

Demo: Logic X

Logic is Apple's professional sound production software (Garageband is the consumer version) and is a complete DAW (Digital Audio Workstation). Logic has a vast library of software instruments that are built out of in-house synthesizers, samplers, and virtual vintage instruments. With logic you can build a composition from the ground up, add effects and filters and complete it with mixing and mastering tools. Logic also has sound to picture capabilities which allows you to score a film or video inside the Logic environment.

Logic getting started:

- File new
 - Templates
 - Pre-defined working environments
 - Hip Hop, Electronic, Songwriter, Orchestral, Multi-Track, Music for Picture
- Choose Empty Project
- New Tracks
 - Software Instrument
 - Virtual instruments
 - Library of pre-built instruments
 - Build from ground up
 - Midi notes
 - Audio
 - Real instruments (vocal)
 - Samples
 - Audio waveforms
 - Drummer
 - Drum AI
 - External MIDI
 - Musical keyboards
 - MIDI devices
 - Guitar or Bass
 - Real instruments (electric guitars or bass)
 - Number: (number of tracks you want to add)
 - Details
 - Create

Save As:

- Logic creates a project folder or package automatically for you
 - .logicx extension
 - Include assets
 - copy external files to project folder
 - copy movie files to project folder
 - Save

Ultrabeat Drum Machine:

- Create a new software instrument track
 - Details > uncheck “open library”
 - Instrument channel strip > instrument > ultrabeat
 - Choose drum kit
 - Create sequences using step sequencer
 - Drag sequences to arrange window

Other Software Instruments:

- Create a new software instrument track
 - Choose pre-built instrument from library
 - Example: keyboards > Organs > Classic Soul
- Audition sound
 - Window > Show Musical typing
 - Turns typing keyboard into virtual midi keyboard
 - Use up and down arrow keys to cycle through different sound libraries

Recording Software Instruments (MIDI):

- Select track you want to record onto
 - Activate “arm” button (R)
 - Choose to have metronome (click) play or not
 - Move playhead to beginning of playhead
 - Turn on “cycle”
 - Adjustable green bar at top of arrange window
 - Press record
 - Logic will automatically give a one measure count-in
 - Overdub
 - Press stop

Editing Midi:

- Double click track region or open “Piano roll” with region selected
- Add, alter, or delete midi notes
- Quantize
 - Select all notes
 - Choose Quantization at top of channel strip.

Loops:

- Media > Loops
 - Select “genre”
 - Audition loop by clicking on it
 - Green loops = midi
 - Blue loops = audio
 - Drag loop into arrange window
 - Underneath existing tracks
 - Logic automatically creates a new track

Mixing:

- Open Mixer Panel
- Adjust volume levels of each track to “play nice” with one another.
- Final EQ on master channel strip.
- Make sure the master meter is not clipping

Exporting Finished Sound file:

- Make sure cycle, mute, and solo buttons are turned off
- Move “end cap” in timeline to end of song
- File > Bounce...
 - Save as > replace “Output 1-2” with song title
 - Destination
 - PCM
 - File Format: AIF
 - Mp3
 - Bounce