

Music Technology Assignment #2

1. Open Garageband, and go to “File, iCloud, Open iCloud Song.” Go to iCloud drive Garageband folder and find your project
2. Change the BPM (Beats Per Minute) to 140. Do this by double clicking and typing in 140, then press enter. The window is at the top center of the screen.
3. Click on the loops icon on the upper right corner, and click guitars so it is highlighted blue
4. Play some of the loops listed by clicking the green or blue icons to the left of the names
5. Scroll down until you find “Classic Rock Steel 02” (loops are listed in alphabetical order). This should have a green music note next to it.
6. Click and drag this loop into the acoustic guitar track under the main workspace window. It should be two measures long. Make sure you are zoomed all the way out.
7. Go to the upper right corner of the loop until you see a loop icon come up. Click and drag to the right until the end of measure 12.
8. Go back to the loops window and click the orange reset button
9. Click on piano so it is highlighted blue
10. Scroll and select “classic rock piano 03.” (green music note icon)
11. Drag into Yamaha Grand Piano track. Loop this until the end of measure 12 by repeating step 7.
12. Select the Drum track, and add a yellow region by holding Command and then clicking inside the drummer track.
13. Go to the lower right corner of the yellow region and drag so it goes until the end of m. 12
14. Listen to your track by pressing space bar to play and also to stop.
15. Go to measure numbers at top (starting with 1), and click and drag (yellow bar will appear which says “cycle range”) until the end of measure 12. This will automatically loop your song.
15. Double click the yellow drum region, or click the scissors tool (upper left), and go through the different drummers under the Rock category (click on tab that says “Rock” to see choices).
16. Drag the circle around in the box that says, “simple, soft, loud, complex” to find a sound you like. Also play around with the settings on the window to the right of that (percussion, cymbals, kick & snare).
17. Click Command S to save when you are satisfied with the sound of your drums, then go to “File, Close” after you have saved your project.