*Last updated 2-4-18*

* 1. A Software Instrument track should be created.
  2. The metronome should be turned off.
  3. The Key of the song should be chosen, and set to either C major, G major, or A minor.
  4. Verse 1 and Chorus 1 arrangement Markers should be in the Arrangement track, each 8 measures long.
  5. A Drummer track should be created, with a drummer, a beat, and a tempo selected.
  6. There should three instruments in addition to Classic Electric Piano (which has no regions in it yet) and drums: bass, a comping instrument, and another instrument for texture.[[1]](#footnote-1)
  7. Their loops must be software instrument loops, with the exception of the texture instrument loops, which can be audio loops if they are from the Percussion or Sound Effects categories.
  8. ~~These loops should be chosen with the appropriate Scale selected (Major, Minor, or Both) for the key the song is in.~~
  9. For each of these instruments, there should be one loop in the verse, and a different one in the chorus.
  10. Loops should be modified as necessary, with dissonances changed to consonances.
  11. 2 and/or 4 measure melodic motives should be created.
  12. All melody notes should be on white keys.
  13. There should be some motive repetition within each section, so as to create structure.
  14. The verse and chorus should have different melodies.[[2]](#footnote-2)
  15. The rhythms of all melody notes should be quantized.
  16. All melodic motives should have been created with the Musical Typing Window’s Octave setting at C3.
  17. The melody should have no more than one note at time.[[3]](#footnote-3)
  18. The Classic Electric Piano track’s Gain plug-in should be set to +12.0 db.[[4]](#footnote-4)
  19. The form of your song should be as follows, with 8 measures per section (except where indicated) and arrangement markers for all sections:

Intro (4 measures)

Verse 1

Verse 2

Chorus 1

Verse 3

Chorus 2

Contrasting Section (labeled “Bridge” – 9 measures)

Chorus 3

Outro

* 1. The appropriate regions should be copied and pasted for all verses and choruses.
  2. The intro should consist of one non-drum, non-melody instrument from the verse and a Drummer track Intro region.
  3. In the contrasting section there should be a Drummer track Bridge region.
  4. The regions of two non-melody instruments from the verse should be copied and pasted into the first 8 measures of the contrasting section.
  5. A loop from the Tambourine or Shaker Instrument category of the loop browser should be in the first 8 measures of the contrasting section, in its own track and looped as necessary to take up the full 8 measures.
  6. In the ninth measure of the contrasting section there should be one measure of melody, as per the following requirements:
* The melody should be
* The rhythms of the melody notes should be quantized.
* The melody should have been created with the Musical Typing Window’s Octave setting at C3.
* The melody should have no more than one note at time.[[5]](#footnote-5)
  1. The outro should be the same as the chorus, but with a Drummer track Outro region.
  2. The key/chord of all choruses and the outro should be changed.
  3. All choruses and the outro should be changed by the same transposition (i.e. all by +5, or all by -7, etc.).
  4. An instrument that is not melody, drums, or otherwise playing in the intro should be deleted from Verse 1. Another instrument that is not melody, drums, or otherwise playing in the intro should be deleted from Verse 1, Verse 2, and Chorus 1.
  5. The percussion instrument from the bridge should also be in Chorus 3 and the outro.
  6. A loop from the Vocals Instrument category of the loop browser, with the correct Scale chosen, should be in the Outro, in its own track and looped as necessary to take up the full 8 measures.
  7. A loop from the Sound Effects Instrument category of the loop browser should be in the Outro, in its own track. Either that sound effect or the percussion in the bridge should begin 4 measures into the bridge – at measure 49 of the song.
  8. If there is an instrumental melody, a patch other than Classic Electric Piano should be chosen for it, and it should ~~have a distortion plug-in,~~ use Master Reverb~~, and be turned down appropriately~~.
  9. ~~The following tracks may need to have their levels adjusted – set their levels as sounds best to you:~~
  10. ~~Percussion (tambourine or shaker)~~
  11. ~~Sound effects~~
  12. ~~A fade-out should be created, or there should be an abrupt ending.~~
  13. A Master track effects patch should be chosen.
  14. ~~The song should be transferred using GarageBand’s Share menu.~~
  15. ~~The song should be named, and the file name should be the song’s name. (Chorus hooks often make good names.)~~

1. And the tracks should be in that order:

   Classic Electric Piano

   Drummer

   bass

   comping

   texture [↑](#footnote-ref-1)
2. The verse and chorus melodies should not share any of the same motives. [↑](#footnote-ref-2)
3. It’s okay for notes to overlap – the thing that can’t happen is for the attacks of multiple notes to occur at the same time. [↑](#footnote-ref-3)
4. Anywhere from +5 to +15 is okay for grading purposes. [↑](#footnote-ref-4)
5. It’s okay for notes to overlap – the thing that can’t happen is for the attacks of multiple notes to occur at the same time. [↑](#footnote-ref-5)