



## Garage Band Mini Notes

### General Process (*Much is true for most editors, not just Garage Band*)

1. Start a new file and choose the time signature, key, and beats per minute.
2. The Grand Piano is usually the default track. Change it with to another instrument with Track Info. Usually pick bass & drum loops first. Modify them as needed & then bring in other tracks. 
3. Add audio tracks by dragging them onto the Garageband editing window.
4. Record new live instruments via computer audio inputs, or via external input devices. Options are generally microphones, or instruments that can plug in like electric guitars or keyboards.
5. Add melodies using a keyboard input device (external MIDI or on-screen) to play along with your rhythm tracks. The MIDI file will be recorded.
6. Edit notes and timing on software instruments loops.
7. Edit by transposing on real instrument loops.
8. Adjust audio effects for each instrument. 
9. Adjust the relative volume and pan of each instrument.
10. Adjust overall volume or volume changes through the song.
11. Add effects to each track or add effects to the whole mix.
12. Export to iTunes and you can drag the exported file out of iTunes to the desktop. iTunes preferences may have to be checked first, because you can set iTunes to import as AIFF, or as MP3 with compression options.

### Snapping

Turn on/off with Control > Snap to Grid

### Recording Live Sources

If you add a hardware source while Garage Band is running, you will need to restart the program and then use Preferences > Audio/MIDI to select the source.

You can record a mic or instrument connected to the computer by creating a new real instrument track. Choose Track > New Track > Real Instrument and then pick from the list of presets. For instance, if you plug in a guitar, the program will simulate the sound of a guitar amplifier.

Set the head placement, press Record. Watch the input meters on the track mixer.

### Effects and Compression

Use the Track Info palette to set effects based on general genres or manual adjustments. Effects are applied on playback, not recording. Open the dialog box and as the tune is playing, click on any track. The Track Info palette will change to show that track's info. Then adjust and listen.

(Ambient Vocals effect seems to pan around randomly.)

### Removing Part of a Live Recorded Track

Move the cursor to the beginning of the part to remove. Click and drag over the area. Press Delete.

### Rendering from Garage Band

Choose File > Export to iTunes

iTunes will import as AIFF or as MP3  
Use iTunes > Preferences > Advanced to set how it imports.

To find the song file, right-click on the song name and choose Show Song File. A window will open with the new sound file.

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### Working with Loops

#### Set the Key

In the New Song dialog, choose a key from the Key pop-up menu.

Note: You can change the key later in the Track Info window for the master track.

#### Loop Finding Loops: Show the Loop Browser

Click the Loop Browser button (the button with the open eye). The loop browser has two views: button view and column view.

## **Loop Finding Loops: Find Loops in Button View**


Button view features a grid of keyword buttons. You click a button to see the loops matching the keyword in the results list to the right. You can narrow your results by clicking multiple buttons.

Real Instrument loops (blue regions) require less processing power for playback than Software Instrument loops (green regions). Using Real Instrument loops allows you to use more tracks and effects in your song, especially for songs with many loops. You can change real loops into software loops (but wait until you're done editing them). Of course if you have enough processing power this may not be an issue.

## **Finding Loops: Add a Loop to the Timeline**

Drag the loop from the loop browser to an empty part of the timeline where there is no track. A new track of the appropriate type is created, and the loop is added to the new track

## **Loop Edits: Change Underlying Chord**

Click on an instance of the loop in the timeline and Use Transpose in the track editor . This is a half-step transposer. (The usual musical steps people like to hear on this scale are 2, 4, 5, 7, 9.)

To see the Loop Browser, choose Control > Loop Browser

## **Play Along – Create a Melody**

Insert something like a grand piano. Make certain the keyboard is showing (Window > Keyboard)

Press the record button (red dot) and play along. Don't worry about a mistake, as can correct later.

## **Loop Edits: Editing the Notes in Loop Browser**

From scratch: Apple + Click in a grid cell in the loop browser to place a new note.

Move the note up or down or sideways. Drag the right side to lengthen or shorten it.

Then set the velocity slider to how loudly you want the note struck.

## **Loop Edits: Splitting Regions**

You can split a region in the timeline. Splitting a region lets you start playing the region from a point other than the beginning, or use parts of a region in different places in the timeline.

1 Select the region you want to split.

2 Move the playhead over the point in the region where you want to split it.

3 Choose Edit > Split.

## **Loop Edits: Joining Regions**

You can join multiple regions into a single region. To be joined, the regions must be adjacent to each other on the same track, with no space between them.

Real Instrument regions from loops (blue) can't be joined. Recorded Real Instrument regions (purple) can only be joined to other Real Instrument regions, and Software Instrument regions (green) can only be joined to other Software Instrument regions.

Make sure the regions are the same type, on the same track, and adjacent to each other.

## **Loops: Copying a Loop Region**

Either cut and paste (It will paste in at the cursor/playhead) or hover over the left end until a little loop arrow shows and then drag it to extend as far as needed.

## **Loops: Clipping a Loop Region**

Move the cursor over the left or right edges of the loop bounding box ("region") until a short vertical line with an arrowhead appears. Drag the line to expand or contract the loop.

## **Loops: Renaming a Particular Region**

Click the region in the timeline to select it, then click the Track Editor button. Enter the name in the box.

## **Loops: Duplicating Regions for New Instruments**

Create a new track and assign an instrument to it.

Put the play head in the general vicinity of the point you want the new instrument to come in, and Cut and Paste a region from a different track into the new instrument track. Rename the region in the new track.