Garage Band
Assignment 2
Dr. Fletcher

Skills:
Manipulating midi data
Changing percussion sounds
Changing key velocity

1. Open Garage Band. In the project browser choose "Empty Project".
Rename the file "*Your Last Names* Project 2" and save it in your folder.

2. Choose two midi loops that you like (one for each person) that are 4 bars.
Create 8 bars of each beat by copying and pasting, not by drag copying.

3. Leave the first four bars of the loop alone. This will serve as the reference.
You are going to alter or "customize" the next four bars.

4. Open the editor window. You can do this by clicking on the icon of a pair of
scissors at the top left or from the View pulldown menu. Choose one of the
elements (sounds) of that beat (snare, hi-hat, etc.) and change that to a
different sound by dragging the note either up or down. Do not drag the
note side to side because this will change the rhythm.

5. Try out several different things in order to make sure that this is something
that you like. Try to make it musical and don't just try to meet the
requirements of the assignment.

6. Repeat the process for two different loops. At the end you should have a
total of 32 bars.

7. Change the key velocity of some of the notes. You must highlight an
individual note or group of notes and then the key velocity slider will
appear. Try to balance the volume of the different drum elements so that
the overall loop sounds correct. Key velocity is similar to and sometimes
equivalent to volume. It literally means the speed at which a piano key is
initially struck. For instruments such as piano or drums, that can't change
the volume of a note once it has started, it is the same as volume. For
instruments such as trumpet or violins that can sustain notes and change
volume after the start, it is only the initial volume.