

## GarageBand

GarageBand is basically a recording studio for any digital audio needs you may have. For example:

- Record students' voices for reading fluency and practice
- Create Readers' Theatre project, complete with sound effects
- Voice over for an iMovie project
- Create a soundtrack for an iMovie project (or Keynote or...)
- Create an audio-, extended-, or video- podcast
- Create original music of your own (ala Alex Kajitani)

## Project Types

1. Music
  - a. Record voices (this project type is probably the simplest interface)
  - b. Create songs with loops, keyboards, microphones and/or instruments
  - c. When complete, published to iTunes as part of your Library
2. Podcast
  - a. Record voice(s) for Podcast
  - b. Add images to display as Podcast continues
  - c. Make chapter markers that allow the end user to jump to different places in your Podcast.
  - d. Export to web with iWeb; put Podcast in iTunes for others to find and subscribe to.
3. Movie Score
  - a. Record voice(s) for voice overs.
  - b. Build a score for your movie
  - c. Export your movie and score to the web (iWeb) or to DVD (iDVD), or to QuickTime.
  - d. Side note: Freeplay Music

## Track Types

1. **Software Instruments** (Green Music files)—Sounds made in Garage Band from some type of keyboard. These sounds can have other instruments applied to them (e.g. turn a guitar into a piano).
2. **Real Instruments** (Blue Music files)—Record actual sound from real instrument or voice (microphone). Effects can be added (echo, reverb, etc.)

## Need Help?

1. Help > GarageBand Help
2. Help > GarageBand Getting Started
3. Help > Keyboard Shortcuts
4. Teacher Resources > GarageBand (under xapps )  
([http://www.eusd4kids.org/edtech/xapps/xapps\\_garageband.html](http://www.eusd4kids.org/edtech/xapps/xapps_garageband.html))

**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.

## GarageBand Window

