

Logic Pro... The Basics

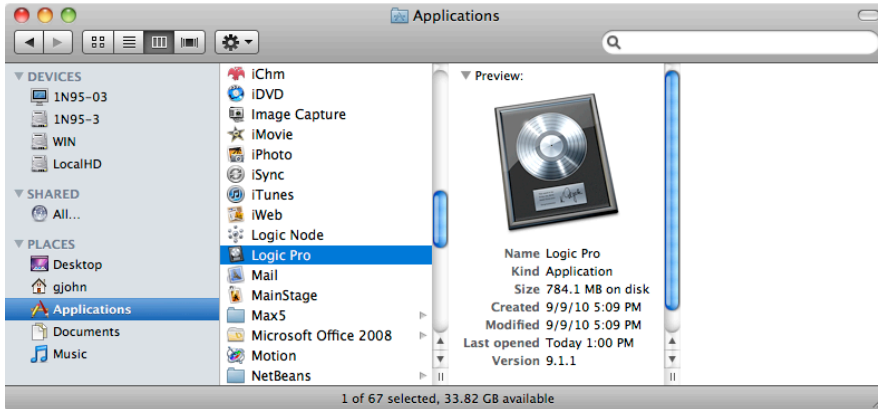
If you are new to Logic Pro, these notes will introduce you to the basic features of Logic, it's Setup for 1N95, and best practice for working with logic at UWE.

NB: If at any point you need to find more information, the Logic Pro User Manual. (which is pretty comprehensive) can be found here...
(Open Logic Pro, choose Help > Logic Pro Help, then click Logic Pro 9: User Manual.)

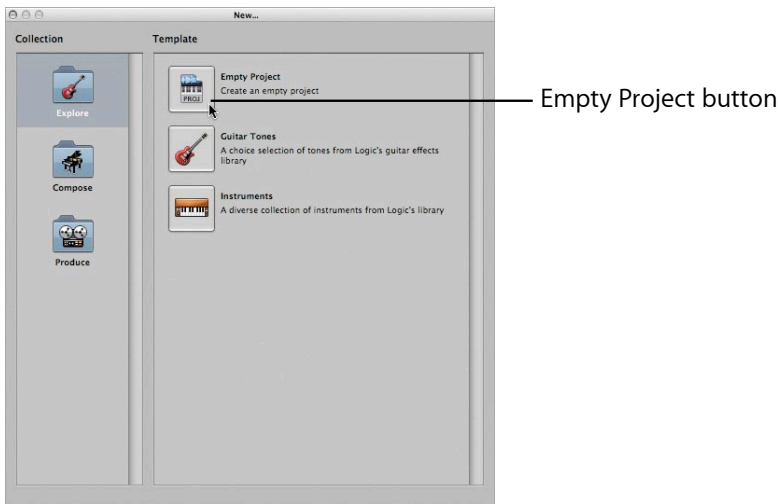
Create a Project

Open Logic Pro and create a new project:

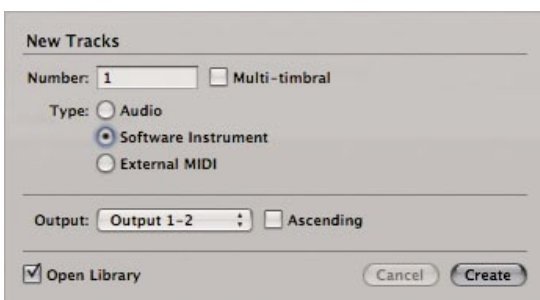
Double-click the Logic Pro icon in your Applications folder.



In the Templates dialog that appears, click the Empty Project button.



In the New Tracks dialog, select either the Audio or the Software Instrument option, then click the Create button.



Saving the Project

After creating a project, you should immediately save it. When you save a project, a **project file** is saved within a **project folder**—which should contain the project's audio files and other assets (such as sample and movie files). Saving a project with assets simplifies archiving and exchanging projects...

Students should do this as standard as they will be moving between machines and from memory sticks, removable drives etc.

To Save the project:

Choose File > Save As in the main menu bar

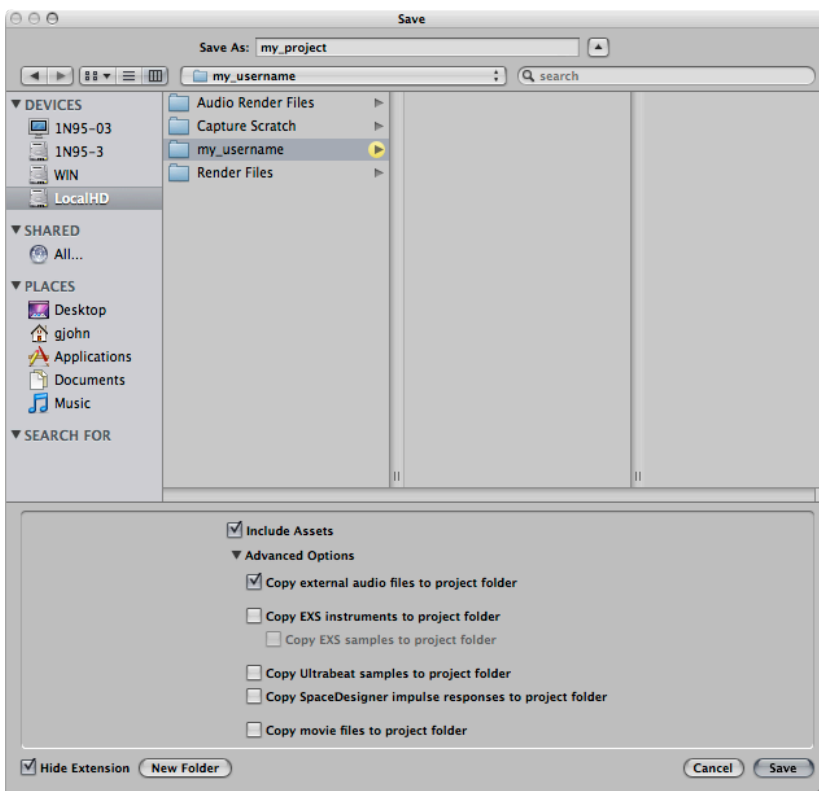
make the following selections in the Save As dialog, then click Save.

Type a project name

Browse to a save location

This save location should be within a folder named ***your username*** on the **LocalHD**.

Ensure that the **Include Assets** and **Copy external audio files to project folder** checkboxes are selected



Audio Setup for 1N95

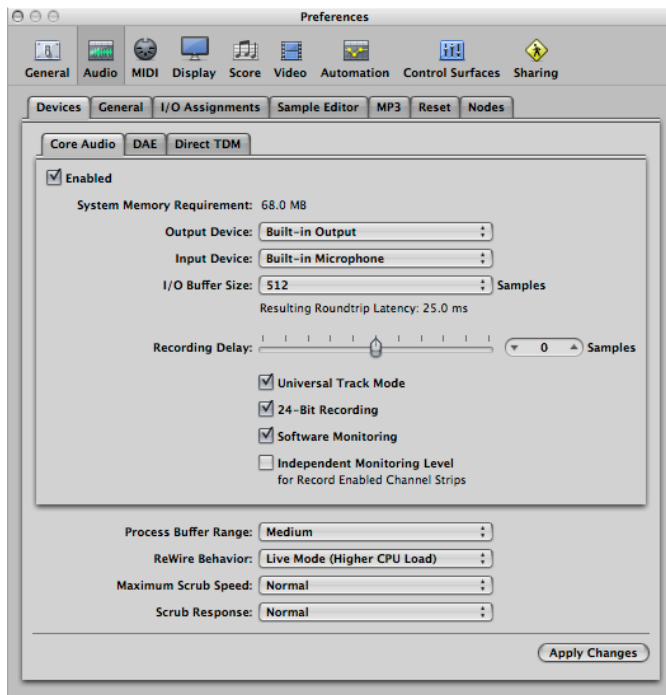
To get any sort of sound out of logic in 1N95 the following setup options must be checked or reset at the start of every session.

To Open Logic's preferences

Choose Logic Pro > Preferences in the main menu bar

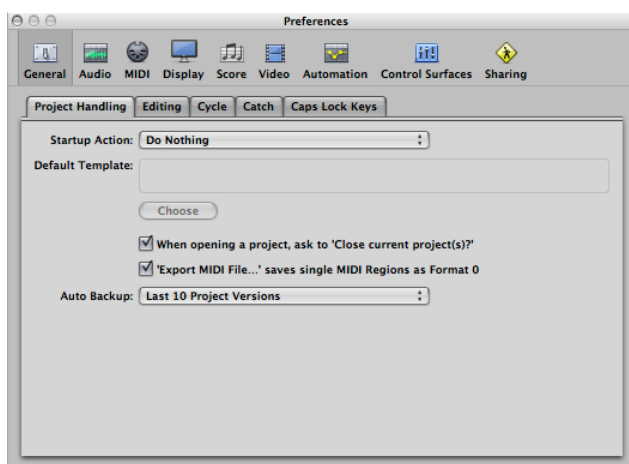
Go to the Audio Tab

Make the following selections, then click Apply.



File Handling

It is advised that all students make the following change to the general tab of their preferences.



The **do nothing** option will ensure that logic does not attempt to find previous projects to open every time you run it. This option will clean up students workflow and ensure that they are always working on the project they intend to be, and will also prevent the program from wasting resources looking for old sessions at startup.

Understanding Tracks and Regions

An audio track is a lane in the Arrange area that is used for the playback, recording, and editing of audio regions.

An audio region is a rectangular object that resides on an audio track. It can be freely edited and its boundaries correspond to start and end points within the underlying audio file it is associated with.

A software instrument track is a lane in the Arrange area that is used for the playback, recording, and editing of MIDI regions, which play internal software instruments.

A MIDI region is a rectangular object that resides on a software instrument track. It contains MIDI events—individual notes or commands — that are generally created with a MIDI keyboard.

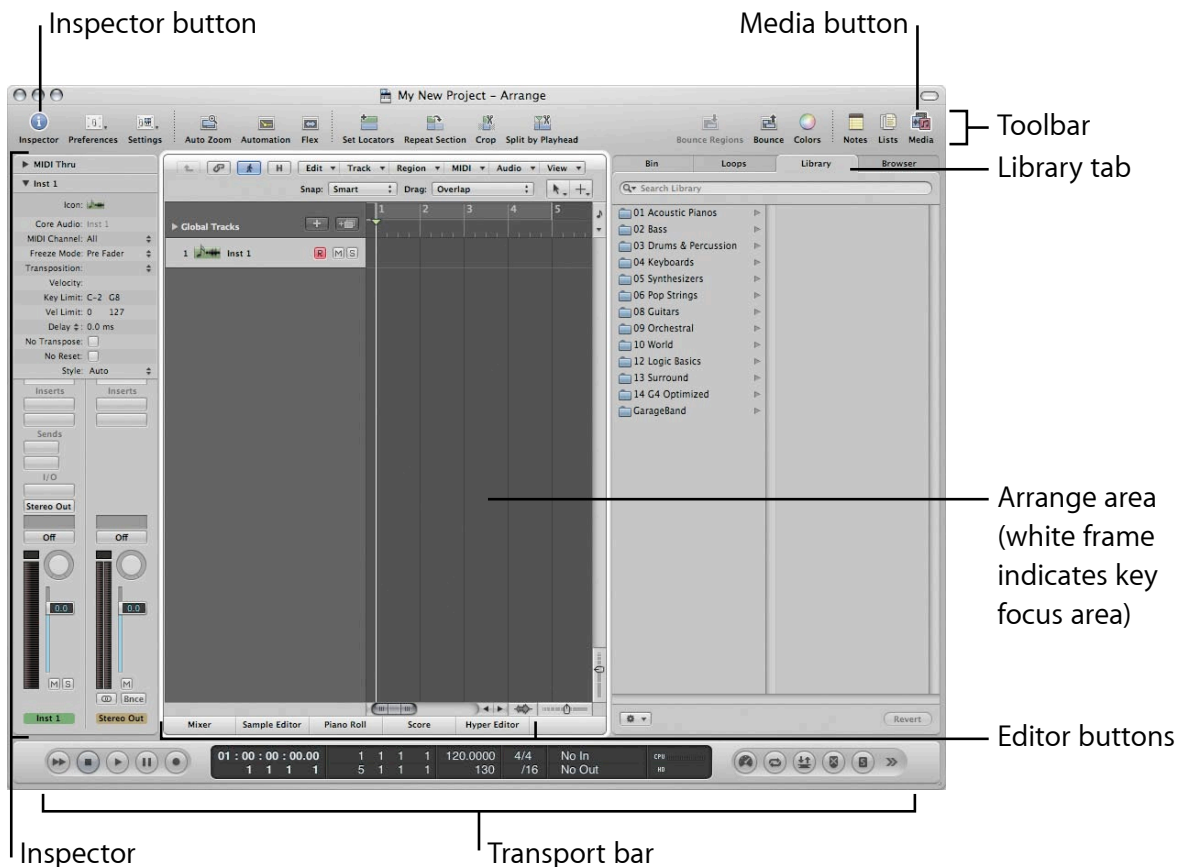
Working Areas of Logic Pro

The Arrange Window

The Arrange **window** is the primary working **window** of Logic Pro. It incorporates all working areas and editors, including the Arrange **area**.

The Arrange **area** is the primary working space of Logic Pro. It is used to record, edit, and arrange the audio and MIDI regions of a project.

Your Arrange window should look similar to this:



Other Working Spaces within the Arrange Window

The Inspector:

Click the Inspector button to hide or show the Inspector. The Inspector shows parameters for the **currently selected working area or editor**. For example, if the Arrange area is active (indicated by a white frame), you can set region and track parameters. Also shown are the channel strips that reference the selected track in the Arrange area.

The editors:

Click the Sample Editor, Piano Roll, and Score buttons at the bottom of the Arrange area. Clicking these buttons shows or hides the editors—where you edit audio and MIDI regions.

Click the Mixer button. This shows or hides the area where you mix your project - you will spend a lot of time here because this is also where (amongst other things) you insert plugins, control panning and configure the inputs and outputs of each channel.

Click the Media button at the top right of the Arrange window. This shows or hides the Media area—where you access audio and MIDI files, either your own or prerecorded.

Click the Bin tab to reveal an area that is used for project audio file and region management and conversion tasks.

These are my suggested starting points. There are many more areas, buttons, tabs and functions available to you but at this point I'd suggest you click around and explore, with reference to the manual and the integrated help files...

Once again the Logic Pro User Manual can be found here...

(Open Logic Pro, choose Help > Logic Pro Help, then click Logic Pro 9: User Manual.)