

Garage Band Tutorial

1. Open New Project

File > New

Set tempo, key and time signature

(It is best to start with defaults when starting out)

Name Project

Please refer to the Garage Band Getting Started.pdf for a more detailed guide: Choose Help> Garage Band Getting Started

2. Working with LOOPS

Click the Loop Browser button (the button with the open eye)

Choose button view

Click a keyword

Click a category

Click a keyword at right to show matching loops in results list

- Preview a loop

Click on the loop in the results list, click again to stop

- Search by text

Type name of instrument you want to find into the search window

- ADD loops to timeline

Drag and drop desired loop to the timeline; it will create a new track

3. Working in the Timeline

Select a region by clicking on it, or multiple regions by shift clicking.

You can cut, copy and paste regions in the timeline.

You can resize a region by clicking the end and shortening or lengthening the clip.

You can move a region by dragging it to a new point in the timeline.

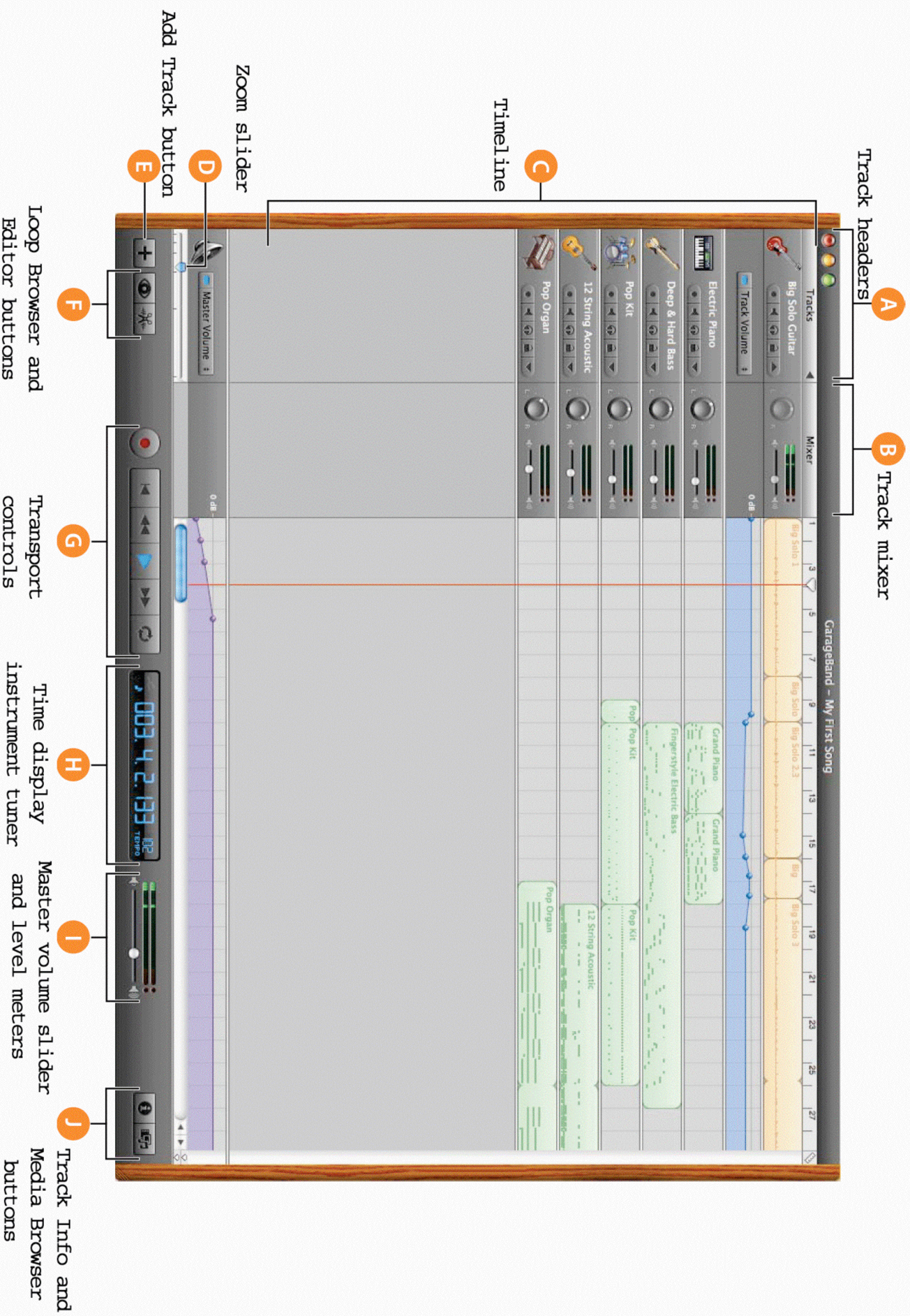
You can undo and re-do changes: Choose Edit > Undo or Redo.

4. Sharing your Work

When your song is complete choose: Share>Send song to iTunes.

For working with a movie in Garage Band

1. Open Media Browser: Choose Control>Show Media Browser.
2. Find the Movie you want and drag it into the Timeline.
3. To show the video track: Choose Track>Show Video Track.
4. To export a Movie: Choose Share> Export as QuickTime Movie.



Garage Band Window Labeling Guide

(image on previous page)

A Track headers: The instrument icon and name are shown at the left of each track's header.

- Click the name to type a new track name.
- Click the Record Enable button (with the red circle) to turn on the track for recording.
- Click the Mute button (with the speaker icon) to silence the track.
- Click the Solo button (with the headphone icon) to hear the track by itself.
- Click the Lock Track button to lock the track.
- Click the triangle to show the track's volume curve.

B Track mixer:

- Drag the pan dial to adjust the pan position of the track (the left-to-right placement in the stereo field).
- Drag the volume slider to adjust the track's volume. Watch the level meters to see the track's volume level as you record and play.

C Timeline: Contains the tracks where you record Real and Software Instruments, add loops, and arrange regions. Also includes the beat ruler, which you use to move the playhead and align items in the timeline with beats and measures. See "Timeline" on page 14 for a description of the features and controls in the timeline.

D Zoom slider:

- Drag the zoom slider to zoom in for a closer view of part of the timeline, or to zoom out to see more of the timeline.

E Add Track button:

- Click to add a track below the existing tracks in the timeline.

F Loop Browser and Editor buttons:

- Click to open the loop browser or the editor.

G Transport controls:

- Click the Record button to start recording.
- Click the Play button to start or stop the project playing.
- Click the Go to Beginning, Rewind, or Fast Forward buttons to move the playhead to different parts of the project. Click the Cycle button to turn the cycle region on or off.

H Time display/instrument tuner: The time display shows the playhead's position in musical time (measures, beats, ticks) or absolute time (hours, minutes, seconds, fractions).

- Drag or double-click the numerals to enter a new playhead position. The right side of the time display shows the project's tempo.
- Press and hold the tempo, then drag the slider to set a new tempo. You can also show the instrument tuner in the time display by clicking the small tuning fork, and use it to check the tuning of a Real Instrument connected to your computer.

I Master volume slider and level meters:

- Drag the volume slider to adjust the project's master output volume level. Watch the level meters to see if clipping is occurring before you export a project.

J Track Info and Media Browser buttons:

- Click to open the Track Info pane or the Media Browser.