

## Logic Short Project #2 INSTRUCTIONS

Create a short Software Instrument sequence including tracks for drum set, bass, a harmony instrument, and a lead instrument. Your work will be 100% MIDI-based, but entirely “from scratch” (no premade loops, downloaded MIDI sequences, etc.).

### Step 1a: Create a drum track in the editor

1. Set an appropriate time signature and tempo  
You can change the tempo later, or slow it down temporarily to record more easily
2. Add a Software Instrument track.
3. From the Library, choose any drum set you like from the “Electronic Drum Kit” or “Drum Kit” folders.
4. Open the Piano Roll Editor (**E**).
5. If they’re not already showing, select “Drum Names” from the Piano Roll Editor’s “View” menu. This will show you where each drum sound lies on the keyboard. (Note: by default, Logic labels middle C “C3”, even though C4 is standard. To change this, go to Settings > View > Under the General tab, in the Displays section, “Display Middle C As:”) You may need to increase vertical zoom for them to appear.)
6. Using the Pencil tool, draw in MIDI events to create a drum beat that spans 4 measures. **Note the effect of the various “Snap” menu settings.** Activate the “cycle” function (**C**) in the ruler to preview the drumbeat over and over. **Every measure must be at least a little different from the others.**
7. Change the velocity of certain notes to see how they change timbre.
8. Experiment with various MIDI edits:
  - a. Under Functions > MIDI Transform > ... Humanize, Fixed Velocity, etc. Position measured in **bars | beats | 16<sup>ths</sup> | ticks** (960 ticks per  $\downarrow$  in Logic)
  - b. Try others!

### Step 1b: Create a drum track with a MIDI controller

9. Open a new drum track and mute the existing one
10. Improvise on the drum set via your keyboard (or other MIDI controller) to get the hang of where each instrument is mapped and how it responds to different velocities
11. Record a new 4-bar drum pattern “live”. (You can slow down the tempo temporarily to facilitate recording.) You may want to explore Cycle Record and Take Folder options (look these up in the Help menu).
12. Edit your performed drum pattern, with particular attention to quantization options
  - a. via the Local Inspector (if not visible, click editor’s View menu) vs. the Region Inspector
  - b. Explore swing options

**Keep whichever drum pattern you prefer**

**When you have tweaked your drum pattern to your satisfaction**

loop it out for 16 bars (to loop any region, hover over the cursor over the upper right corner of a region until you see the circular arrow)

### Step 2: Bass line

1. Create a new virtual instrument track.
2. Choose any bass instrument you like. It need not be from the “Bass” folder: you can explore the Synthesizer folder, organ sounds, whatever you choose.
3. Create an 8-bar bass phrase. Record it from a MIDI keyboard or other controller. Again, you can adjust the tempo to facilitate recording. Quantize to your satisfaction.
4. Loop it to 16 measures in sync with your drum pattern.

### Step 3: Harmony

1. Create a new virtual instrument track.
2. Choose any harmony instrument you like (keyboard, horn section, vibraphone, anything).
3. Create a 4- or 8-bar pattern, using whatever recording technique you like.
4. The part need not be harmonically complex. The role of a harmony part can be as much to add rhythmic interest as harmonic (that’s why they call it “rhythm guitar”).

### Step 4: Melody

1. Create a new virtual instrument track.
2. Choose any melody instrument.
3. Create a 16-measure melodic idea or improvisation over the top.
4. Explore the **expressive possibilities** of your instrument. Try the pitch bend or mod wheel controllers, and use automation to implement them. And/or double-click the track’s instrument icon (kbd shortcut: **B**) to access instrument-specific parameters, which can also be automated. Check out the **Articulation** options in the “Studio” instrument folders. Don’t settle for “sounding like MIDI”!

### Step 5: Effects

1. Add two plugin effects via the Track Inspector
  - a. A Reverb using Space Designer or ChromaVerb on *one* of the individual tracks
  - b. Another effect of your choice onto a separate track
2. Add an EQ of some sort on the Stereo Out (this affects all tracks).

### Step 6: Global edits

1. Create a tempo curve in the Global Track (to show/hide: expansion arrow to the left of the Ruler, or type **G** for Global) so there is a slight ritardando over the last 2-4 measures. How much is up to you.
2. “Bounce in place” (**control-B**) the 16-measure solo melody to a new audio track. Add a fade-in and a fade-out **using the Fade tool**.
3. Extend the drum, bass, and perhaps the harmony part out for 8 more bars.
4. Add a volume fadeout in each continuing track **using Track Automation**. They can fade out at different rates if you like.

### Step 7: Submit

Put your completed and compressed Logic file (.logicx) **and** an mp3 bounce (.mp3) in a **single folder** labeled with your Firstname Lastname and upload to the Teams Logic Project #2 folder.

### Assessment Rubric

<b>Logic file</b> (.logicx) uploaded as per directions	<b>4</b>
<b>bounced audio file</b> (.mp3 or similar) uploaded ditto	<b>4</b>
<b>all tracks as per directions</b> (bass, drums, harmony, melody)	<b>12</b>
<b>expression added to melody track</b> as indicated in step 4	<b>4</b>
<b>track effects added</b> as per directions	<b>4</b>
<b>track volume fade-out via track animation</b>	<b>4</b>
<b>audio fadeout on melody track</b>	<b>4</b>
<b>evidence of musical thinking, effort, aesthetic interest</b>	<b>4</b>
<b>total possible</b>	<b>40 pts</b>