

# LOGIC PRO X 10.4 PROFESSIONAL MUSIC PRODUCTION

Course Code: 100387

Learn how to use Logic Pro X to produce professional final masters.

Logic Pro X is the complete professional recording studio for the Mac that gives musicians everything they need to go from first note to final master. This 3-day, hands-on course introduces you to the primary features and basic user interface of Logic Pro X 10.4. You'll learn how to generate a customized audio and MIDI configuration that will seamlessly integrate with your own personal production studio. You'll also create your own song using a comprehensive array of software instruments, Apple Loops, and DSP effects.

## What You'll Learn

This course teaches you the following skills:

- Understanding workflow techniques
- Recording and editing audio and MIDI
- Using software instruments
- Working with audio effects
- Mixing and automation
- Manipulating pitch and time

## Prerequisites

You should know about these topics before you attend the course:

- macOS and basic computer navigation
- Audio terminology (highly recommended)

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VIRTUAL CLASSROOM LIVE

\$1,500 USD

3 Day

## Virtual Classroom Live Outline

### **Make Music with Logic Now!**

Creating a Logic Pro X project; exploring the interface; navigating the project; building up the arrangement; mixing the song; mixing down to a stereo file.

### **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 screensets; 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.

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