

Lab 1: Using Logic Audio as a MIDI sequencer

1. Start the computer by pressing the button on the Macintosh monitor. The log-in is:
Name: MusicTech
Password: MusicTech
2. Open the music 128 folder in the Documents folder.
3. Open the file "Lab One Logic" to start Audio Logic.
4. Select "SAVE AS" from the file menu, and then type your name when the computer prompts you for a file name. Type "return." This will create a new file in the same folder and will allow you to complete the lab without affecting the original file.
5. Now check all MIDI connections:
 - a. MIDI Patch bay is set correctly: the Mac is listening to the Kurzweil (7>1) and the Proteus is listening to the macintosh (1>2). [71111111]
 - c. Synthesizers are on and mixer faders 1 and 2 are up.

OBJECTIVE: RECORD SEQUENCES ON SEVERAL TRACKS AND PLAY THEM BACK ON DIFFERENT MIDI CHANNELS USING THE PROTEUS AND THE S80.

- A. Name each track by holding the Apple key and double-clicking on the track.
- B. Set the synthesizers to appropriate voices according to the track channels.
- C. In your written lab summary, describe your piece. What are your objectives? Is the music original? What were you trying to express with the music? What voices did you use? How did you edit your sequences?
- D. Logic has several windows which you should know. Currently, you are viewing the Arrangement window. From the windows menu, select Score window. This will show the currently selected sequence as music notation. Don't worry if it doesn't look quite right. You can edit notes here by cutting, pasting and dragging. Now from the windows menu select the matrix window. This displays the sequence as rectangles which can also be manipulated in ways similar to the score window. Now open the mixer window and observe that a mixer slider is displayed for each mixer channel. Set each track to "touch" in order to record slider values to alter the volume during the playback of your piece. Now open this new sequence by viewing the Event List window. This shows you the slider movements as a list. Now change some of the start times, velocity values, anything you feel will help the performance of the sequence.

Remember that whenever you use MIDI volume, it affects the output of your synthesizer. Most synthesizers will remember the last setting they received from the sequencer. If, after you record or edit any volume controllers (faders), your synthesizer level is off it is probably because you reduced output to 0. In order to avoid this situation, go to the View menu in the arrange window and select

“view” then “volume”. Now, set the start volume for each track to something other than zero. Now when the sequence starts playing, it will boost the volume to the level you set at the start of the sequence.

- E. Bounce your piece to disk. From the mixer window, select “global” to display the main mixer outputs. At the base of the main output slider, click on “BNCE”. Select the file format you would like. Resolution should be 16-bit. File type should be stereo interleaved, Dithering can be none. Bounce mode should be offline. Click on “Bounce”. Name your sound file and store it in the music 128 folder. Burn the file to CD using itunes. Bring it to class with the written analysis of your piece.

END OF LAB 1