loop has a "favorite" button, which makes them easy to find again later. You can preview loops before adding them to the track.

Loops are colored either blue or green. Blue means they were recorded on a real instrument. Green means they were created digitally with software instruments (you can edit them). If you want to use it in our song, drag it to the Track Panel. Blue loops can only be added to audio tracks, green loops can only be added to software tracks.

After adding a loop, it can be made longer, be matched to the chosen key and tempo, and the sound (from the library) can be changed.



Drums

To add drum tracks to the song, you can also choose to use the Drummer tool. This tool is more robust, customizable, and realistic than adding drum loops. The drummer changes dynamically based on the settings applied. You can change:

One Per Song:

- Style of music (Rock, R&B, etc.)
- Individual drummer within the style
- Kit (in the Library Panel)

One Per Region:

- Presets for the drummer (changes all the settings to the right)
- Simple / Complex + Loud / Soft
- Which drums are being played + complexity slider
- Fills and Swing levels



Playing Software Instruments

Software instruments are a bank of individual audio files that mimic real instruments. They are data, not sound. Information like note, duration, etc. is recorded. Things can be edited without being re-recorded. The info can be changed easily (different note, beat, instrument, etc.) since it's data. These appear green in GarageBand.



Recording Real Instruments

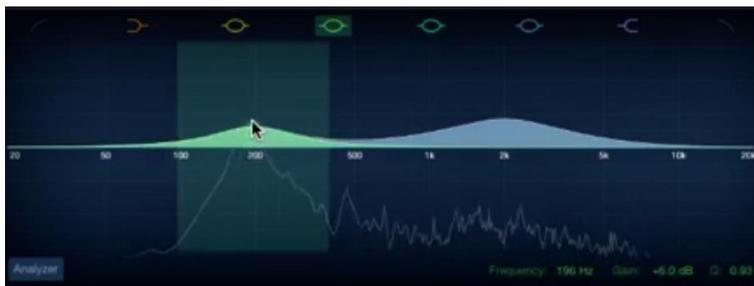
A real instrument or microphone can be connected to GarageBand to record music or voice. This can be done with a built-in microphone or audio input device. When adding one of these tracks, you must select this device as the input. This is found under Preferences -> Audio/MIDI -> Input / Output Device. You can trim recorded regions if you make a mistake, then record a second track over it.



Arrange, Edit, and Mix

Tracks can be arranged by section using the Track -> Show Arrangement Track feature (Intro, Verse, Chorus). Once sections are labeled, they can be rearranged. It's best to do this before vocals and leads are created.

To improve and enhance the sound of your tracks, you can adjust the Equalizer, or EQ. Each track has EQ settings, or volume controls for individual frequencies as opposed to entire track. It's great to experiment. The EQ Tools contain presets that can be helpful.



Mixing is the process of blending all the individual tracks in a recording to create a version that sounds as good as possible. This is done by adjusting the overall volume levels of each track using the volume faders and pan knob per track.

Export and Share

When you're ready to share our project with the world, or just need a copy outside of GarageBand, you can export the audio file. Files can be sent to iTunes, SoundCloud, be emailed, AirDropped, or saved to an external disk. Info can be added when exporting it (Title, Artist, etc.) and the quality of compression.

