



USING GARAGE BAND

Creating a new project

1. Open GarageBand by clicking on the guitar icon on the dock.
2. In the project chooser select the type of project you want to create. Choose any instrument or vocal source to open a blank music project. (You also have the options of creating a Podcast, Ringtone, Movie Score, as well as taking music lessons.)
3. Click **Choose**



4. When the **Save As** dialogue appears, type a name for your project.
5. Click **Create**



Understanding the GarageBand interface



- A. **Track Headers:** The instrument icon and name are shown at the left of each track's header. Click the name to type a new track name. Click the Record Enable button (with the red circle) to turn on the track for recording. Click the Mute button (with the speaker icon) to silence the track.
- B. **Track Mixer:** Drag the pan dial to adjust the pan position of the track (the left-to-right placement in the stereo field). Drag the volume slider to adjust the track's volume. Watch the level meters to see the track's volume level as you record and play.
- C. **Timeline:** Contains the tracks where you record Real and Software Instruments, add loops, and arrange regions. Also includes the beat ruler, which you use to move the playhead and align items in the timeline with beats and measures.
- D. **Zoom Slider:** Drag the zoom slider to zoom in for a closer view of part of the timeline, or to zoom out to see more of the timeline.

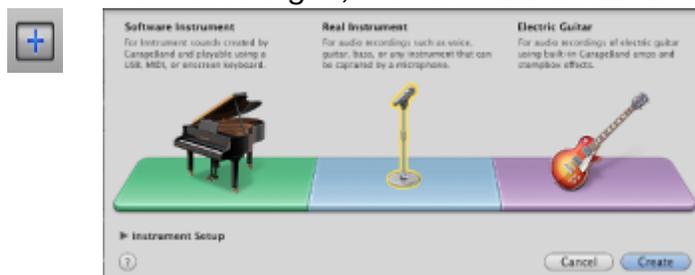
- E. **Add Track Button:** Click to add a track below the existing tracks in the timeline.
- F. **Loop Browser and Editor Buttons:** Click to open the loop browser or the editor.
- G. **Transport Controls:** Click the Record button to start recording. Click the Play button to start or stop the project playing. Click the Go to Beginning, Rewind, or Fast Forward buttons to move the playhead to different parts of the project. Click the Cycle button to turn the cycle region on or off.
- H. **Time display:** The time display shows the playhead's position in musical time (measures, beats, ticks) or absolute time (hours, minutes, seconds, fractions). Drag or double-click the numerals to enter a new playhead position.
- I. The right side of the time display shows the project's tempo. Press and hold the tempo, then drag the slider to set a new tempo.
- J. **Master Volume Slider and level meters:** Drag the volume slider to adjust the project's master output volume level. Watch the level meters to see if clipping is occurring before you export a project.
- K. **Track Info and Media Browser buttons:** Click to open the Track Info pane or the Media Browser.

Controlling software instruments with the Alesis QX25 Midi Keyboard

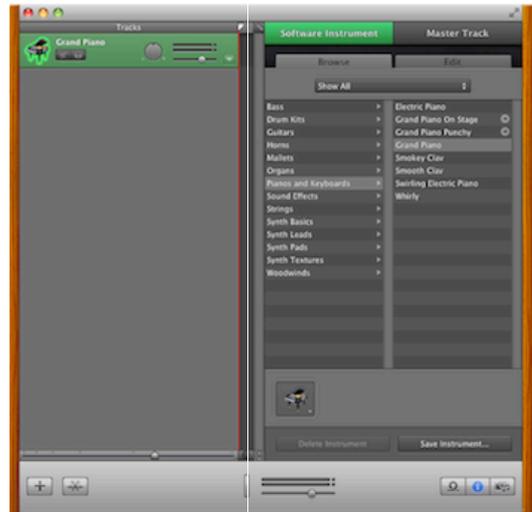


In GarageBand, a recording from a USB or MIDI keyboard is called a Software Instrument. When you play a project, your computer generates the sound of the Software Instruments in the project.

1. Connect the keyboard's USB cable to an open USB port on the Mac.
2. Turn on the keyboard with the switch on the back panel. GarageBand will automatically recognize the keyboard.
3. In the lower left part of the GarageBand, window click the **Add Track** button.
4. In the Add Track dialogue, select **Software Instrument**.



5. Click **Create**. A new track appears in your project at the bottom of the **Timeline** with the image of a piano. You should now hear piano notes as you play the keyboard.
6. To change the instrument you control, click the new track so that it is highlighted.
7. Browse the collection of instruments and sounds that appear on the right side of the screen.
8. Choose your preferred instrument and click **Save Instrument**. You will now control this sound with the Alesis Keyboard.



Recording a software instrument track

To start recording, click the red **Record** button in the control bar.



The playhead moves across the timeline, and a new, red region with the recording appears in the selected track.

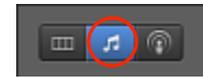
When you're finished, click the **Play (>) button** in the control bar to stop recording.



The new track appears selected in the timeline.

Adding loops to a track

1. Click the **Loop Browser** button (with the “eye” icon) in the lower-right part of the GarageBand window.
2. Click the **Button View** button (with two musical notes) in the upper left corner of the new Loop Browser screen.
3. A grid with keyword buttons appears in the upper half of the loop browser. Click keywords for the instrument, genre, or mood you want to search for. Loops matching the keywords appear in the list below. You can click multiple keyword buttons to narrow the search criteria.
4. To preview a loop, click it in the list. To stop a preview, click the loop again.
5. To add a loop to your project, drag it to the timeline (the main part of the GarageBand window).
6. To have the loop play from the beginning of the project, drag it to the left edge of the timeline. You can also drag it to another point in the timeline if you want it to start playing later.



Name	Beats	Fov
12 Spring Dream 06	8	U
12 Spring Dream 07	8	U
12 Spring Dream 08	8	U
12 Spring Dream 09	8	U
12-8 Acoustic Strum 01	8	U
12-8 Acoustic Strum 02	8	U
12-8 Muted Acoustic Strum	8	U
6-8 Acoustic Strum 01	4	U
6-8 Acoustic Strum 02	4	U
6-8 Muted Acoustic 01	4	U
6-8 Muted Acoustic 02	4	U
6-8 Muted Acoustic 03	4	U
6-8 Muted Acoustic 04	4	U
80s Pop Rock Guitar 03	16	U

Saving/Archiving/Compressing

As you work in GarageBand, it's a good idea to save your projects. When you save a project, your recordings and all the changes you make are saved with the project.

Archive a project to save the loops in the project along with your recordings and other changes. Archiving is useful if you move a project to another computer that might not have the same loops in its loop library.

Note: Archiving can increase the file size of the project. If your project uses many loops, the file size can become very large.

If you intend to open a song containing Software Instrument loops on another computer, the other computer must have the Software Instruments for the loops installed in order for them to play. You can also convert the Software Instrument loops to Real Instrument loops, and they will play on any computer.

You can **compact** a project to make it easier to share. Compacting reduces the file size by compressing audio in the project. This can result in some loss of audio quality.

To save a project:

1. Choose **File > Save**.
2. To save a copy of the project with a different name, choose File > Save As, then type a new name for the project in the **Save As** dialog and click **Save**.

To archive a project:

1. Choose **File > Save As**.
2. Select the **Archive Project checkbox** in the dialogue box.
3. Click **Save**.

To compact a project:

1. Choose **File > Save As**.
2. Select the **Compact Project checkbox**.
3. Choose the compression settings you want from the pop-up menu.
4. Click **Save**

