Digital Studio Recording

Block 3 ; Spring Semester ; Mr. Leidhecker ; D-2 Production Studio
Text: (EBooks) "Take Control of Making Music with GarageBand" by Jeff Tolbert
And
"Take Control of Recording with GarageBand" by Jeff Tolbert

Course outline:

Explore the features and capabilities of GarageBand, and unlock the full potential of your songs by learning to use the program in a musical, rather than technical way. This course covers the basics of GarageBand: understanding the program's interface, basic mixing techniques and simple loops, as well as more advanced techniques including the use of effects and constructing complete arrangements that suit your musical needs. You'll learn how to record using both software and real instruments. Whether you want to compose your own songs using GarageBand's unique recording environment, or you're just curious about making songs using loops, this course will take you through a series of hands-on activities that will provide students of all levels with a broad overview of all the tools and techniques you'll need to make your music interesting and distinctive.

By the end of this course, you will:

- Record and edit in GarageBand
- Get to know the GarageBand program and create your own arrangements
- Mix and share your music by converting your project to an MP3
- Apply recording techniques learned in GarageBand to CueBase recording software
- Know basic recording concepts, as well as, equipment terms and functions
- demonstrate basic skills on Guitar, Bass, keyboards, and drums.

Syllabus:

Basic GarageBand Concepts

- Familiarize Yourself with GarageBand's Interface
- Building a Song using the 12-Bar Blues Formula
- The Elements of Music
- Essentials of GarageBand and Music
- What is an Apple Loop?
- Searching for Loops
- Expanding GarageBand's Loop Library
- An Introduction to MIDI and Audio
- Green and Blue Loops
- Editing Apple Loops in the Timeline
- Using the Cycle Region
- Basic Arranging with Apple Loops
- Assignment: Making Your Own Arrangement

- Assignment: Creating a 12-Bar Blues with Apple Loops

Using and recording Real and Software Instruments

- Hooking Up a MIDI Keyboard
- Testing Your MIDI Setup
- Playing and Recording Software Instruments
- Cycle Recording
- Creating and Recording Drums
- Creating and Recording a Bass Line
- Editing Software Instrument Tracks
- Notation View
- Creating Your Own Apple Loops
- Recording Using Real Instruments--Single Track and Multitrack
- Editing Real Instrument Tracks
- Arranging Techniques
- Assignment: Adding a Real Instrument

Adding effects, Mixing, Mastering, and Sharing Your Music

- The Track Info Window
- Effects Presets and Guitar Amp Simulators
- Software Instrument Tone Generators
- Creating Your Own Instrument Sound
- Mixing a Song
- The Master Track
- Assignment: Create Your Final Mix
- Exporting Your Music from GarageBand to iTunes
- Audio File Formats
- Convert and Post Your Final Mix as an MP3
- Explore CueBase recording software

Grading Policy:

Evaluation is performance based through the recording of class projects. Each project will be graded using the folowing rubric:

Recording and Project Grading Rubric

4 – Outstanding A (95-100)	3 – Acceptable B (85-94)	2 – Poor C (76- 84)	1 – Unacceptable D-F (60- 74)
All requirements achieved,Effective, creative recording. Demonstrates a thorough knowledge of the process and procedures involved in the project. Effective use of the assigned hardware and software. Recording and editing are transparent, without clipping, distortion, overdriven effects, or obvious overprocessing.	All requirements achieved, Generally effective recording. Demonstrates a clear understanding of the process and procedures involved in the project. Some minor flaws.	Most requirements achieved, Minimum and barely Adequate recording. Demonstrates very basic knowledge of the process and procedures involved in the project. Some obvious errors and ommisions.	Requirements not met,Did not complete. Unable to demonstrate the function of the tools or the process and procedures of the project. Persistent errors. Incomplete.

Projects: 50%
Class participation: 30%
Quizes/Tests: 20%