

Getting Started (Practice)

Creating a New Song

1. Start *GarageBand*. If the *GarageBand '08* window does not appear, pull down *File to New*. When it appears, click **Create New Music Project**.
2. In *Save As*, name your song (note the folder location) and click **Create**.
3. Briefly try out the keyboard. Then click the red close box on the keyboard window.

Auditioning and Adding a Loop

1. Click the *Loop Browser* button (eyeball) on the Control Bar (1.4). Move the cursor over the gray area of the control bar, and when it changes to a hand, click and drag upward.
2. Click either *All Drums* or *Beats*.
3. “Audition” drums or beats loops by clicking them in the loop list (5.6) in the lower right. (To end each audition, click loop again.) Adjust the loop volume if desired with the volume slider (5.5), which is below the genre/mood selections.
4. Select a Real (blue) loop and drag it to the empty part of the timeline (1.3) below the default track. When the new track appears, the loop has now become a “*region*”.
5. If the region is not positioned on the timeline to start at the first measure, drag it to the left.
6. Click the “Rewind” button on the VCR controls (4.5) on the Control Bar and click *Play*.

Looping a Region

1. “Loop” the region by pointing to the right edge of the upper half of the region and when the pointer changes from an arrow to a circular arrow, drag right to the end of measure 12. (Notches (2.6) on the top and bottom of the extended region show the beginning and ending of each repetition.) (**Note:** Most music utilizes rhythm patterns that last a multiple of four measures on the timeline (2.3).)
2. Rewind the composition. Play by hitting the spacebar and stop by hitting the spacebar again. Notice the movement of the playhead (triangle (2.4) along the Beat Ruler (2.2).)
3. Practice moving the playhead to a different location in the composition by dragging it.

Note: In looping a region, it is important to point to the upper half of the right edge. If you point to the lower half, it may lengthen or shorten the region instead of looping it.

4. Try it out. Click the Reset button and select any green loop (any instrument). Drag it to the empty part of the timeline (below your first track.)
5. Point to the right edge of the lower half. The pointer changes to a “line with two arrows.”
6. Click and drag to the right. Rewind and click play to notice that when lengthened, silence is added to the end of the region, creating a “rest.” (This only works with green regions.)
7. Again point to the right edge of the lower half and drag back to the left, past the original “end” of the region. Rewind and click play to notice that when shortened, only the visible portion of the region plays. (This works with both types of regions.)
8. Delete this track by pulling down *Track to Delete Track*.
9. Save your composition by pulling down *File to Save*.

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Software vs. Real Loops

The notes of Software (Green) loops can be edited and/or the track can be converted to other instruments. Because they can be edited, they take up considerable more memory and to the composition's file size.

Since Real (Blue) loops require less processing power for playback allowing for the use of more tracks and effects, they are more desirable (if no loop editing is to be done.)

Software loops can be converted to Real regions. Real loops can be added to an existing Real track, but not to a Software track. Software loops can be added to either one, but are converted when added to a Real track.

Modifying Notes of Software (Green) Loops

1. Click the *Reset* button in the *Loop* menu.
2. Audition and select any Software (green) instrument loop.
3. Solo this track by clicking the headset icon that is the third of the five track controls (3.5).
4. Click the Loop Editor button (4.3 - looks like scissors) on the Control Bar.
5. In the *Advanced* column, select *Notes* (7.5) from the top popup menu.
6. In the *Region* column, select the musical note button (7.4 - towards the bottom.)
7. When musical notes appear in the *Edit Notes* section (7.6), drag the notes to new locations.
8. Rewind and click the play button to hear the modified results. (Don't worry if it doesn't sound all that great. We'll be deleting it soon.)

Changing Instruments of Software (Green) Tracks

1. Double click the track in the *Tracks* list (1.1). When *Track Info* opens, select a different instrument (6.3). (If a dialog pops up asking about saving, click *Continue*.)
2. Click the play button to hear the results.
3. Delete this track by pulling down *Track* to *Delete Track*.

Converting a Software (Green) Loop to a of Real (Blue) Loop

1. Click the *Loop Browser* button (eyeball) on the control bar and click the *Reset* button in the *Loop* menu.
2. Before you select the same or another Software (green) loop, hold down the option key on the keyboard and continue to hold it down while dragging the loop to the empty part of timeline below existing tracks. Notice that it turns into a Real (blue) region.

Modifying Effects of Real (Blue) Region

1. Solo this track (headphones) and click the Track Editor button (scissors). With Real (blue) loops, you only modify the entire region, not individual notes. Adjust *Pitch* and *Timing*.
2. Rewind and click the play button to hear the modified results. (Don't worry if it doesn't sound all that great. We'll be deleting it soon.)
3. Double click the track in the *Tracks* list (1.1). When *Track Info* opens, select a different instrument (6.3). (If a dialog pops up asking about saving, click *Continue*.) Notice that with Real (blue) tracks, when you select a new "instrument" it modifies the effects of the entire track, but does not change to that new instrument.
4. Rewind and click the play button to hear the effects.
1. Delete this track and save your composition.