

Garage Band

Introduction

Garage Band is an audio program that allows you to record, perform, and create your own music. You can use Garage Band to record multiple tracks at once, view musical notations as you record, and use different instruments to create your own music.

This guide gives you a concise introduction to Garage Band's basic features and sound editing capabilities. Refer to the ERC [Audio Resources](#) page for information on related software and equipment.

Working with Audio Files

To record a new file:

- 1: Select **New** from **File** menu
- 2: The **New Project** window appears. You are asked to set the tempo, time signature, and key signature. The default should have a 4/4 time signature, 120 bpm tempo, and C-major key signature.
- 3: To begin recording, set up your recording materials, such as setting up your microphone or plugging in your electrical instrument.
- 4: Hit the record button on the toolbar, and begin playing your instrument, using the microphone, or using the given keyboard in Garage Band.
- 5: Press the record button again to stop recording, and the play button to stop where you left off recording.
- 6: You can reset to the beginning of the track and harmonize the melody you recorded by pressing record again and then playing your instrument, using the microphone, or using the given keyboard.

To open an existing file:

- 1: Go to **File>Open**
- 2: Choose your file by browsing and selecting your desired file.
- 3: Select open and your desired file will open in the default window.

Editing Sound

To edit a file:

- 1: Click on the edit track icon in the lower left hand corner.
- 2: A new window will open display options to edit the file you have recorded.
- 3: You have the option of seeing what you recorded as musical notes on a grand staff or just as notes on a keyboard.
- 4: You have the option of changing the pitch (i.e. changing the note you recorded by merely moving the region pitch dial; however, this will change all the notes.

5: You also have the option of changing the lengths of the notes by several different ways. 1) You can click on the note and extend or shrink the note on the grand staff, 2) or you can change the note types under the advanced toolbar.

Looping Regions:

- 1 Move the pointer over the upper half of the right edge of the region. The pointer changes to a loop pointer (a vertical line and a circular arrow).
- 2 Drag the edge of the region as far to the right as you want it to keep playing. The region will loop repeatedly to that point.

Transposing Regions:

- 1 Select the region, then click the Editor button (the button with the scissors icon) to open the editor.
- 2 In the editor, drag the Region Pitch slider left to transpose the region down to a lower key, or drag the slider right to transpose the region up to a higher key.

Recording on Multiple Tracks:

- 1: Assign each Real Instrument track to a different input channel (or pair of channels) in the Track Info window.
- 2: Turn on both tracks for recording by clicking their Record Enable buttons.
- 3: Click the Record button in the transport controls.

To record a Software Instrument at the same time as one or more Real Instruments:

- 1: Turn on the Software Instrument track for recording along with the Real Instrument tracks, as described above.
- 2: Click the Record button in the transport controls.

Exporting Files

To export a file to iTunes:

- 1: Choose **File>Export to iTunes** (the entire song should be exported)
- 2: If the cycle region is turned on when you export the song, the part of the timeline from the start to the end of the cycle region is exported.