

Building the Song (Practice)

Building the Song

1. Audition a Real (Blue) Bass loop. Drag it onto the end of the existing drums track.
2. Delete the added region by clicking it and pressing the Delete key.
3. Now drag it to the appropriate place under the existing tracks to create the Bass Track.
4. Drag the Bass region so that it begins later than the existing track (measure 2, 3, or 4).
5. “Loop” the region to repeat it once (total of 2 loops).
6. Duplicate the region by holding down the option key and dragging the loop to the right. Drag it far enough to the right to create a “rest” of at least 1 measure.
7. Rewind and click the play button to hear the results and save your composition.

Adjusting the volume of track

1. Audition loops, select the instrument of your choice, and drag to the composition.
2. Drag this region so that it begins at the same place as the first Bass region and “loop” it so that it ends at the end of the second Bass region.
3. Mute the drums track by clicking the speaker icon (second of the five track controls (3.5).)
4. Lower the entire track volume of the newly added track by dragging the volume control on *Mixer Controls* (3.6).
5. Click the down arrow icon (last of the five track controls (3.5)) to show the row for the volume curve. Verify that *Track Volume* (3.4) is selected in the *Track* column.
6. Click the volume line slightly before the spot on the timeline where the first Bass region ends. A little ball will appear to mark the spot.
7. Click again slightly to the right and drag the new ball all the way up.
8. Repeat steps 6-7 at beginning of the spot on the timeline where the second Bass region begins so that the line is “lowered” when this region begins.
9. Unmute the drums track by clicking the speaker icon on the *Track Controls* again.
10. Rewind and click the play button to hear the results and then save your composition.

Adjusting the balance (pan) of a track

1. Audition loops, select the instrument of your choice, and drag to the composition.
2. Drag this region so that it begins at an appropriate place and loop it as desired.
3. Solo this track by clicking the headset icon that is the third of the five track controls (3.5).
4. Click the *Track Panning Dial* in the *Mixer Controls* (3.3) and drag all the way to “L”.
5. Click the down arrow icon on the track controls (3.5) and select *Track Pan* from the *Track Volume/Pan* menu.
6. Click the pan line slightly before the spot on the timeline where you want the music to begin panning to the right speaker.
7. Click again slightly to the right and drag the new ball down.
8. Repeat steps 2-3 at farther along the timeline to switch the balance back to the other speaker.
9. Unsolo this track by clicking the headphone icon on the *Track Controls* again.
10. Click the play button to hear the results and save your composition.