

VET COMPOSITION & PRODUCTION 1

Starting a song, drums, bass, editing.

We will quickly insert a drum loop, edit it, create a bass part, choose sounds and start editing notes to refine the basis for a composition.

QUICK START: START A PROJECT.

A key desire for VET students is instant gratification. We satisfy this by launching Logic Pro.

Click on FILE, then NEW. Click on EXPLORE, then INSTRUMENTS.

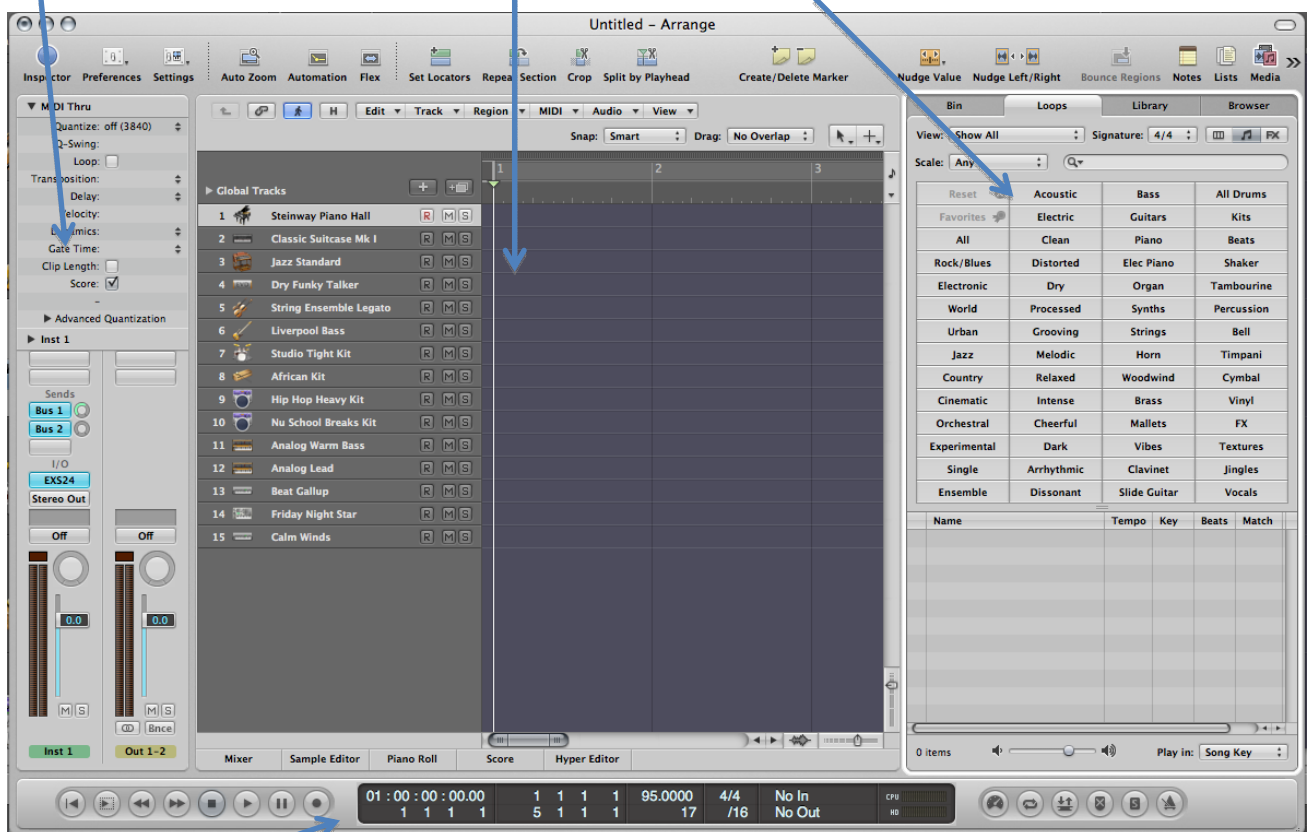
Type a name for your Project and find a folder to save it in. Click SAVE.

The Logic Pro main screen appears. There are 4 sections on the screen.

CENTRE: Arrange window with tracks

LEFT: Inspector with Channel Strip

RIGHT: Lists & Media Browser (loops & files)



The screenshot shows the Logic Pro interface with the following elements:

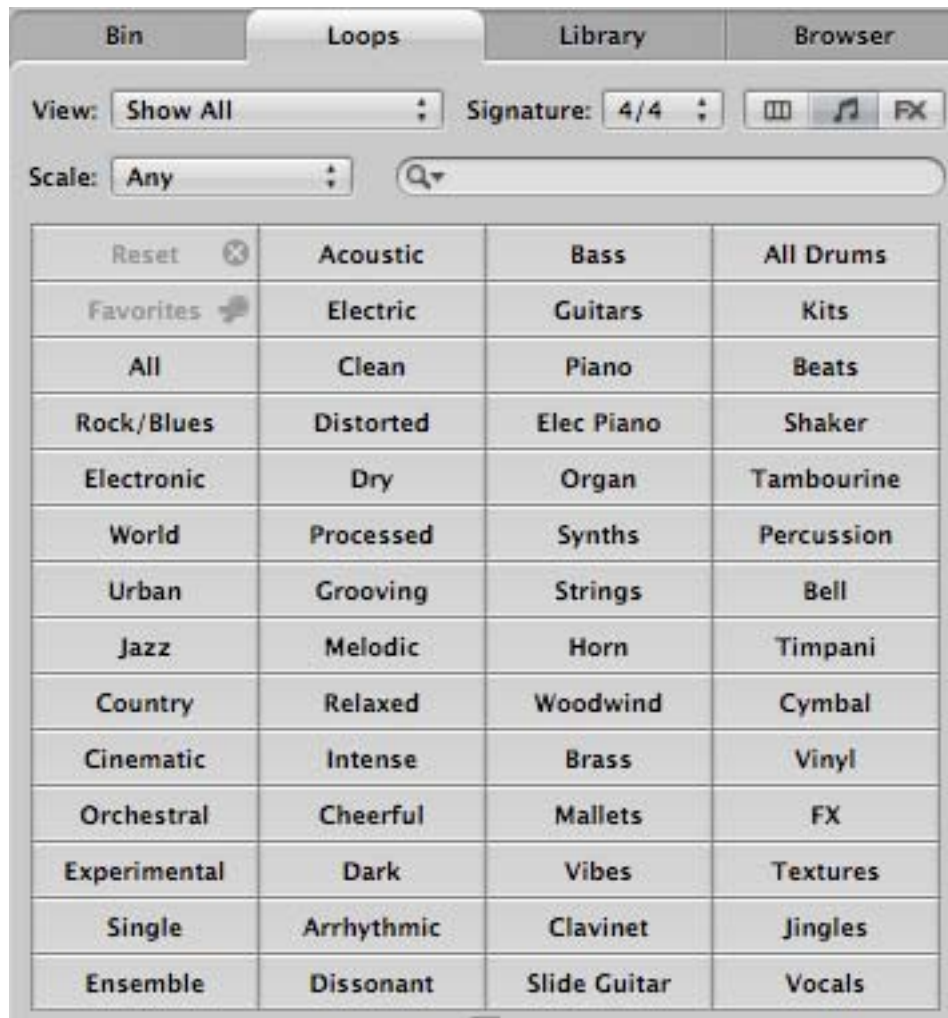
- Inspector (Left):** Shows MIDI Thru settings, Transposition, Delay, Velocity, Dynamics, Gate Time, Clip Length, and Score. It also includes Advanced Quantization and a Channel Strip with Sends (Bus 1, Bus 2), I/O, and EXS24 Stereo Out.
- Arrange Window (Centre):** Displays a track list on the left and a piano roll in the center. The track list includes: Steinway Piano Hall, Classic Suitcase Mk I, Jazz Standard, Dry Funky Talker, String Ensemble Legato, Liverpool Bass, Studio Tight Kit, African Kit, Hip Hop Heavy Kit, Nu School Breaks Kit, Analog Warm Bass, Analog Lead, Beat Gallup, Friday Night Star, and Calm Winds.
- Media Browser (Right):** Shows a grid of audio loops categorized by genre and mood. A blue arrow points to the 'Reset' button in the top left of the browser.
- Transport (Bottom):** Contains playback controls (play, stop, rewind, fast forward) and a digital display showing 01:00:00:00.00, 1 1 1 1, 95.0000, 4/4, No In, 17, /16, No Out.

BOTTOM: Transport (play, stop, rewind, etc)

INSERT A DRUM LOOP

On the RIGHT hand side click on LOOPS. Using the browser, click on the identifier words to narrow down your selection.

Find a drum loop called “**FUNKED OUT DRUMSET 20**”



A few points about Loops:

1. The Tempo is a loop is the tempo of the ORIGINAL recording.
2. Logic can play back a loop at any tempo, within reasonable restrictions.
3. Loops are stored as either AUDIO (blue) or SOFTWARE DATA (green).

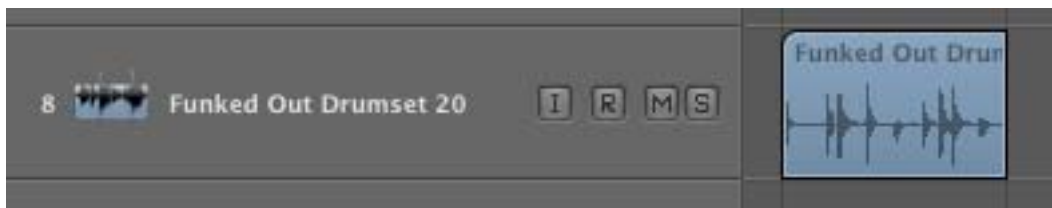
CLICK and DRAG the loop from the list into the Logic Arrange page.

REMEMBER :

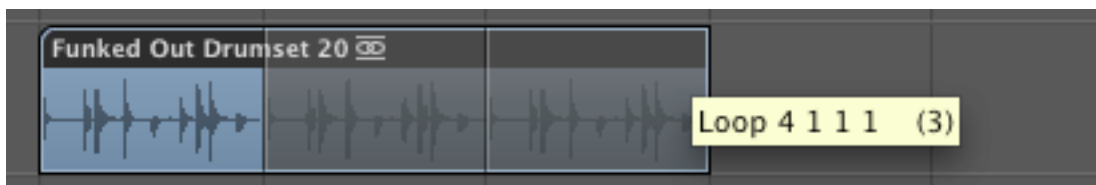
A BLUE loop goes into an AUDIO track.

A GREEN loop goes into a SOFTWARE INSTRUMENT TRACK.

Here is a Loop inserted into Track 8.



You can EXTEND the loop by dragging the loop to the right with the mouse. The mouse turns into a circular arrow to indicate 'loop' Loop it until you have 8 bars.



WHY LOOP?

A LOOP plays exactly the same material over and over. If you edit the original loop, the changes are made across the entire time the loop plays. A great place to start when building a song.

Or you can copy the loop by holding down OPTION on the keyboard while you drag.



WHY COPY?

A COPY allows you to edit any part of the passage without affecting any other copies.

CHOOSING A SOUND TO PLAY.

Within Logic you can choose a sound from the list of templates on the Channel Strip.

DIAGRAM OF THE CHANNEL STRIP.



Channel Strip Template Name. (CLICK HERE TO CHOOSE A NEW SOUND)

EQ Graph

Inserts (effects, compression, EQ etc)

• *edit these later on for some extended fun*

Audio Sends to an Audio Bus

I/O: EXS24 is the current input
Stereo Out is the current output.

Automation switch

Fader, Pan, Mute, Solo

REMEMBER :

The channel Strip template is actually a **.cst** file that stores EVERYTHING in the Channel strip so you can edit it, save it and then recall later. Individual items can be edited, but selecting a new channel strip template will override everything. Try it and see.

CLICK and HOLD on the Channel Strip Template to choose a sound.

Find the sound 'SESSION BASS" *Notice everything BELOW this name changes. When you are more comfortable, edit all these options too for more control over your sound. In particular try the Inserts.*

Once you've found this sound you can play it with the USB keyboard.

RECORDING A BASS PART ALONG WITH DRUMS.

A common technique for bass players is to play the same rhythm as the kick drum.

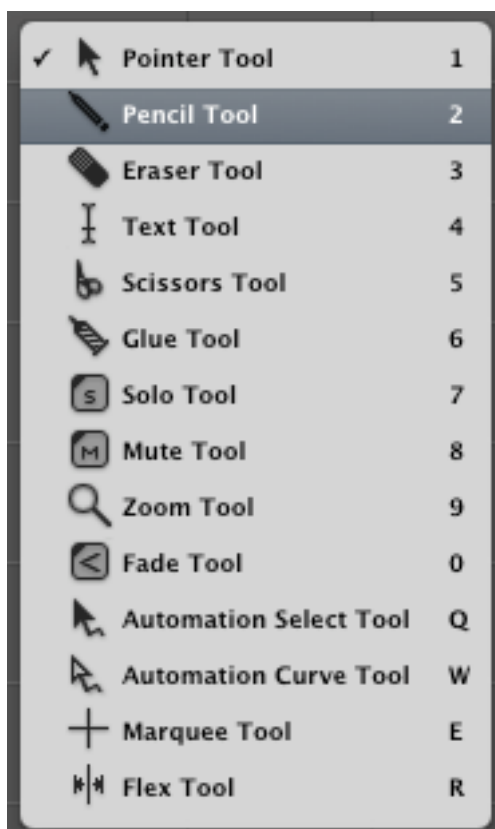
Two ways to achieve this in Logic are:

1. LISTEN to the drum part and play the Bass part in live.
2. Insert notes that line up with the Kick drum using the mouse.

Before we start, make sure you have a drum track that plays for sufficient time, ie 8 bars.

Using the sound we created (Session Bass), attempt to play a bass line that matches the KICK drum in the loop. Have numerous attempts at this.

Alternatively, we are going to enter notes with the mouse.



Press ESC to give you a list of available tools.

Using the PENCIL tool, create a REGION in which to enter notes. (click in the arrange window and Logic will create a region 1 bar in length)

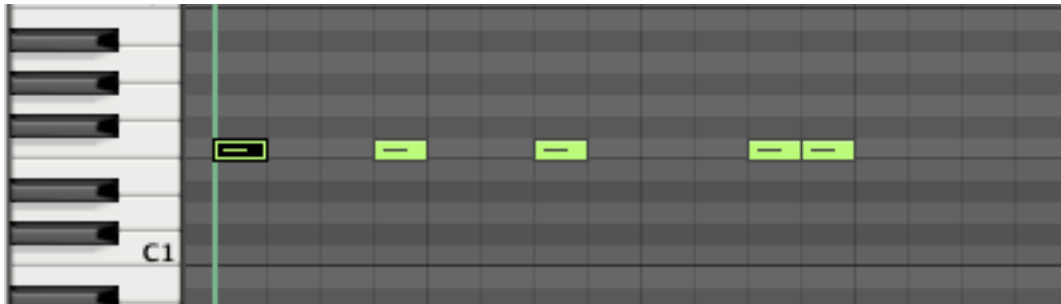
Return to the POINTER TOOL, and increase the length of the region to 4 bars.

Double click the region to open the PIANO ROLL editor.

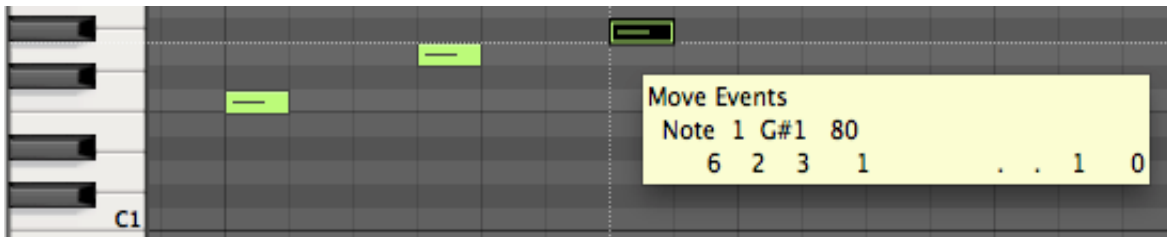
When you have a moment, explore the tools in the arrange window, and then again in the Piano Roll edit window.

Using the PENCIL tool again, enter notes just by clicking within the editor.

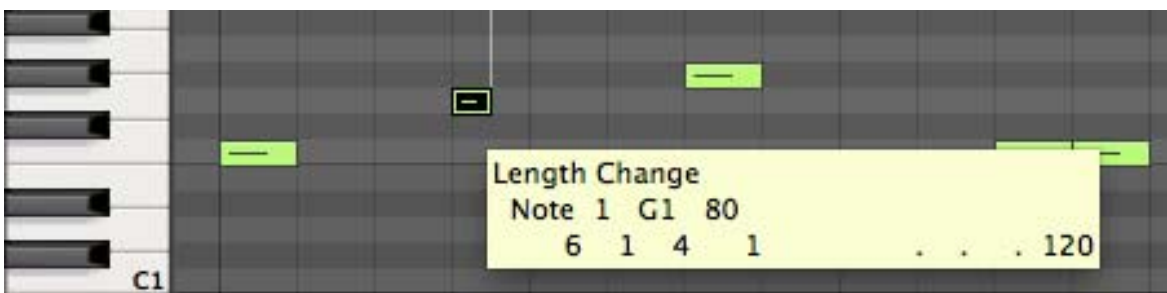
Try this with a few notes, have a listen and see what you have.



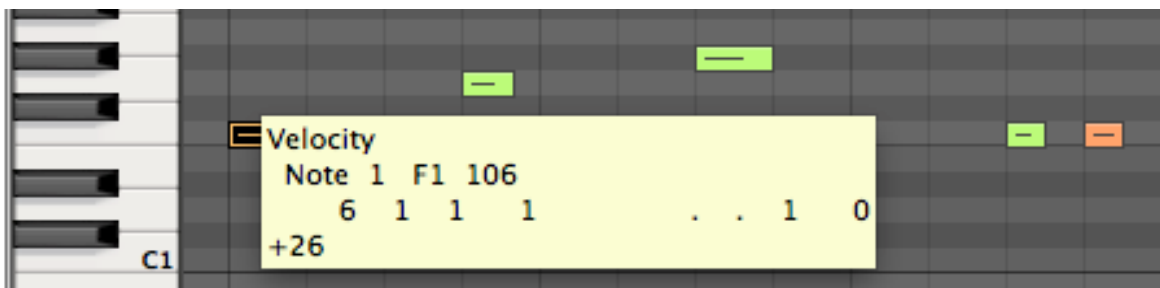
Choose the POINTER tool, and drag the notes to a new pitch.



Using the POINTER tool, drag the end of the note to make it shorter. Do this for several notes.

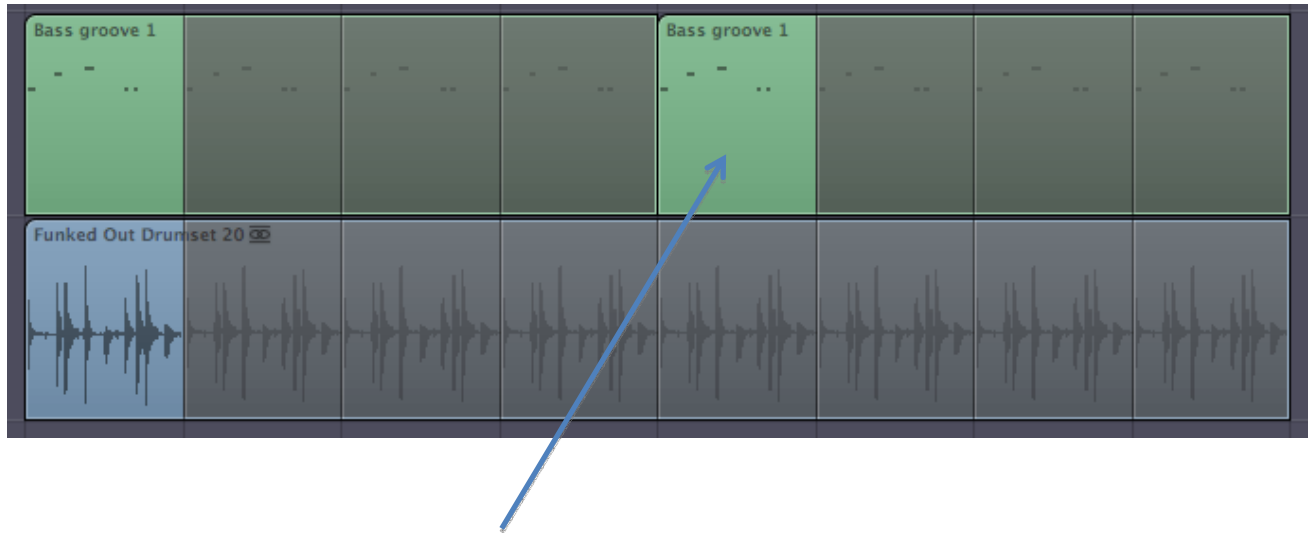


Using the VELOCITY tool, increase or decrease the velocity of several notes. (click & drag up/down)



The above techniques apply well for single note editing, but you will want to move faster to create a song.

In the arrange window, find that single bar pattern we made, loop it for 4 bars, then COPY it across to make a total of 8 Bars. (copy is Option-Drag)



Now, you can double click on the second original bass bar, and edit the notes to form a similar pattern in a different chord area. Try chord IV of the scale. Also try new rhythms... trial and error is an awesome thing.

BUILD a SONG. Pick a chord progression that involves simple chords from the scale. I chose to use chords I, IV and V from the F minor scale.

Repeat the above steps to create a song that is 32 bars long. It should look something like this:



Most VET students can play an instrument, and have experience at improvising. I would encourage you now to play along with your track using whatever you are comfortable with.

Try changing tempo, substituting a different drum loop, and then moving onto new sounds that match the bass line.

BASIC KEYBOARD COMMANDS YOU SHOULD KNOW.

Symbols Glossary

- enter (numeric keypad)
- command
- return
- option
- shift
- Space bar
- escape

Key Commands

- R Record
- Play
- Pause
- 0 Stop
- Play or Stop
- , Rewind
- . Forward
- C Cycle Mode
- S Solo Mode
- K MIDI/Monitor Metronome Click
- E Toggle Event List
- P Toggle Piano Roll
- W Close Window
- ↑ •Select Previous Track
- ↓ •Select Next Track
- Show Tool Menu
- G Toggle Global Tracks
- A Toggle Automation edit
- ← Zoom Horizontal Out
- Zoom Horizontal In
- ↑ Zoom Vertical Out
- ↓ Zoom Vertical In
- Q Quantize Selected Events

Common Mac Key Commands

- N New...
- O Open...
- W Close Project
- S Save
- S Save Project as...
- P Print
- Q Quit
- Z Undo
- Z Redo
- X Cut
- C Copy
- V Paste
- A Select All