

Course Outline

Introduction to Logic Pro X 10.3 Professional Music Production

Duration: 3 Days

COURSE INFORMATION

This course is designed to provide students with the ability to record, arrange, mix, produce, and polish music. Project-based instructions teach everything from basic music creation to sophisticated production techniques. You'll learn to record audio and MIDI, create and edit sequences, and master mixing and automation techniques such as submixing with Track Stacks or the practical uses of true stereo panning. You will create both acoustic and electronic virtual drum performances using Drummer tracks with Drum Kit Designer and Drum Machine Designer. You'll use Logic Pro X MIDI plug-ins and Smart Controls to control software synthesizers from a MIDI controller or an iPad. Flex Time will allow you to precisely edit the timing of notes inside an audio recording, and you'll explore Flex Pitch to correct the pitch of a vocal recording. Finally, you'll mix, automate, and master a song, using plug-ins to process only selected sections or entire tracks, giving your audio creations the final polish needed to achieve a professional sound. Upon completing the course, you can become Apple Certified by passing the Logic Pro X 10.3 certification exam at Transmedia.

OBJECTIVES

Upon completion of the Logic Pro X course, students will be able to:; Understanding Workflow Techniques; Recording and Editing Audio and MIDI Using Software Instruments; Working with Audio Effects; Mixing and Automation; Manipulating Pitch and Time

AUDIENCE

This class is designed for students who want to learn music production and composition using Logic Pro and who prefer hands-on and interactive instruction to best explore its functionality.

PRE-REQUISITES

A basic knowledge of Mac OS X and a basic knowledge of audio terminology is recommended

Course outline

Making Music with Logic Pro

- Creating a Logic Pro X Project
- Exploring the interface
- Navigating the Project
- Building up the arrangement
- Mixing the song
- Mixing down to a stereo file

Recording Audio

- Digital Audio Recording Settings
- Recording a Single Track
- Recording Additional Takes
- Punching in and out
- Changing Recording Settings
- Deleting Unused Audio Files

Editing Audio

- Assigning Mouse Tools
- Editing Regions in the Workspace
- Adjusting Metronome Settings
- Comping Takes
- Adding Fades and Crossfades
- Editing Regions in the Audio Track Editor
- Editing Files in the Audio File Editor
- Aligning Audio

Producing a Virtual Drum Track

- Creating a Drummer Track
- Arranging the Drum Track
- Customising the Drum Kit

Recording a MIDI and Using Controllers

- Using a Patch from the Library
- Recording MIDI,
- Correcting the Timing of a MIDI Recording
- Joining Recordings into a MIDI Region
- Recording MIDI Takes
- Punching In and Out
- Creating a Layered Sound Patch
- Creating a Split Keyboard Patch
- Mapping Smart Controls to Patch Parameters
- Controlling Logic from an iPad Using Logic Remote
- Using Step Input Recording
- Processing MIDI Notes with MIDI Effects

Creating and Editing MIDI

- Creating MIDI Notes in the Piano Editor
- Creating MIDI Notes in the Score Editor
- Importing a MIDI File
- * Editing MIDI Data in the Event List
- Creating and Editing MIDI Continuous Controllers

Editing Time and Pitch

- Setting a Project Tempo by Detecting the Tempo of Recording
- Using and Creating Apple Loops
- Creating Tempo Changes and Tempo Curves
- Adding a Turntable or Tape Slow-down Effect
- Making One Track Follow the Groove of Another Track
- Change the Playback Pitch and Speed with Varispeed
- Editing the Timing of an Audio Region
- Tuning Vocal Recordings

Editing an Arrangement

- Previewing the Song
- Copying Material to Fill in Parts
- Rendering Multiple Regions
- Adding and Deleting Sections
- Cutting Regions to Remove Silence or Noise

Mixing

- Organising Windows and Tracks
- Using the Amp Designer
- Adjusting levels and Pan
- Submixing Tracks and Processing the Submix
- Using an EQ Plug-in
- Using Delay and Reverberation
- Using Dynamic Processing Plug-ins
- Using a Few Tips and Tricks

Automating the Mix

- Creating and Editing Offline Automation
- Recording Live Automation
- Using MIDI Controllers
- Bouncing the Mix

Certification Exam (Optional)

- Students take an exam to earn Apple Certified Pro-Logic X status