

# Lesson 1. Make Music with Logic Now!

## Lesson Files Time Goals

This lesson takes approximately 150 minutes to complete.

- Produce a one-minute instrumental piece using prerecorded media
- Explore the Logic Pro X main window interface
- Navigate and zoom the workspace
- Move, copy, loop, and trim regions in the workspace
- Mix down the project and apply effect plug-ins
- Export the project to an MP3 file

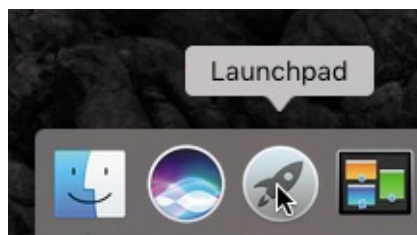
Let's get right to the heart of the matter and start producing music immediately. In this lesson, we'll go straight to the fun part of using Logic Pro X. You will create a one-minute hip-hop instrumental while gaining familiarity with Logic Pro X, its main window, and many of its features.

You will take an entire Logic project from start to finish. You'll use the Loop Browser to preview and add loops, and then you'll navigate and zoom the workspace to efficiently move, copy, loop, or trim regions. Finally, you will hone your newly learned skills to build an arrangement, mix down the song, and export it.

## Creating a Logic Pro X Project

To open Logic Pro X, you can use the Launchpad.

**1** In the Dock, click the Launchpad icon.



**2** Click the Logic Pro X icon.



Logic Pro X opens, and after a moment, the Project Chooser opens. (If the Project Chooser does not open, choose File > New from Template. If “New from Template” is not in the File menu, choose File > New.)

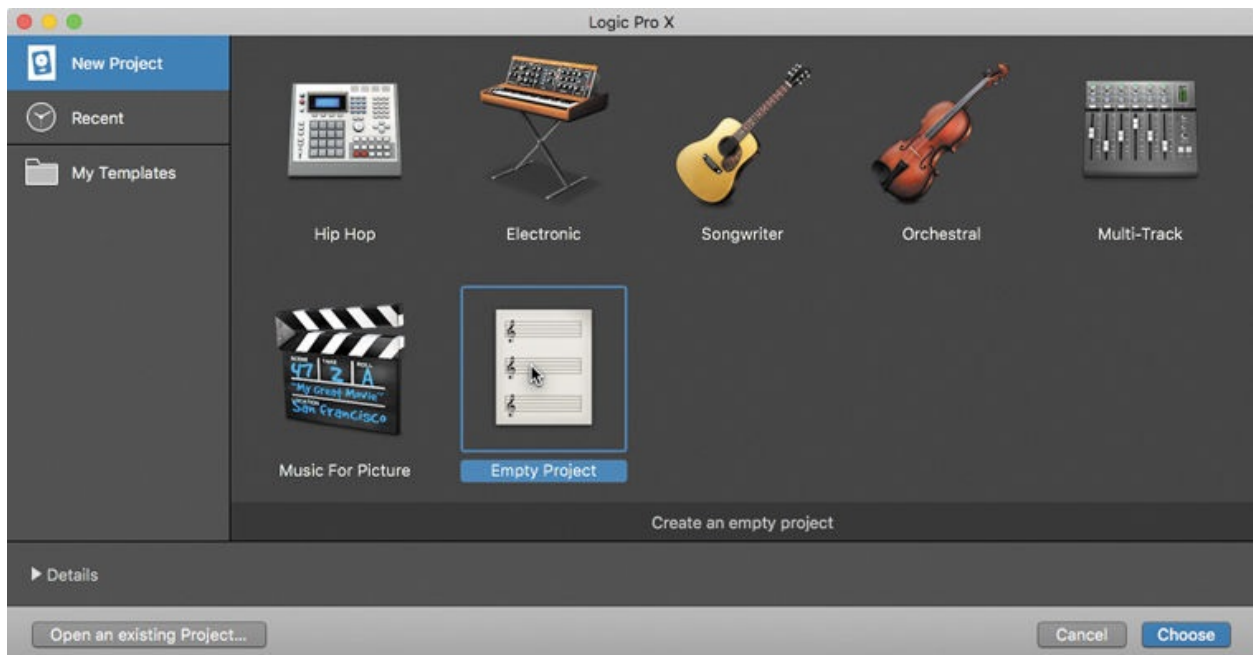
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## Tip

To add Logic Pro X to the Dock, drag its icon from the Launchpad into the Dock. The next time you want to open Logic Pro X, you can click its icon in the Dock.

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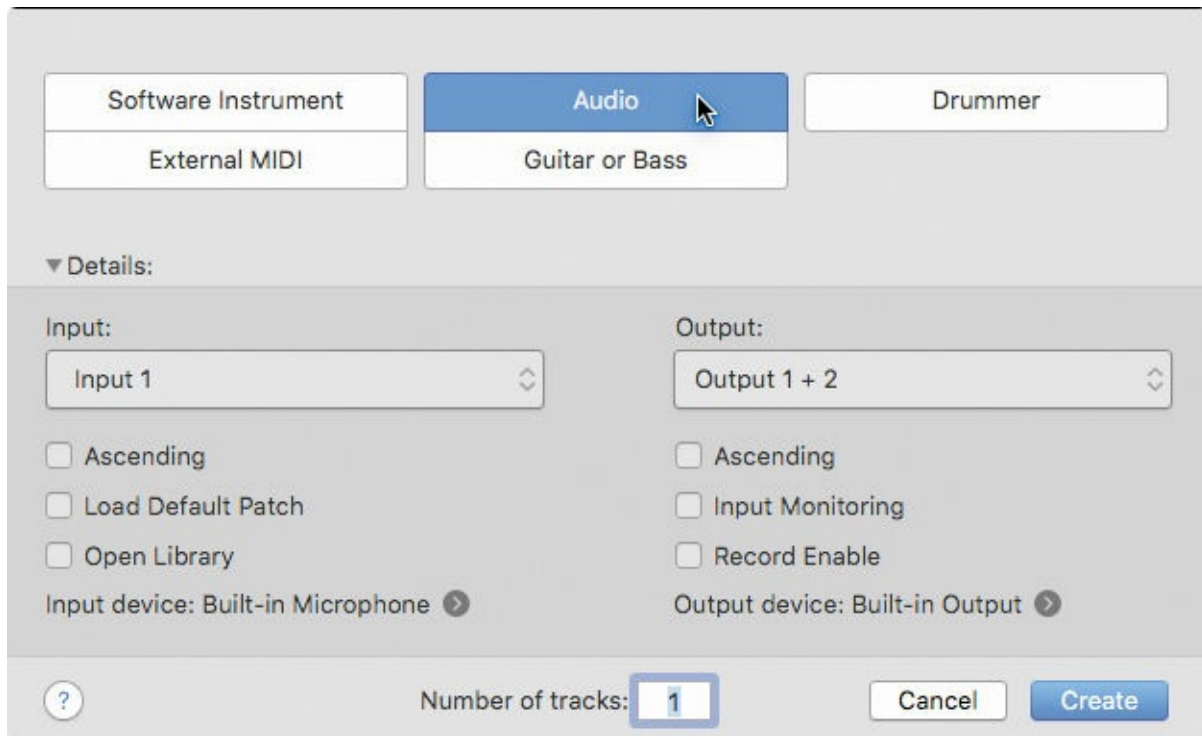
3 In the Project Chooser, double-click the Empty Project template.



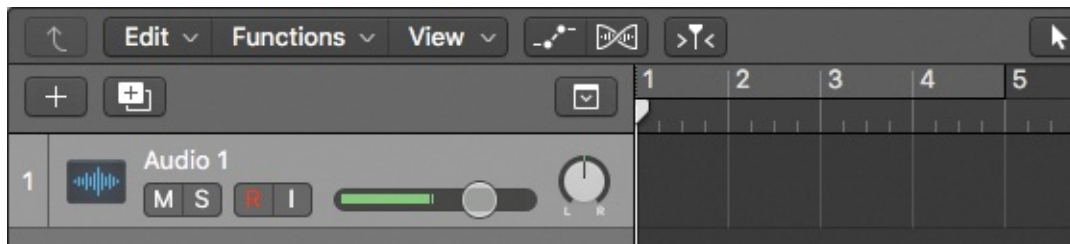
A new empty project is created, and the New Tracks dialog opens.

4 In the New Tracks dialog, select Audio (or, if you see pictures of instruments, click the picture of a microphone). Make sure that all

checkboxes below the Input and Output menus are unselected, and then click Create (or press Return).

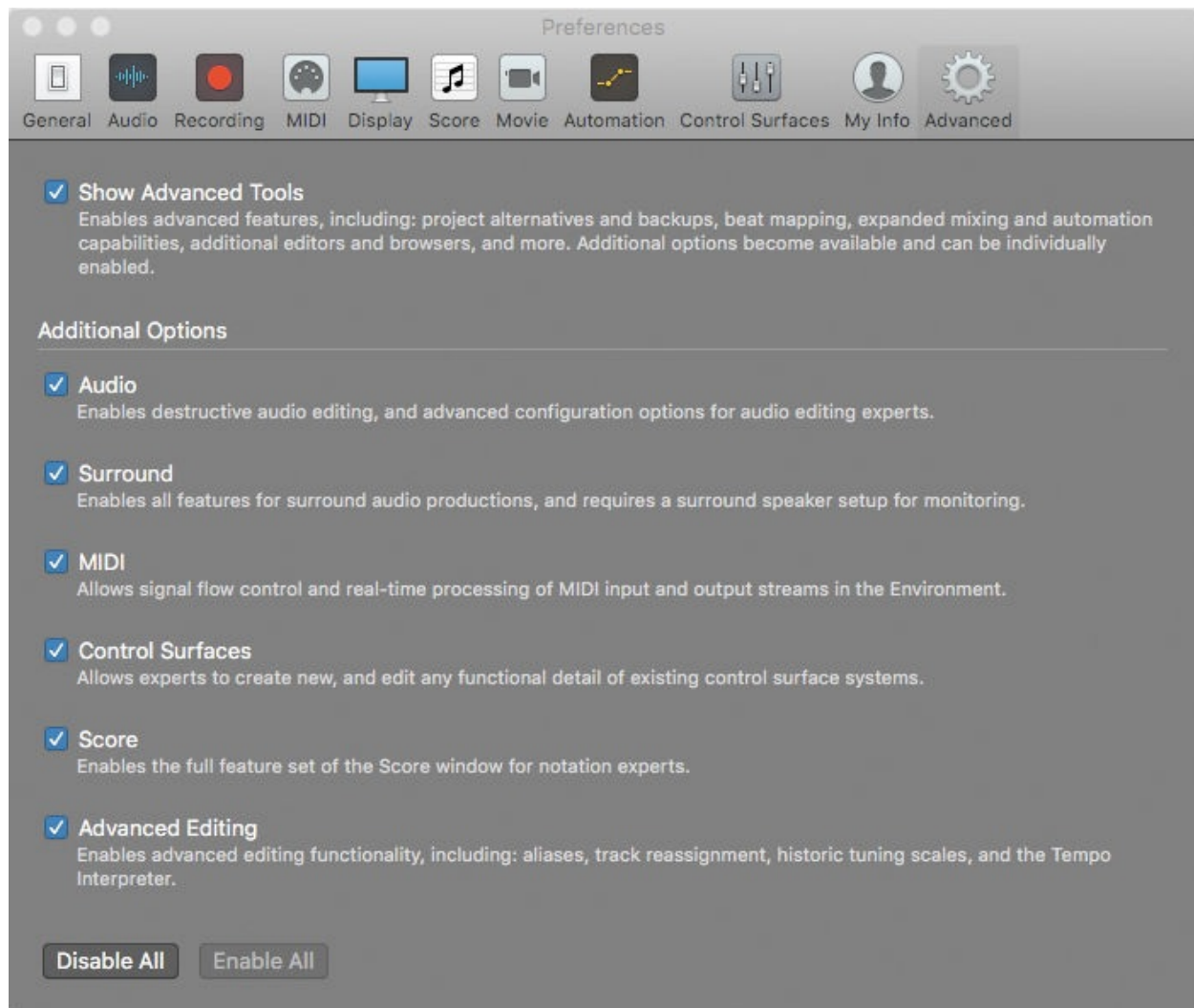


A new audio track is created in your project.



In Logic Pro X, some advanced tools are not available by default. Before you continue, let's make sure that you select all the advanced tools in your preferences to enable all of Logic Pro X's features.

- 5 Choose Logic Pro X > Preferences > Advanced Tools to open the Preferences window.
- 6 Make sure all Additional Options are selected, and close the Preferences window.



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## Note

You'll have to select all the Additional Options on any Mac you use to work with this book, or you may not be able to access some of the features discussed.

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Saving your project before you start working on it is always a good idea. That way you won't have to worry later about picking a name and a location when inspiration strikes.

### 7 Choose File > Save (or press CommandS).

You're saving this project for the first time, so a Save dialog appears. The first time you save a file, you have to provide: ► A filename

- A location on the hard drive where you want to save the file
- 8 In the Save As field, type your project name, *Get Dancing*. From the Where pop-up

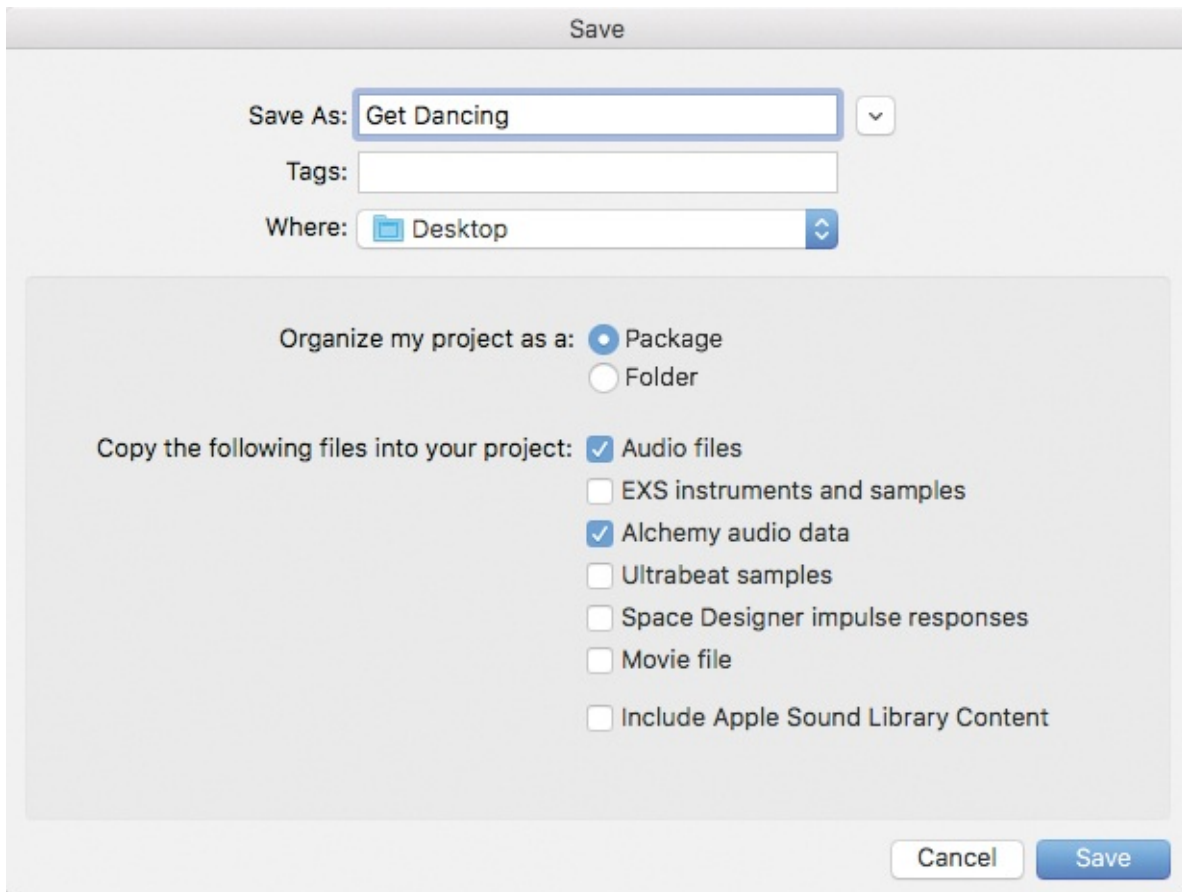
menu, choose Desktop (or press Command-D).

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### Note

If you've enabled the Desktop and your Document folder to sync to iCloud, you are strongly advised not to save your Logic projects to your Desktop. Choose another location such as the Logic folder within your Music folder.

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9 Click Save (or press Return).

The project is now saved on your desktop, and its name is displayed at the top of the Logic Pro X window. To avoid losing your work, save your project often.

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### Note

Logic Pro X automatically saves your project while you're working on it. If the application unexpectedly quits, the next time you reopen the project, a dialog prompts you to reopen the most recent

manually saved version or the most recent auto-saved version.

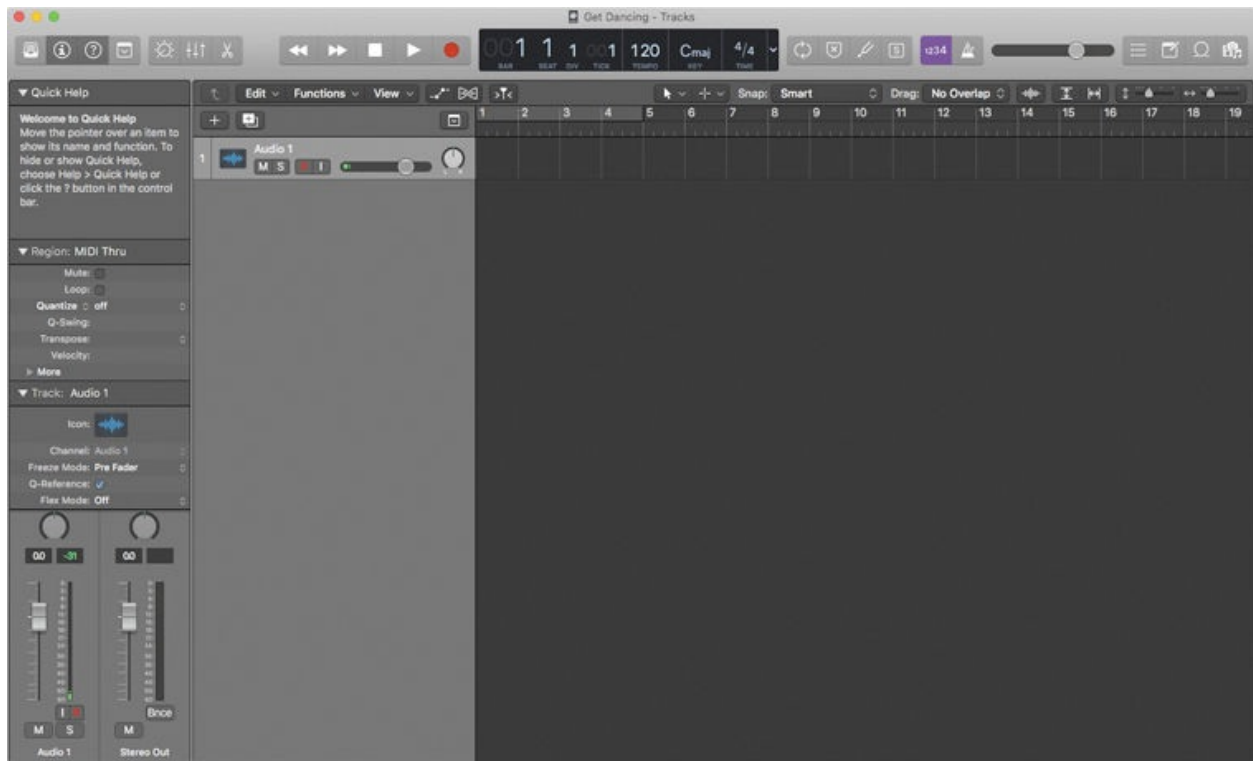
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You've now set up your new project. With a blank canvas ready, you can start being creative.

Creating a new project in Logic opens the main window, which will be your main work area. In the next exercise, you will examine the panes of the main window.

## Exploring the Interface

When working with Logic Pro X, you will spend most of your time in the main window. To customize the main window, you can toggle and resize its various panes to access all the media, tools, and features you need for your project.



In its default configuration, the main window has three areas:

- ▶ **Control bar**—The control bar contains buttons to toggle areas on and off; transport buttons to control playback operations (such as play, stop, rewind, and forward); information displays to indicate the playhead position, project tempo, key, and time signatures; and mode buttons such as Count-in and Metronome.
- ▶ **Inspector**—The inspector provides access to a contextual set of parameters. The specific parameters displayed depend on the selected track or region,

or the area in key focus.

- ▶ **Tracks area**—In the Tracks area you build your song by arranging regions on tracks located below a ruler.

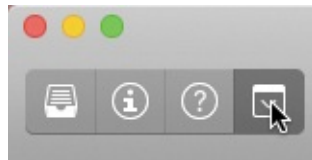
Customizing your main window layout to display the tools you need allows you to work faster and more comfortably, thereby giving you more time to focus on your music.

- 1 In the control bar, click the Inspector button (or press I).



The inspector is hidden, which allows you to see more of the Tracks area.

- 2 Click the Toolbar button (or press Control-Option-Command-T).



The toolbar opens below the control bar. It displays buttons for easy access to the most-used features.

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### Tip

To customize the control bar, Control-click it, and from the shortcut menu, choose “Customize Control Bar and Display.” To customize the toolbar, Control-click it and choose *Customize Toolbar*.

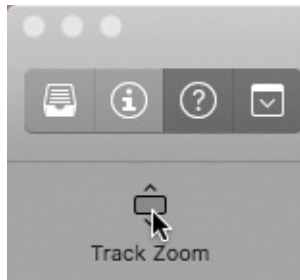
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- 3 Click the Quick Help button.



A Quick Help floating window appears. As you hover the mouse pointer over elements of the Logic Pro X interface, the Quick Help window describes that element.

- 4 In the toolbar, position the mouse pointer over the Track Zoom button.



The Quick Help window displays the function's name, defines what it does, and sometimes offers extra information. Whenever you're not sure what an interface element does, use Quick Help.

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## More Info

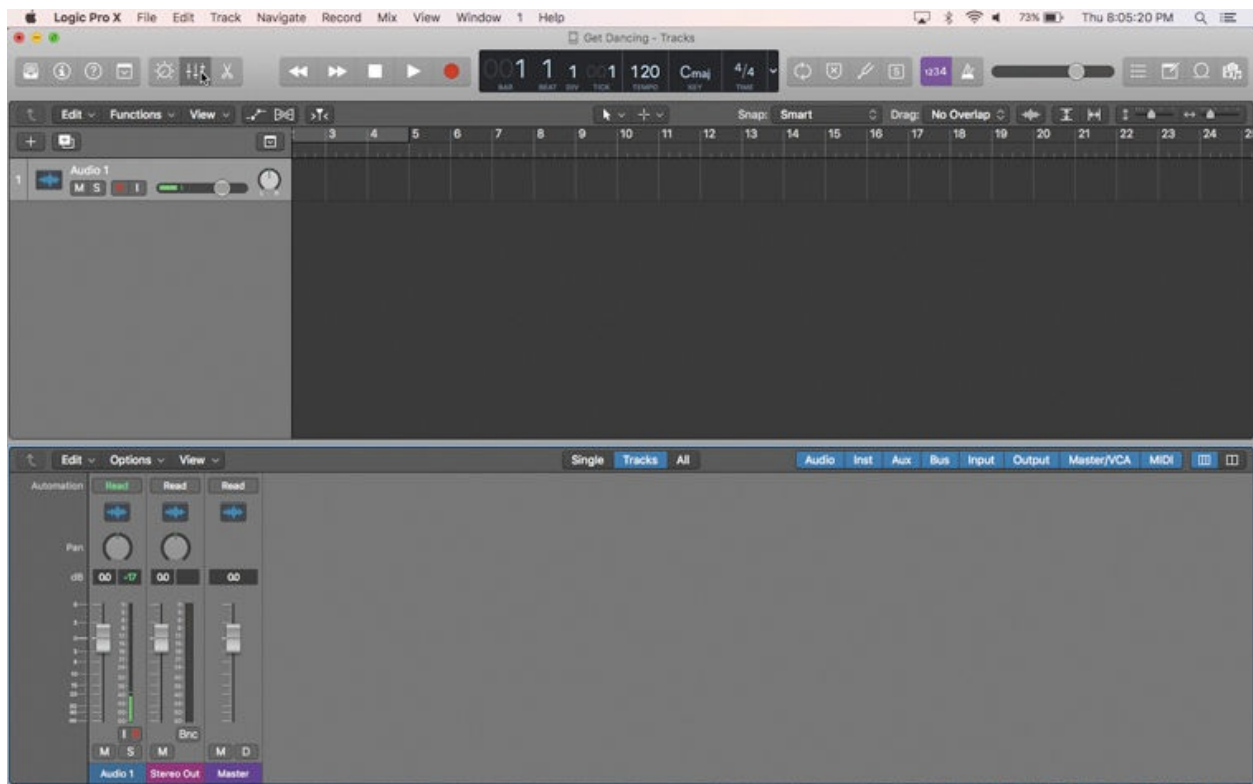
To go further, read the Logic Pro Help documentation within the free Logic Remote iPad app. The documentation automatically displays the section relevant to the Logic Pro X area where you place the mouse pointer. You will learn more about Logic Remote in [Appendix A](#).

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- 5 Click the Quick Help button to close the Quick Help window.
  - 6 Click the Toolbar button to close the toolbar.
  - 7 Click the Mixer button (or press X).



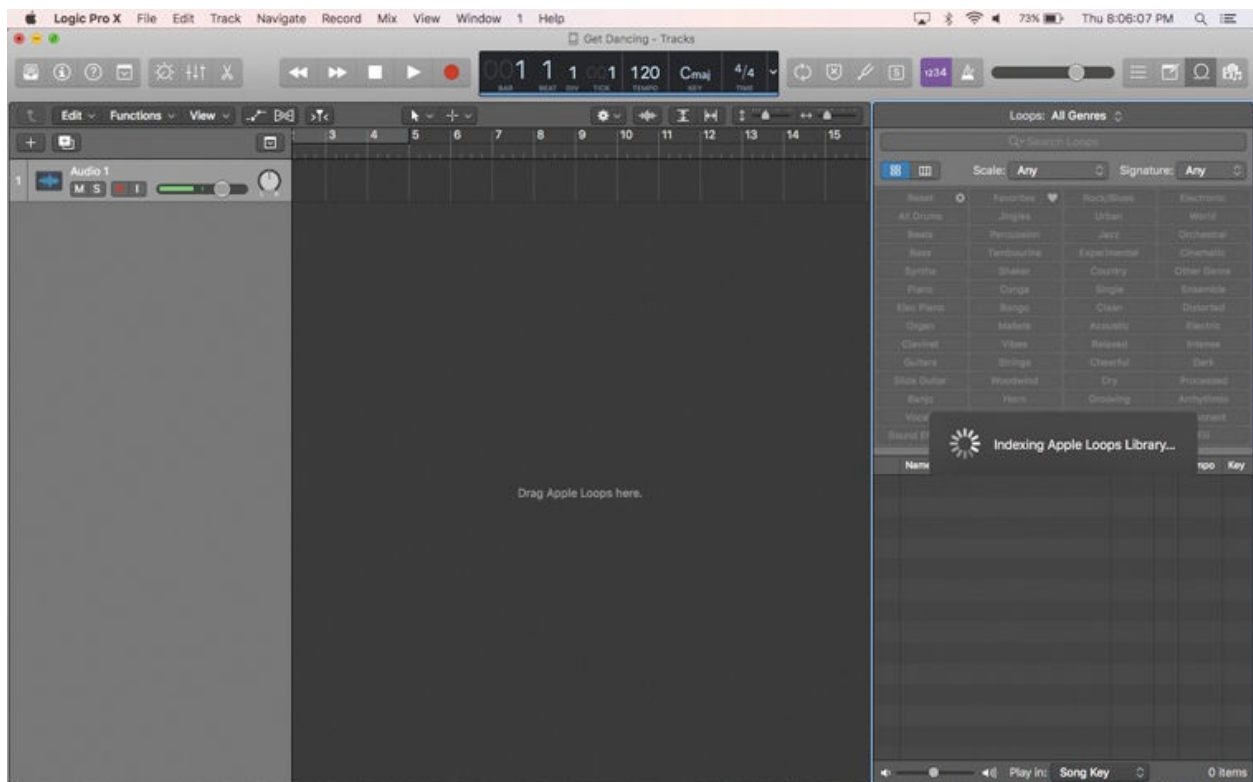
The Mixer opens below the Tracks area.





8 After viewing the tools in the Mixer, click the Mixer button again (or press X) to close it.

9 In the control bar, click the Apple Loops button (or press O).



The Loop Browser opens to the right of the Tracks area.

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### Note

The first time you open the Loop Browser, you have to wait for Logic to index the loops before you can use it.

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You now have the control bar at the top, the Tracks area to the left, and the Loop Browser to the right, which is the perfect layout for the next exercise. You're already gaining familiarity with the Logic Pro X interface. By showing only those panes needed for the task at hand, you make your work easier and faster, allowing you to focus on the creative side. And talking about creative side, let's make some music!

## Adding Apple Loops

You will now start building your project using Apple Loops, which are prerecorded music snippets that automatically match the tempo of your project and are designed to be repeated seamlessly.

Professional producers use Apple Loops all the time for video soundtracks, to add texture to a beat, to create unexpected effects, and so on. At least one major hit song was produced entirely around a single Apple Loop. The Apple Loops included with Logic Pro X (and earlier versions of Logic) are royalty free, so you can use them in professional projects without worrying about licensing rights.

## Browsing and Previewing Loops

To start building this song, you need to preview loops and choose which ones to use. The Loop Browser is the perfect tool for this job. It allows you to browse loops by instrument, genre, mood, and other attributes.

- 1 In the Loop Browser, click the All Drums, Acoustic, and Distorted keyword buttons.
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### Note

Depending on the Logic content installed on your Mac, you may see more results when searching for media. If you do not see at least the results needed to complete the exercises in the book, make sure you have installed all necessary content as described in the Getting Started section of this book.



2 In the results list, click the first loop, **Deep End Beat**.

	Name	Beats	♥	Tempo	Key
🔊	Deep End Beat	32	<input type="checkbox"/>	92	-
🔊	Good Life Beat	4	<input type="checkbox"/>	88	-

The loop is selected, its blue loop icon turns into a speaker, and the loop plays. At any time you can click another loop to preview it, or click the currently playing loop to stop playback.

Apple Loops are previewed at the project's tempo. In the control bar, the information display shows the default project tempo of 120 bpm (beats per minute). You are currently previewing the loop at that default tempo.



In the results list, you can see that **Deep End Beat** was produced at a tempo of 92 bpm. Loops usually work best when used at or near their original tempos, so let's change the project tempo.

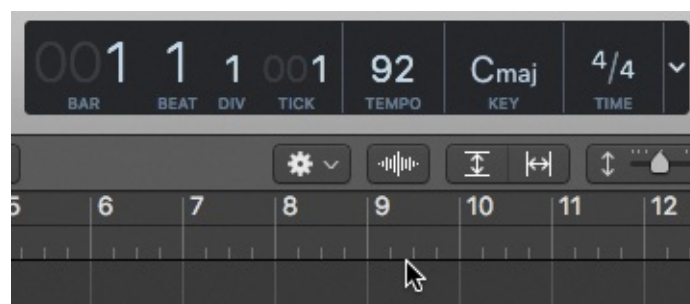
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### Tip

You can change numerical values in Logic Pro X two ways: drag the value up or down to increase or decrease it, or double-click the value and enter the desired number.

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3 In the control bar's LCD display, drag the tempo value down to 92 bpm.



4 Click the loop to stop playback, and click it again to resume playback at the new tempo.

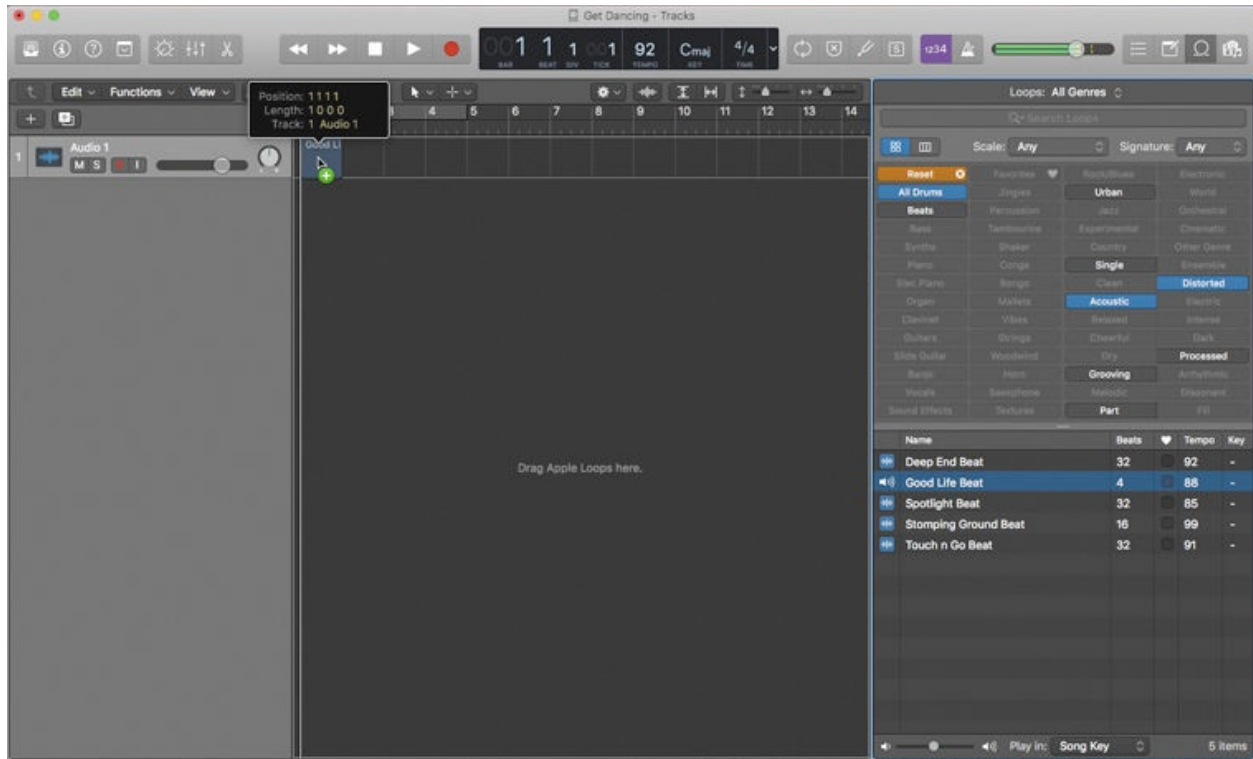
The loop plays back at the 92 bpm project tempo. The loop does seem to groove better at the slower tempo.

5 Click the next loop, **Good Life Beat**, to preview it at the project tempo of 92 bpm.

This loop has a nice funky feel, and you are going to use it as the beat for

This loop has a nice funky feel, and you are going to use it as the beat for your music project.

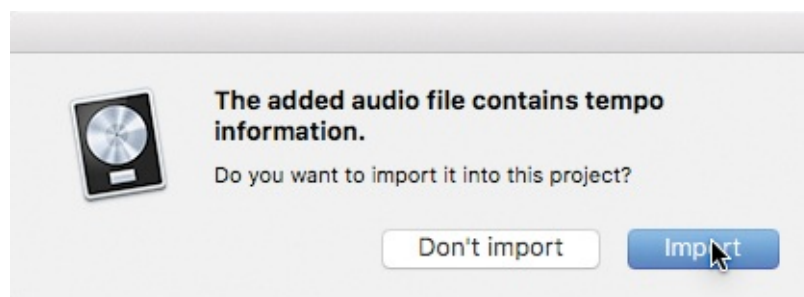
- 6 Drag **Good Life Beat** from the results list to track 1 in the workspace, making sure the help tag reads *Position: 1 1 1 1*.



The workspace is the area below the ruler and to the right of the track headers, where regions are arranged to build a song.

The loop is imported, and an audio region is placed on the audio track at the very beginning of the project. An alert asks if you would like to use the tempo information embedded in the loop. The Loop Browser shows that the **Good Life Beat** original tempo is 88 bpm, a little slower than your current 92 bpm tempo. You will use that new tempo.

- 7 Click Import (or press Return).



In the control bar's LCD display, the project tempo changes to the tempo of the loop. (The displayed tempo may be rounded off by 1 bpm).

**8** Choose File > Save (or press CommandS).

Your project now contains a single drum loop on a single track that plays only during bar 1. It's the most basic project, just enough for you to dive into the basic tasks of positioning the playhead, and starting and stopping playback. Later you will use those navigation chops to preview bass lines while listening to your new drum region, and add more loops.

## Navigating the Project

One of the big advantages to producing music with a computer is that the whole song is laid out right before your eyes. This representation makes it extremely easy to jump to a specific part of the song, start playback, quickly return to the beginning, or continuously repeat a section.

Logic offers many ways to navigate your project. In the following two exercises, you will use the transport buttons and their key commands, and you will learn how to continuously repeat a section of the project, which will allow you to keep playing the drum loop while you preview bass loops.

## Using Transport Buttons and Key Commands

When you're producing music, time is of the essence. Because many producing tasks are repetitive, you may find yourself playing, stopping, and positioning the playhead every few seconds. Minimizing the time it takes to perform these basic operations will greatly improve your workflow and save valuable time.

Although you may initially find it easier to click transport buttons with the mouse, moving a mouse with your hand while keeping your eyes on the screen is actually a time-consuming task. Using key commands to control playback can significantly reduce that time, increasing your workflow efficiency as your fingers build up muscle memory.

To fully master key commands, you first need to understand *key focus*. To start this next exercise, you will preview an Apple Loop to make sure your Loop Browser has key focus.

- 1** In the Loop Browser results list, click any loop to preview it.
- 2** Click that same loop again to stop it.

