

ECS614U/ECS749 - Logic Basics

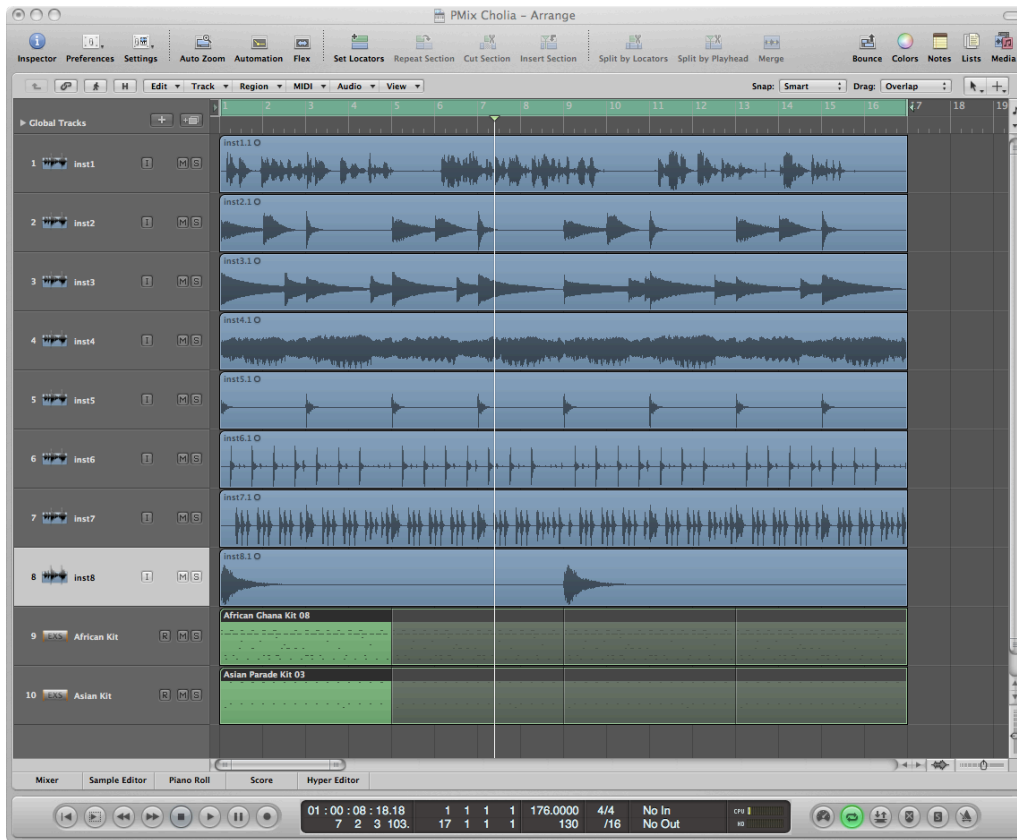


Figure 1: The Arrange Window contains all of the tracks that you have within your project. In this case there are 10 tracks. Tracks are either audio (default colour blue) or software instruments (default colour green). Audio tracks contain audio you have recorded yourselves or audio you have imported into your project. Software instruments produce audio based on the MIDI data in the track and the chosen software instrument. To add additional tracks press the plus button in the top left of the window. At the bottom of the window are the transport controls, which you use to start, stop, record etc. A handy shortcut to start and stop playback is the space-bar.

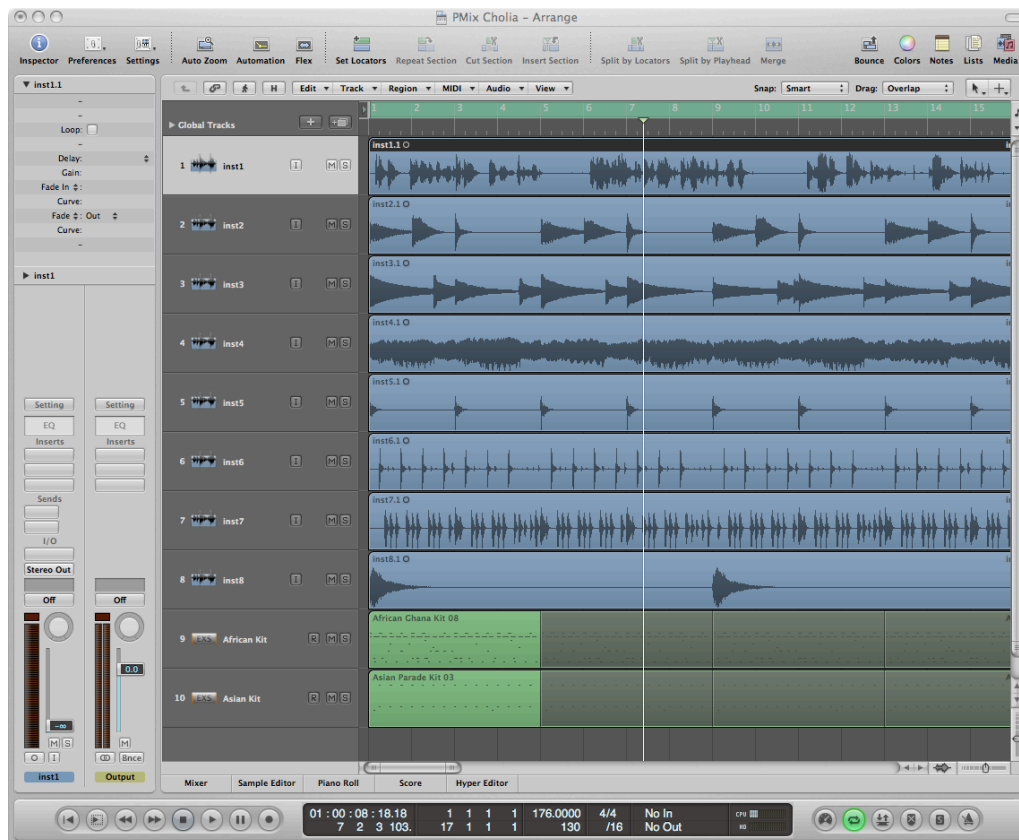


Figure 2: In the top left corner of the arrange window is the Inspector button. Press this to open the Inspector window, which appears on the left hand side of the screen. It shows information on the currently selected tracks, and its gain panning, audio effect and routing controls. The left hand slot (labelled inst 1) contains the controls for the selected track, and the right hand slot (labelled output) contains the controls for the channel to which the selected track is sent.

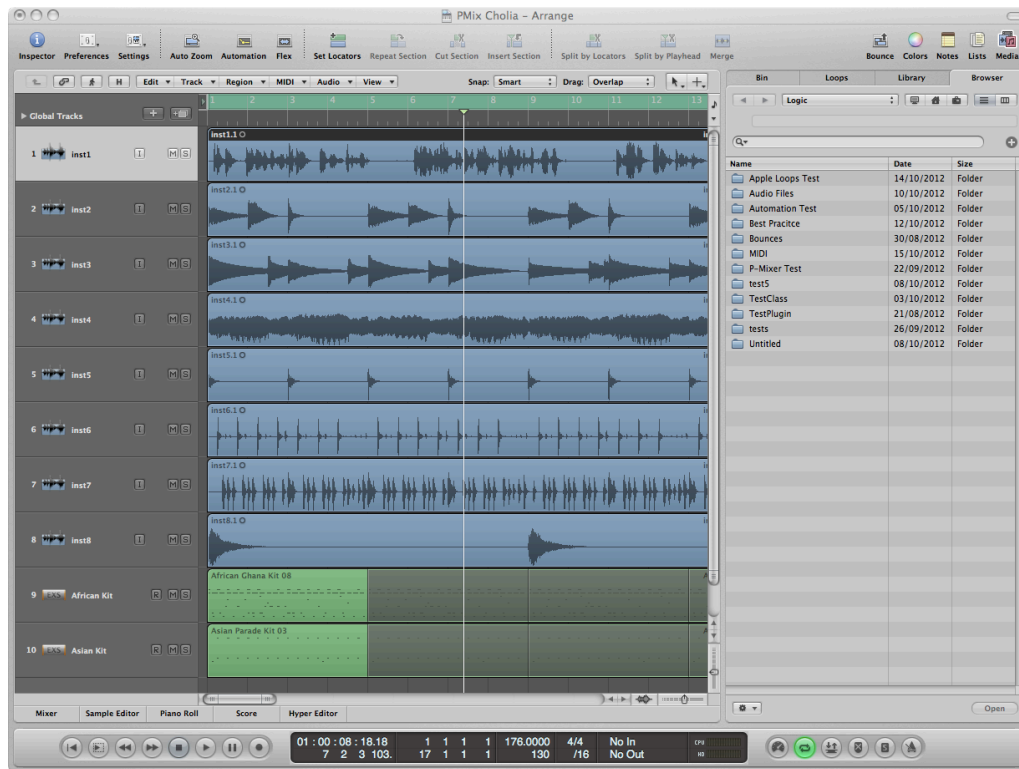


Figure 3: In the top right corner of the arrange window is the Media button. Press this to open the Media window, which appears on the right hand side of the screen. There are four tabs to the Media window, but all show media that can be imported into your project. The **Bin** shows the audio files already associated with your project. The **Loops** tab shows the Apple Loops that can be imported into your project. The **Library** tab contains presets for audio or software instrument tracks. For audio tracks they are audio effect presets, and for software instruments they include both synthesiser or sampler presets, as well as audio effects. The **Browser** allows you to search your computer for additional audio files.



Figure 4: A number of tabs can be selected from the bottom of the screen. The first of these is the Mixer tab. This brings up the Mixer window, which allows you to control all tracks within your project (as opposed to controlling them one at a time in the Inspector window). You can see the 8 audio tracks, 2 software instrument tracks, the output channel and master controls. The Mixing window allows you to control gain, panning, audio effects and routing.

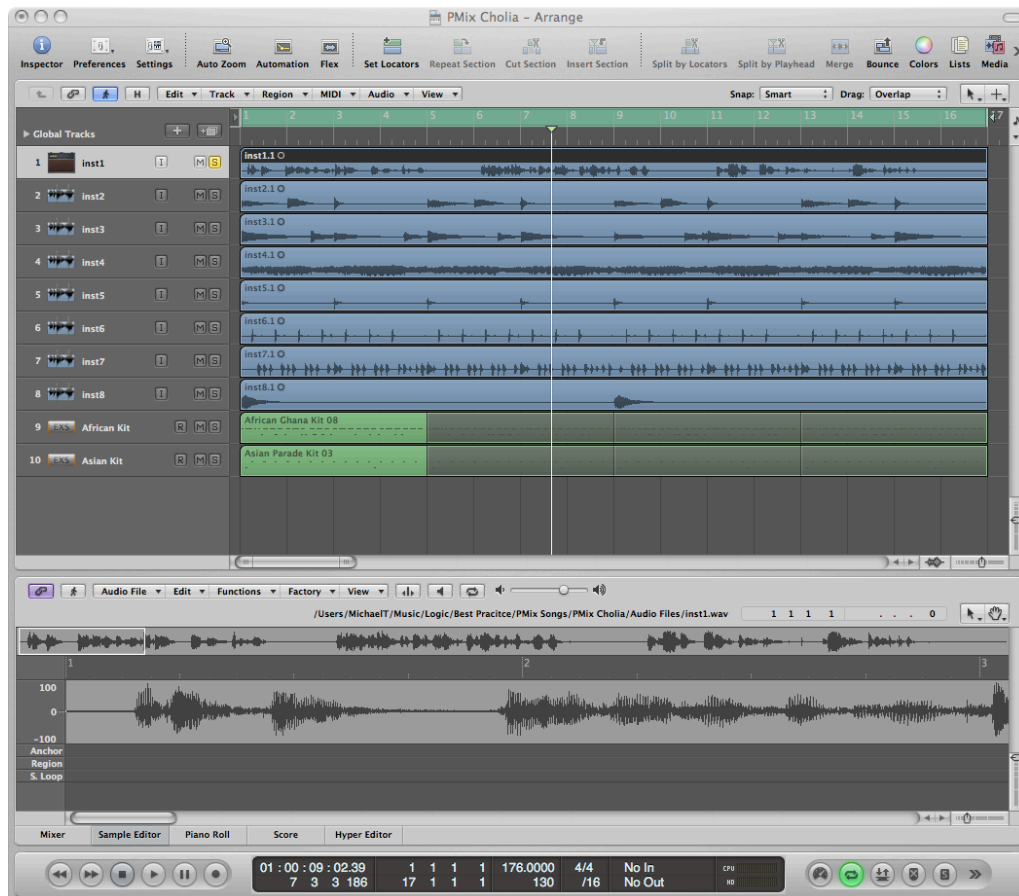


Figure 5: The second tab is the Sample Editor window. This window allows you to make adjustments to the audio files you are using in your project. Be careful when using this, because changes affect the audio file stored in your project audio Bin, so if you are using the same audio elsewhere it will also be affected. If in doubt make a copy.

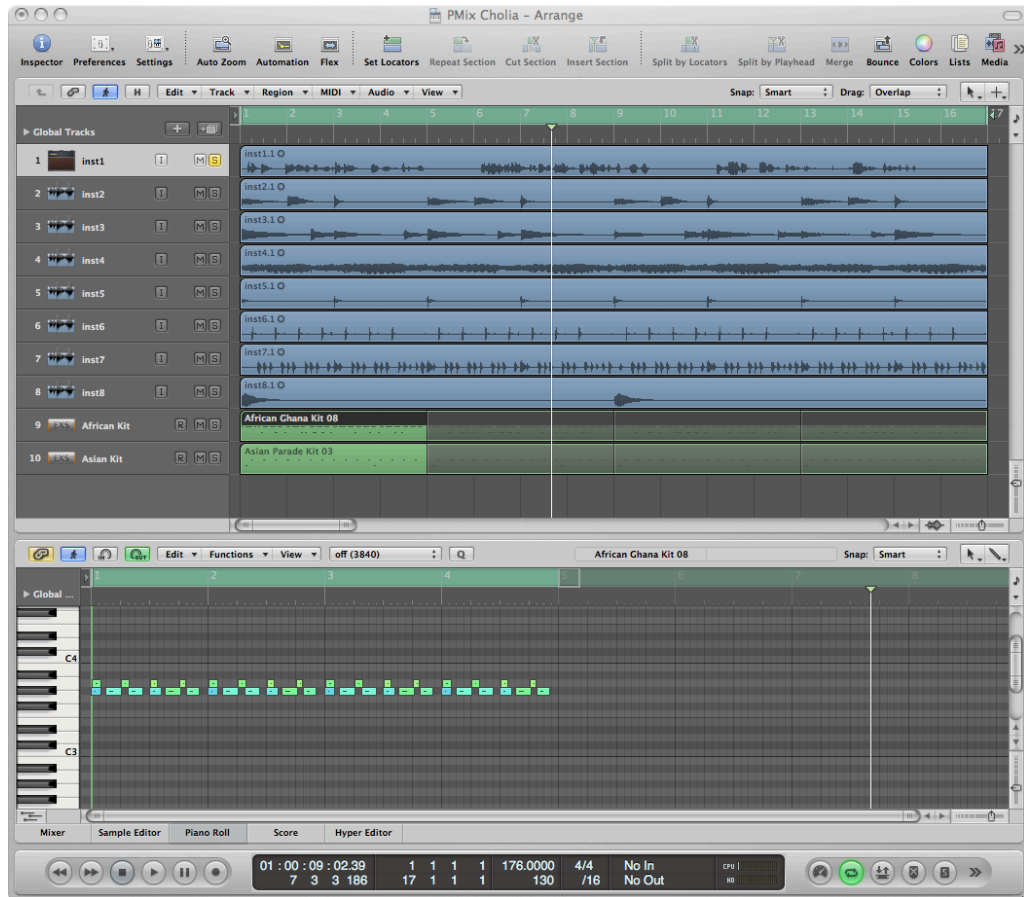


Figure 6: The third tab is the Piano Roll window. This window allows you to edit the currently selected MIDI region. You can draw, move and edit MIDI events and control data. There is also additional functionality to edit batches of MIDI event data, e.g. to add random velocity changes to “humanise” a MIDI file.

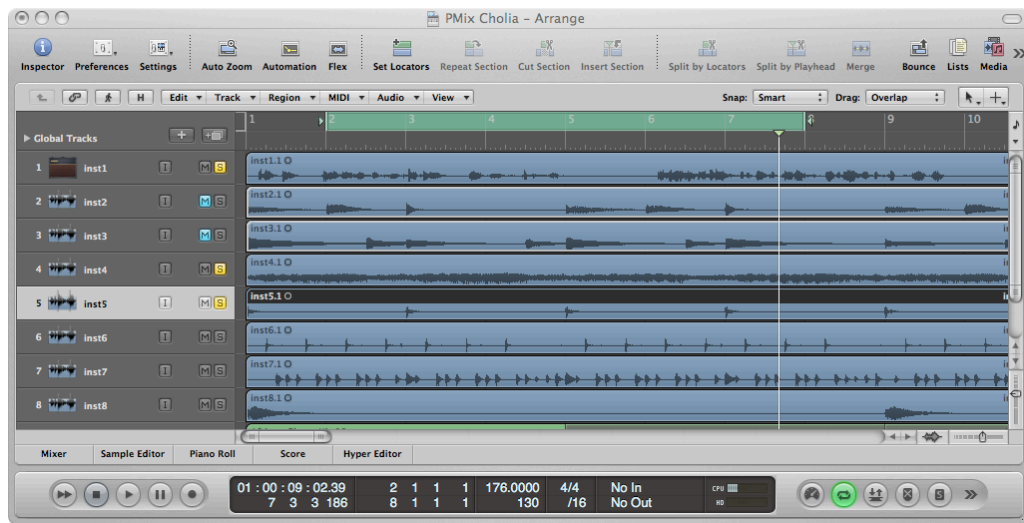


Figure 7: **Soloing:** Pressing the solo button (the small S) in either the Arrange or Mixer windows will solo a track. The solo symbol will be highlighted in yellow. All un-soloed tracks will be muted during playback. **Muting:** Pressing the mute button (the small M) in either the Arrange or Mixer windows will mute a track. The mute symbol will be highlighted in blue for muted tracks. In the figure tracks 1, 4 and 5 are soloed, and tracks 2 and 3 are muted.

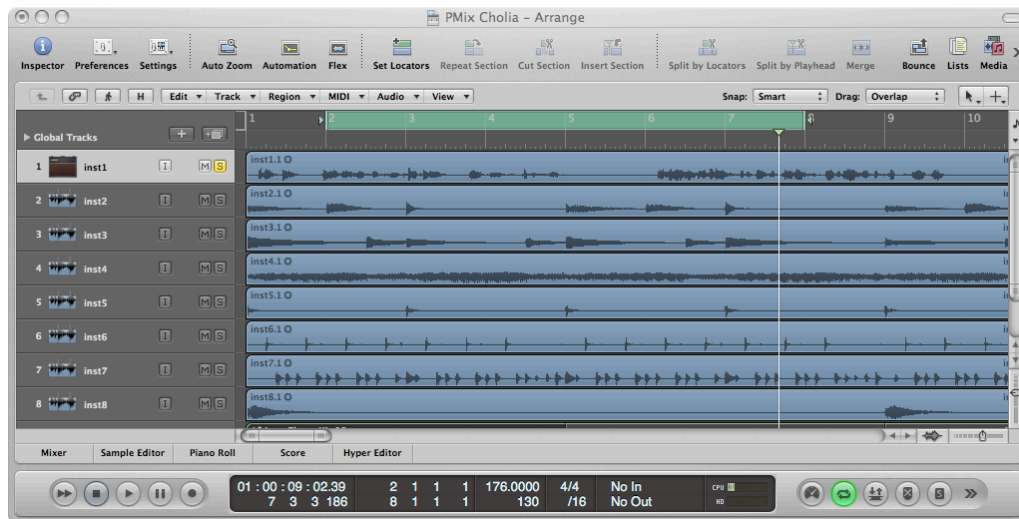


Figure 8: **Looping:** When playing back your project it is sometimes useful to loop a specific region. To select a loop click and drag the mouse at the top of the arrange window where the bar or time numbers are shown. It will highlight the looped region in green as shown in this figure. The green loop light on the right hand side of the transport window will come on if looping is active. You can toggle this button to activate and deactivate it. If you press play or record when looping is active, Logic will automatically begin playback or recording at the start of the loop. **Bouncing:** When your mix is finished you need to convert it into an audio file, e.g. wave or Apple aif format. This process is known as bouncing your project. Use the loop function to select the regions that you want to bounce, and press the bounce button in the top right of the Arrange window. Select the file name and format and click ok. Note there is an option to normalise your project. Normalisation will rescale your finished mix to use the full dynamic range.