

iWork Suite

Course Content –

Speeding Up Your Workflow

Using Project Templates, Creating Your Own Template, Customising the Interface, Using Key Commands, Accessing the Tool Menu, Saving a Project Template, Opening and Creating Projects Automatically, and Backing Up and Transporting Your Setup

Working with Time and Pitch

Creating Your Own Apple Loops with the Apple Loops Utility, Using the Time and Pitch Machine, Using Pitch Correction, Using Flex Time, Using Speed Fades, Making Tempo Adjustments with Varispeed and Working with Rubato Passages

Synthesis with the ES2

Understanding the User Interface, Exploring the Oscillator Waveforms, Using Oscillator Modulation to Create Interesting Sounds, Sculpting Your Sound Using the Filters, Using Modulation and Exploring the Output/Processing Section

Sampling with the EXS24 mkII

Creating Sampler Instruments, Using the EXS24 Instrument Editor, Creating Loop Points, Using the Parameter Window, Creating Multiple Zones from Regions Transients, Using Filters and Modulation to Process the Sound, Using Groups and Routing Individual Sounds for Processing

Sound Design with Sculpture

Understanding the String, Using Objects in Sculpture, Adjusting the Pickups, Processing the Sound, Using Modulation in Sculpture and Saving and Trying Presets

Building Drum Sounds with Ultrabeat

Selecting Sounds in the Assignment Section, Exploring the Sound Generators, Processing with the Filter and Bitcrusher and Automating Parameters in Step Mode

Working with the Arrangement

Navigating the Arrangement, Using Markers, Using Global Edits and Working with Folders

Advanced Audio Editing

Smoothing Transitions with Crossfades, Fixing Clicks in the Sample Editor, Creating New Parts from Existing Ones, Editing with Mixer Groups, Repairing Drums with Marquee Transient and Editing Drums in Soundtrack Pro

Advanced MIDI Editing

Using Aliases, Working with Region Parameters, Selecting MIDI Events for Editing, Using Transform Functions and Separating MIDI Events

Managing the Mix

Importing Channel Strips and Data, Working with the Mixer, Creating Production Notes, Panning Stereo Tracks, Switching the Contents of the Plug-in Window, Changing Plug-in Locations, Using a Plug-ins Extended Parameters and Using Mixer Groups

Controlling Signal Flow

Using Aux Channels as Submixes, Applying Send Effects to Submixes, Using Side Chain Effects, Positioning Sends Pre or Post Channel Strip Controls, Incorporating External Effects Processors and Bouncing in Place

Controlling the Mix

Automating an Aux Channel, Copying Automation Data Between Tracks, Scaling Automated Values, Applying Automation to Multiple Tracks at Once and Using Control Surfaces

MIDI Processing in the Environment

Navigating within the Environment, Creating Environment Objects, Creating Signal Chains and Using Touch Tracks Objects