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Guitar Skills









Practice summary



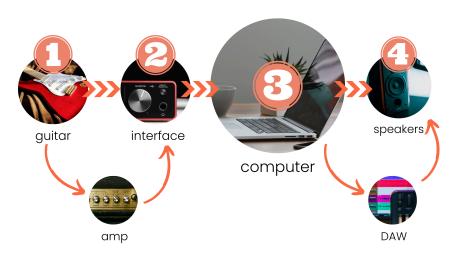
You haven't logged any practice time for this lesson yet. There's no time like the present to start

Software

UNIT 3 • LESSON 1 《 PREVIOUS NEXT 》

The DAW

In our video we will be using Logic Pro X as a DAW, but we will talk through the idea so that you can learn how to use any DAW. DAW stands for Digital Audio Workstation, is the software you need to complete your recording set-up! So, we have this:

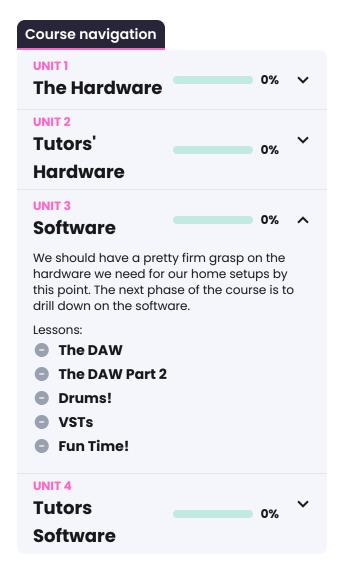


So we have now advanced our basic routing.

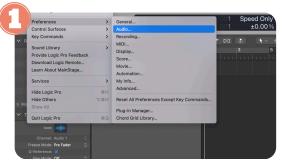
Depending on your setup, the amp can be added before the interface, and the DAW is used in the computer before the signal goes to the speakers.

This means you can hear the sound from the DAW through your monitors.

The Basics

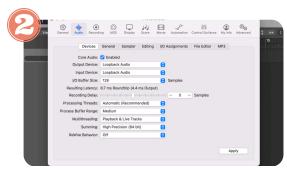


In this video, Dan walks you through the basics of setting up any DAW. All the screenshots here are based on Logic Pro X but should be pretty similar no matter the software. Please watch the video in detail, as we have only included the core steps here.



Check audio

Your first step, once you've opened up the DAW, is to check you can find the audio interface. You can normally find this under >> Preferences >> Audio.



Select interface

Look for Input & Output device and hit the drop down menu. Look for your interface, whatever it might be called. Select those and apply them. You should now have your guitar coming into the DAW via the interface.

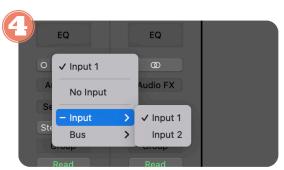
Just a quick note on terminology before we move on to step 3. When we're using a DAW **the track** refers to a 'sonic canvas' for one instrument. So we record a guitar on one track, a vocal on another track etc.

When we layer these up to build a song it's called 'multitrack recording' and means you don't need to record everything live in one take!



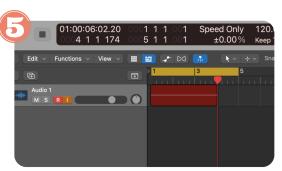
Create track

You can now create a new audio track. Make sure that you have the input your guitar is going into (usually input 1) selected, and don't fiddle with any other settings. It's not needed at this point!



Check input

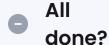
You should be able to see the channel on the screen somewhere. Look for the term "Input" and check that you have the correct input selected.



Record!

You now have your track and can start recording. Make sure the "I" (for input monitoring) and "R" (for record to this track) are active and then press record button to start recording. TIP: The yellow bar is a loop, allowing you to record over the same looped section!

There are the basics! Have a bit of fun with this process and see if you can get an audio track coming into the DAW. Remember to watch the full video for a complete understanding.



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