

Logic Pro X 10.4 Professional Music Production

Recording Audio

Setting up digital audio recording settings; recording a single track; recording additional takes; punching in and out; recording without a metronome; 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; aligning audio.

Producing 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; mapping smart controls to patch

parameters; processing MIDI notes with MIDI effects.

Creating and Editing MIDI

Creating MIDI notes in the piano roll editor; using the brush tool and custom brush patterns; using time handles; quantizing MIDI regions and notes; importing a MIDI file; editing MIDI data in the event list; creating and editing MIDI continuous Controllers.

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; matching an audio file to the project key and tempo; 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

Looping regions and converting loops to individual regions; packing regions into a folder; saving alternative arrangements; 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 with bus sends and auxiliary channel strips; applying effects to a selected section of a track; using folder and summing stacks; using screen sets; filtering frequencies with an EQ plug-in; adding depth with delay and reverb plug-ins; using Compressor and limiter plug-ins.

Automating the Mix

Creating and editing offline track and region automation; recording live automation; using MIDI controllers; bouncing the mix.