

# Logic 301 - Advanced Techniques in Logic Pro

## Logic Pro 7

Advanced music creation.  
Powerful audio production.



### Course Description

This three-day course takes you through Logic's powerful advanced features covering everything from production, editing, and mixing, to notation and scoring to picture. Starting with advanced setup, this course covers everything from production, editing, and mixing to scoring and composition. Throughout the class, professional secrets are revealed regarding how to streamline production workflow, accelerate editing tasks, effectively manage takes, and construct a mix that will meet the most exacting standards. You'll discover powerful techniques for multi-track recording and explore the limitless potential of Logic's audio instruments, including the revolutionary Sculpture, a new addition to Logic Pro.

### Who Should Attend?

This class is designed for those who want to learn music production and composition using Logic Pro.

### What You Will Learn

- Customizing the interface
- Using key commands
- Managing I/O setups
- Creating and managing takes
- Working with software instruments
- Advanced audio editing
- Creating and using markers
- Working with Apple Loops
- Scoring to picture
- Working with notation

### Prerequisites

Students should have the following prerequisite knowledge prior to attending the course:

- Logic 101 - Overview of Logic Pro and Logic Express

### COURSE OUTLINE

#### Lesson 1: Speeding Up Workflow

- Using Song Templates
- Customizing the Interface
- Using Key Commands
- Accessing the Toolbox
- Saving a Song Template

#### Lesson 2: Managing Your I/O Setup

- Labeling Inputs and Outputs
- Creating a Headphone Mix
- Using Input Objects
- Backing Up and Transporting Your Setup

#### Lesson 3: Creating and Managing Takes

- Using Project Folders
- Working with Dependent Files
- Quickly Accessing Additional Tracks
- Recording Multiple Tracks Simultaneously
- What to Do if You Run Out of Tracks

#### Lesson 4: Tempo and Pitch Matching

- Working with Apple Loops
- Using the Time and Pitch Machine
- Working with Rubato Passages

#### Lesson 5: Working with Software Instruments

- Getting Familiar with the Instruments
- Understanding the User Interface
- Using Ultrabeat
- Using the EXS24 Software Sampler
- Using the EVP88 Vintage Electric Piano
- Using the EVD6 Vintage Clavinet
- Using the EFM 1 FM Synthesizer
- Using the ES2 Synthesizer
- Using the ES1 Virtual Analog Synthesizer
- Using Global Tracks to Create a Quick Arrangement
- Sound Design with Sculpture
- Treating Your MIDI Hardware as Software

#### Lesson 6: Working with the Arrangement

- Creating and Using Markers
- Navigating the Arrangement
- Zooming Effectively

#### Lesson 7: Advanced Audio Editing

- Using Edits to Create Parts
- Comping Tracks
- Fixing Problems Using the Sample Editor

#### Lesson 8: Advanced MIDI Editing

- Using Loops, Copies, and Aliases
- Demixing MIDI Regions
- Working with Region Parameters
- Working with MIDI Note Events
- Using Transform Functions

#### Lesson 9: Working with Mixer Channels

- Using the Track Mixer
- Using Insert Effects
- Using Bus Effects
- Panning Stereo Tracks
- Switching the Contents of the Plug-in Window
- Changing Plug-in Locations
- Using Channel Strip Settings

#### Lesson 10: Controlling Signal Flow

- Using Bus Channels as Submixes
- Using Aux Channels for Bus Returns
- Adding Tracks to the Track View
- Using Mixer Groups
- Incorporating External Effects Processors

#### Lesson 11: Automating the Mix

- Working with Offline Automation
- Performing Real-Time Automation

#### Lesson 12: Working with Notation

- Creating Notation
- Using Score Styles
- Working with Text
- Transcribing a Performance
- Working with Drum Notation
- Creating Scores and Parts

#### Lesson 13: Scoring to Picture

- Setting up Synchronization
- Importing Media
- Spotting the Movie
- Positioning Events on the Timeline