

Logic 100 Course Outline (2 Day)

Lesson 1. Make Music with Logic Now!

- Opening Logic
- Exploring the Interface
- Starting a Project with Apple Loops
- Navigating the Project
- Building an Arrangement
- Mixing the Song
- Exporting the Mix

Lesson 2. Recording Audio

- Setting Up Digital Audio Recording
- Recording a Single Track
- Recording Additional Takes
- Recording Multiple Tracks
- Punching In and Out
- Changing Recording and Metronome Settings

Lesson 3. Editing Audio

- Comping Takes
- Assigning Mouse Tools
- Editing Audio Regions in the Arrange Area
- Deleting Unused Audio Files
- Editing an Audio Drum Loop

Lesson 4. Recording MIDI

- Recording MIDI
- Quantizing MIDI Recordings
- Merging Recordings into a MIDI Region
- Recording MIDI Takes
- Recording a Performance in Play Mode
- Using Punch Recording
- Using Step Input Recording
- Filtering Incoming MIDI Events

Lesson 5. Programming and Editing MIDI

- Programming in the Piano Roll Editor
- Editing a MIDI Recording
- Using the Score Editor
- Editing Notes with a MIDI Keyboard
- Editing MIDI Continuous Controller Events
- Editing in the Event List

Lesson 6. Programming Drums

- Programming a Drum Pattern in Ultrabeat
- Humanizing the Groove in the MIDI Editors
- Creating a Snare Roll Using the Hyper Editor

Lesson 7. Manipulating Tempo and Time Stretching

- Matching the Project Tempo to an Audio Region's Tempo
- Working with Apple Loops
- Making Audio Files Follow the Project Tempo
- Inserting Tempo Changes and Curves
- Time Stretching an Audio Region

Lesson 8. Arranging and Preparing for the Mix

- Previewing the Song
- Using Existing Material to Fill In Parts
- Adding and Deleting Sections
- Muting Elements
- Cleaning Up Noisy Recordings

Lesson 9. Mixing

- Previewing the Final Mix
- Adding Effects
- Adjusting Levels
- Choosing Pan Positions
- Choosing EQ Settings
- Using Delay and Reverberation
- Using Dynamic Processing Plug-ins
- A Few Tips and Tricks

Lesson 10. Automating the Mix and Using Control Surfaces

- Creating and Editing Offline Automation
- Recording Live Automation
- Using Control Surfaces
- Exporting the Mix

Lesson 11. Scoring Movies

- Opening a Movie and Choosing Settings
- Writing the Score
- Saving a Movie with the Score

Lesson 12. Troubleshooting and Optimization

- Making Backups
- Solving Audio and MIDI Routing Problems
- Optimizing Hardware Performance
- Addressing Unexpected Behaviors