



GarageBand for Mac

From Idea to Final Mastering

A Step by Step Guide to Produce an Original Song until its Release

100% Human Author – No AI Content

**FREE SAMPLE
3 COMPLETE CHAPTERS**

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He is also the author of the manuals

“Logic Pro 12: from A to Mastering”

“Logic Pro 11: Professional Music Production Guide”

“Logic Pro X from Idea to Final Mastering”

translated into multiple languages.

He has consolidated the experience of hundreds of concerts, classes, and lessons as an instructor into a method where practice leaves little room for theory.

The result will be nothing but “tangible” music.

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- Foreword -

Do you know the demo buttons, the demos of keyboards sold in music stores or supermarkets?

I always press them to understand what I can achieve with that particular model. They let you hear wonderful performances of harmonious sounds and rhythms. It's a pity that once I get home, the keyboard remains a Cinderella dressed in rags, with completely aseptic rhythms and sounds, making me feel partly inadequate, and partly fooled!

I don't want to "catch" you, or make you feel fooled!

Over the next pages, we're going to create a song together, from the beginning to the end, with hundreds of illustrated steps.

I'm going to walk you through it with simple words, easily, the way I wish someone would have explained it to me...

GarageBand will be Music for you!

Music can be a hobby.

Music can be peaceful.

Music can be an effort.

Music can be work.

Music can be a toy...

and with GarageBand

Music can be you!

Marco

01 Getting Ready For The Adventure

In this short chapter dedicated to the preparation of our work environment, we will talk about the requirements for an optimal installation of GarageBand.

I will explain how to download its Gigs of libraries and sounds.

We will see where to set up the Audio Interfaces and get something out of the Speakers.

I'll tell you a little bit about my tricks on using the mouse and keyboard.

Small details that may seem obvious, but if mastered will allow you save a lot of time and, let's face it, money.

Before planting we must plow our field well.

It's time to put your boots on!

- GarageBand's History -

GarageBand has been an Apple software since 2002, the year in which the company bought Emagic, the same software house that developed its big brother Logic Pro.

It was first announced by Steve Jobs at the 2004 Macworld Expo.

He integrated GarageBand into the iLife project, a suite of apps that included iPhoto, iMovie, iDVD and iWeb, intended for the creation and organization of digital content.

It wasn't possible to purchase it separately before the launch of Apple's App Store.

In 2010 was released GarageBand 6, also called Garageband '11 because of its release with the iLife '11 package.

From GarageBand 6, included in iLife '11, we've moved on to version 10 or X, the version of GarageBand we'll talk about in the pages of this book.

GarageBand became independently available on the Mac App Store on January 6, 2011, and since then Garageband users have increased exponentially.

GarageBand 10 came out in October 2013 with the release of the macOS X 10.9 (Mavericks) operating system.

- System Requirements -

Nowadays, the only real requirement to install GarageBand 10 on a Mac is...
Having a Mac!

I'm not kidding, it's the only prerequisite since GarageBand 10 has been made free since its release.

Then the following hardware is required:

- 4 GB (GigaBytes) of RAM
- A minimum space of 6 GB

However, for the system to be perform well I have another unofficial system requirement to recommend:
a good hard drive. I'm not talking about its capacity, but its speed.

To check the technical specifications of your system:

1 - Click on the Apple menu (🍏) in the upper left corner of your screen, and click on "About This Mac".

You will find the version of your Operating System.

On the same screen, further down, you will find details of your Ram expressed in GigaBytes (GB)



Random Access Memory (RAM) is a temporary storage medium used by your Mac's CPU. 32-bit software can take advantage of up to 4 gigs of RAM. GarageBand 10 is 64-bit software, so it can take advantage of up to 18 billion gigs. My Macbook has 16 Gigs (without the billions), and everything works perfectly.

Theoretically, your CPU can access data stored in your computer's RAM much faster than your hard drive but, from personal experience, if you have to buy a new Mac, a used one, or make an upgrade, give more importance to a fast drive than to bigger RAM size.

Free space on your Hard Disk can also have an impact on performance. Always try to keep at least 20% of your Hard Disk empty.

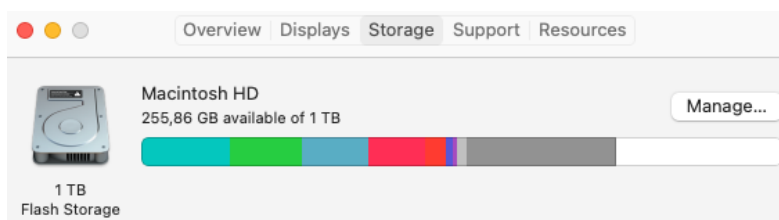
I recommend that you have at least 20.30 Gigs of storage space to store all of your GarageBand loops, presets, and projects, and still have space remaining to allow your Mac to run smoothly. I don't recommend buying a Mac with a 128 GB SSD. They run out quickly!

To check how much space you still have available on your disk:

2 - Click on "Storage"



and in the following window you will find the information we're looking for.



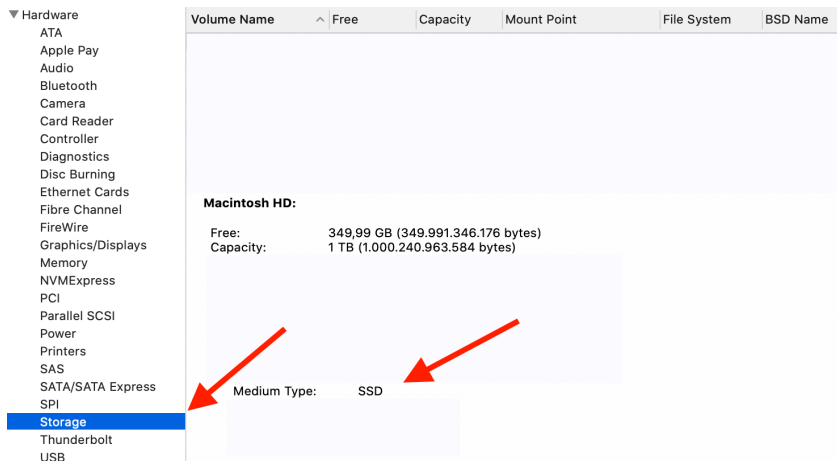
Do you want to know if you have an SSD or not?

3 - Select the "Overview" tab, then click on "System Report..."



4 - On the left, in the Hardware column, select "Storage".

On the right side of the screen you'll see the information about your hard disk.



If you read 5400 or 7200 somewhere, you don't have an SSD.

Well, you found 5400 written and you only have 4 Gigabytes of RAM, and you plan to start sending me to ...

Wait!

You'll be able to work with GarageBand... Yes !!!

However, if you work with very large projects, with tracks all over the place and tons of the latest plug-ins, you might encounter a well-known warning called "Disk is too slow or System Overload".

In this case, when GarageBand shows signs of concern with the warning, you simply have to close the warning and retap "Play".

- Installation -

GarageBand is only available from the Apple Store.

No more DVDs as with previous iLife versions.

To download and purchase GarageBand from the App Store, you will need an Apple ID.

Note: If you don't have an Apple ID, you can set one up in iCloud, the Music app, or iTunes.

1 - Click on the Apple menu (🍏) in the upper left corner of your screen, and choose "App Store...".

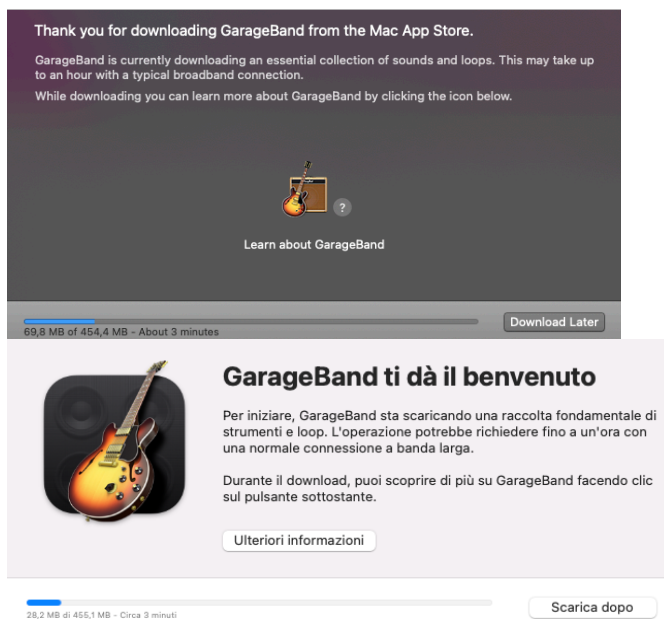
2 - In the App Store search engine search for "GarageBand".

3 - Install it

An installation wizard will guide you.

When you open GarageBand for the first time, it will automatically download and install the essential contents.

Depending on your version, a screen like this will appear:



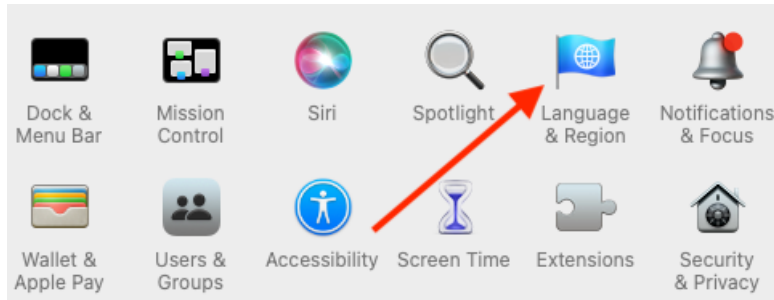
- Changing Language -

Garageband uses the System language of your Mac.

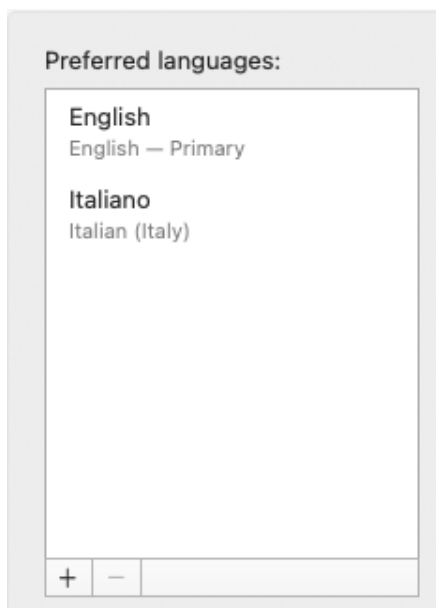
If you want to change the language:

1 - Click on the Apple menu (🍏) in the upper left corner of the screen, and choose 'System Preferences'.

2 - Choose "Language and Region".



3 - In the menu on the left set the preferred language

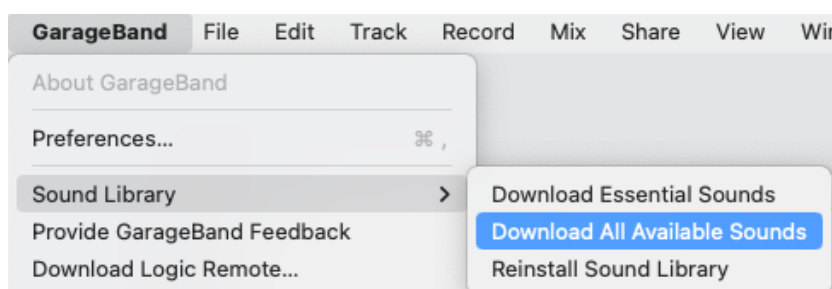


Changing the language requires a restart of your Mac before it is operational.

- Downloading and Relocating Additional Content -

As mentioned above, the minimum installation takes about 6 GB of disk space, but the full additional content installation (which is FREE) amounts to several GBs of disk space. Those are GBs worth downloading, and to do so:

- 1 - Go to the "Applications" folder (Finder > Go > Applications)
- 2 - Find and launch "GarageBand".
- 3 - Once open, go to GarageBand > Sound Library > Download All Available Sounds



The time required for the full download will depend on your Internet connection.

Libraries cannot be shared among multiple Mac computers.

Each Mac with GarageBand installed will need its own library.

- Keyboard and Mouse -

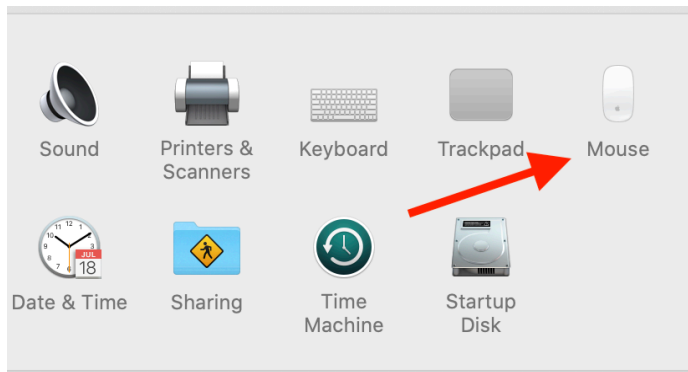
I recommend using the mouse and not the trackpad.
It's faster. Believe me, it is.

You can use the Magic Mouse, Mighty Mouse, Wireless Mouse, or Mouse with light pole cables, it doesn't matter the type but use a mouse.
Right hand on the Mouse, left hand on the Keyboard

In the previous pages, I wrote: " click on the Apple menu (🍏) ..."
"Click" in the Mac world is only a mouse click because by default the Apple mouse is not configured for right-clicking, as in the Windows world.
The extreme Mac world fundamentalists, instead of right clicking, press Control and then click.
Let's say that we, who are wimps, prefer to configure our mouse to the 'right' button.

If the right button is not yet configured:

- 1 - Click on the Apple menu (🍏) in the upper left corner of the screen, and choose 'System Preferences'.
- 2 - Choose Mouse



3 - Check the box and enable secondary clicking

I will often ask you to press the following keys:

Option (in "Alt" or "⌘" keyboards)

Control (in "Ctrl" or "⌘" keyboards)

Command (in "Cmd" or "⌘" keyboards)

Shift (in keyboards also "⇧")

I recommend doing this on the left side of the keyboard, to the left of the space bar.

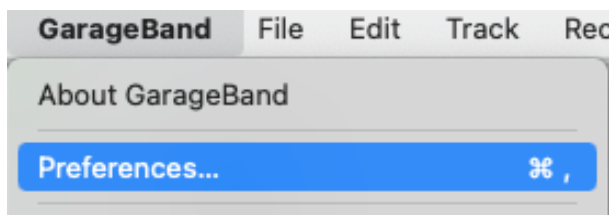
(One day I'll resell The Command, Option and Shift keys to the right of my Spacebar as new!).

- Setting Advanced Preferences -

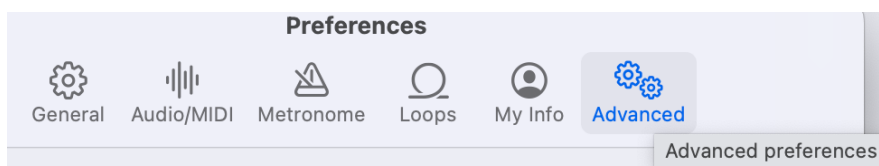
You can enable or disable certain features, adapting GarageBand to the way you work...

For me, it's important to disable something right away!

1 - Go to GarageBand > Preferences



2 - Click on "Advanced" in the right corner



3 - Leave the check mark in the "Audio Recording Resolution" box on "24 bit".

Professional setting in audio recording.

If unchecked, audio recordings will have a 16-bit resolution.

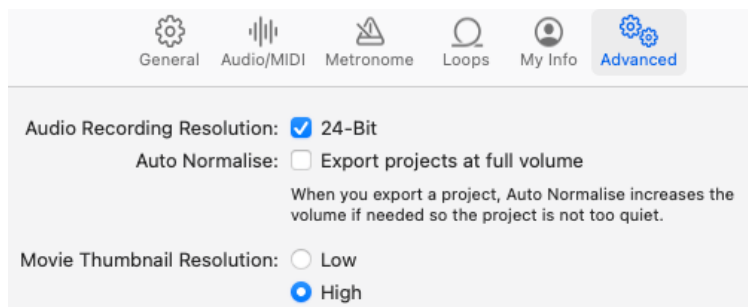
4 - Uncheck "Auto Normalise".

This way, we will be able to choose at what volume to export, because in the pre-mastering phase the volume control will be very important.

Attention: Automatic Normalization exports projects at the highest volume level at which no distortion occurs, but this is not as good as it sounds; in practice it takes away all control over the volume balance of the mix, preventing us from exporting at low volume, for example, to be able to "push" during Mastering.

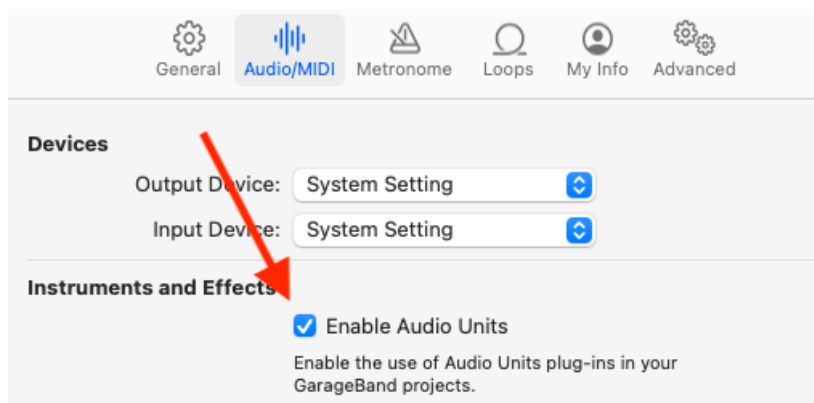
5 - "Movie Thumbnail Resolution" set to "High".

You should be left with the following settings, which will remain unchanged when you restart GarageBand.



6 - Click in the Audio/MIDI box

7 - Enable Audio Units



This will let you use all the tools and effects available both from Apple and from other sources.

- Audio Interface and Speakers -

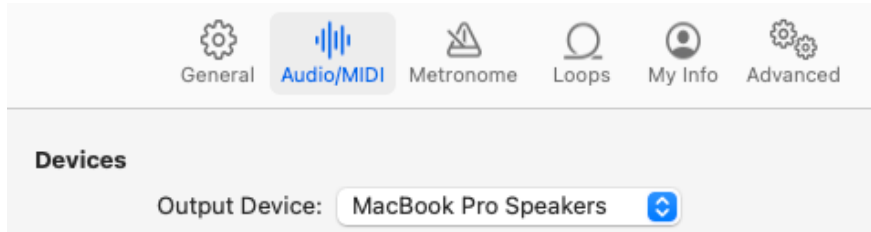
To work (and play) with GarageBand we need to be able to listen to sounds and music. To do this we'll need an audio interface and a pair of speakers.

In the following chapters we will deepen the topic of audio interfaces, monitors, and headphones, but for now we just need to hear the sound coming out of the Mac speakers and configure the Integrated Output Interface.

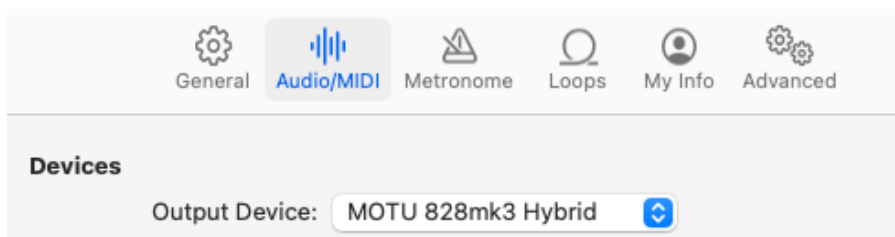
To do so:

1 - GarageBand > Preferences > Audio/MIDI

2 - In the "Output Device" menu, from the drop-down menu select "MacBook Pro Speakers" or "Built-in Output".



3 - If you have already purchased an audio interface, select it from the same menu



Make sure that the interface drivers are updated by the manufacturer.
You will normally be able to download the latest drivers' version directly from their website.

- Where We Are... Where We Are Going -

For now, let's face it, there has been a lot of talk and little action.

We have discussed the requirements that our Mac should have, we have installed GarageBand and little else.

In this free sample, we now jump to Chapter 03, where you'll start creating an original song.

03 Starting to Produce Our Unreleased Song

You all know Rihanna, right?

She's one of the best-selling singers in the world, with over 60 million albums and 215 million digital tracks.

Have you heard her "Umbrella" with Jay-Z yet?

On YouTube, by typing in "Umbrella Rihanna," you will immediately find the video clip, which at the time of this writing, has 783,232,995 views.

"Umbrella" won two awards at the MTV Video Music Awards.

It won Rihanna and Jay-Z a Grammy Award

"Entertainment Weekly" ranked the song #1 among the top 10 singles of 2007.

With its 8.6 million copies sold, it is the best-selling single of 2007.

This song is surprisingly fantastic, but now listen carefully ...

The song originated while American producer Christopher "Tricky" Stewart was playing with an Apple Loop in Garageband.

Yes, an Apple Loop !!!

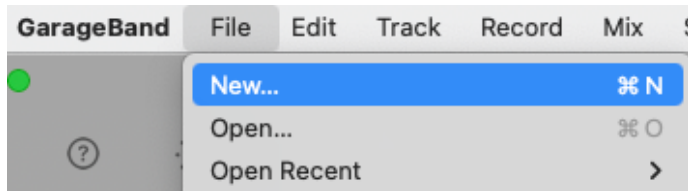
In this chapter we'll begin to sketch out our song just like "Tricky" did ...
Letting musical inspiration flow with Umbrella's Apple Loop.

Let's go have fun!

- Creating a New Project -

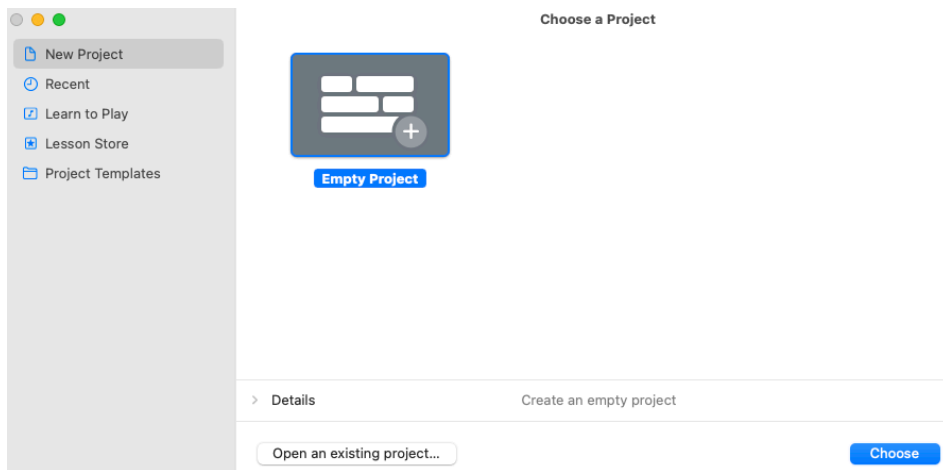
To create a new song, we need to create a new project in GarageBand.

1 - File > New...



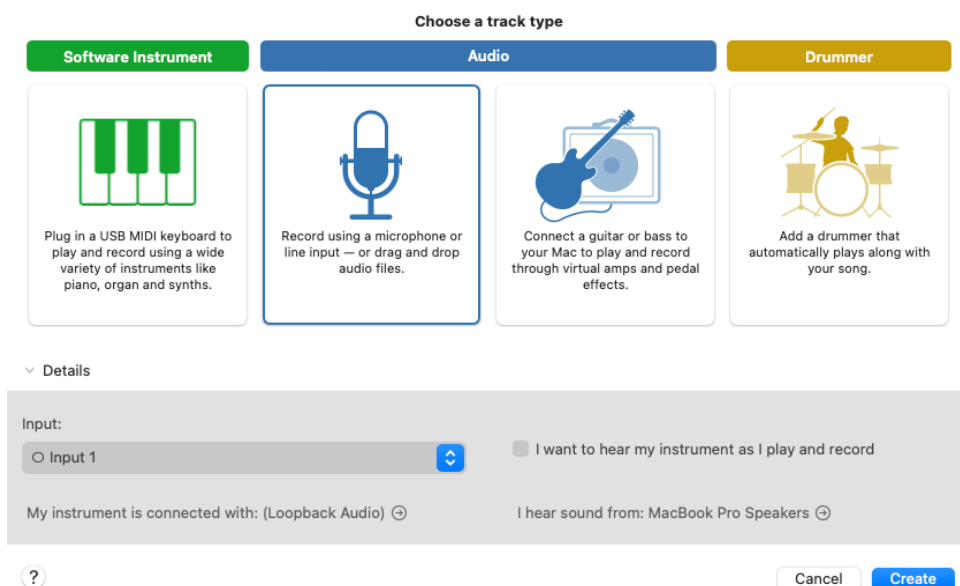
2 - Select Empty Project

3 - Click on Choose

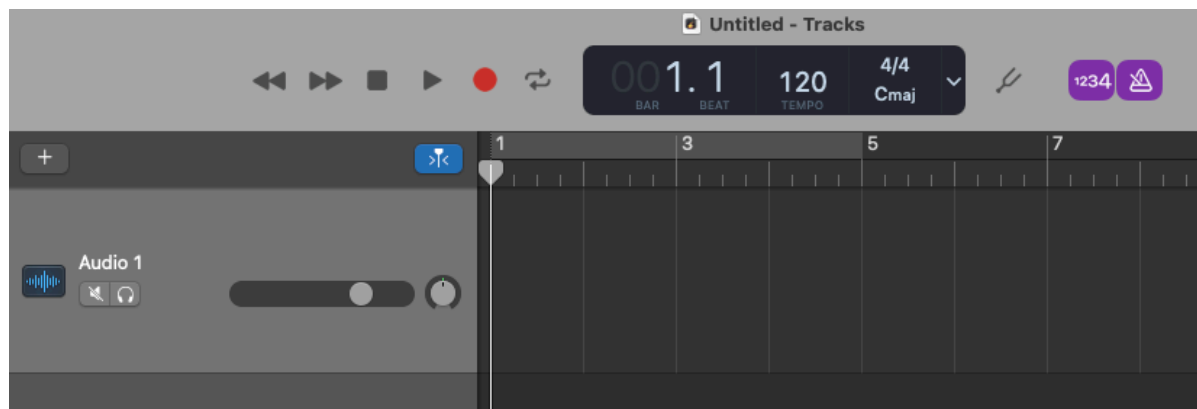


A new project must always contain at least one track.

4 - In the screen that opens, select the microphone symbol to create an audio track, and click Create at the bottom right.

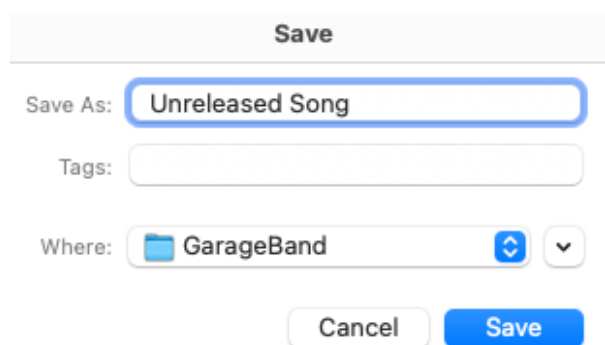


It will create an empty project called "Untitled" with an Audio track called Audio 1



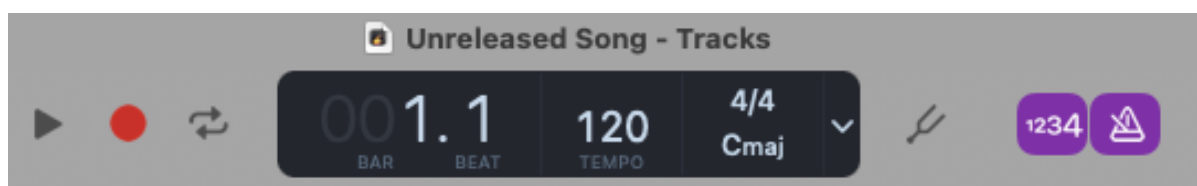
5 - Press Command + S to save the project

6 - On the next screen, give it a name and choose a destination.



7 - Press Save

The GarageBand icon will become colored, followed by your project name



- Exploring Apple Loops -

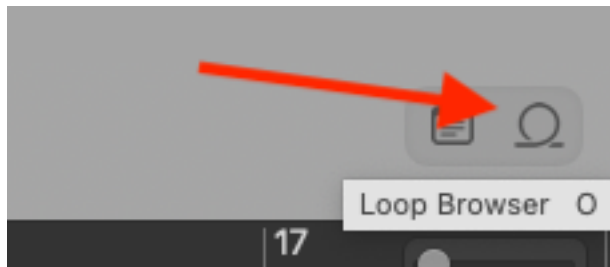
Apple Loops are prerecorded musical phrases that can be repeated over and over again, seamlessly. They have features that make them unique compared to simple non-Apple Loops:

- always follow the Tempo of the project, regardless of the tempo at which they were recorded
- always follow the Key of the project
- you have the license to use them in your productions!

Let's take a look!

1 - In the upper right corner of the Control bar click on the ohm-like symbol (Ω)

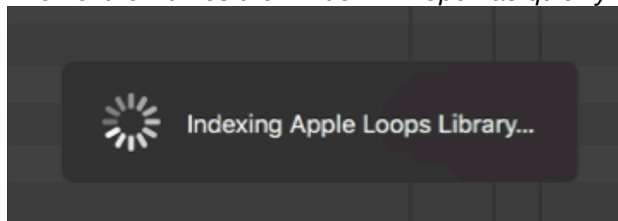
*Note: Shortcut **O** as a Circle, a Loop*



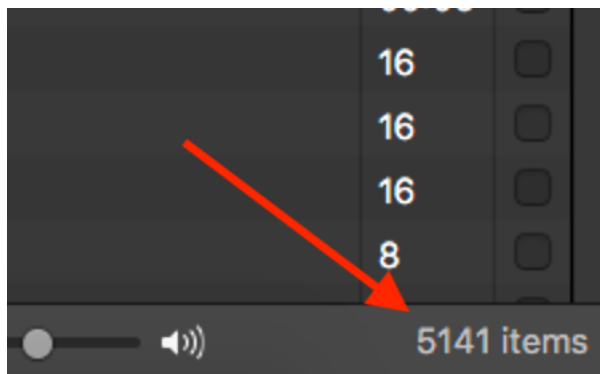
The Loop Browser will open.

Note: If this is the first time you open the Loop Browser, you may have to wait a couple of minutes for the Loop Library to finish indexing.

The next few times the window will open as quickly as any other.



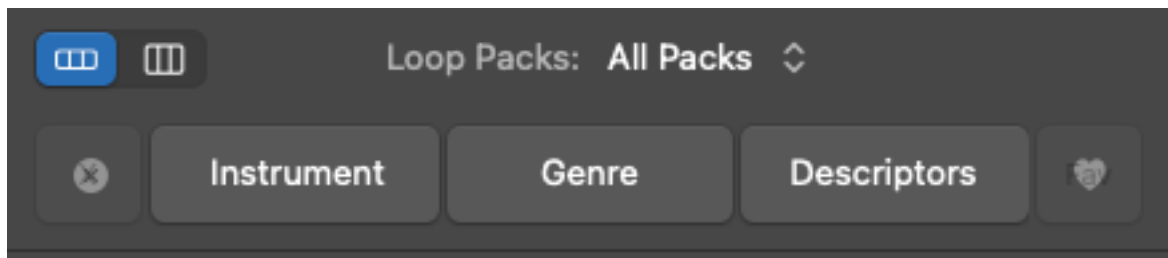
In the Loop Browser window, at the bottom right you will find the number of available Apple Loops



The number may vary, but will still be in the range of several thousand.

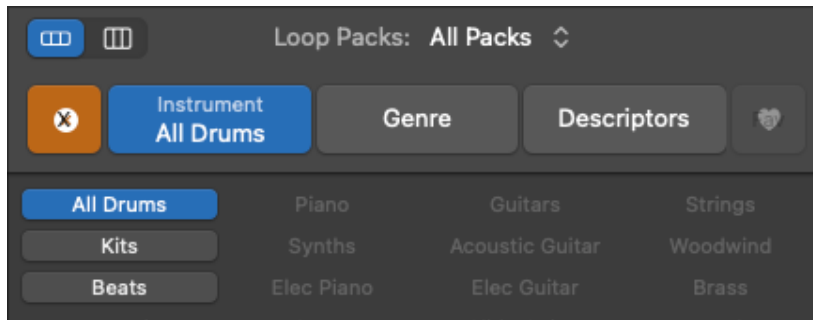
Apple Loops can be filtered by:

- ◆ Loops Packs
- ◆ Instrument
- ◆ Genre
- ◆ Descriptors



Let's listen to some drums

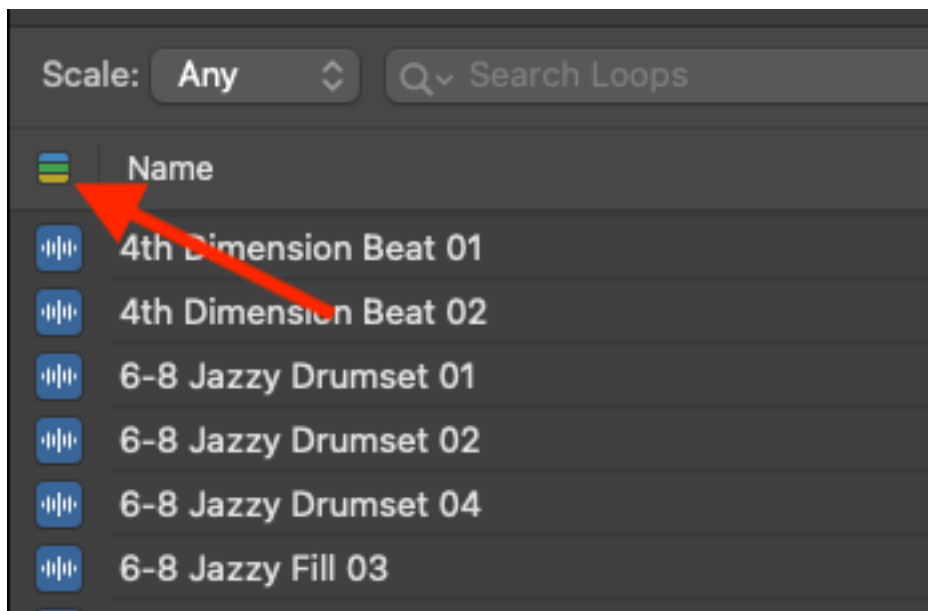
2 - Click on "Instrument" and filter by "Drums".



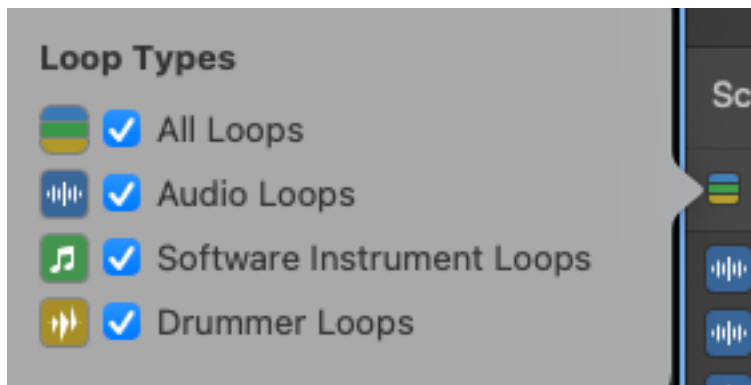
At the bottom right you will see the number of Apple Loops that remained after filtering.

3 - In the upper left corner, click on the three colored horizontal lines

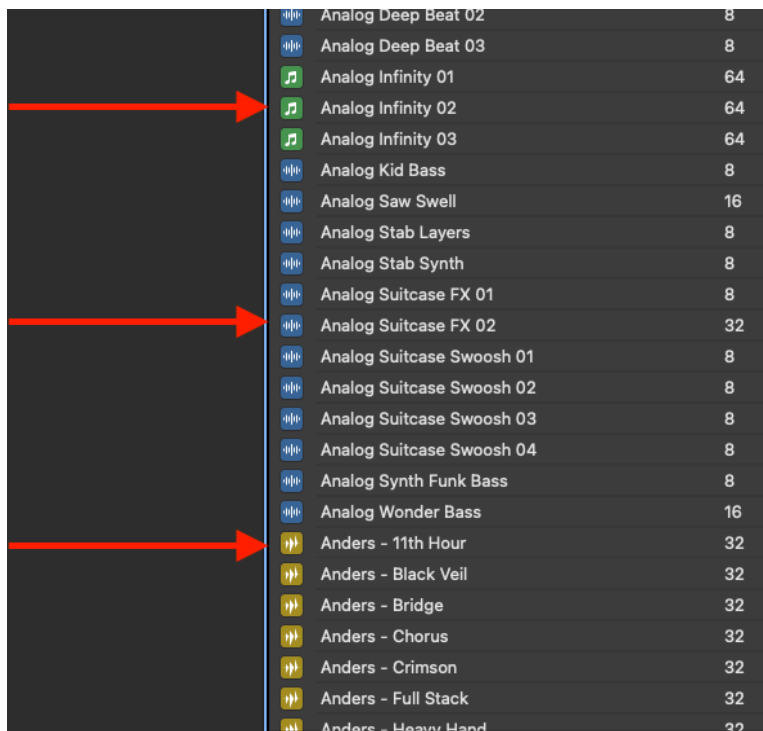
Note: Feature available since GarageBand 10.3.3



Here you can filter Apple Loops by Loop type.



Apple Loops can be Blue, Green, or Yellow.



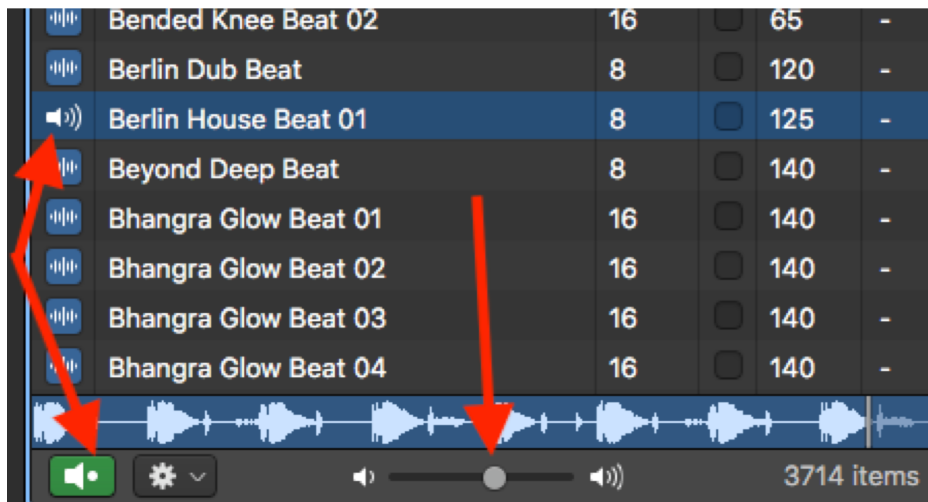
- **Blue** are Apple Loops Audio. They can only be used in Audio tracks
- **Green** are Apple Loops MIDI. They can be used in both Software Instrument tracks and Audio tracks
- **Yellow** are Apple Loops Drummer. They can be used in Drummer tracks, Software Instrument tracks and Audio tracks.

All Apple Loops, Audio, MIDI and Drummer, are editable!

4 - Scroll with the mouse, and click on any Apple Loop to pre-listen to it

You can also pre-listen to it by clicking on the speaker at the bottom left of the Loops Browser.

You can adjust the volume of the pre-listening with the small volume slider at the bottom of the window.



While pre-listening to an Apple Loop, you can use the up and down arrows on the keyboard to pre-listen to other Apple Loops without having to stop playback.

- Set the Project Tempo -

It is important to decide the tempo of the song early on.
The tempo is displayed in beats per minute (Bpm), ranging from 5 to 990.

Here are some pointers by gender:

Hip Hop: 60 to 100 Bpm
 Trap: 120 to 140 Bpm.
 Deep House: 120 to 125 Bpm
 House and Tech House: from 120 to 130 Bpm
 Trance: 130 to 135 Bpm
 Dubstep: 130 to 145 Bpm
 Techno: 130 to 150 Bpm

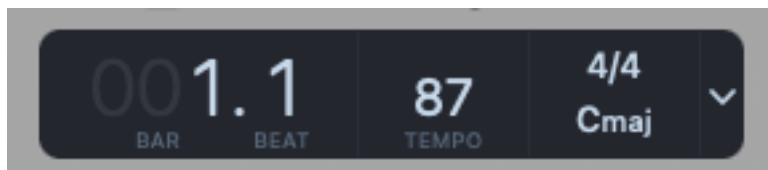
On the other hand, if you're working on a pop or rock song, it is more or less everything ...The only rule is to follow what your instincts suggest, as I intend to do.

You can set the project tempo on the LCD display.
A new GarageBand project has a default Bpm of 120.



This is the tempo with which you are pre-listening to Apple Loops.

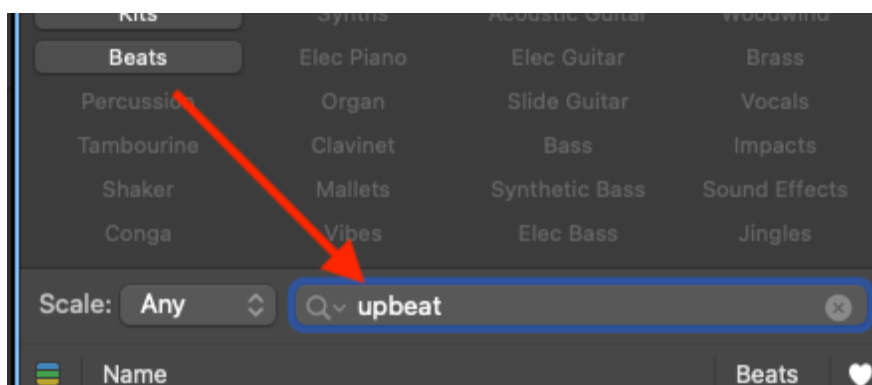
1 - Click on 120, and drag the value down, setting 87 as the new value (or double-click on 120, type 87, and hit enter)



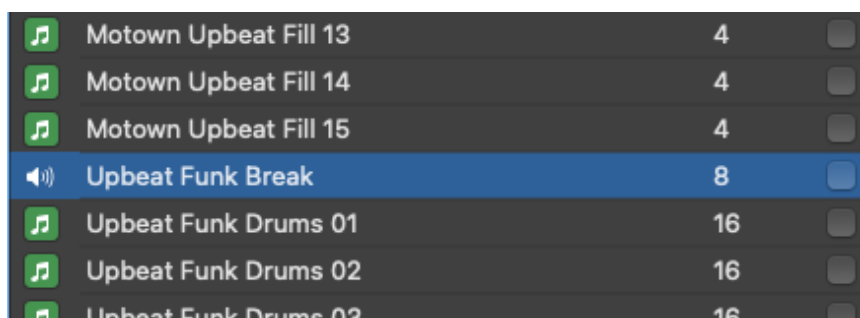
You will now pre-listen to the Apple Loops at a Bpm of 87.

At the bottom right of the filter area is a small internal search engine.

2 - Type "upbeat"



3 - Pre-listen to "Upbeat Funk Break"



You're pre-listening to it at 87 Bpm.

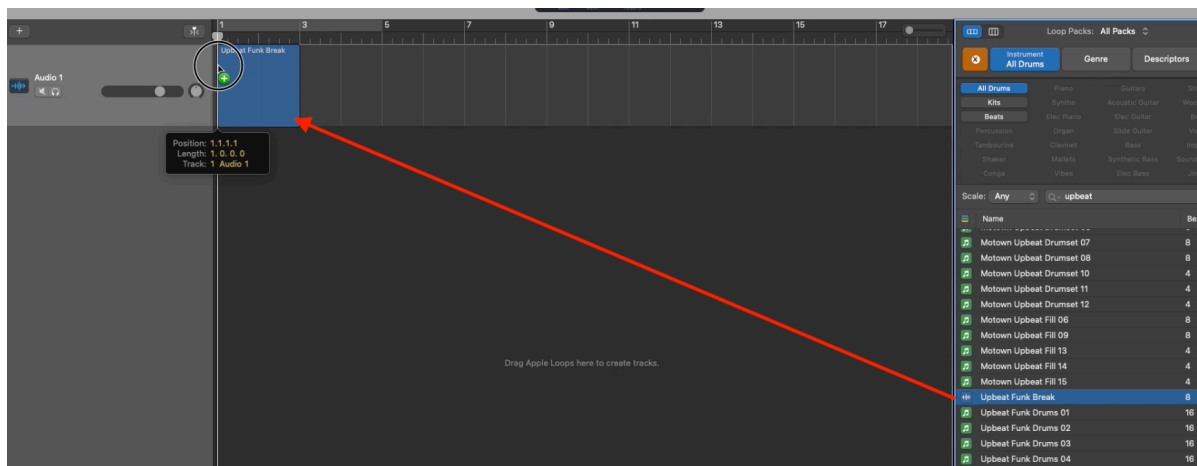
- Setting Song Length -

Adding Apple Loops to our song is child's play.

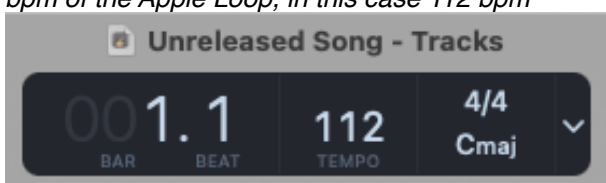
We can do this in two ways:

- ◆ by dragging them to empty tracks.
- ◆ by dragging them to empty spaces of the Track Area. A new track will be created when the mouse is released, containing our Apple Loop.

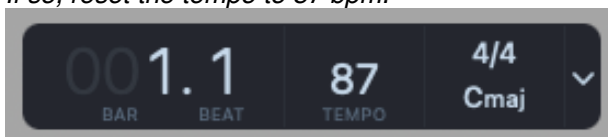
1 - Drag the Apple Loop "Upbeat Funk Break" to the previously created Audio 1. Checking the Help Tag, put it in position 1.1.1.1



Note: The first time you drag an Apple Loop into an empty project, GarageBand may conform to the bpm of the Apple Loop, in this case 112 bpm

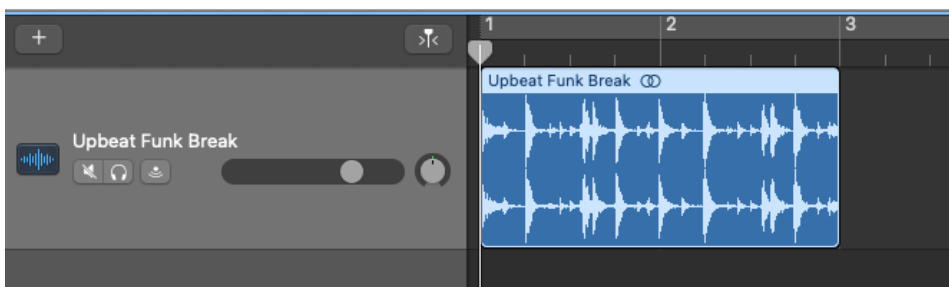


If so, reset the tempo to 87 bpm.



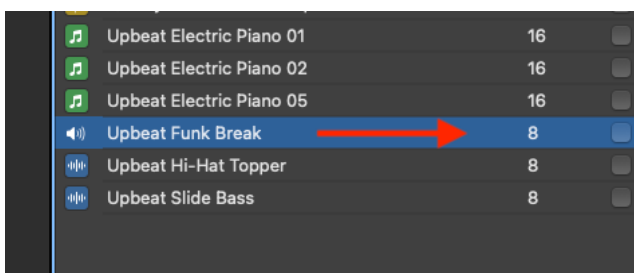
The Loops "Upbeat Funk Break" was recorded at 112 bpm, but we want to make it work at 87.

In the arrangement, we can see that the Loop is 2 Bars long, from Bar 1 to Bar 3.



In a 4/4 project, each Bar contains 4 Beats.

Looking at the information of the "Upbeat Funk Break" loop in the Loop Browser, we can see that it is a loop 8 Beats long, so 2 Bars.

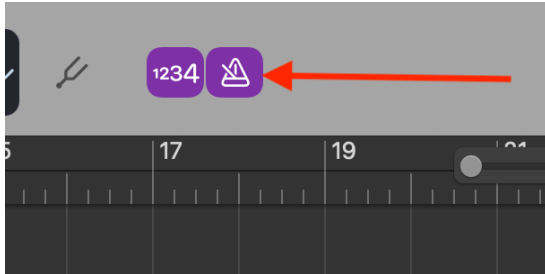


2 - Close the Loop Browser by pressing the letter **O**

3 - Press the Spacebar

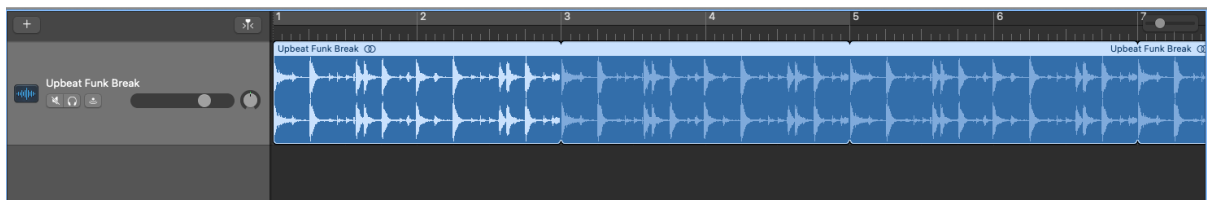
The Playhead starts, we will hear the imported Apple Loop. After two Bars, when the region is finished, there will be nothing left to hear.

Note: If you still hear something, it is definitely the metronome left on. Click on the Metronome icon and turn it off.



4 - With the region always selected press L on the keyboard

The "Upbeat Funk Break" region will be looped until the end of the project, until the end of Bar 32.

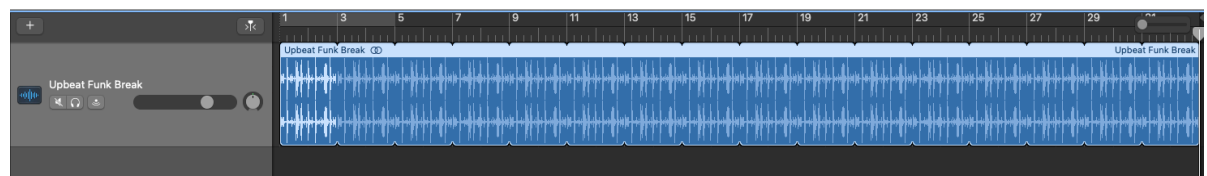


Note: A new GarageBand project is 32 bars long by default.

5 - Move the zoom slider all the way to the left



You will see the full length of the project zoomed in.

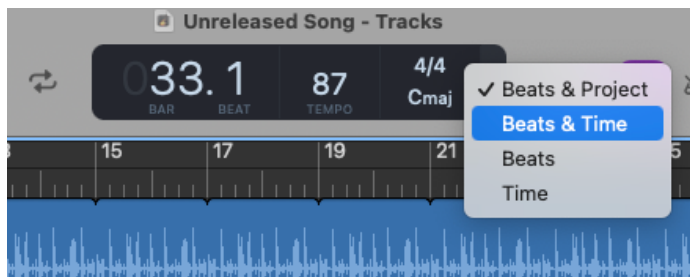


6 - Stop Playback

7 - Command + S

To create our song we will always refer to the Bars, but it will still be good to have an idea of the duration of our composition also in terms of minutes and seconds.

8 - Click on the down arrow to the right of the LCD and select Beat and tempo



9 - Move the Playhead to Bar 32

32 Bar, at 87 bpm, corresponds to 1 minute and 28 seconds.

Let's stretch out the song!

10 - Drag the end-of-song triangle located near Bar 32, to the right, to the beginning of Bar 81.



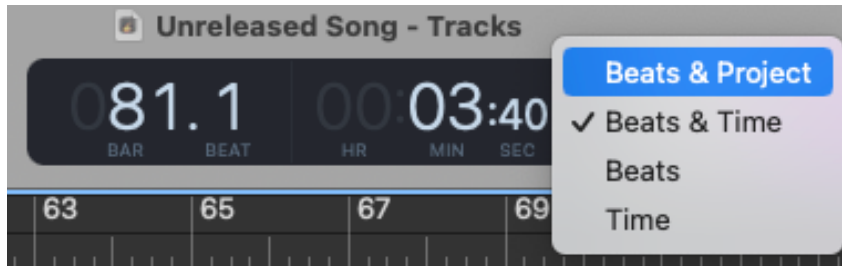
We will have stretched the song to about 3:40 minutes.

11 - Command + S

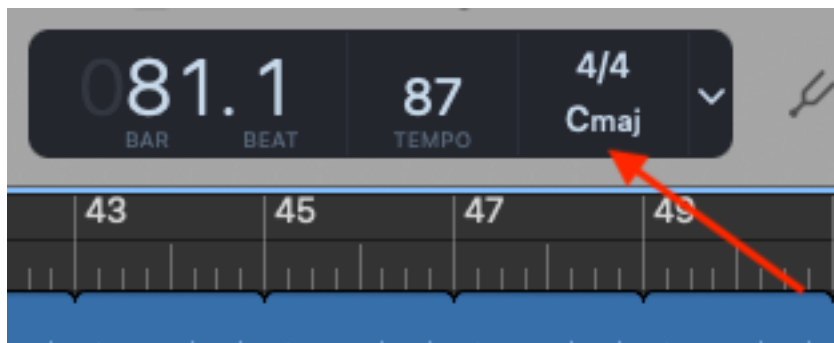
- Change the Project Key -

As we anticipated, the Apple Loops follow the key of the project.
The key is indicated in the display.

1 - Click on the down arrow to the right of the LCD and return to Beats & Project view



The key is C Major (C maj), the default key for a new GarageBand project.

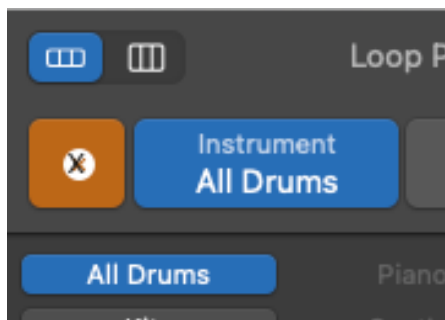


The world is full of songs made in the round of C, but why not make our songs and our Apple Loops play in other keys as well, for example in A?

Simply pre-set it in the project, and the dragged Apple Loops will conform.

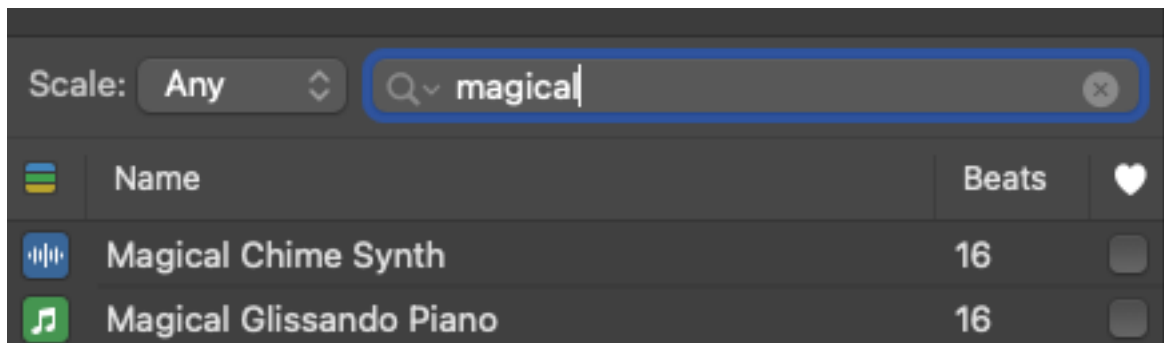
2 - Press O to open the Loop Browser

3 - Reset the Loop Browser by clicking on the big orange X



I did a little research and found a loop that I like.

4 - In the small search engine type "magical".



An apple loop of 16 beats called "Magical Chime Synth" will appear.

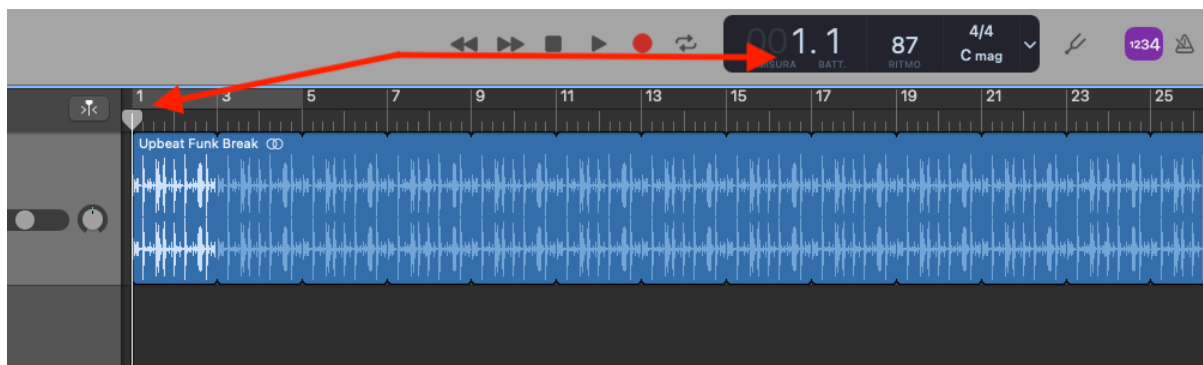
Note: For those with GarageBand 10.2 or 10.3 versions, this loop is not present. Don't type anything into the search engine. I'll let you use another one I've prepared. Skip to step 6!

5 - Click on "Magical Chime Synth" to pre-listen to it

You are pre-listening to it in C Major.

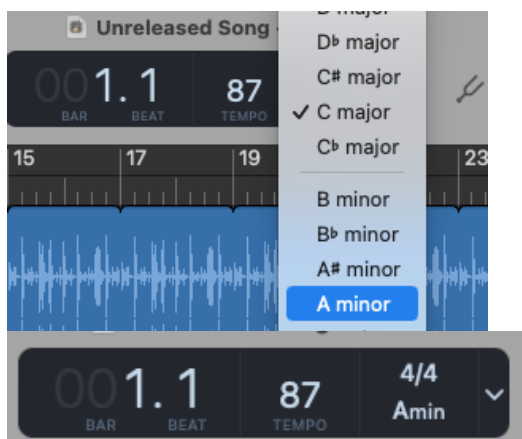
Changing the pitch of the project can be done conveniently from the display and will be done at the Playhead.

6 - Press Enter to make sure that the Playhead is in the position 1.1.1.1

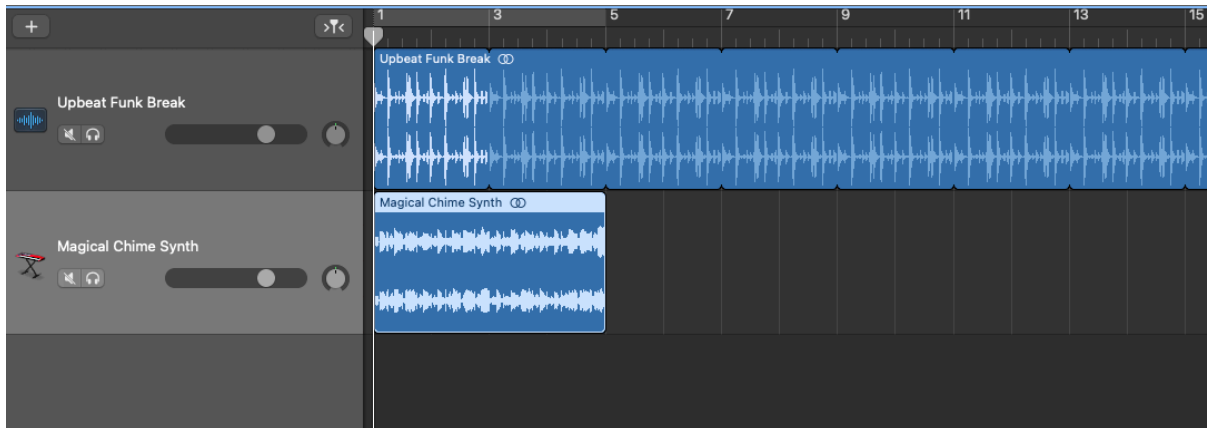


7 - In the LCD click on "C maj".

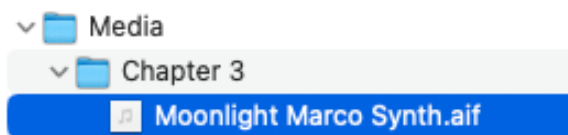
8 - Scroll down and select "A minor".



9 - Drag the "Magical Chime Synth" loop into an empty space below track 1 on the 1.1.1.1 position



Note: For those of you with GarageBand 10.2 or 10.3 versions, go to the Media > Chapter 3 folder. You'll find an Apple Loop that I've prepared called "Moonlight Marco Synth." Drag it into an empty space, below track 1, at location 1.1.1.1, and then continue with the rest of the chapter's instructions. Whenever I refer to "Magical Chime Synth," you will need to do the steps with "Moonlight Marco Synth"

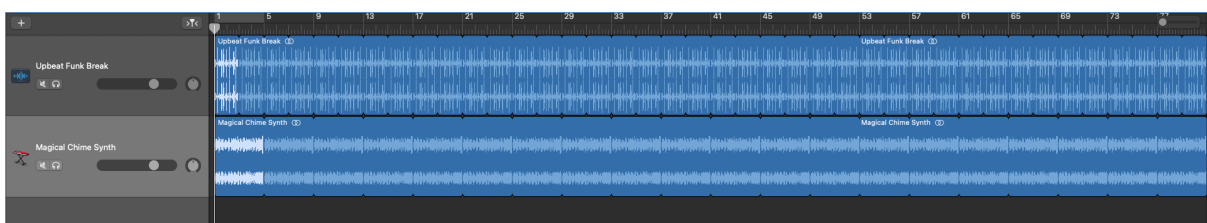


A second track called "Magical Chime Synth" will be created, with a region 4 bars long. The region will play in the key of A minor.

10 - Press L to loop the "Magical Chime Synth" region.

11 - Press O to close the Loop Browser

12 - Press and hold Command + left arrow until the project is displayed in full screen.

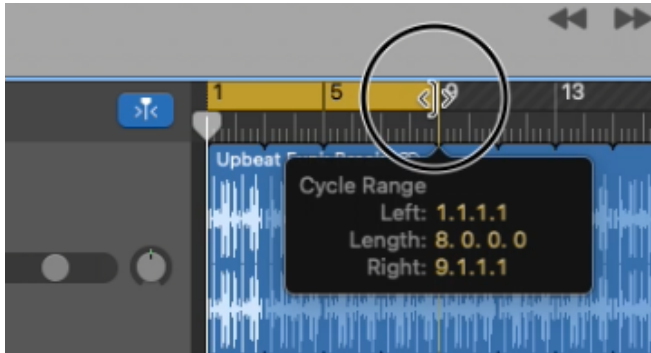


13 - Command + S

- Adding Beat -

1 - Press C to turn on the Cycle

2 - By dragging the right edge, extend the length of the Cycle to 8 Bars, up to the beginning of Bar 9



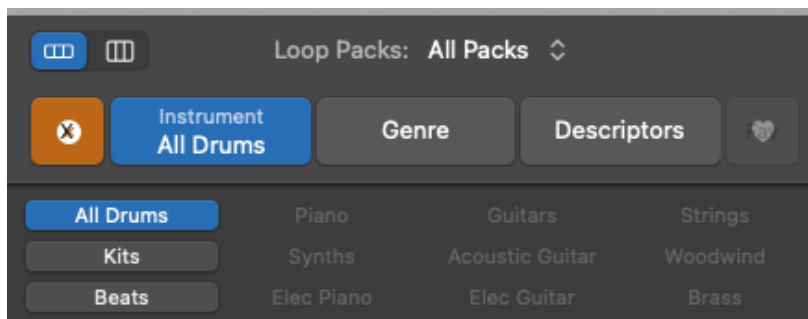
3 - Press the spacebar and listen to the two tracks in Play

Let's listen to some more loops.

I need a Beat that can help me "grow" the song.

4 - Press O to open the Loop Browser

5 - Filter loops by Instrument and Drums



Pre-listen to dozens of loops, not just those beginning with the letter A.

Jump from one letter to another, among the thousands of opportunities that the filter offers you.

Let your instincts hit you, the "immediate" emotions you will feel.

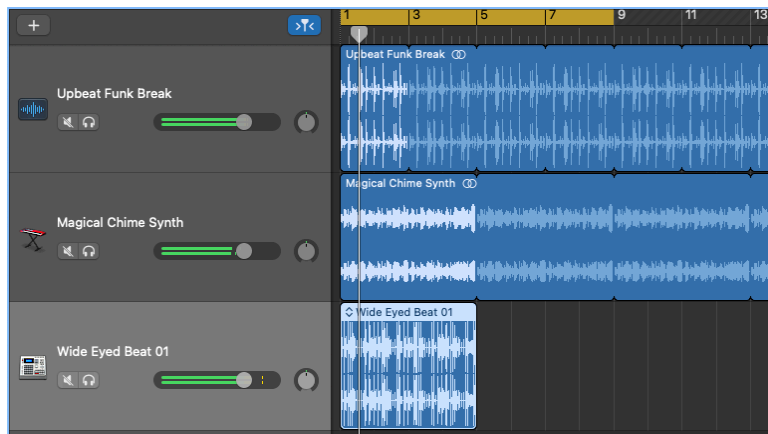
Personally, I was impressed with the "Wide Eyed Beat 01" loop.

I like the way it sounds in context.

Note: In GarageBand 10.2 version, this loop is not present. Look for it and use the "Set Free Beat" Apple Loop instead. Whenever I refer to "Wide Eyed Beat 01", you will need to do the steps with "Set Free Beat".

Well Oiled 01	4	95	-
Well Oiled 02	4	95	-
Wide Eyed Beat 01	16	65	-
Wide Eyed Beat 02	16	65	-
Wild Dreams Beat 01	16	80	-
Wild Dreams Beat 02	16	80	-
Wild Fire Beat	8	90	-

6 - Drag "Wide Eyed Beat 01" into the empty space below track 2, at the position 1.1.1.1



The third track has been created.

7 - Press L to loop this new region to the end of the project (Bar 81)

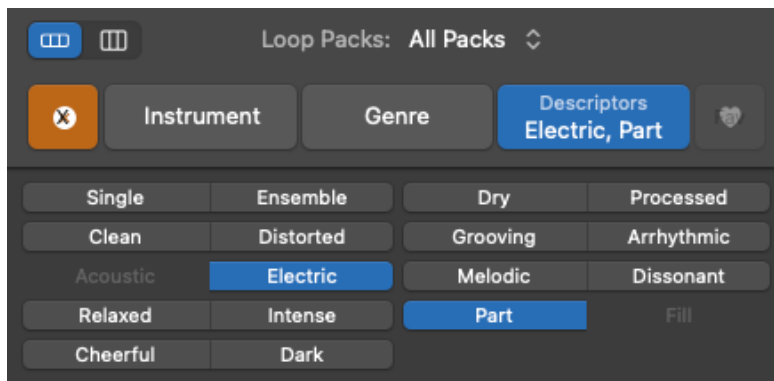
In order not to confuse myself, I deactivate the newly created track by putting it in Mute.

8 - Leaving the song in Play mode, press the small speaker symbol on the third track to mute it.



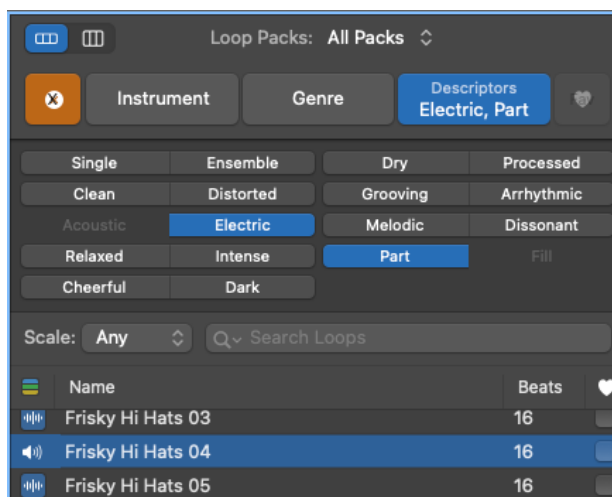
9 - In the Loop Browser select in the Descriptors: Electric, Part

Note: In GarageBand 10.2 version, select only the Part filter in Moods.



"Frisky Hi Hats 04" seems to fit the bill.

Note: In GarageBand 10.2 version, this loop is not present. Use "Glitter Nights Hi-Hat Topper" instead. Whenever I refer to "Frisky Hi Hats 04", you must do the steps with "Glitter Nights Hi-Hat Topper".



10 - Drag the loop "Frisky Hi Hats 04" into the empty space below track 3 at position 1.1.1.1.

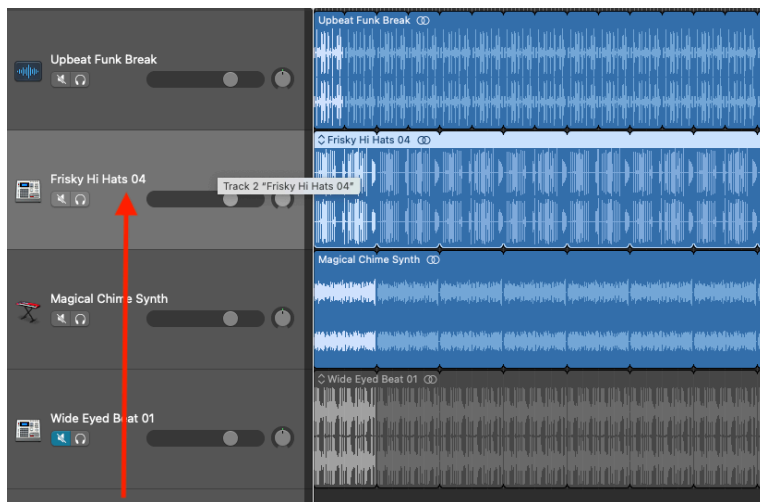
Track 4 will be created

11 - Press L to loop the region to Bar 81

I want to move the track "Frisky Hi Hats 04" below track 1.

To move a track to a different location, simply click and drag the track header to the desired location.

12 - Move the track "Frisky Hi Hats 04" under track 1, "Upbeat Funk Break".



"Frisky Hi Hats 04" has become track 2

"Wide Eyed Beat 01" has become track 4

13 - Stop playback

14 - Command + S

Note: if you missed any steps, remember that you can undo and redo operations with Command + Z.

- Where We Are... Where We Are Going -

In this chapter, we put down the concrete base on which we're going to build our song.

In the next chapter, we'll add tools ... and learn new tricks.

Some of these caused cries of frustration to be launched at my side, "Nooo, if I had known sooner ..."

Others, on the other hand, have asked me "But how the ***** did you do that?"

All very simple things...but you have to know them.

In this chapter, as promised, few Shortcuts:

- Opening or Closing the Loop Browser - **O**
- Looping the selected region - **L**

04 Use the Chisel

Having thousands of sounds, libraries, effects, plug-ins, create a kind of mental block... the collector's block!

I've often seen even skilled and talented producers get stuck!
They had so much material to draw on, they didn't know where to start.

To get around this block, playing around with ideas, even random ones, can help unlock inspiration.

On the previous pages, we have just outlined two tracks, a beat and a synthesizer. Together they do little, but they allow us to start getting our feet wet while we look for the idea.

As we experiment we are hammering a block of marble... revealing its hidden sculpture.

Beginning with the next pages you can decide to copy every single passage, or you can choose to fly alone by choosing your musical "colors".

You can also do a hybrid thing, follow me step by step during a first reading, and then do it your way during the second.

The path you will follow is not important ...

The important thing is that you "sculpt" music.

- Adding the Bass -

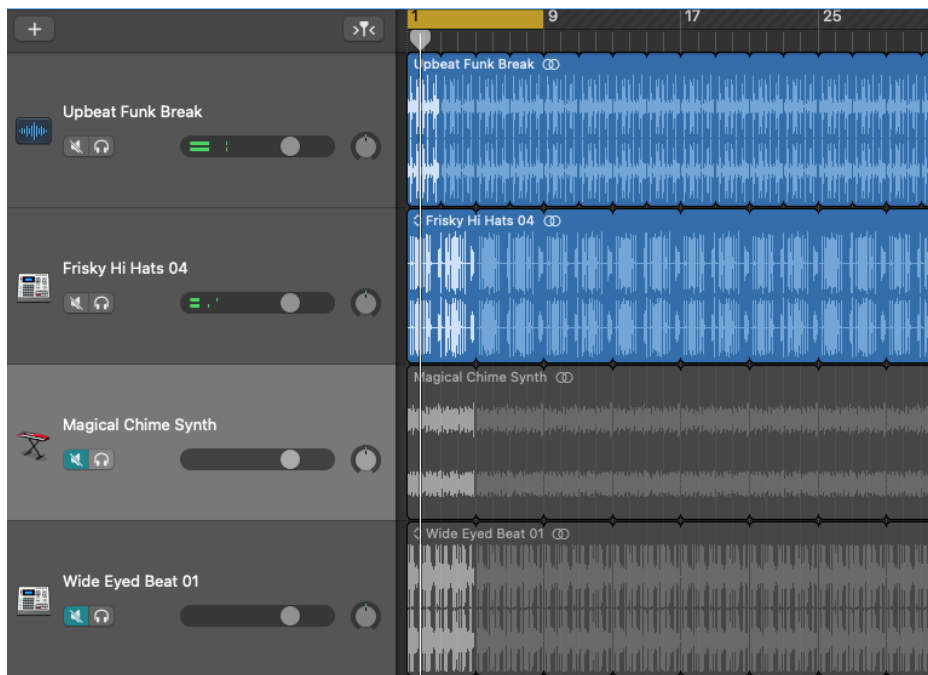
Starting with the project saved in Chapter 3, we begin sculpting.

Note: if you got lost in the previous chapter, you can open the project by going to the folder Projects > Garageband 10. > 04 - Unreleased Song - Use the Chisel*

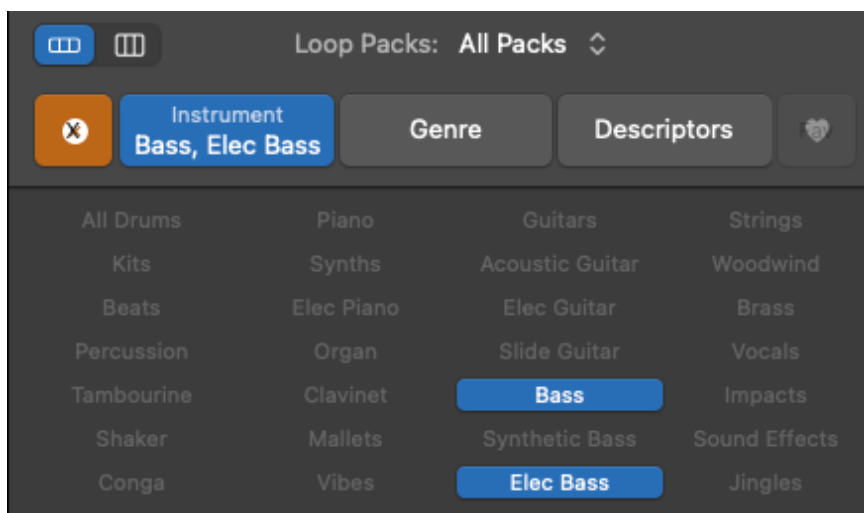
Let's go pick out a bass.

I want to pre-listen to it without being influenced by the synthesizer notes.

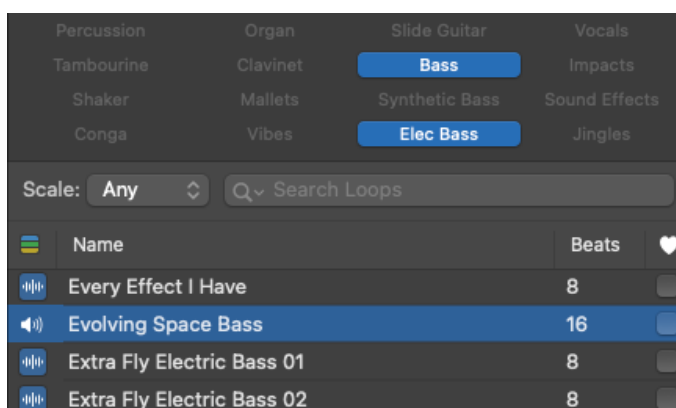
1 - Click on the speaker symbol to mute track 3 "Magical Chime Synth" or "Moonlight Marco Synth".



2 - Reset the Loop Browser and filter by Bass and Elec Bass Instrument



The "Evolving Space Bass" loop caught my attention.



Note: This loop is present in Garageband 10.2. There is however a but... For obscure reasons, in

some projects yes and in others no, some Apple Loops do not appear in the Loop Browser. If you don't see it listed click on the magnifying glass, top right of your mac's main screen, it will open the Spotlight Search.



Search for "Evolving Space Bass" and you will find it on your Hard Disk. Simply drag it from the folder where it was found.

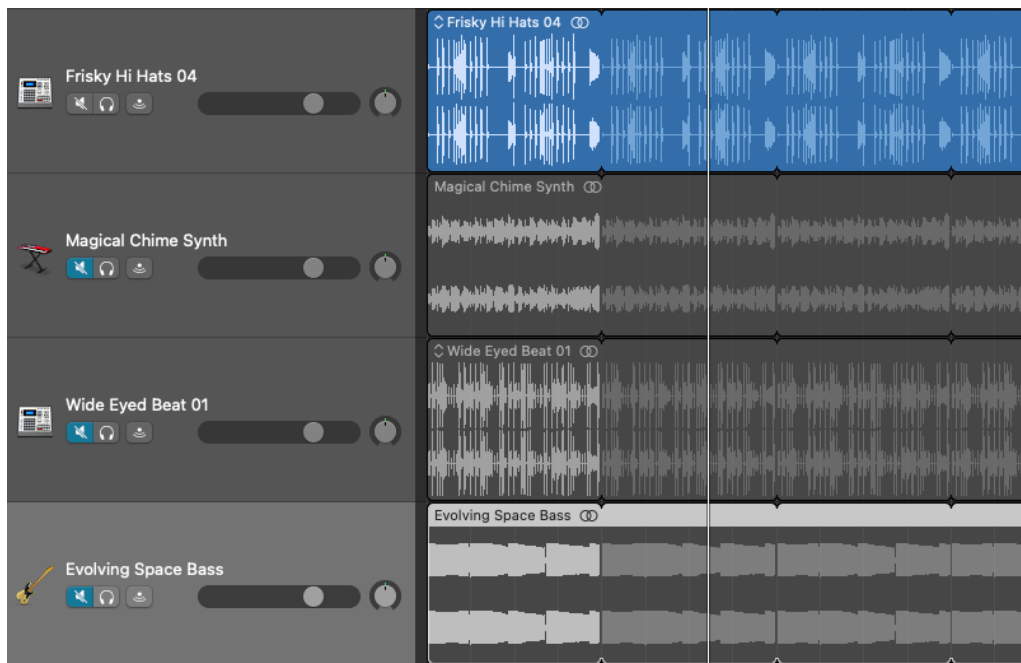
It's interesting, but I'm not quite sure yet.

I import it into the project, but I want to get a second choice as well.

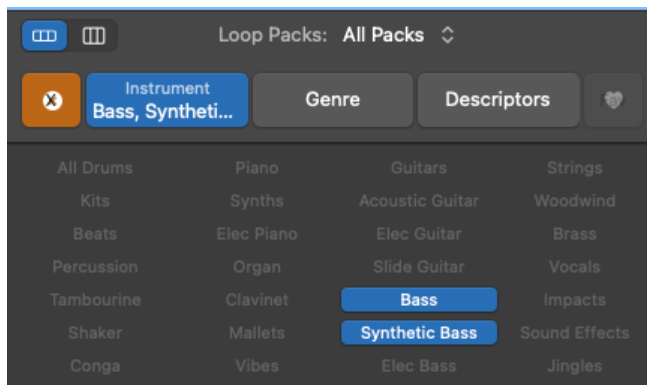
3 - Drag "Evolving Space Bass" under track 4 at position 1.1.1.1 to create track 5.

4 - Press L to loop the region

5 - Mute track 5

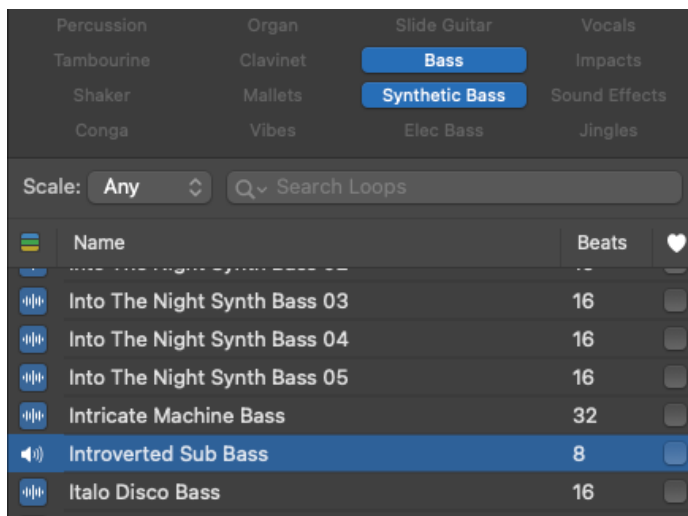


6 - Reset the Loop Browser and filter by Bass and Synthesized Bass

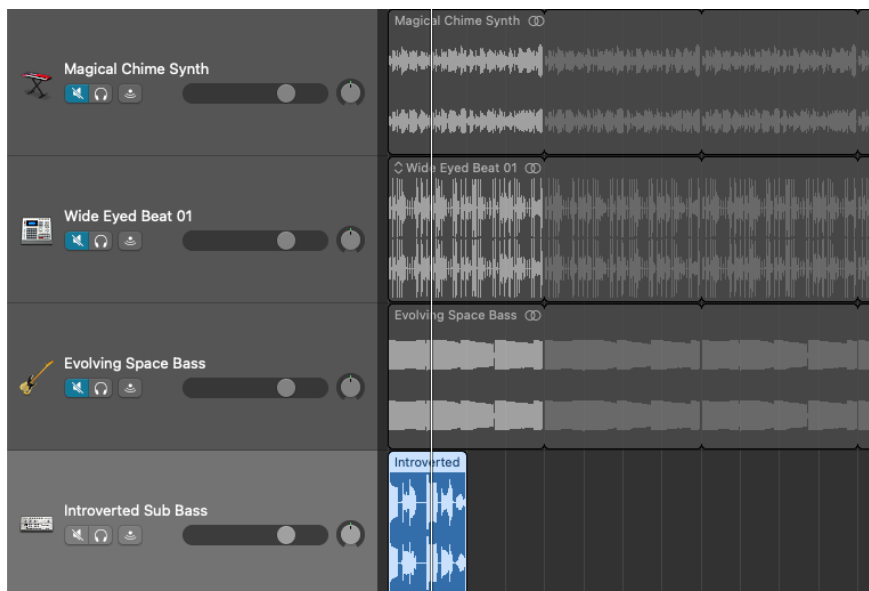


I also like the "Introverted Sub Bass" loop.

Note: This loop is in Garageband 10.2. See above with Spotlight Search

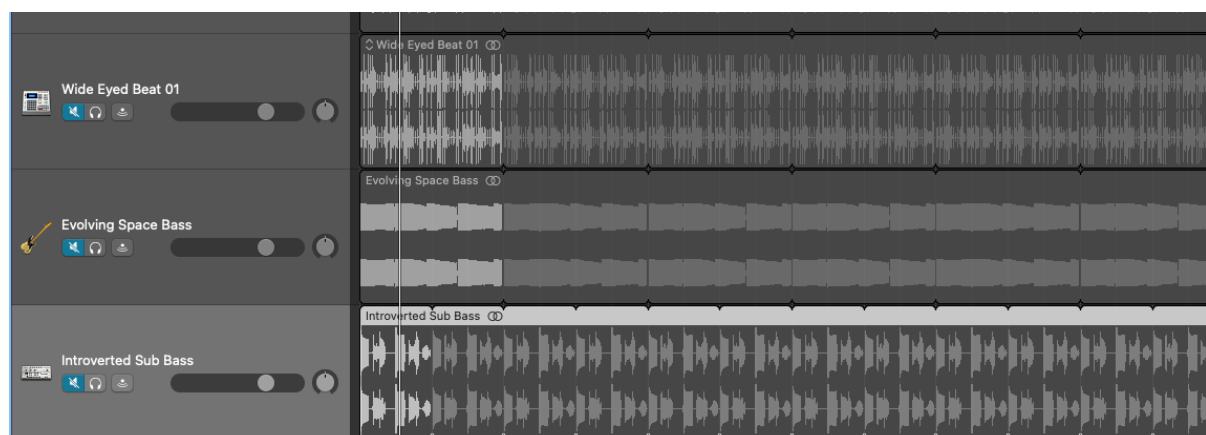


7 - Drag "Introverted Sub Bass" under track 5, creating track 6



8 - Loop with L

9 - Mute the newly created track 6 as well



With 6 tracks, it's time to get some order.

From top to bottom I want to have the following tracks:

Drums

Bass

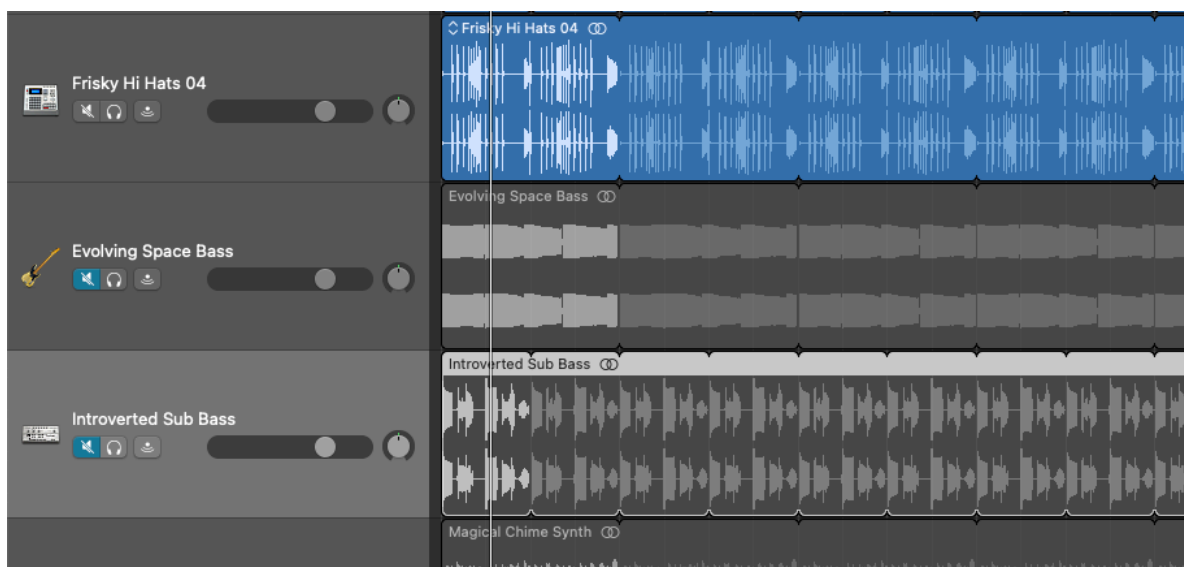
Guitars and Synthesizers

Voices

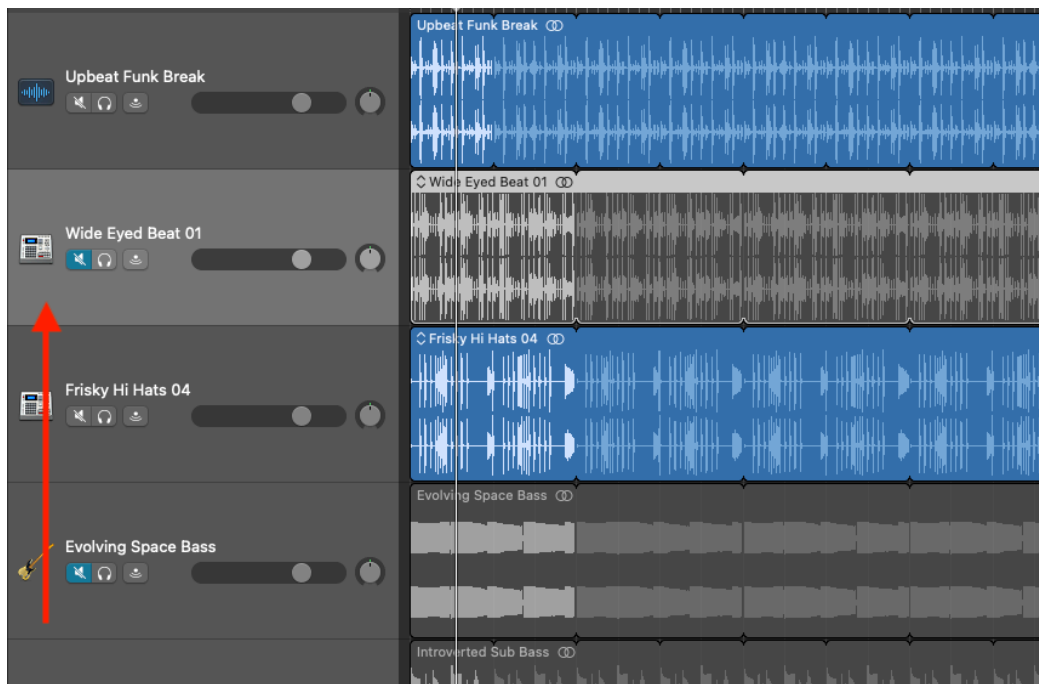
Various effects

Let's move the Bass tracks just below the Drums.

10 - Move in order the track "Evolving Space Bass" and the track "Introverted Sub Bass" under the track 2 "Frisky Hi Hats 04".



11 - Drag track 6 "Wide Eyed Beat 01", under track 1 "Upbeat Funk Break", so you have the Beat patterns on top



Perfect order!

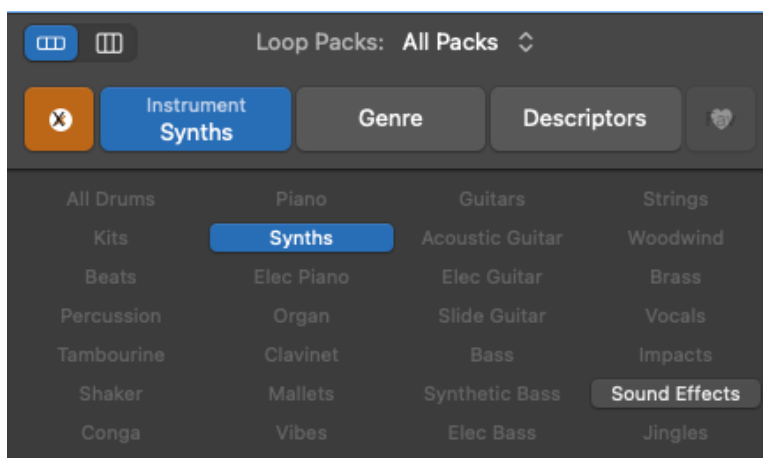
12 - Command + S

- Adding Synthesizers -

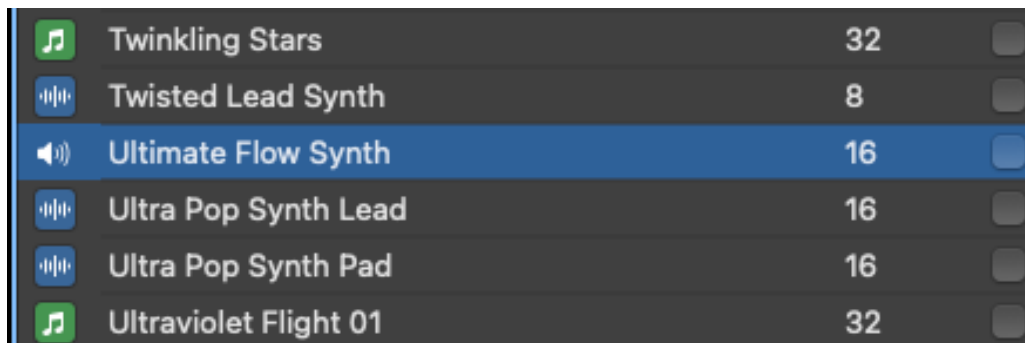
My inspiration just can't get off the ground without some slightly "clearer" notes in the air. I'm looking for another synthesizer.

I leave all tracks muted except for 1 and 3.

1 - Reset the Loop Browser, and filter by Instrument and Synthesizers



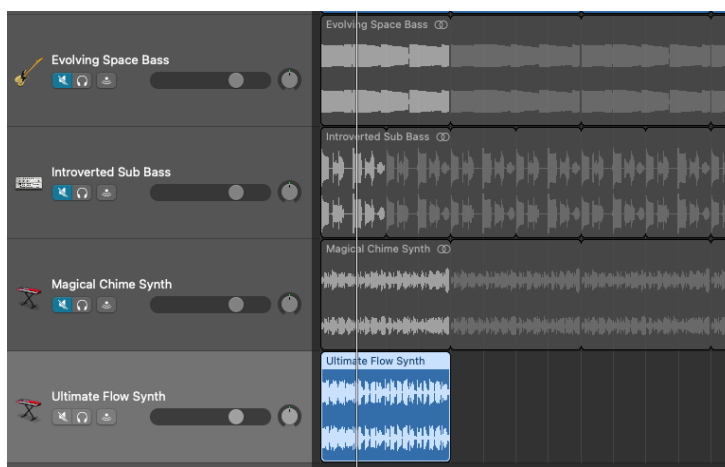
After a sad roam through loops and no great revelation, I came across "Ultimate Flow Synth"



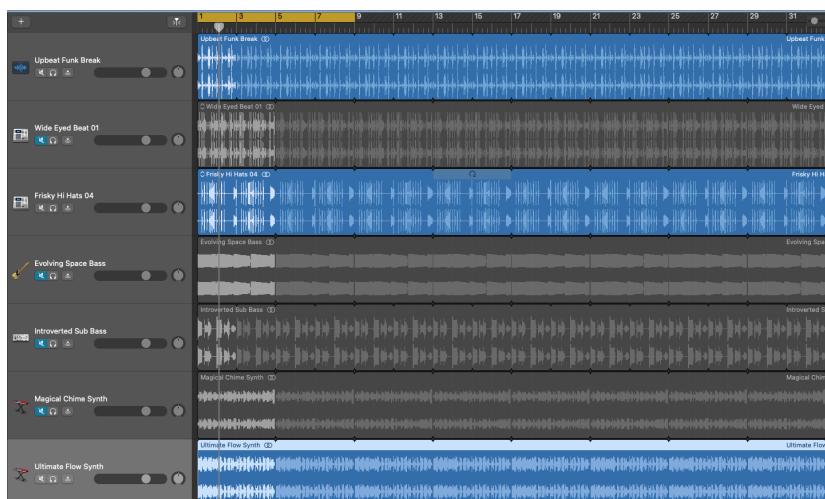
I really like how it sounds in context.

Note: The same loop, along with other musical puzzle pieces, probably wouldn't have hit me at all.

2 - Drag "Ultimate Flow Synth" under track 6 at position 1.1.1.1



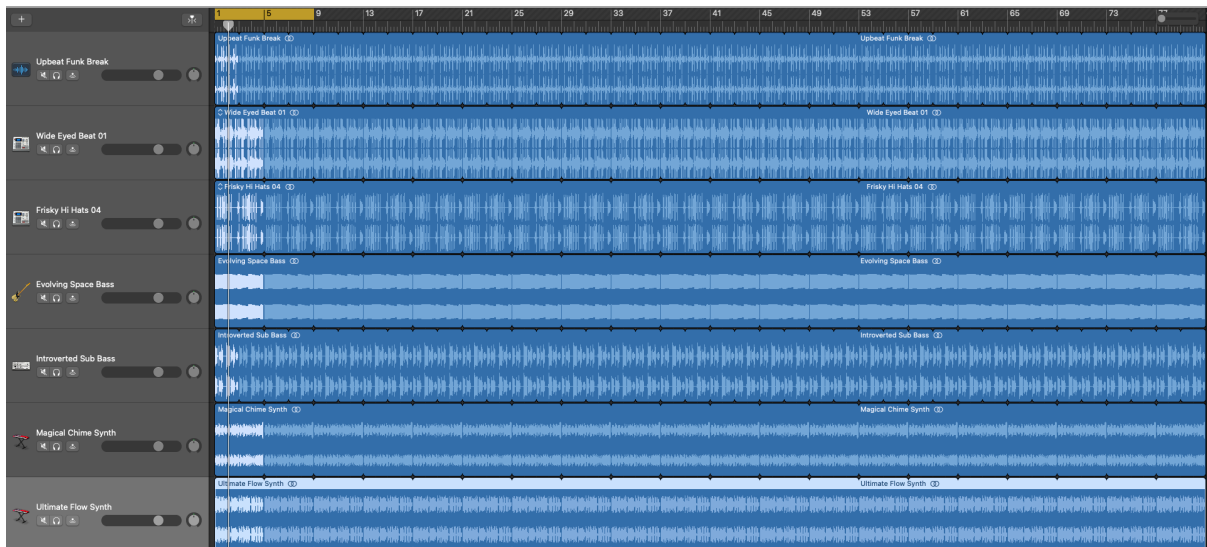
3 - Press L to loop the region



4 - Press O to close the Loop Browser

5 - Hold down Command + left arrow to see the project full screen

6 - Mute all tracks



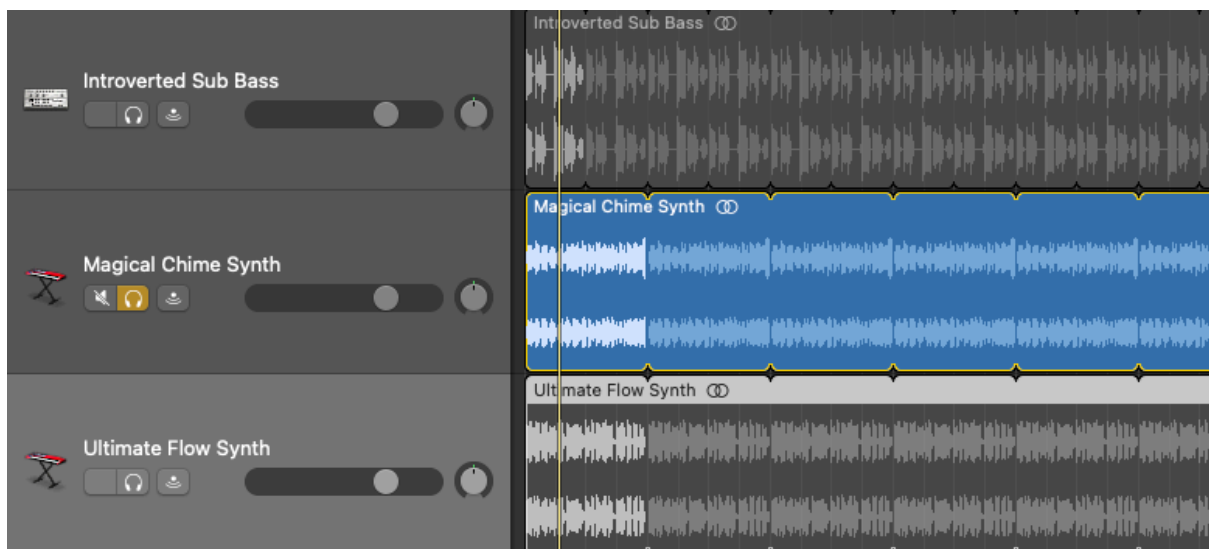
7 - Command + S

This isn't music, it's just a lot of noise, right?
 Don't worry
 These are blocks of inspiration.
 We'll be arranging them in the next few pages.

- Regions Arrangements -

The Apple Loops that we have imported, and then looped to the end of the song, can be edited.

1 - Put in Solo track number 6



This loop is perfect for a good introduction, on its own, with no other sounds in the air.

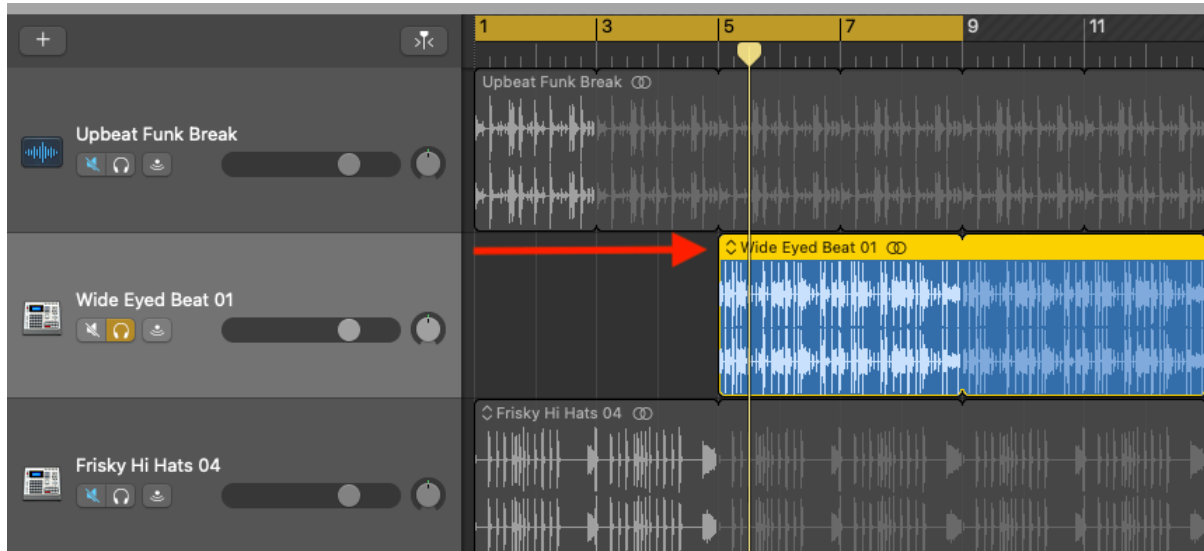
2 - **Option + Click** on the Solo button of track 2 "Wide Eyed Beat 01".

By **Option + Click** on the Solo of track 2, we soloed track 2, automatically removing the solo from

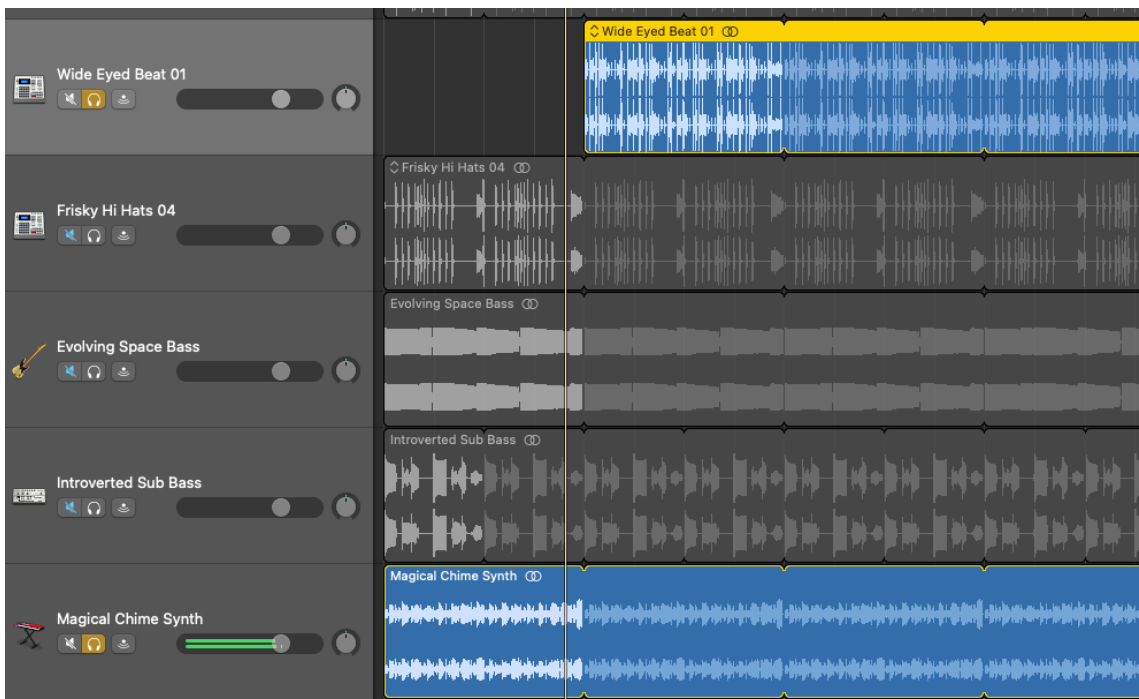
track 6.

3 - Click on the background, below track 7, to deselect everything

4 - Move the region of "Wide Eyed Beat 01" to position 5.1.1.1.



5 - Press the Solo button on track 6 and press the spacebar twice to listen to the song from the beginning.



The first time the playback will stop, the second time the song will restart from the beginning of the cycle. You will only hear tracks 2 and 6 playing.

6 - Press the Solo button on track 5 as well.

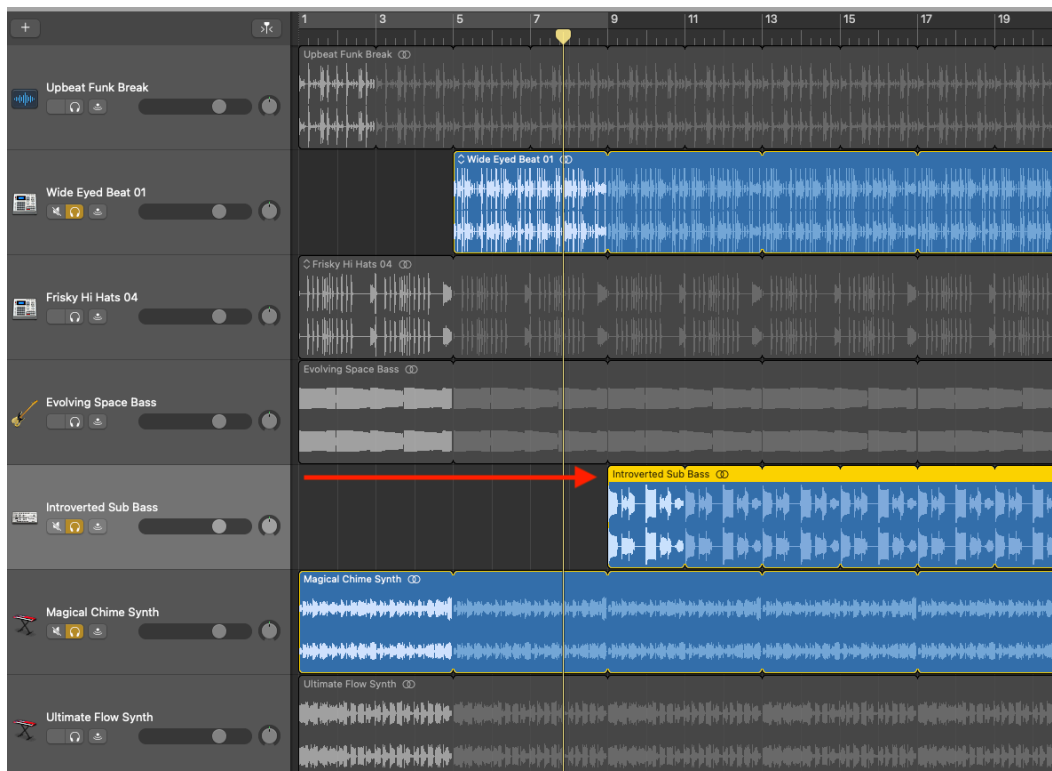


I think that the region "Introverted Sub Bass" of track 5, can be good from Bar 9.

7 - Press spacebar to stop playback

8 - Turn off the Cycle by pressing the letter C in your keyboard.

9 - Move the region of "Introverted Sub bass" to position 9.1.1.1.

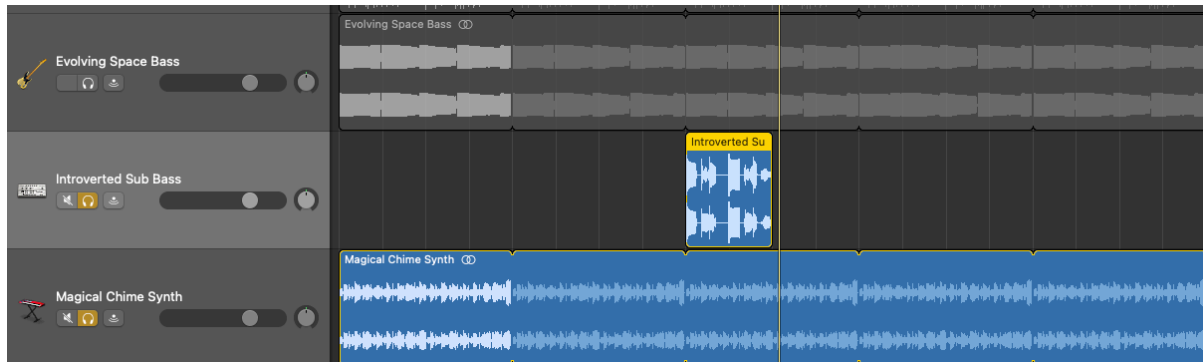


10 - Press Shift + Spacebar to force the Playhead to the beginning of the "Introverted Sub Bass" region.

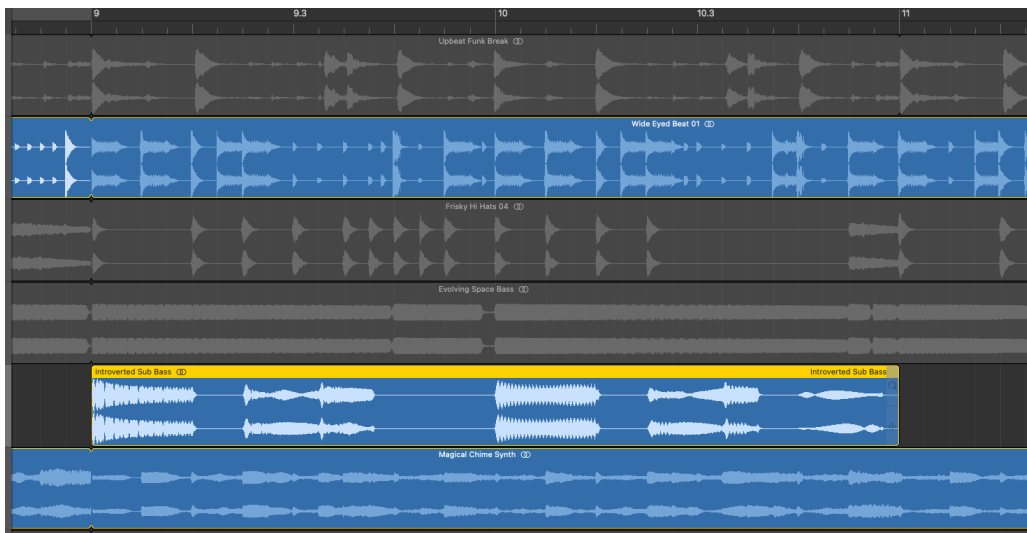
I like it, except for the last bass note which I'm not sure about.

11 - Press spacebar to stop playback

12 - Press L to remove loop repeats from the "Introverted Sub Bass" region

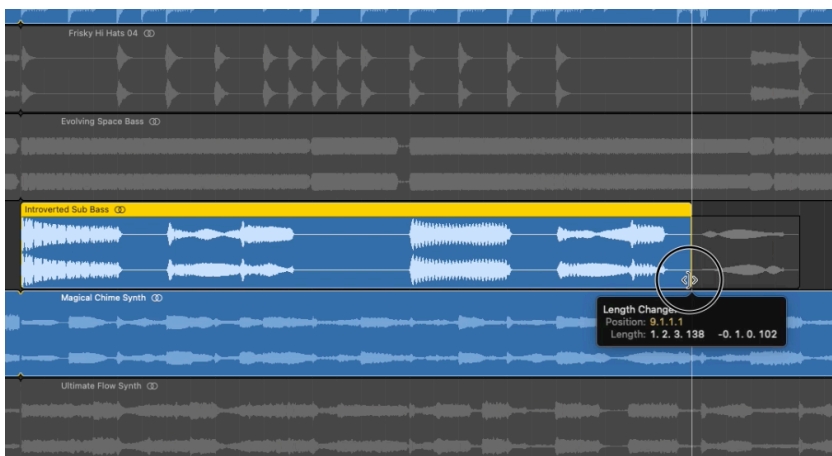


13 - Press Command + Right Arrow to zoom in on the project and move the mouse until you see the enlarged region between Bar 9 and 11.



A region can be resized by dragging the bottom corners.

14 - With the help of the waveform display, shorten the bass region by removing the last note



15 - Hold down Command + left arrow to see the project full screen

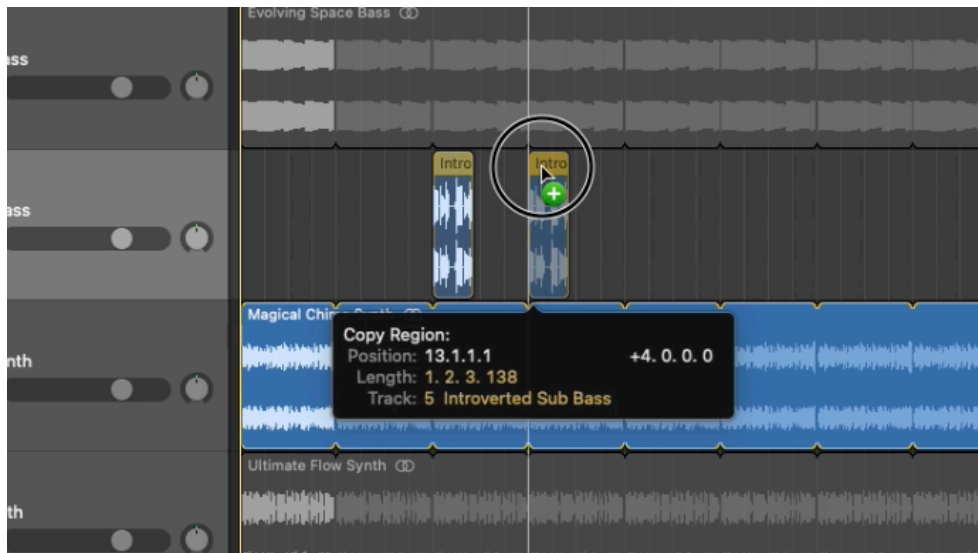
16 - With the bass region always selected, press Shift + spacebar

I'm sold on the part now.

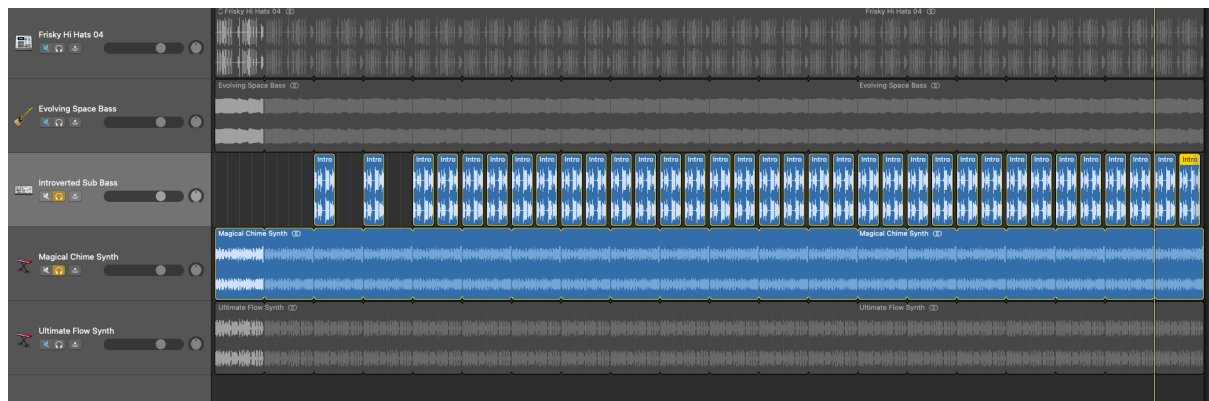
17 - Press spacebar to stop playback

We copy the region a couple of times, to start fleshing out the piece.

18 - Holding down Option, copy the bass region to Bar 13.1.1.1



19 - While holding down Option, copy the bass region in each odd-numbered bar from 17.1.1.1 to 79.1.1.1.



20 - Command + S

- Removing Parts -

Each song metaphorically takes the listener by the hand, and accompanies him along its path.

The path usually begins with an introduction, the **Intro**, which immerses one in the song atmosphere; follows the path or **Verse**, which conveys the song message. But it's not the Verse that will make one remember the song, but the **Chorus**, the outburst, the rush, the most catchy motif, the heart of the song. There will be another Verse and another Chorus, and then catch one's breath on a **Bridge** ... a small detour of the path, different from all the rest, where you'll gain momentum towards the last Chorus. .. which will result in the final, the **Outro**.

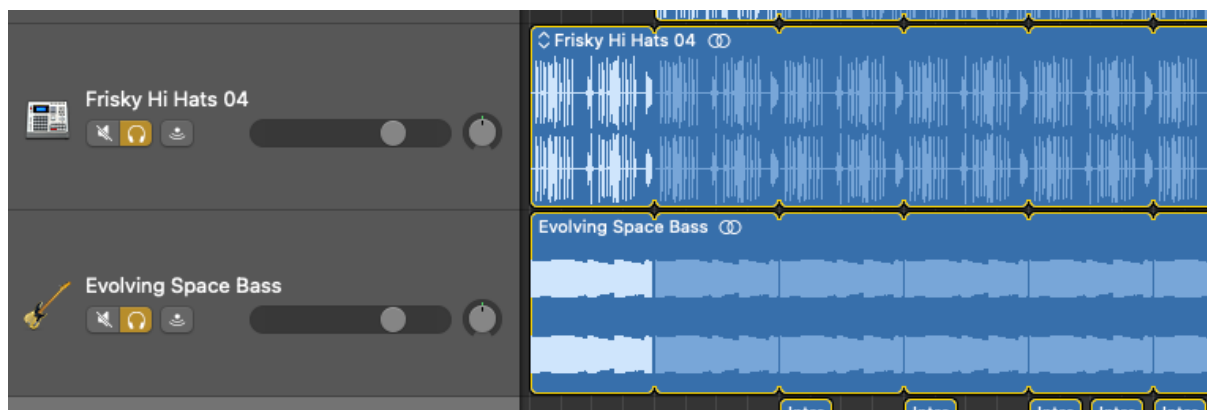
Intro, Verses, Choruses, Bridges, Outros identify the structure of our song, and are basically divided into sections of 4 and 8 bars, with relative multiples and sub-multiples.

I want to start conceiving the emotional journey of the piece.

My idea is to start with a very standard structure:

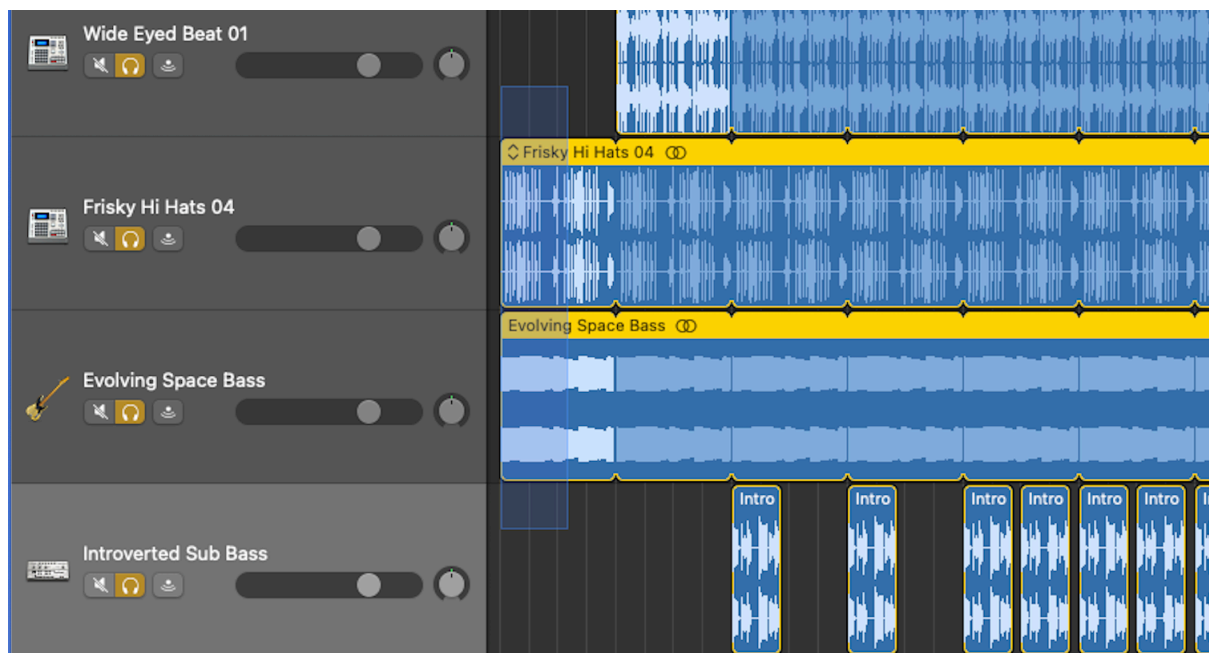
Intro	4 Bars (1 through 4)
Verse A	16 Bar (from 5 to 20)
Chorus A	16 Bars (from 21 to 36)
Verse B	8 bars (from 37 to 44)
Chorus B	16 Bars (from 45 to 60)
Bridge	4 Bars (from 61 to 64)
Chorus C	32 Bars (from 65 to 96)
Outro	4 Bars (from 97 to 100)

1 - Put in Solo tracks 3 and 4

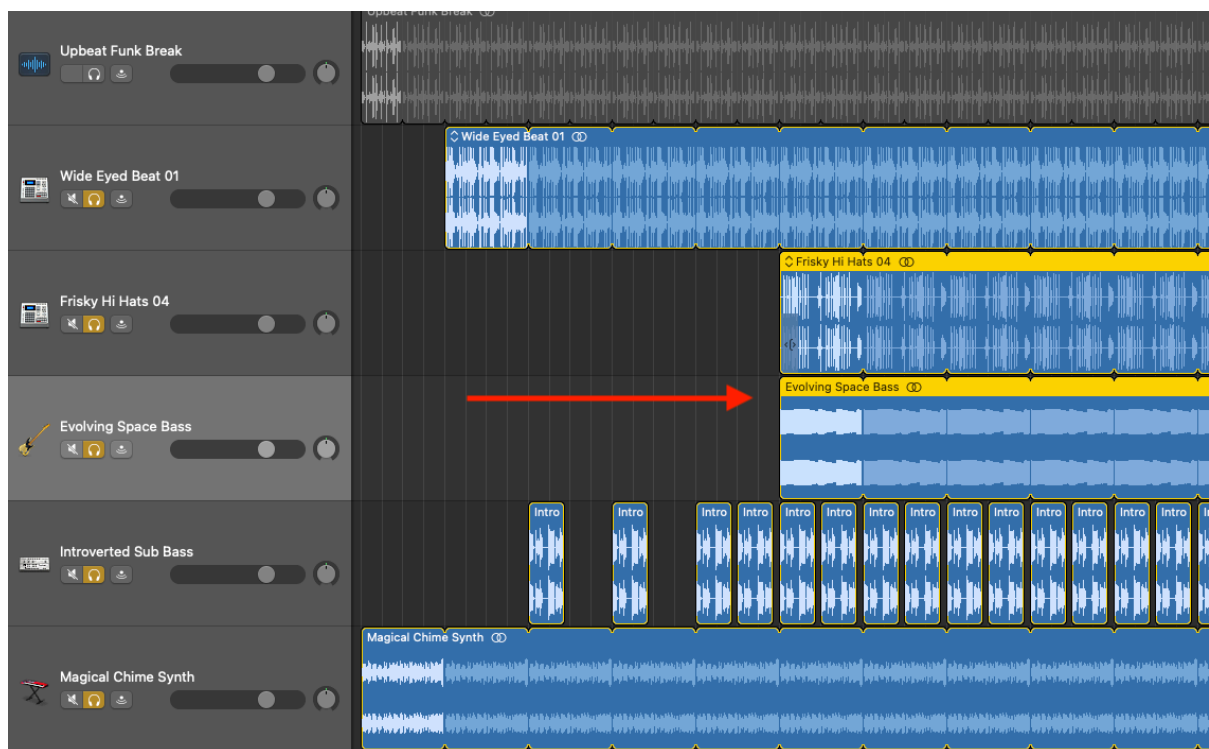


We will now have all the tracks in Solo except 1 and 7.

2 - Drag the mouse pointer between the first regions of tracks 3 and 4 to select them.



3 - Move the selected regions of tracks 3 and 4 to the beginning of Bar 21.



With this shift, we designed a 4 Bar Introduction of "Magical Chime Synth", which will be followed by 16 Bars of Verse.

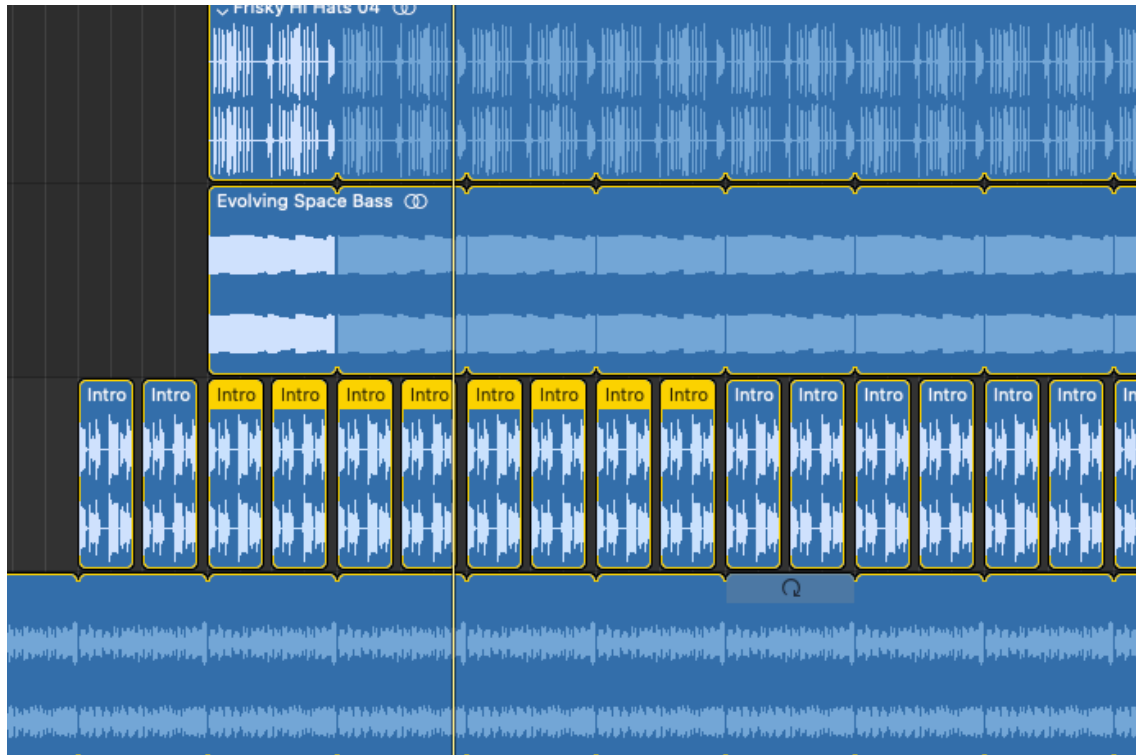
The Chorus will start at Bar 21, where we have just moved the two regions of Hats and Bass.

4 - Press Shift + Spacebar to hear the Chorus start at Bar 21.

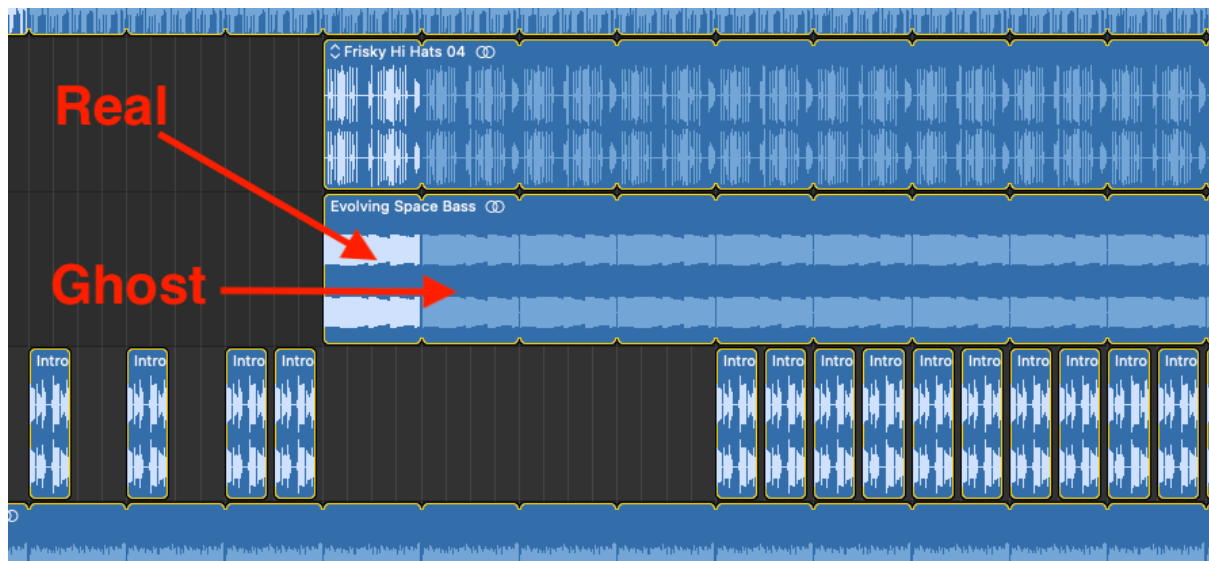
Two basses together do not sound good.

It would be better to remove the "Introverted Sub Bass" regions, in track 5, when the "Evolving Space Bass" regions of track 4 come in. This will give the music some breathing room. Less is more.

7 - Shift + click to select the 8 regions of "Introverted Sub Bass" from Bar 21 to Bar 37.



Track 4 has only one true looped region, and all the others are ghost regions. Ghost regions cannot be edited, only shortened or lengthened..



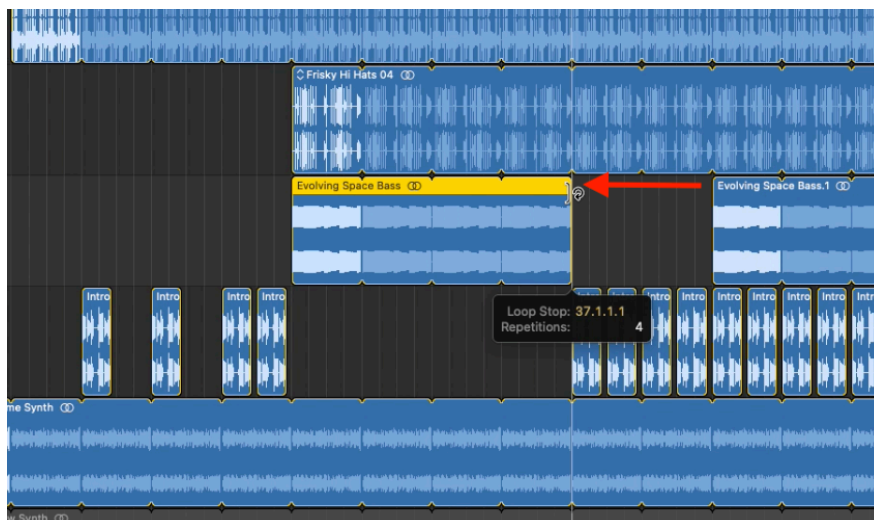
In order to edit them, we must transform them into real regions.

9 - Select the "Evolving Space Bass" region of Bar 21 and copy it to position 45.1.1.1



You have created a true region in Bar 45, which will also act as a dam to the previous looped region.

10 - By dragging the upper right edge to the left, shorten the first region by 8 bars, from Bar 45 to 37.



11 - Press Shift + Spacebar to listen from selection

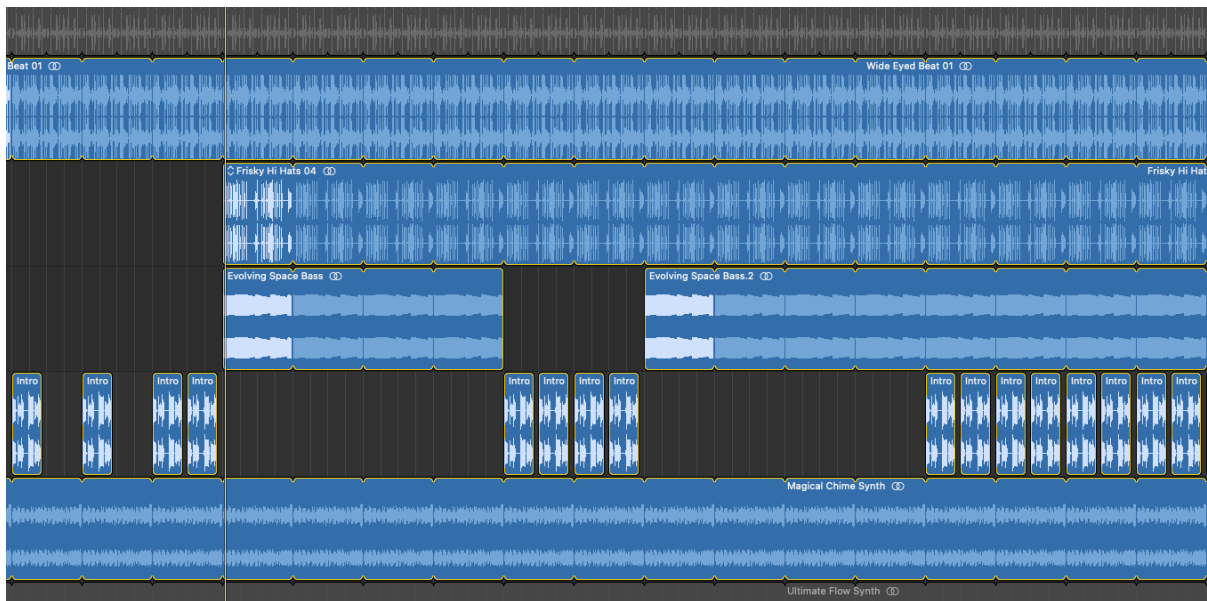
It works.

12 - Press Spacebar to stop the song

Let's move on to another section of 16 Bar, the second Chorus.

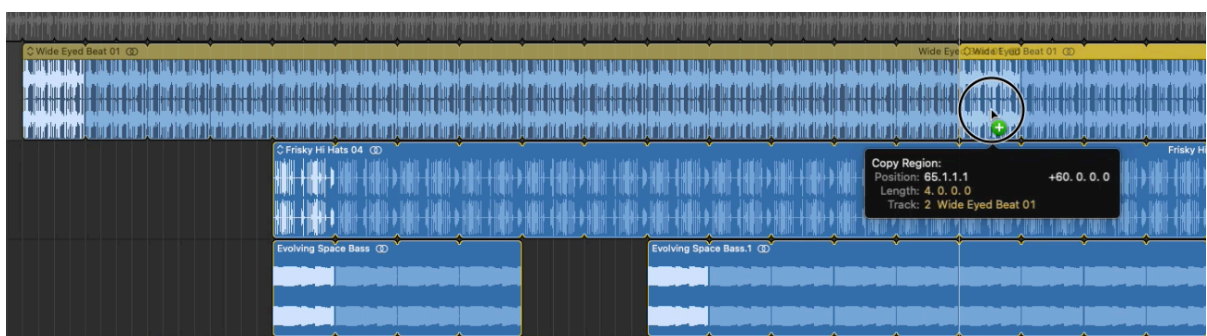
13 - Press Shift + click to select the 8 regions of "Introverted Sub Bass" between Bar 45 and Bar 61.

14 - Delete them.

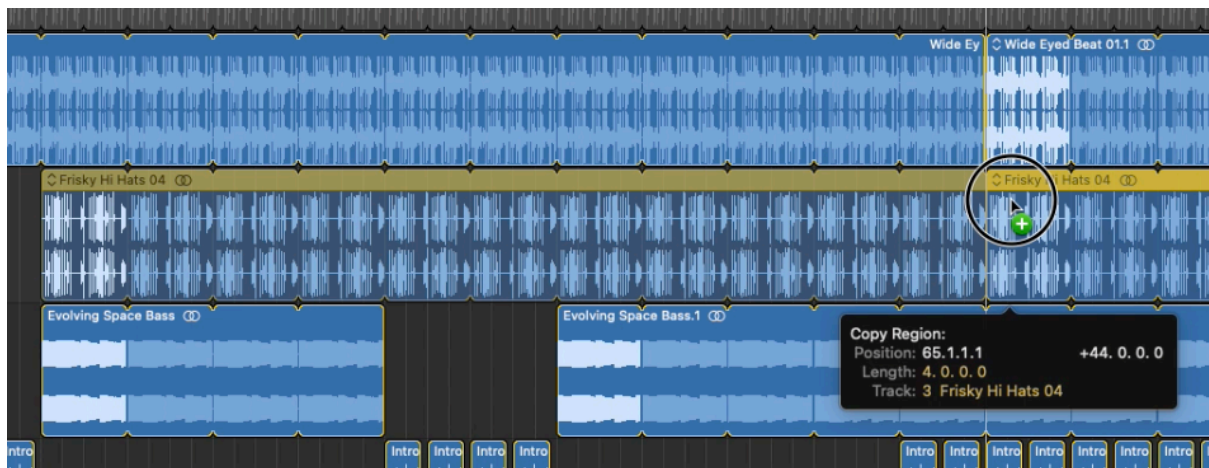


From Bar 61 to 65 let's create space for the Bridge.

15 - Select the region "Wide Eyed Beat" in Bar 5 and with Option + click copy it in Bar 65.



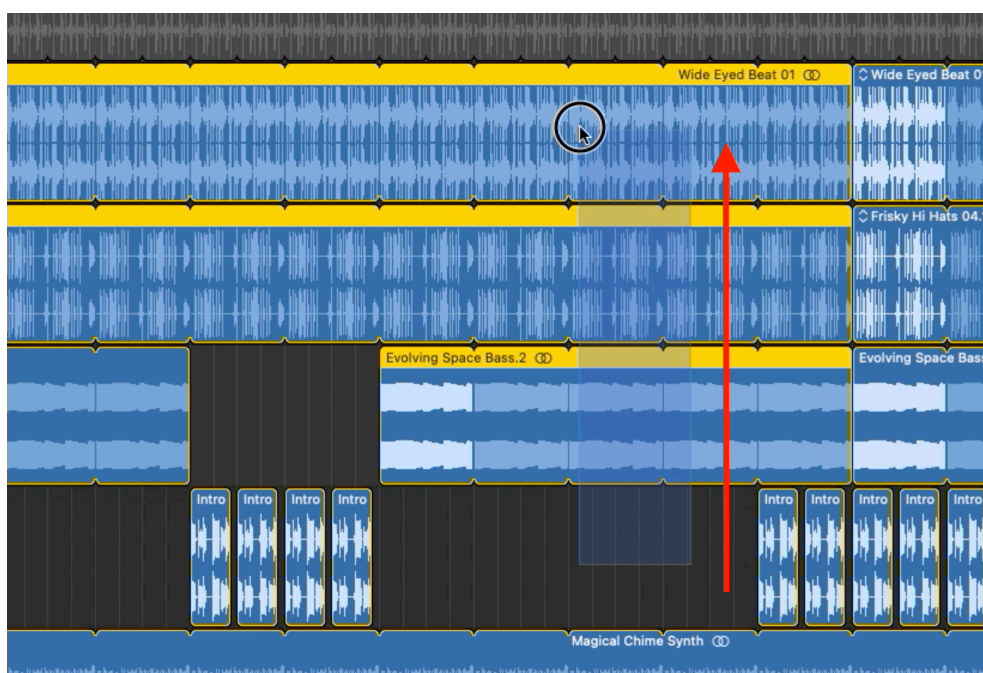
16 - Select the region "Frisky Hi Hats 04" in Bar 21 and with Option + click copy it in Bar 65



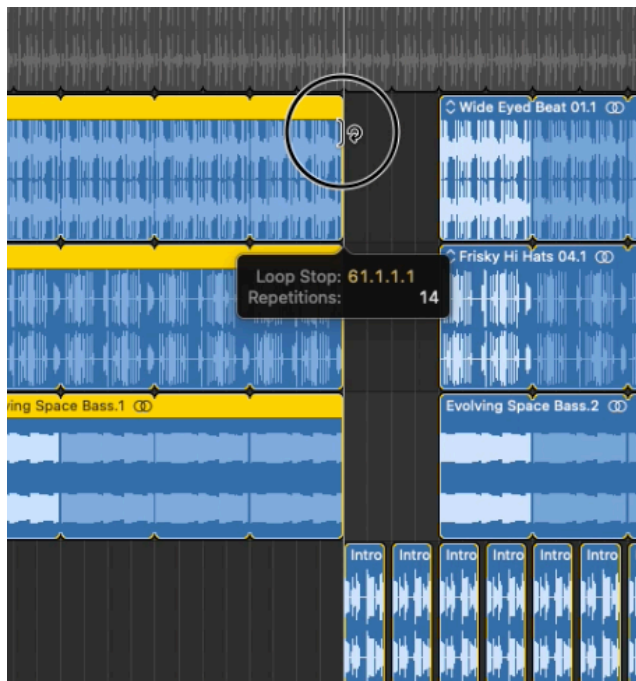
17 - Select the region "Evolving Space Bass" in Bar 45 and with Option + click copy it in Bar 65.



18 - By dragging and dropping, select the three looped parts as they arrive at Bar 65.

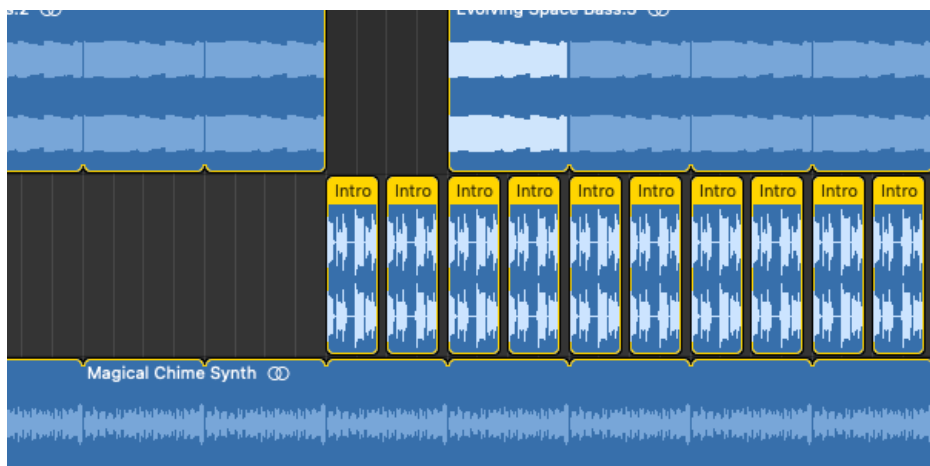


19 - Shorten the loop of the three parts to Bar 61



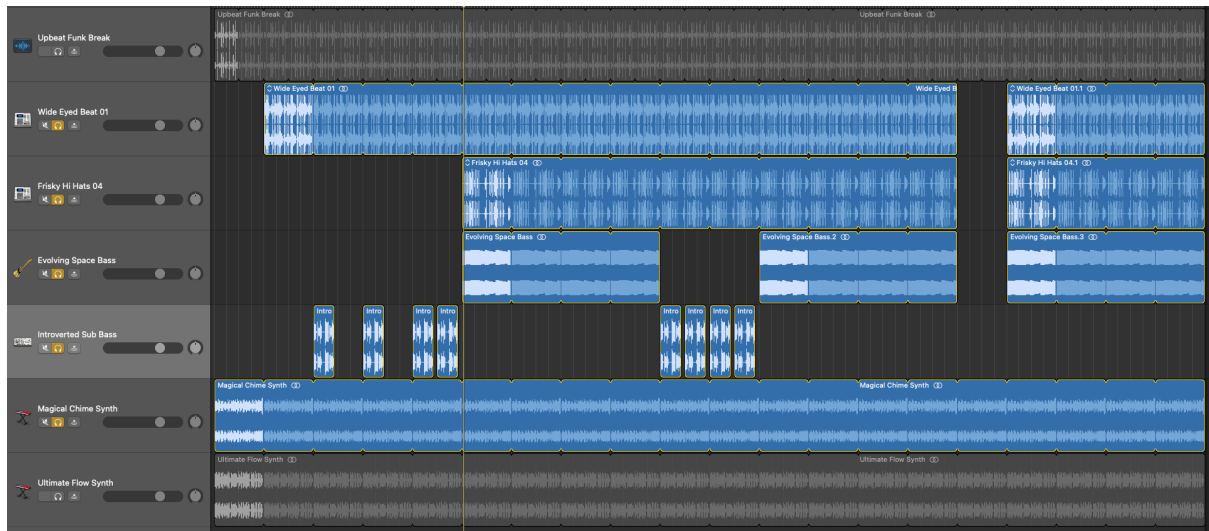
We created the space for Bridge

20 - Now select all the regions of "Introverted Sub Bass" from Bar 61 to the end of the project



21 - Delete them

If everything went according to plan this is what you should see

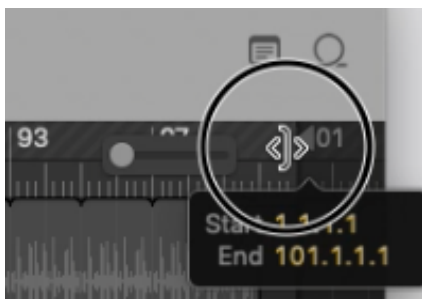


22 - Command + S

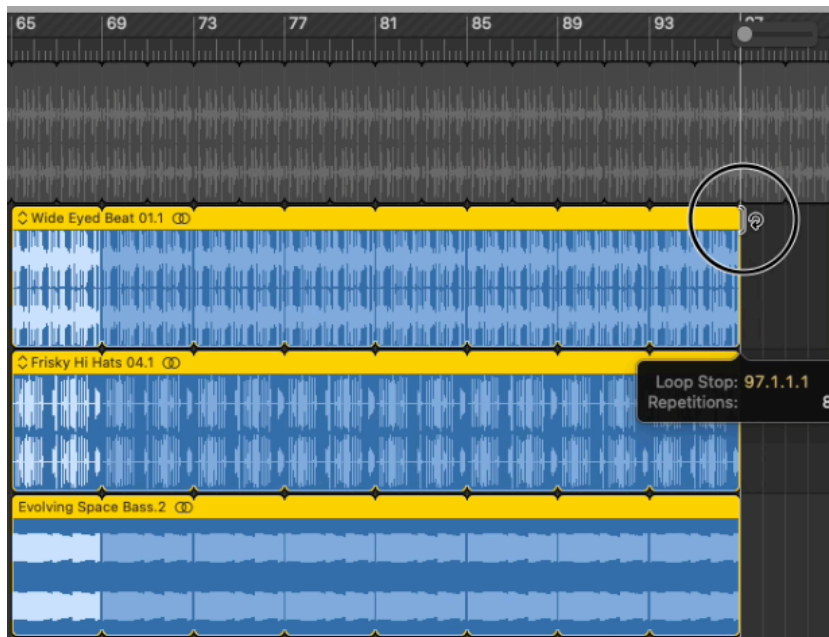
- Perfecting the Structure -

Following the structure I laid out in the previous chapter, you need to extend the song to make it end at Bar 100.

1 - Dragging the triangle at the top right of the project extends the song until it ends at the beginning of Bar 101

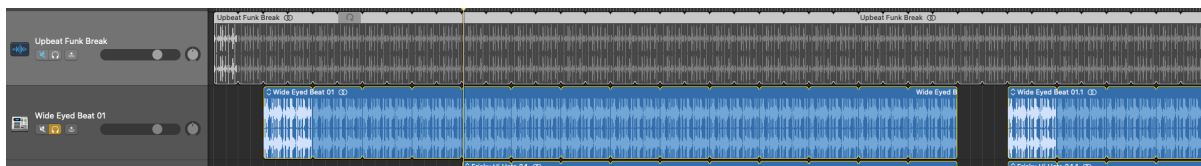


2 - Shorten the loops of tracks 2, 3, and 4 from Bar 100 to the beginning of Bar 97.



3 - Click on the track 1 header "Upbeat Funk Break"

Both the track and all the regions contained in it will be selected



4 - Press Backspace 2 times

The first time you press it, the regions will be deleted, and the second time the track will also be deleted.

We needed track 1 for inspiration, but we don't need it anymore.

5 - Unmute all tracks by clicking on any Solo headphone button while holding down Option

6 - Press Enter to move the Playhead to the beginning of the song

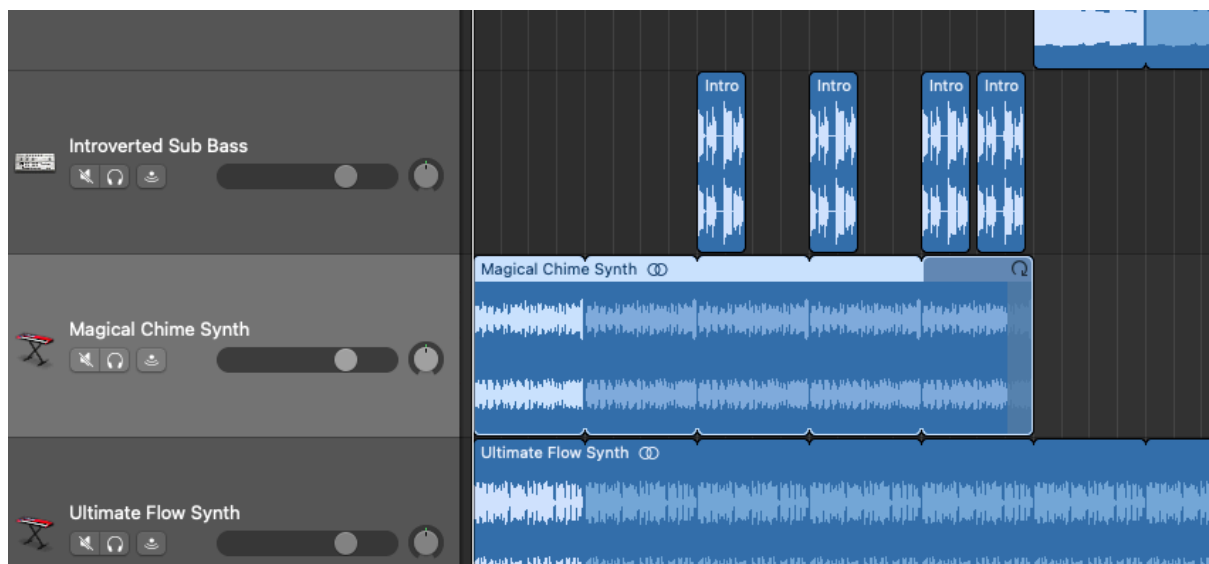
7 - Press the spacebar to hear the structure we've tacked on so far

We still need to remove elements to give the music even more breathing room.

8 - Press the spacebar to stop playback

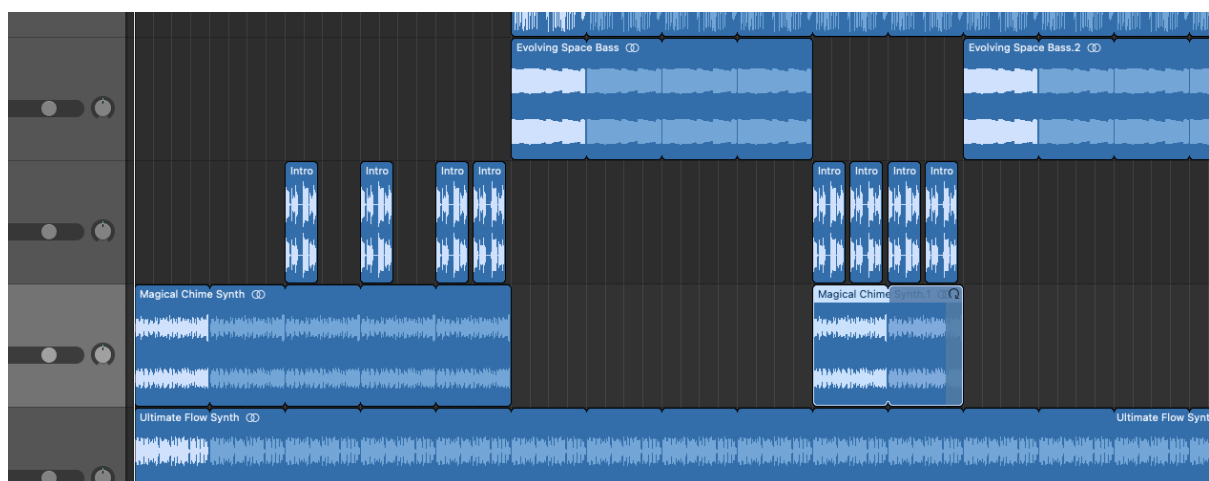
We can use the "Magical Chime Synth" as the main motif of the introduction, Verse and Outro.

9 - On track 5, shorten the loop of "Magical Chime Synth" to the beginning of Bar 21.



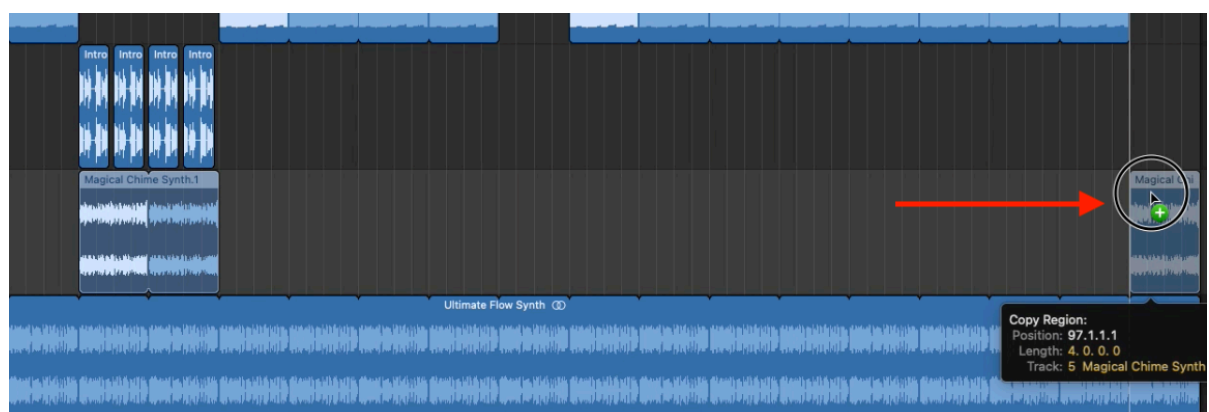
10 - Copy "Magical Chime Synth" to Bar 37

11 - Shorten the copied part to the beginning of Bar 45 (take the bass as reference).



We're also going to use this pattern for the ending.

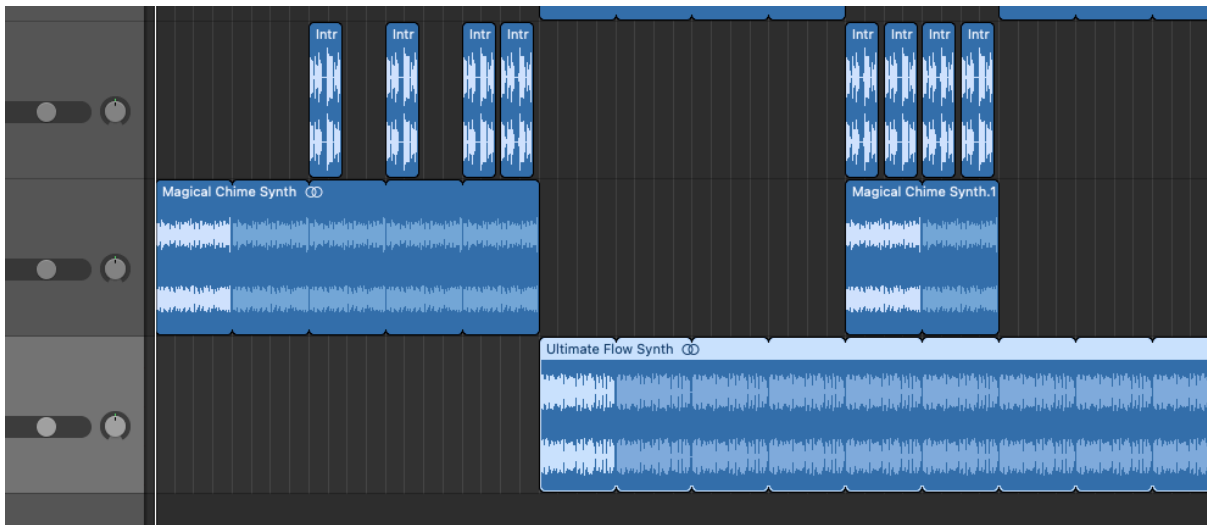
12 - Copy "Magical Chime Synth" from Bar 37 into Bar 97



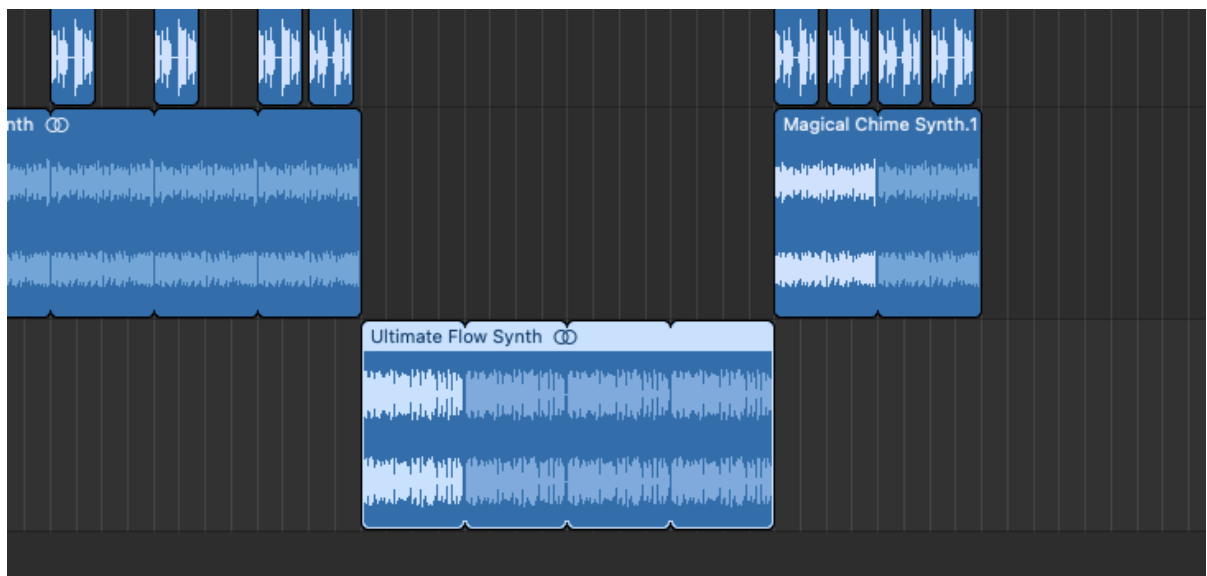
We can use "Ultimate Flow Synth" as the main pattern for Chorus and Bridge.

13 - Hold Command + left arrow to see the project full screen

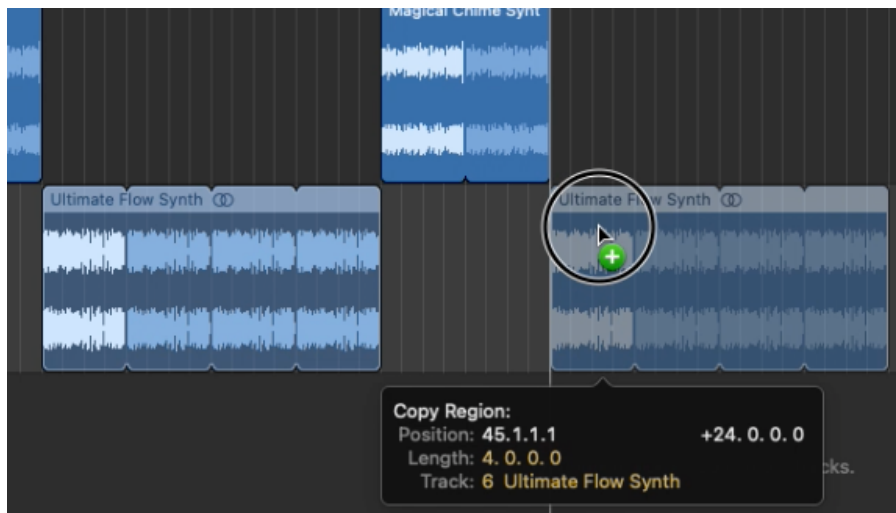
14 - Move the "Ultimate Flow Synth" region from Bar 1 to Bar 21.



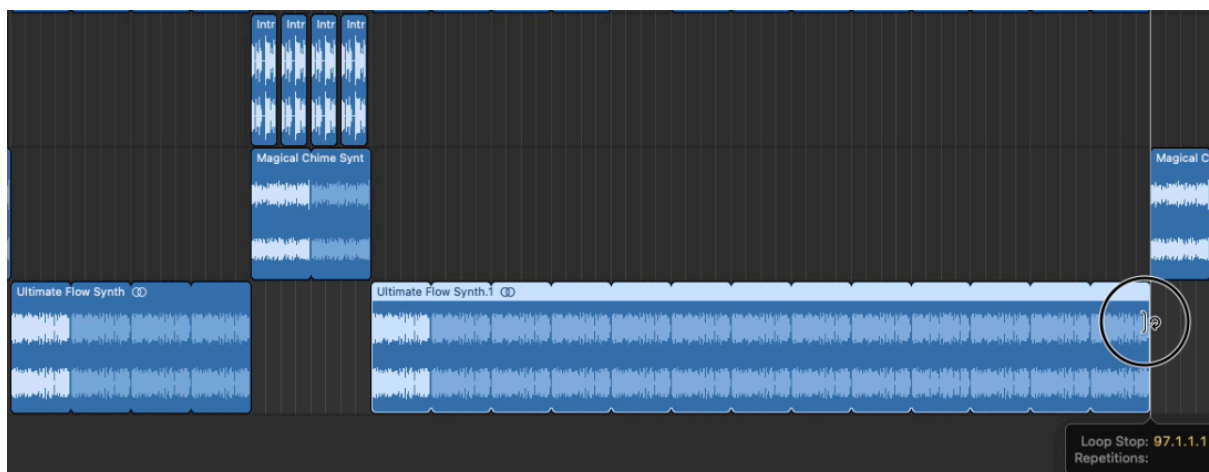
15 - Shorten the loop to Bar 37



16 - Copy the looped region of Bar 37 into Bar 45.

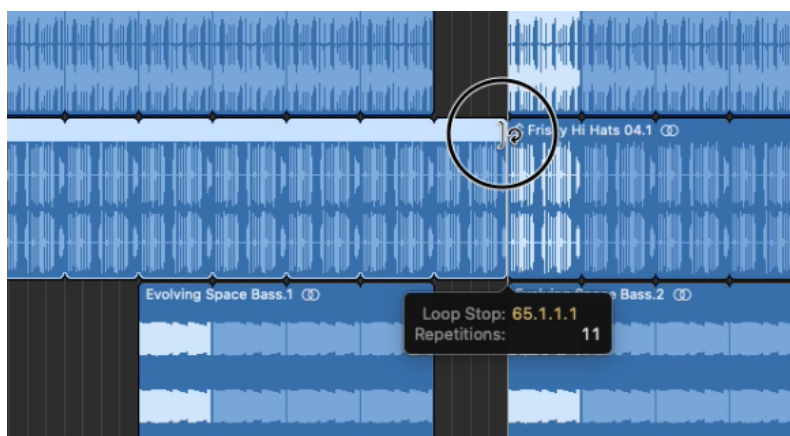


17 - Drag the top edge of the region to the right, and stretch the loop to Bar 97

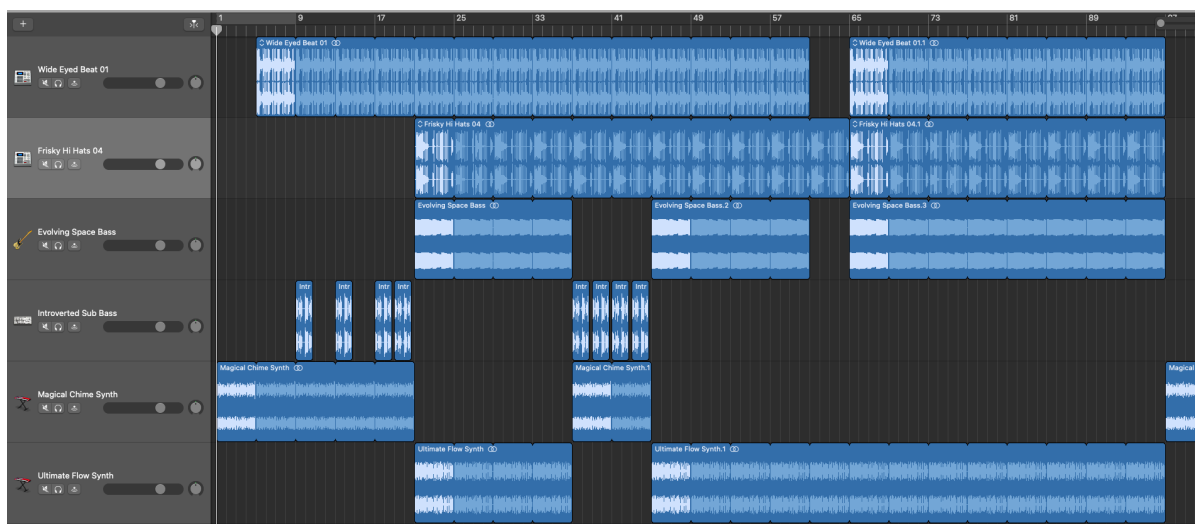


The Bridge has remained too empty, let's go and stretch the loop "Frisky Hi Hats 04" near Bar 61

18 - Drag the edge of the ghost region "Frisky Hi Hats 04" from Bar 61 to Bar 65



You should be looking at this arrangement.



19 - Click on the background to deselect everything

20 - Press Enter and then spacebar to listen from the beginning

We did it!

We wrote the structure of a 100 Bar song consisting of:

Intro	4 Bar (1 - 4)
Verse A	16 Bar (5 - 20)
Chorus A	16 Bar (21 - 36)
Verse B	8 bars (37 - 44)
Chorus B	16 Bars (45 - 60)
Bridge	4 Bars (61 - 64)
Chorus C	32 Bars (65 - 96)
Outro	4 Bars (97 - 100)

21 - Command + S

- Changing the Name of Tracks and Regions -

Spending a couple of minutes tidying up after each stage of production is very important.

Our project is growing, and the number of tracks and regions is growing accordingly... and the potential for clutter is doing the same.

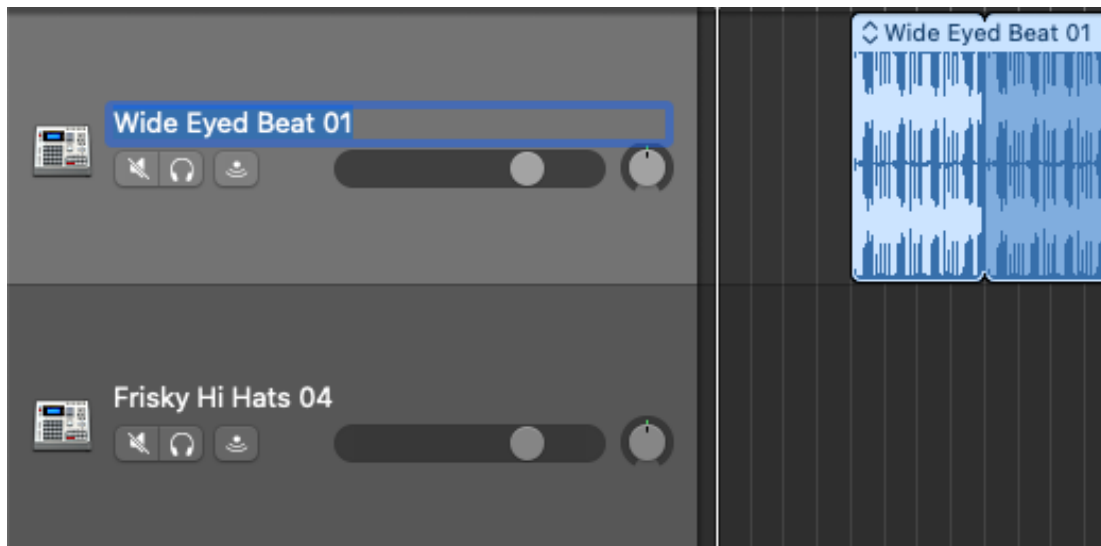
Having clear names to identify parts will keep us from losing a lot of time and focus.

Names like "Wide Eyed Beat 01" or "Frisky Hi Hats 04" in track headers give me a sense of unease that I need to immediately shake off.

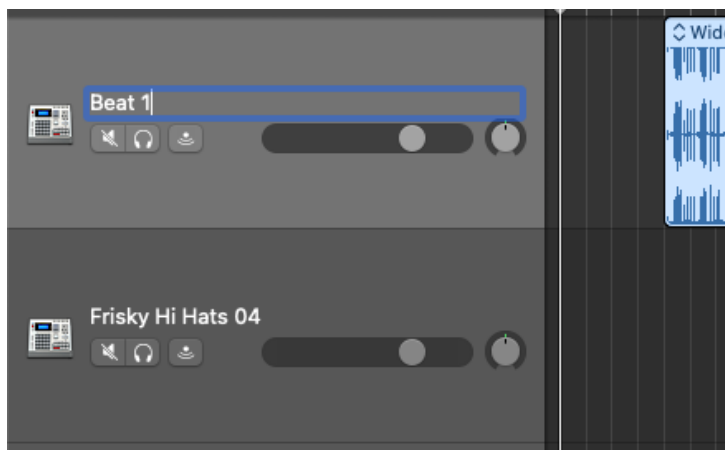
Let's give each track a clear and unambiguous name

1 - Double-click on the name of Track 1 header

The track name will be highlighted

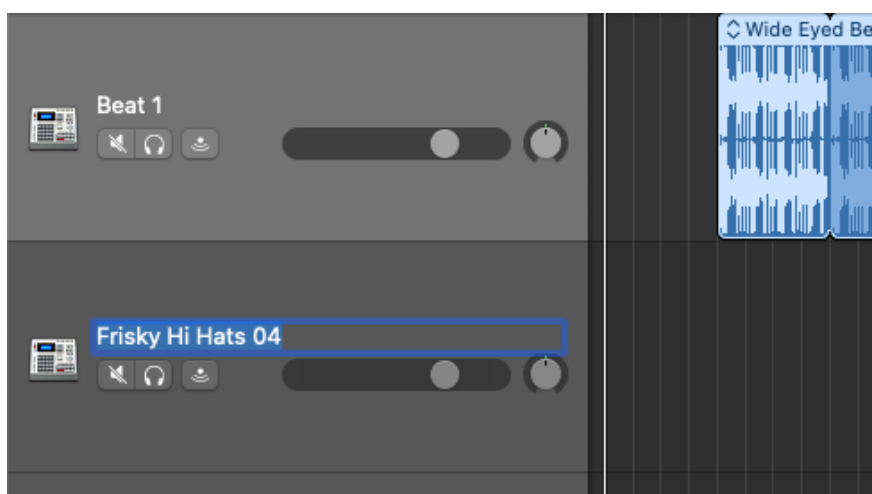


2 - Write "Beat 1"



3 - Press the TAB key on your keyboard (it's the one with the arrow pointing to the right, next to the Q)

Track 2 will be highlighted

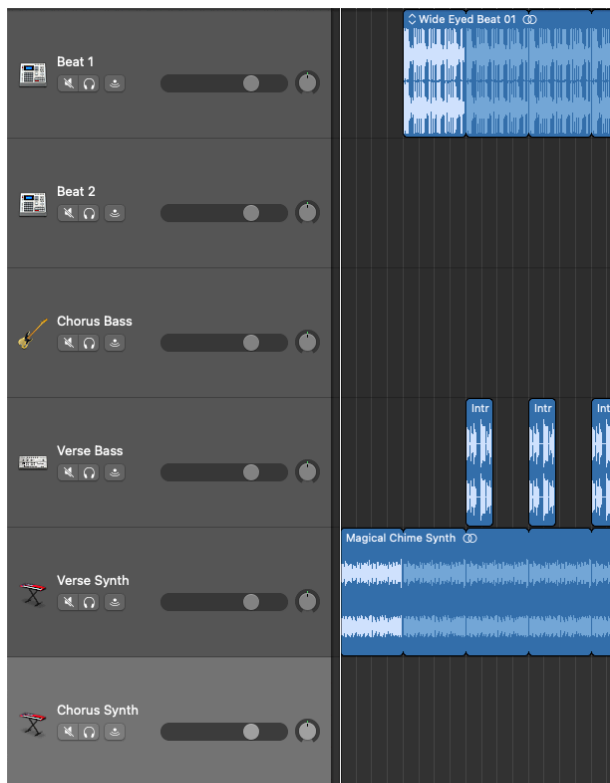


4 - Write "Beat 2".

5 - Continue to assign a clear and unique name to each track, moving with the TAB key

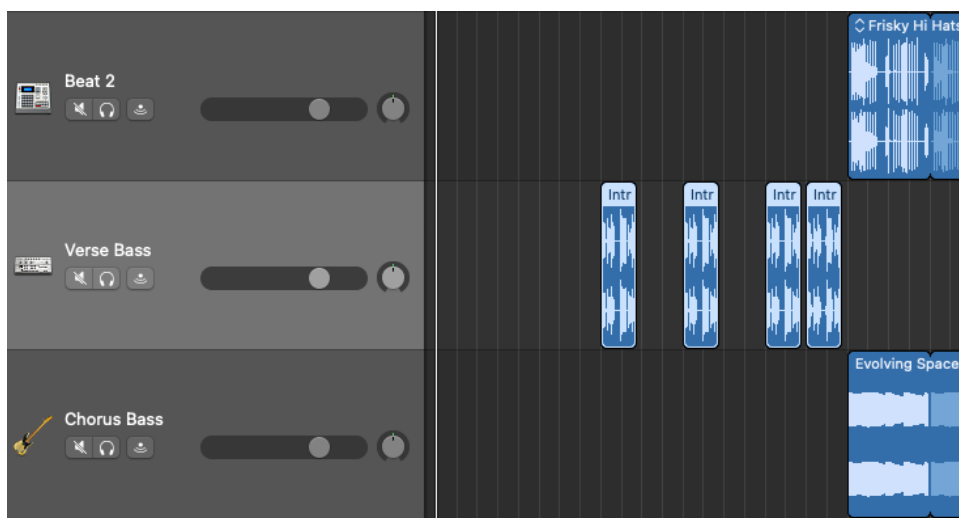
6 - When you reach the last track, once you have written the name, press Enter

These are the names I assigned; they identify the instrument and the part of the arrangement that is playing.



For mental order, I place for each instrument first the Verse tracks and then the Chorus tracks.

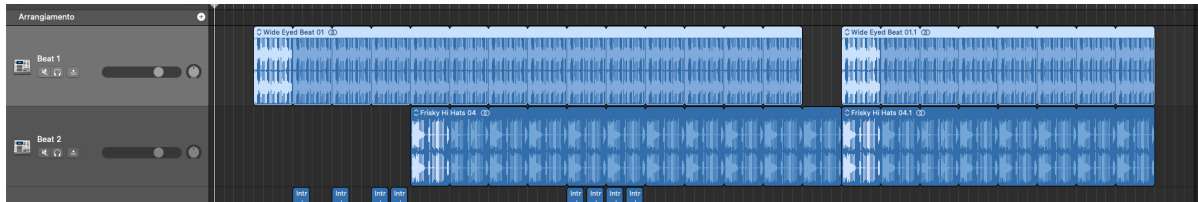
7 - Move the bass track that plays the Verse above the bass track that plays the Chorus.



Now assign track names to all regions

8 - Click on the Beat 1 track header.

All regions of track 1 will be selected

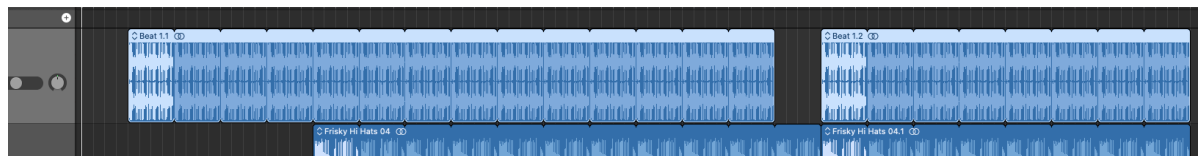


9 - Press Shift + N

10 - Write Beat 1.1 and press Enter



The first region will be named Beat 1.1 and the second Beat 1.2



Note: If we had just written "Beat 1", the second region would have been called "Beat 2" and would have confused us with the Beat 2 regions of track 2

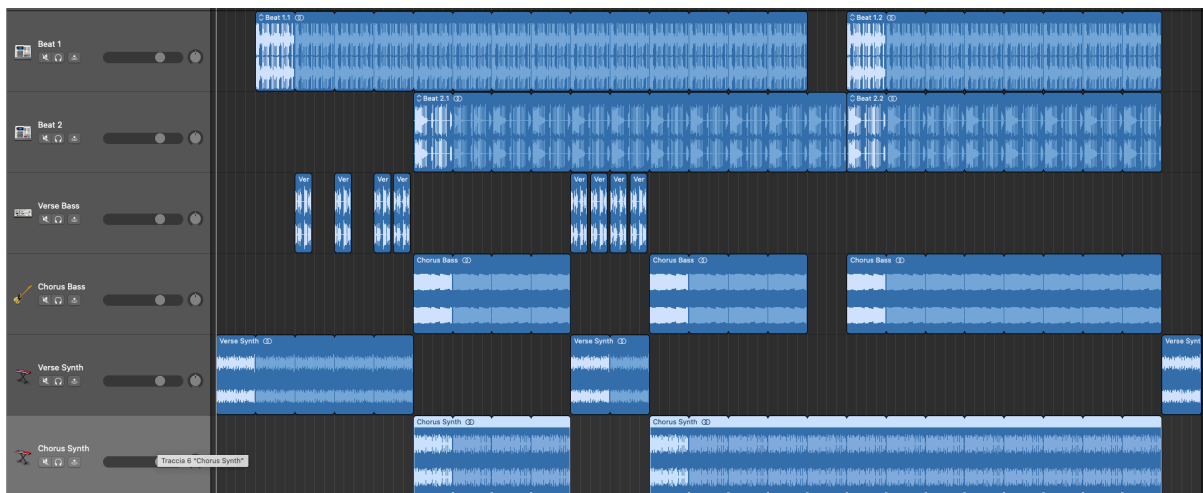
11 - Using the same procedure select the Beat 2 track header, press Shift + N and rename the first region to Beat 2.1

We will have automatically renamed the second region of track 2 to Beat 2.2.

12 - Proceed by clicking the other track headers and renaming their regions to the track name.

Note: Tracks that do not have a number in the name will not need to have one added.

All regions will have inherited the track name.



13 - Click on the background to deselect everything

14 - Command + S

- Customize Region Colors -

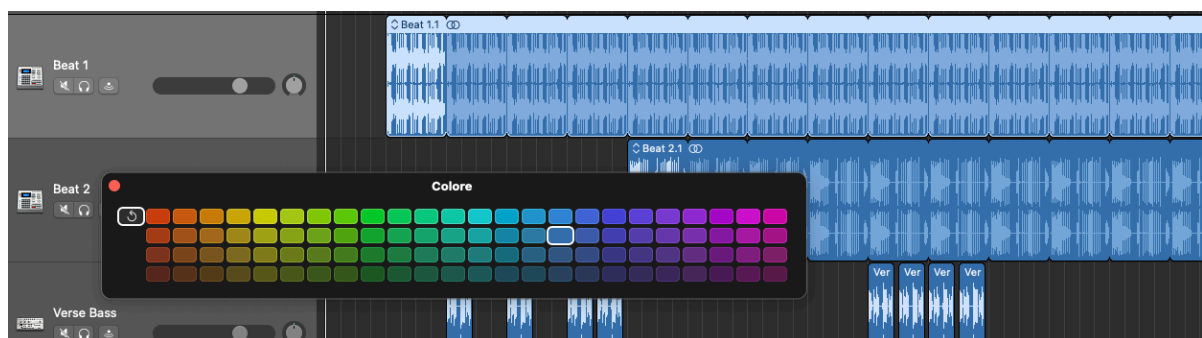
One practice I employ to immediately understand what I'm looking at is to assign a unique color for each instrument type.

All drums of one color, voices of another, and so on. Just as we did for naming regions, this can also be done very quickly.

Note: For those of you with versions prior to 10.4.1, skip ahead to the chapter summary.

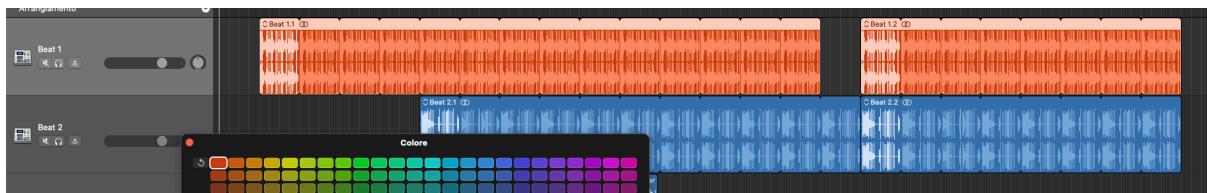
1 - Select the Beat 1 track header

2 - Press Option + C to open the color palette

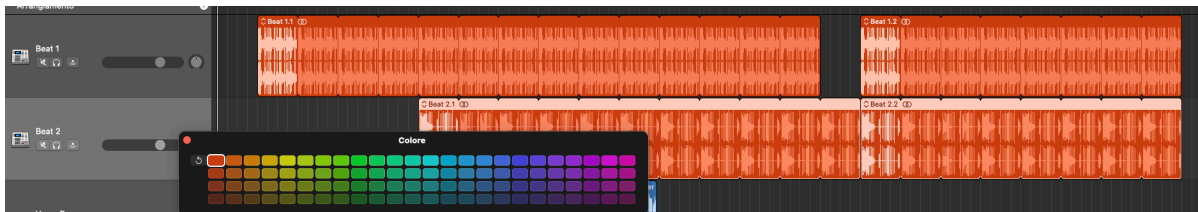


3 - Click on the red color in the top left corner

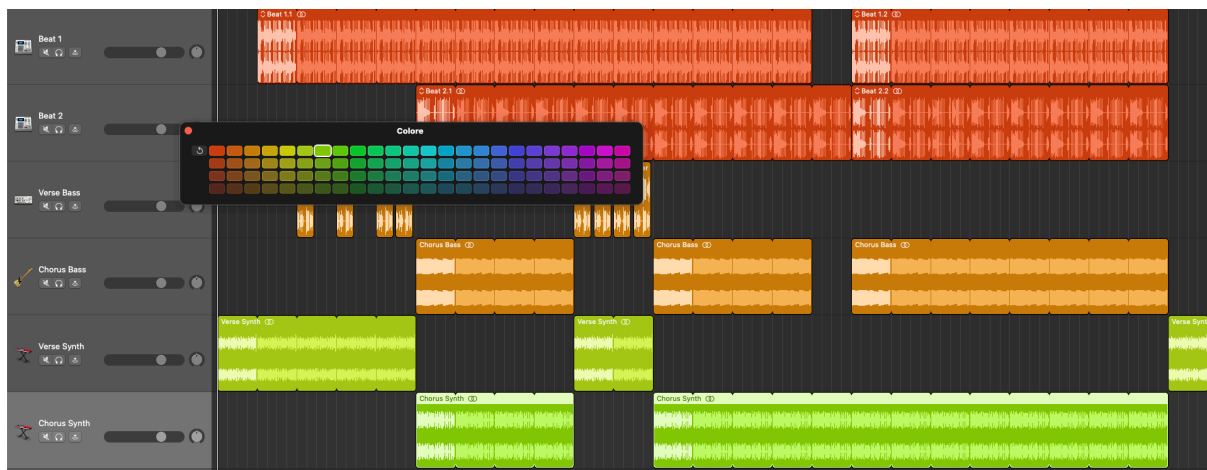
All regions will be colored red.



4 - Select the Beat 2 track header and assign it the same red color



5 - Using the same method, assign a unique color to the two bass tracks and the two synth tracks.



6 - Press Option + C to close the color palette

7 - Click on the background to deselect everything

I like that!

8 - Command + S

- Where We Are... Where We Are Going -

We worked hard and tacked on the musical idea of our project.
We put in rhythmic patterns, bass, and synthesizers, and arranged the structure creating an interesting sound path.
A good starting point.

In the next chapter, we'll explore the endless sonic possibilities offered by GarageBand.
We'll try out different tools, and I'll give you an overview of some of the major third-party VSTs.
To make sure we don't miss anything, we'll create an original sound for our track.
You won't believe your ears...

Shortcuts to remember:

- Rename Regions - **Shift + N**

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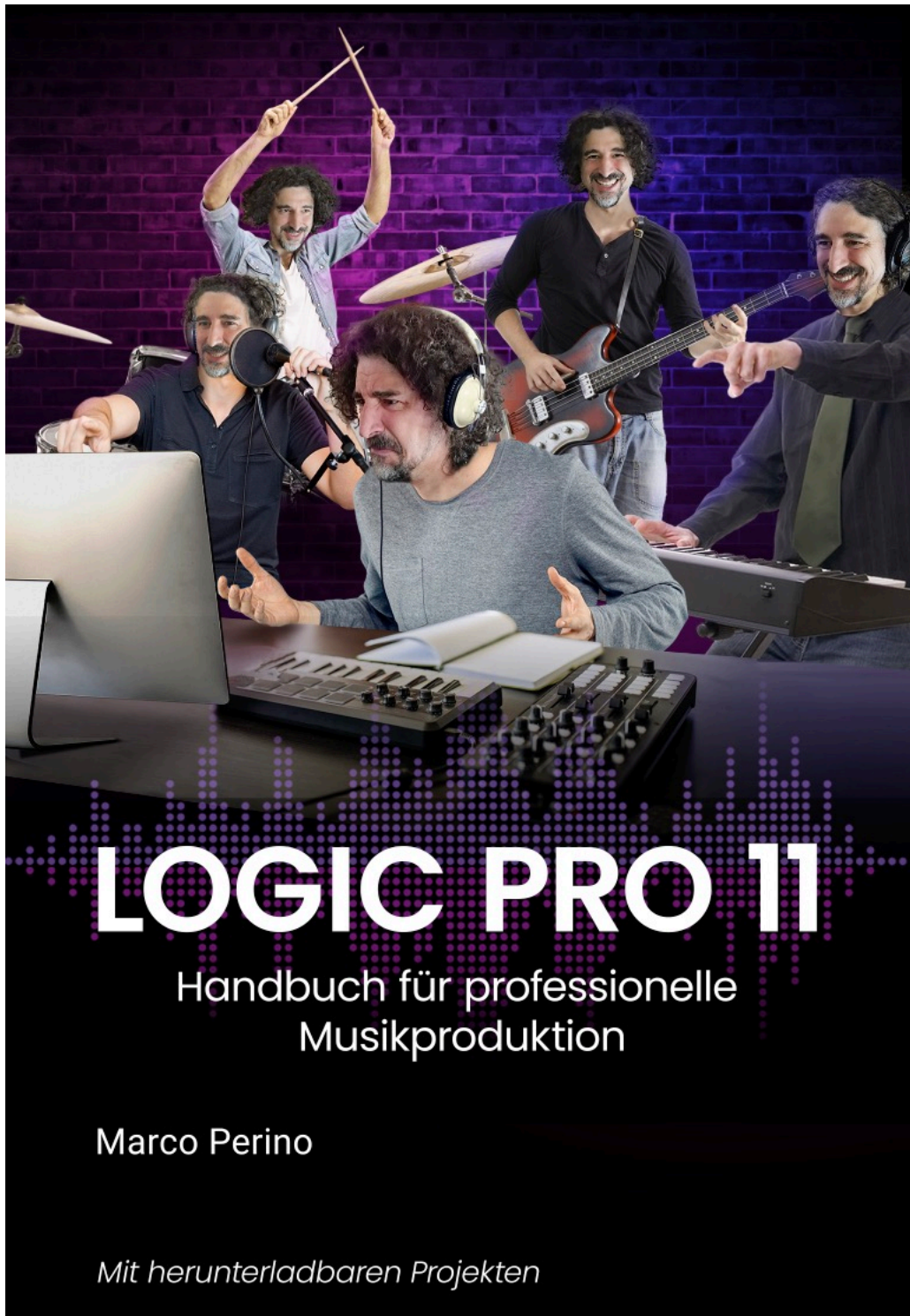
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