

Logic Pro 101 Course Outline (3 Day)

Make Music with Logic Now!

- Creating a Logic Pro X Project
- Exploring the Interface
- Navigating the Project
- Build Up the Arrangement
- Mixing the Song
- Mixing Down to a Stereo File

Recording Audio

- Setting up Digital Audio Recording
- 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
- Comping Takes
- Adding Fades and Crossfades
- Editing Regions in the Audio Track Editor
- Editing Files in the Audio File Editor
- Aligning Audio

Produce a Virtual Drum Track

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

Recording 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 Plug-Ins

Creating and Editing MIDI

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

Editing Pitch and Time

- Setting a Project Tempo by Detecting the Tempo of a 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

- Organizing 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

Note: This custom-class is not sponsored or authorized by Apple Inc. All certification tests must be taken at an Authorized Apple Testing Center.