

# Guitars and Bass in Logic Pro X

## 1. Setting up a Guitar Project

- Creating a New Project
- The Streamlined UI
- Enabling the Advanced UI
- Adding a Stereo Track
- Choosing an Audio Source
- Adding an Audio Track for Guitar Recording
- Audio Interfaces
- Identifying Track Types
- Adjusting Track Size
- Inspector Options for Tracks
- Choosing a Tempo
- Recording at the Native Tempo
- Using the Metronome
- Reducing the Tempo
- Adding a Drum as a Click Track
- Tuning Your Guitar
- Changing the Key

## 2. Arranging with Guitar Loops

- Exploring the Loop Browser
- Types of Guitar Loops
- How Loops Accommodate Tempo & Key
- Importing the Loop Tempo Change
- Deleting Tracks
- Guitar Loop Families
- Setting Original Key Playback
- Changing the Project Key
- Creating Tracks from a Family of Loops
- Looking for a Song Intro
- Arranging & Extending Loops
- Slicing & Duplicating Loops
- Playing Back Mary's Final Version

## 3. Working with Templates

- Setting the Project Details
- Tap Tempo

- Songwriter Template Breakdown
- Saving a Template
- Opening a Custom Template

#### 4. Recording a Guitar - Part 1

- Track Record Enable
- Recording to Multiple Tracks
- Arming a Track
- Record Button States
- Where Recording Begins
- Reviewing the Notepad
- Choosing a Recording Method
- On the Fly Recording
- Overlapping Recording
- Punch-In Recording
- Multiple Tracks Recording
- Setting up Tap Tempo
- Setting a Custom Key Command
- Assigning a Shortcut for Tap Tempo
- Using Tap Tempo

#### 5. Recording a Guitar - Part 2

- Recording on the Fly
- Choosing a Count In Option
- Input Monitoring
- Making Timing Adjustments
- Trimming to a Measure for Looping
- Setting a Cycle Region
- Setting up an Overlapping Recording
- Choosing a Cycle Option
- Working with Takes
- Choosing the Best Take Performance
- Playing Back the Comp
- Editing Options for Comps
- Editing a Comp
- Introduction to Punch-In Recording

#### 6. Punch-In Recordings

- 2 Types of Punch-In Recording
- Customizing the Control Bar
- Adding Punch-In Mode Buttons

- How the In & Out Buttons Work
- Performing a Single Take Punch-In
- On the Fly Punch Ins
- Replacing a Take During a Punch-In
- Quick Punch-Ins
- Record Button States
- Record/Record Toggle
- Record/Record Repeat

## 7. Fattening a Rhythm & Lead Guitar

- Opening a GarageBand Project
- Opening a GarageBand Project in Logic
- Track Breakdown
- Soloing the Rhythm Guitar Track
- Fattening the Guitar Track
- Panning the Guitar
- Changing the Guitar Patch
- Auditioning Guitar Patches
- Playing Back the Fattened Rhythm Guitar
- Splitting the Lead Guitar
- Creating a Lead Guitar Stomp Box Sound
- Auditioning Alternate Lead Guitar Patches

## 8. Working with Amps & Pedalboards

- Working with Smart Controls
- The Amp & Pedalboard Controls
- Working in the Amp Designer
- Adding Reverb
- Exploring Reverb Flavors
- Applying Amp Presets
- Comparing Amp Sounds
- Changing the Amp Model
- Changing the Amp Type
- Changing the Amp Cabinet
- Changing the Mic & Placement
- Working with the Pedalboard
- Auditioning Pedalboard Sounds
- Auditioning a Wah Pedal

## 9. Working with a Groove Track

- The Terrible Timing Problem

- Aligning the First Note
- Enabling the Magical Groove Track
- Configuring the Track Header
- Setting the Lead Track
- Instant Timing Fixes
- How the Groove Track Works

## 10. Altering Time with Flex

- Working with the Bass Track
- Enabling Flex
- Editing the Track Non-Destructively
- The Flex Button in the Track Editor
- How Flex Time Works
- Using Flex Time to Modify Timing
- Flex Options
- Using Monophonic Flex Time
- Change the Position of Notes
- Adding Transients
- Why Set Transients
- Editing the Transients

## 11. Altering Pitch with Flex

- How Flex Pitch Works
- Enabling Flex Pitch
- Analyzing the Flex Curve
- Adjusting Pitch Drift
- Adjusting Gain
- Adjusting Fine Pitch
- Pitch Adjusting Multiple Notes
- Adjusting Vibrato

## 12. Transposing a Track

- Locating Transpose in the Inspector
- Transposing by Octave
- Changing the Instrument
- Panning the Tracks

## 13. Working with MIDI Guitars & Bass

- The Piano Roll Editor
- The Score Editor

- The Step Editor
- Expanding the Editor
- Creating a Bass Part
- Collapsing the View
- Adding a MIDI Bass Track
- Recording a Bass Track on the Fly
- How to Find a Note with Flex Pitch
- Borrowing Notes from Another MIDI Loop
- Turning a Guitar into a Bass
- Characteristics of the Fretless Bass
- Raising the Velocity of the Bass Notes

## 14. Adding Bass Effects

- Bouncing Out the Bass Track
- Applying an Effect to the Bounced Bass Track

## 15. Introduction to Song Mixing

- Mixing is Like Cooking
- What You Should be Listening For
- Listening for Bass in the Unmixed Project
- Listening for Bass in the Mixed Version
- Comparing 2 Mixes
- Reviewing the Project Notes
- Mixing Steps
- Foundation Tracks
- Lead Tracks
- Backing & Background Tracks
- A Note about Mixing Styles
- Frequency Masking Explained
- 2 Common Ways of Mixing
- How Your System Affects Your Mixing Choice

## 16. Balancing Your Guitar Tracks

- Isolating Individual Tracks
- Identifying the "Hero" Track
- Where's my Bass?
- Soloing the Guitars
- Separating the Rhythm Guitar by Duplicating & Panning
- Reviewing the Mixing Steps
- Comparing Tracks During Playback
- Giving the Lead Guitar a Live Room Feel

- Improving the Stereo Spread
- Moving an Effect from One Channel to Another

## 17. Adding Effects to the Mix

- Adding a Pedalboard to the Lead Guitar
- How the Pedalboard Affects the Mix
- Adding a Delay & Echo
- Running the Effect Through the Mixer
- Working with the High Drive Pedal

## 18. DI Boxes & Compressors

- Hi-Fi DI
- The DI Box
- What DI Boxes Do
- Adding Bass EQ
- Dealing with Peaking
- Compressing the Bass
- Adding a Compressor Preset
- Adjusting the Ratio
- Adjusting the Threshold

## 19. Working with the Channel EQ

- EQ the Bass
- Enabling the Analyzer
- Adding an EQ Preset
- Scooping the Frequencies
- Adjusting Q (Bandwidth)
- Boosting Frequencies
- Fundamental Frequencies
- Harmonic Frequencies
- EQ the Rhythm Guitar
- EQ the Lead Guitar

## 20. Mixing the Drum Kit

- Accessing the Kit Mics
- Opening the Track Stack
- Crafting the Sound of the Kit

## 21. Mixing Automation Part 1

- Creating a Track Stack

- Creating a Summing Stack
- Adding an Effect to the Summing Stack
- Renaming the Summing Submix
- Adding a Wah Pedal
- Monitoring Levels with the Level Meter
- Automation Explained
- Revealing Automation Controls
- Adding a Volume Curve
- Creating a Fade Curve

## 22. Mixing Automation Part 2

- Automating an Effect (Wah Pedal)
- Adding Automation Tracks
- Automating the Pedal State
- Automating the Pedal Position
- Changing the Bypass Point

## 23. Mastering & Output

- Working with the Master Track
- Reasons to Use a Master Track
- Revealing Mastering Effects
- Applying Mastering Presets
- Outputting the Project
- Minding Your End of Song Marker
- Outputting Tracks or a Mix
- Choosing a Format
- Normalizing the Output
- Tightening up the Bounced Section
- Sharing Your Mix
- Exporting Options
- Exporting Stems
- Creating a Rehearsal Tape
- Saving Conventions
- Saving as a Folder