

General Music
Dr. Fletcher

Garage Band Assignment 3: Creating a click track by drawing notes and entering notes through the piano keyboard to create your own loops.

1. Start a new project.
2. Save it as "Your Last Names" Project
3. Change the track sound to one of the drum kits in the media browser.
4. Create a blank loop by pointing the arrow cursor in the time line for the new track, holding command (it turns into an arrow), and clicking. Drag the loop so that it starts at the very beginning of the timeline.
5. Open the loop editor window. Draw four notes into your blank loop by holding down command (it turns into an arrow) and clicking. Line the notes up so that they start directly on each beat (1-4).
6. Highlight the notes and change all key velocities to 127.
7. You can drag the notes vertically to change the sound that the click uses. Woodblocks and Cowbells work particularly well as a click sound. Congratulations! You now have a usable click track.
8. Create another new instrument track. Choose one of the drum kits in the media browser.
9. When you play the keyboard, you should hear the instrument you have chosen.
10. Make sure that count-in is turned on under the control menu. Make sure that the track is record enabled.
11. Place the counter at the point where you wish to start recording. When you hit record, you will hear 4 beats before it starts recording.
12. If you like what you played then keep it. If not, then delete it.
13. If you are having trouble playing your part at the tempo you chose, a trick is to turn the tempo down for the project and record it at a slower speed. Once the part is in, you can then go back and speed up the tempo again.
14. If there are one or two wrong notes or bad rhythms, you can always fix it manually in the editor window, but this can be time consuming.
15. Another way to fix human (imperfect) rhythm is to use the enhanced timing function in the editor window. This is also called quantization. When you do this, Garage Band will move the notes you played to the closest point on a fixed grid. You can choose the size of the grid and the percentage to which the effect is applied. If you were too far off when you played the music, Garage Band may pull the note to the wrong point on the grid. You can always fix this manually.