

ELEM 045 - Apple Loops Project

Logic comes with a vast set of free audio and software instrument loops. They are a great resource when starting to use Logic. Your task is to make a practice soundscape using these loops and some audio recorded around the university. There are two types of apple loop: audio loops and software instrument loops. Audio loops are audio regions which are time stamped so that the tempo can be varied. Software instrument loops are MIDI files with an associated software instrument.

Using Apple Loops

To access the loops click on **Media** → **Loops**. You can search and filter through the loops and those which meet the criteria are displayed in the table below. Those shown in blue are audio loops and those in green are software instrument loops. If you select a loop it will play at the same tempo as the current Logic project. This is a useful way to try new loops out with current song because they will automatically synchronise.

To add a loop to the project simply drag it from the loop table to the arrange window. There are a few important things to know.

- If you drag a loop onto the empty space beneath all of the tracks it will create a new track of the relevant type i.e. audio or software instrument.
- If you drag an audio loop onto a software instrument track it will not play.
- if you drag a software instrument loop onto an audio track it will render the MIDI onto an audio loop.

Apple loops are a great way to get a new project moving quickly but ideally you want to put your mark on what you're producing. There is a lot that you can do with the software instrument loops. You should experiment with changing the instrument used, editing the MIDI data in the piano roll and using the transformation tools discussed previously. The loops are particularly useful if you need to get a drum beat going quickly.

Bouncing

Bouncing is the process by which you turn your multitrack Logic project into a stereo (or multichannel) sound file. To bounce a project:

- Use the loop function to select the region you want to bounce.
- Click bounce (top right of arrange window).
- Choose the type of file that you want. There are a number of options:
 - PCM: uncompressed audio file, .aif is Apple's format and .wav is Window's (soundscape submission should be .wav) - you can specify sample rate and bit depth (resolution).
 - MP3: compressed audio file - you can specific the amount of compression.
 - M4A AAC: Apple's lossless compressed audio. Be careful with this because Window's machines might struggle to play it.

- Select the Mode. Offline is the typically used but Realtime enables you to modify audio effect parameters while it bounces.
- Choose whether to Normalize. Normalization adjusts the bounced audio file so that it uses the full dynamic range.
- Click bounce! Once this has been done you should be able to import your audio file into iTunes.

An important thing to check before you bounce your project is the maximum output level. In the mixer window you should see that the audio is being sent through OUTPUT 1-2. If the signal goes above 0dBFS at any point the signal will clipped and will introduce distortion. It is better to be safe than sorry with this. Figure 1 shows a signal which is overloading the output. The small box at the top of the fader shows the maximum level reached and turns red if the level is too high. In this case it is 6 dB (two times) above the allowable level.

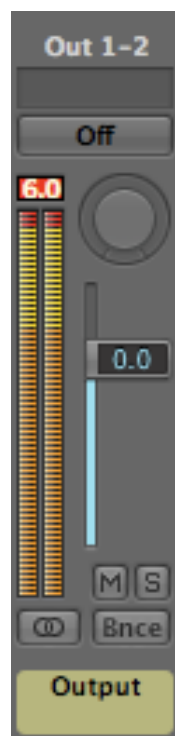


Figure 1: An overloaded output.

Your task

For the next two weeks most of the session will be allocated to this project. It is a chance for you to put into practice what you have learned. Also available are microphones and portable audio recorders, and you are advised to practice these aspects of production so that we can help you with any problems.