



GarageBand Tutorial

OVERVIEW

Apple's GarageBand is a multi-track audio recording program that allows you to create and record your own music. GarageBand's user interface is intuitive and easy to use, making it a great choice to create music for a variety of applications eliminating copyright issues associated with using pre-recorded songs.

Following, is a basic overview of what GarageBand does. Please note that this overview is not meant to be all-inclusive. For more detailed instructions, please use the Help menu within GarageBand.

GarageBand allows you to record Real Instruments such as a guitar or vocals, or Software Instruments using a musical keyboard. You can also build a song from a collection of more than 1000 pre-recorded Apple Loops, which can help create a truly impressive piece. The great thing about GarageBand is that you can use Real instruments and Software Instruments in the same composition.

In this tutorial, you will learn the following:

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1. GETTING STARTED

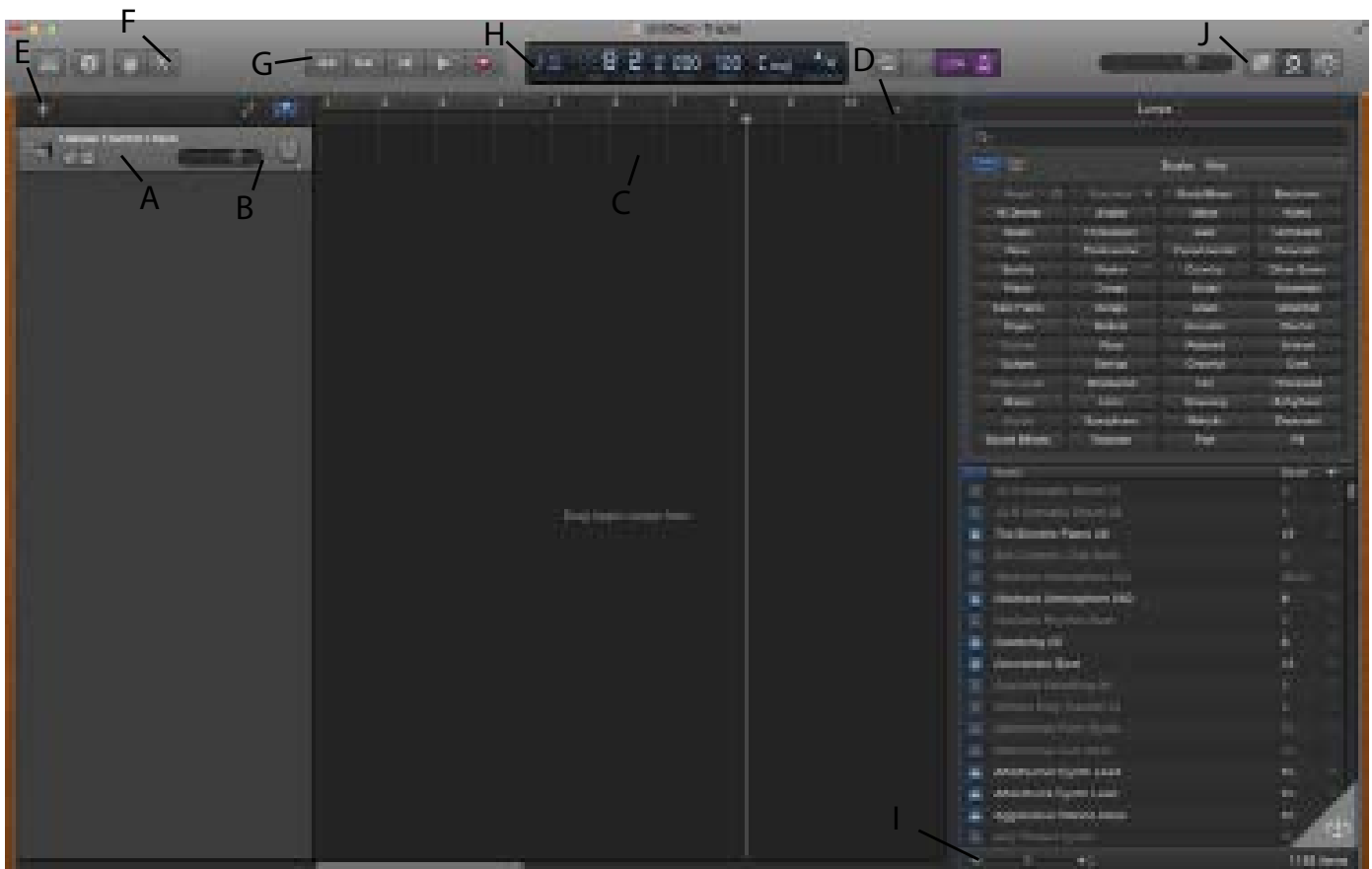


Figure 1. Navigation within GarageBand.

- A. **Track headers** - Contains track information
- B. **Track mixer** - Controls track volume and pan
- C. **Timeline** - Displays recorded and looped music
- D. **Zoom slider** - Zooms in and out on the timeline display
- E. **Add new track** - Adds a track below the existing tracks
- F. **Track Editor button** - Toggles the editor window
- G. **Transport controls** - Record, Play, and other play controls
- H. **Time display and Instrument Tuner** - Visual representation of time and pitch
- I. **Master volume slider and meters** - Controls the entire song at once
- J. **Loop Browser, Track Info, and Media Browser Buttons** - Toggles these respective windows

2. CREATING A NEW GARAGEBAND SONG

To begin creating your own song, you will need to open GarageBand by clicking the GarageBand icon in the Applications folder. Figure 2 shows you how to find GarageBand on your Mac computer. Figure 3 shows how to find Garageband on a Mac.



Figure 2. Navigation to GarageBand

Unless you already have a song in progress, the first screen that will come up is the welcome screen. With New Project selected on the left, you have a variety of options to choose from when making a new song. In GarageBand, you have the option to start off with an empty project, a collection of different keyboard and amp instruments, or a ringtone or “songwriter” preset. Once you have chosen the instrument you’d like to start with, click the choose button. See figure 3 to learn how to open a new project.

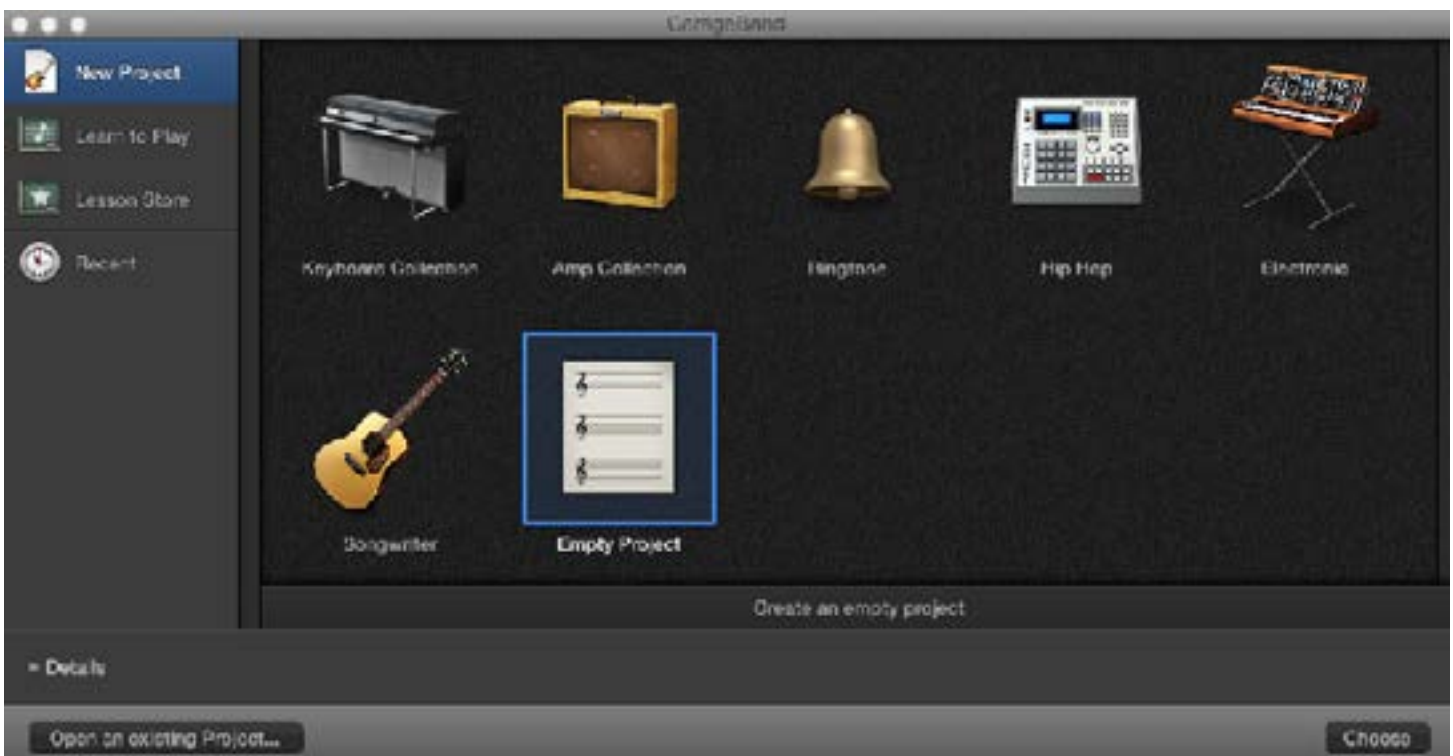


Figure 3. Opening a new document in GarageBand

2. CREATING A NEW GARAGEBAND SONG

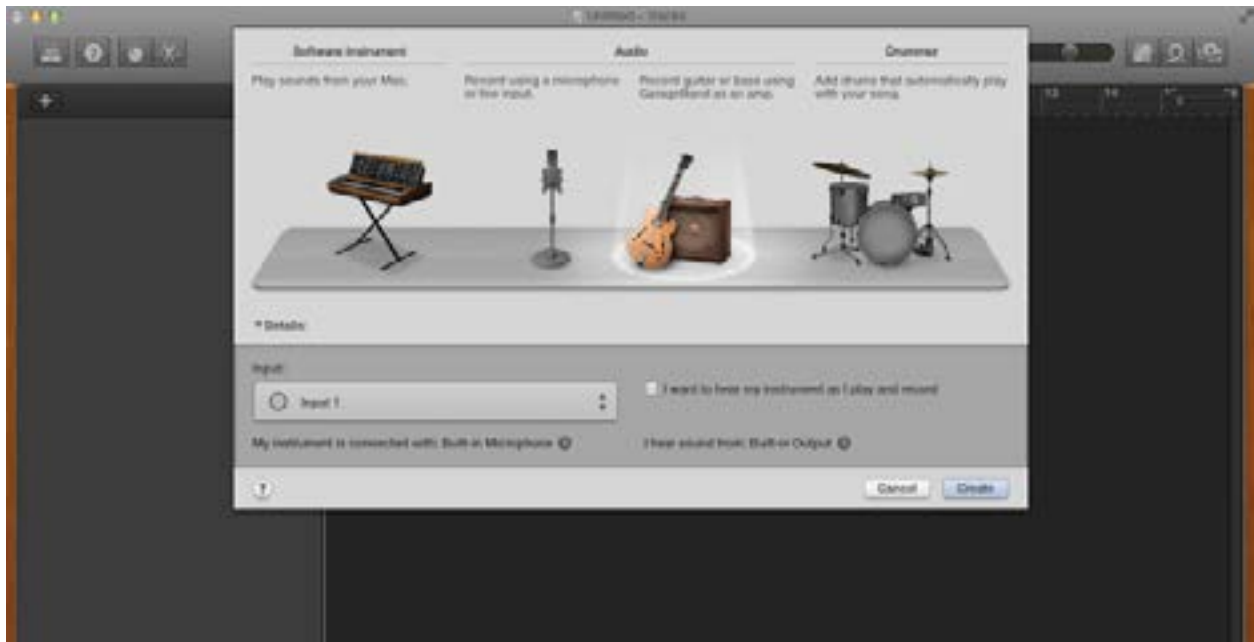


Figure 4. Choosing instruments for project

GarageBand will ask you to choose if you want to use software instruments or real instruments. You can connect an electric musical instrument or a microphone to your computer and record it in a Real Instrument track. For example, you can record a rhythm track with your guitar and then record a lead track along with the one you just recorded. Lay down a bass track and some drums, and you're the whole band. If you want to record any real instruments, you will need to connect them to your computer. In GarageBand, effects can be added to real instruments like amp simulations and effects pedals as well as echo to voice, etc.

Software Instruments are sounds that are generated using the application and an electronic keyboard. With a musical keyboard connected to your computer, you can play any variety of instruments from a grand piano to a full drum set. You can also record a piano track and change it to a guitar sound without re-recording. By adding additional tracks, you can layer several sounds together to achieve a full composition. Figure 4 shows the instruments available for use.

3. APPLE LOOPS

Using Apple Loops is an easy way to compose a song without having to play a note.

When you access loops, you have over 1,000 different software and real instruments at your disposal to build your song. Simply click on the loop to hear its sound, and after previewing, drag and drop in the timeline. GarageBand will automatically create a new track for each new instrument you choose to use other resources. The loops' tempos are automatically matched to each other to make mixing new sounds a snap. Figure 5 shows a list of the GarageBand Loops that are available.



Figure 5. GarageBand Loops

4. EDITING AUDIO

GarageBand allows for seamless editing of audio tracks, regardless of whether it is real instrument, software instrument, or apple loops. To edit audio regions, open the audio region editor and highlight the audio you want to edit. Pressing delete will clear the audio selection, open apple + T will split the audio segment at the playhead. You may move the highlighted audio by clicking and dragging the selected audio section anywhere in the timeline. Figure 6 shows an example of editing an audio track.

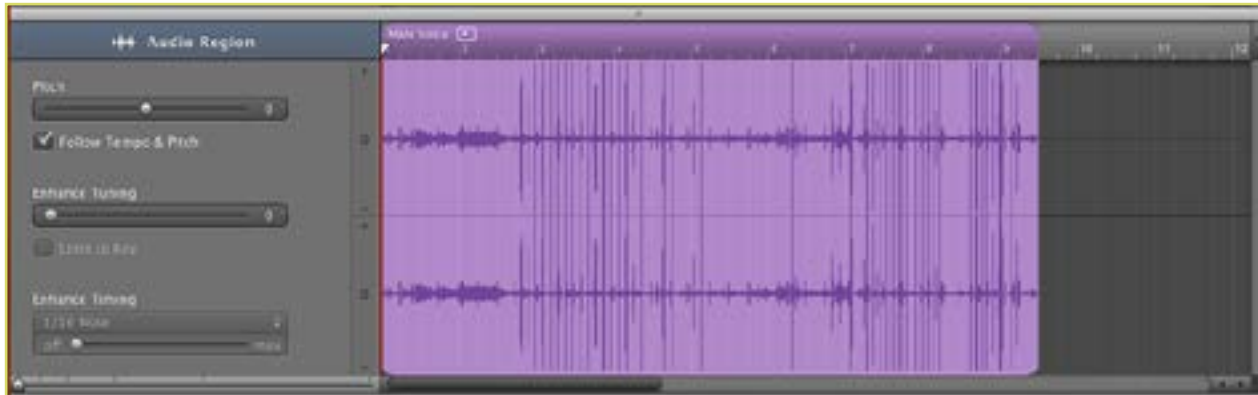


Figure 6. Editing audio tracks

5. EXPORTING YOUR PROJECT

GarageBand projects may be exported (or shared) to either work as part of other iLife projects or to a disc. To export or share your GarageBand project click share on the GarageBand toolbar and scroll to your desired export option. Exported ringtones will only work iPhones that are properly configured with iTunes. GarageBand projects can also now be exported straight to a SoundCloud account. Figure 7 shows a project that is being exported.



Figure 7. Exporting Garageband project

6. NOTEPAD

NotePad is a new feature on GarageBand which allows users to write down notes, lyrics, etc. as they are working on their projects. The notes that are written within this new feature can also be saved as a part of the GarageBand project file so that they can be accessed at a later time. Figure 8 shows where the notepad is located and how it can be used.

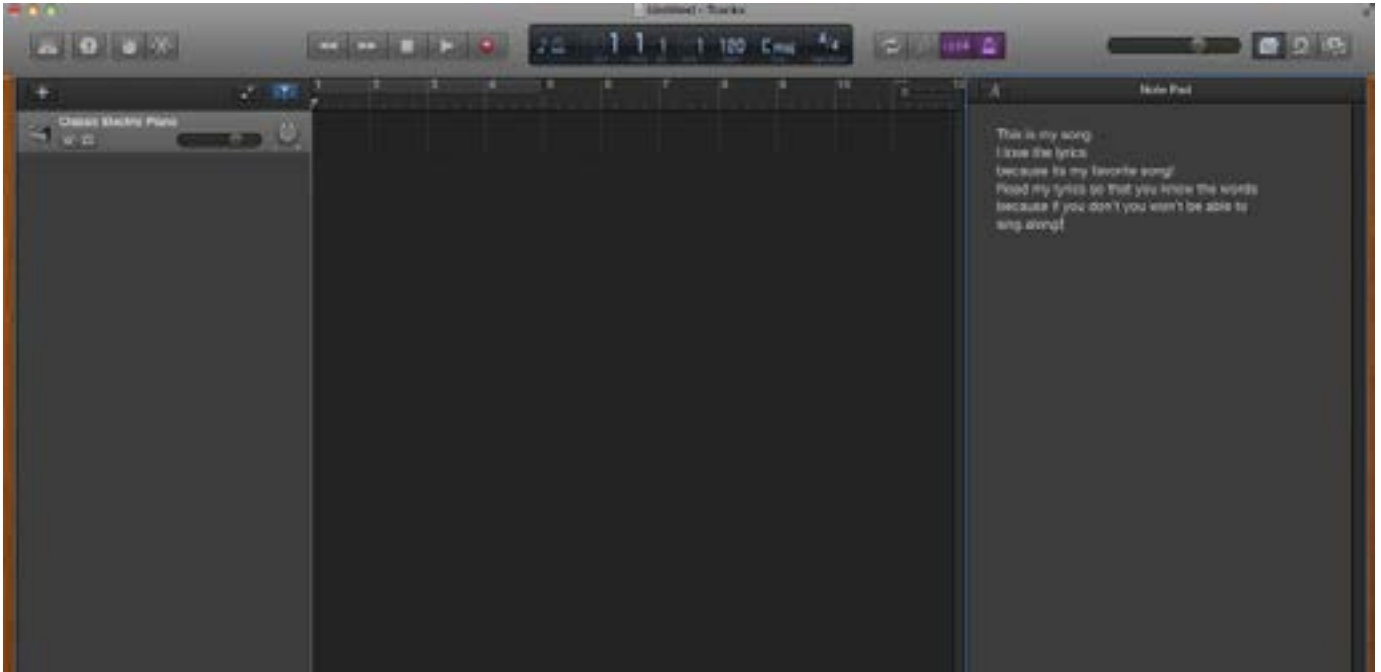


Figure 8. Using the Notepad

7. MUSIC LESSONS

GarageBand offers users the opportunity to learn how to play through watching interactive lessons. The software comes preloaded with an intro guitar and piano lesson, but more are available through a clickable store button inside the GarageBand new project window. Large visual displays of the piano keyboard and a guitar neck, along with indicators showing finger positions make learning to play fun and simple. Figures 8 and 9 show different examples of what lessons are available.



Figure 9. Taking guitar lessons.



Figure 10. Taking piano lessons