GarageBand How-To

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Midnight Music
GarageBand How-To

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Starting a New Project

Open GarageBand and click on **New Project** and choose your project type. Most are self-explanatory and its not the end of the world if you choose the wrong one!

Next:

- Give your project a title
- Select the tempo, time signature and key signature settings
- Click Create
LCD Display

The LCD display at bottom allows you to view five different modes: Time, Measures, Chord, Tuner and Project.

Zooming

To zoom the project area in and out, you can use the zoom slider which appears at the bottom of the track header area.

Using Loops

Searching for loops

- To see the GarageBand loop library, click on the Loop library button
- You can use the buttons at the top to narrow your choices: select loops by style, mood or instruments.
- Click on the loop name to hear it playback

Adding a loop to your project

- When you’ve found one you like, drag it into the project area.
• GarageBand will automatically create a new track.

• Each loop or snippet of music that appears in your GarageBand project is known as a **Region**.

**Reset the loop browser**

When you search for your next loop, the previous search will still be active (ie. you’ll only see the loops that were relevant to the last search).

To reset the loop browser, click on the Reset button at the top.

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**Playback**

You can play back the movie in a number of ways:

- Click on the playback buttons on the screen
- Use the **Space bar** to start and stop playback
- Use the **Home** and **End** keys to jump to start or finish
- Use the right and left **arrow keys** to move through the movie in small increments
- The size of the increment depends upon the zoom level you’re working in. Zoom in using the **slider** under the Track Headers area. Arrow left and right again to see the effect

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**Adding Sound Effects**

**A Word About Snapping**

Snapping is a feature that causes loops or recorded audio to “snap” to the beginning of a bar, or to a specific beat. This is highly useful when you’re doing a music project since you’ll nearly always want the music to adhere to bars and beats in a song.

However, if you are working on podcasting, storytelling, or adding sounds effects to a film scoring project, it’s unlikely that you’ll want snapping enabled since dialogue and sound effects don’t conform to bars and beats.

You can turn snapping off by going to **Control > Snap To Grid** (make sure it is unchecked)

In a musical project you can also adjust the snapping increment by zooming in or out.

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**Adding a software instrument**

**Add a new Software Instrument track**

- Go to **Track > New track** and choose **Software Instrument** and then click **Create**
- A new track will be created with the default Grand Piano sound
**Change instrument sound**

To change the instrument sound:

- First, open the Musical Typing window by going to Window > Musical Typing. This allows you to play notes by using the keys on your computer keyboard.
- Bring up the Track info pane by selecting the new track you just added and clicking on the “I” information button.
- Select an instrument family on the left-hand side of the panel.
- Then select a specific instrument within that family on the right-hand side of the panel.
- Press the letters A – L on your computer keyboard to audition different sounds.

![Software instrument panel](image)

**Recording a software instrument**

**Prepare to record**

- Before you record, make sure the Musical Typing window is open, or that you have access to a MIDI keyboard.
- If you're going to play something musical (in time to a beat), go to Control > Metronome and then Control > Count-in to turn on those options. If you're going to play something non-musical (like sound effects) then turn those options off.

**Record some music**

- Make sure the instrument track is selected.
- Rewind the playback line to beginning (or move it to the place you want to start recording from).
- Press the Record button, wait for the count-in bar (if applicable) and then record the part.
Recording a drum pattern

The steps for recording a drum part are essentially the same as the Recording a Software Instrument instructions, but there are a couple of other things you should do:

Prepare to record

- Before you record, make sure the Musical Typing window is open, or that you have access to a MIDI keyboard

- Locate the kick, snare and hi-hat sounds! Make sure your Musical Typing keyboard is using the C1 octave. The kick can then be triggered with the A key on your computer keyboard, the snare with the S key and the closed hi-hat with the T key

- Make sure the Metronome and Count-in are turned on: go to Control > Metronome and then Control > Count-in

- Go to GarageBand > Preferences and under the General settings, make sure Cycle Recording is checked. This allows you to play each part of a drum pattern (ie. the kick drum, the snare, the hi-hat) one at a time while recording instead of having to play them all simultaneously. GarageBand will then merge all the recordings together

Set up the cycle region

When recording drum patterns, it's a good idea to record just one or two bars. You can then drag the end of your recorded region to make the pattern longer. To record the pattern, we'll set up a one or two-bar cycle which GarageBand will play over and over. On each “pass” of the cycle you can record a different part of the drum pattern.

- Click on the Cycle Region button located to the right of the LCD display. A yellow bar will appear in the Timeline

- Adjust the length of the yellow bar by dragging the end. I usually suggest making the cycle region two bars long

Record the pattern

- Make sure the drum track is selected

- Rewind the playback line to beginning of the yellow cycle region
• If you do not feel confident about playing the drum pattern at the project tempo, slow the tempo down first, before hitting the record button!

• Press the **Record** button, wait for the count-in bar and then record the kick drum part

• When the playback line returns to the beginning of the cycle region, play the snare part

• When it returns to the beginning again, play the hi-hat part

It doesn’t matter if you don’t start playing each part straight away, one after the other, just wait for the beginning of the cycle region and then play. You can even stop or pause the recording and then start recording again

**Quantize**

You can quantize the drum pattern to even-up any uneven playing:

• Double-click on the drum pattern region to open the Editor

• Under Quantize Note Timing, select an appropriate value from the drop-down menu (usually 8th or 16th notes)

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**Recording a speaking or singing track**

To record a speaking or singing track:
• Add a new track by clicking on the New Track button (looks like a plus sign - bottom left of the screen)

• Choose Real instrument

• A new track will be added to your project called “No effects”

• Open the track information, click on Vocals in the left column

• Choose an appropriate vocal effect from the list on the right

• If you'd like to hear the effect while you record (particularly useful for singers because it will make you sound as though you're in a room with a nice acoustic), make sure Monitor is set to “On” and put headphones on your singer

• Using voice effects can also give students a boost in confidence - they're more comfortable recording their voice when it sounds different, or is disguised a little!

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**Delete a track**

To delete a track:

• Select the track

• Go to Track > Delete Track or use the shortcut Command+Delete

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**Editing Regions**

**Increase the length of a loop**

• You can lengthen a loop by hovering your mouse at the top right corner until you see a circular arrow. Click and drag your mouse to the right to increase the length

**Trim (or Resize) a Loop**

To edit a loop:

• Select the region (loop) and hover the mouse at bottom right of the region until it turns into the **Resize pointer**

• Click and drag to the left to shorten the region
• You can also shorten the region by editing the audio file in the Edit window where you can see more detail

**Copy and paste loops**

• Select a region

• Press ⌘C to copy it

• Place the playback line at the destination point

• Paste by pressing ⌘V

**Split**

• Select the region you want to split

• Place the playback line (cursor) at the point you want to split the region

• Go to Edit > Split

**The Edit window**

To edit regions in more detail, you can use the Edit window.

• Select the track you wish to edit

• Click on the scissors button beneath the track headers area

• The selected region will appear in detail at the bottom of the screen

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**Editing MIDI**

**Edit notes**

To edit a MIDI region (correct mistakes, or add new notes):

• First select the region

• Open the Edit window

• Make sure the part you want to edit is showing in the Editing window at the bottom of the screen. You may need to scroll up or down until you can see the MIDI notes

Select a note and then:

• Drag it up or down to change the pitch

• Drag it left or right to change the rhythmic position

• Shorten or lengthen the note by dragging the end

You can select more than one note by Shift-clicking on each one and edit them all simultaneously.
Transpose
Groups of notes can be transposed in the Editing window

- Select all the notes in that loop by clicking and dragging a box around them (they should all be bright green)
- Drag one of the notes up (all the other notes will move up simultaneously)

Fade-ins and Fade-outs (Track and Project Volume)

Varying the volume of the overall project

- Go to Track > Show Master Track
- You can click on the Volume line to add “points”. Drag the points up or down to vary the volume

Varying the volume on a single track

- You can fade SFX and music in or out by adding a “volume envelope” to that track
- Click on the small triangle under the track name (View/hide automation). The track volume info will appear.
- Click on the volume line to create points and drag the points up or down to adjust the volume level

Adding Markers or Chapters

When doing film scoring or podcasting, you can identify Chapters to keep track of different sections of your project.

To add a marker, identify the exact moment that you want the marker to appear

- First of all, turn off Snap to Grid by going to Control > Snap to Grid
- Zoom in using slider under the Track headers area if you haven’t already
• Play through the project and press the space bar at the moment you want the marker to appear. To fine-tune the position of the playback line, “scrub” through project backwards or forwards frame by frame using the arrow keys until you find exact moment

• Press P (which stands for hit point, but which GarageBand terms a “marker”). A yellow triangle will be added to the timeline, just above the movie track

• Click on marker name in Edit window and rename it

<table>
<thead>
<tr>
<th>Time</th>
<th>Still Frame</th>
<th>Chapter Title</th>
<th>URL Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>00:00:04:00</td>
<td></td>
<td>Dog bark</td>
<td></td>
</tr>
</tbody>
</table>

Creating your own loops

Using a part of an existing loop #1

• Trim the ends of an existing loop to create a shorter version

• While it is selected, go to Edit > Add to loop library

• A window will open and you can name the loop, classify it and choose mood descriptors (it’s a good idea to do this because it will be easier to find the loop in future projects)

Using part of an existing loop #2

• Select a portion of loop in the Edit window at the bottom

• Listen to it to make sure you’ve selected the right part

• Click on it again – the selected portion will be separated from the remainder of the loop

• While it is selected, go to Edit > Add to loop library

• Give the new loop a name and tags etc

Making a new loop from scratch

• Record some music (either by recording a live instruments, or a software instrument)

• Trim the loop to make sure you have exactly the part you want

• While the loop is selected, go to Edit > Add to loop library

Importing extra loops into GarageBand

You can download loops free from the internet, or even open loops from other programs such as Acid Music Studio and then import them into GarageBand.

Adding loops one at a time

• Open GarageBand and start a new project (or open an existing one).
• Click on the loops browser button
• Open the Finder window and resize it so that you can see both the Finder and the Loop browser in GarageBand
• Locate the loop you want to import and drag it from the Finder onto the Loop browser (a small green plus sign will appear on the loop you’re dragging)
• When you let go, a window will open, allowing you to give the loop a title and some tags. When you’re done, click Create and the loop will be saved into your loop library

Adding a folder of loops
• You can also add an entire folder of loops to GarageBand.
• Locate the folder of loops in the Finder
• Drag the folder from the Finder onto the Loop browser
• GarageBand will ask you whether you want to use the loops from their current location or whether you’d like to copy the loops to the Apple Loops folder. Choose Copy To Loops folder

Sharing loops with students

Location of loops on your Mac
• On newer Macs: Macintosh HD > Library > Audio > Apple Loops > Apple > Apple Loops for GarageBand (for music) and iLife Sound Effects (for sound effects)
• On older Macs: Macintosh HD > Library > Application Support > GarageBand

To share loops with students
• First locate the loop: open the Finder and go to Home (your username) > Library > Audio > Apple Loops > User loops
• Once you’ve found the loop, you can share it with students the same way you’d share any file: put it on a USB flash drive, burn it to CD, email it (if it’s small) or put it on your school network drive
Region colours

About different region colours
Each region has a specific colour which indicates what type of region it is:

- Green – MIDI software instrument
- Blue – audio loop (an Apple loop or sound effect)
- Orange – imported audio
- Purple – real instrument recording (something you recorded through a microphone)

Exporting a project

- Go to the Share menu and choose one of the options.
- Export Song to disk allows you to save your project as an MP3 file on your computer hard drive.
- Sharing the project to iTunes will send the song or podcast straight to your iTunes library.