

# Fundamentals of Modern Recording Techniques

A new and innovative course, Fundamentals of Modern Recording Techniques will start at the Harper School on Tuesday February 7, 2012. The course will run for 16 weeks and will meet for one hour each week at 4:00pm at the Harper School. Students will be introduced to digital recording techniques and learn how to record with GarageBand software. By the end of the course, the students will have advanced skills with the recording software which will enable them to record various projects from live instruments to virtual instruments.

## Course Description:

The course will walk students through the major aspects of GarageBand. The student will learn:

- How to get up and running by connecting instruments and hardware devices, setting sound preferences and creating projects.
- To create tracks with a variety of preset effects.
- To use the library of Apple Loops to complete a recording.
- To configure GarageBand to record acoustic instruments as well as electric instruments.
- To record a song from beginning to end.
- To select a rhythm loop and record guitar, bass and vocals.
- To record keyboards via a MIDI controller.
- Editing to groove-match some of the rhythms and punching in musical fixes.
- How to balance all recorded tracks.
- How to publish a podcast with GarageBand.
- How to save the recording.

## Course Curriculum:

### A. Overview of recording technologies

Analogue, digital  
Garageband,  
Logic pro 9,  
Protools 10

### B. Technique for Recording with Garage Band

#### 1. Getting Up and Running with GarageBand

Connecting instruments

MIDI controllers, mics

audio interfaces and speakers ( apogee one and various mics)

Setting important Mac OS X and GarageBand preferences

Creating a project with tempo, time signature, and key

Creating a track

#### 2. Working with Tracks and Regions

Exploring real instrument tracks and setting a good input level

Exploring software instrument tracks, keyboard velocity, and MIDI

Exploring instrument / vocal tracks and monitoring

Positioning the cursor on audio regions to access different tools

### **3. Jump-Starting the Recording Process with Magic GarageBand**

Choosing a genre in the project chooser

Auditioning players and hiring new players

### **4. Building a Song from the Ground Up Using Apple Loops**

Browsing and filtering the Apple Loops library

Dragging Apple Loops into your arrangement and choosing from alts

Jamming along with your composition

### **5. Recording Real Instruments**

Setting tempo, enabling count-in and metronome, and dragging in a drum loop

Using GarageBand as a scratchpad for recording new ideas

Using the Arrange track to create song form sections

Splitting Apple Loops and choosing alternates to build a drum part

Recording multiple takes with cycle record

Punching in a small section of audio

Using Groove Matching to tighten up the rhythm of a performance

### **6. Recording Instrument and Voice Tracks**

Tuning up and tracking a rhythm instrument part

Customizing the instrument sound using amps, stompboxes, and effects

Using Flex Time to fix a double-tracked rhythm instrument part

Using Cycle Record to record multiple takes for soloing

Composing a final instrument solo from multiple takes

### **7. Recording Software Instruments**

Recording a Software Instrument track

Editing the parameters of Software Instruments

Editing MIDI notes in the roll editor after the performance

### **8. Completing the Song**

Recording lead vocals

Correcting pitch with automatic tuning

Recording, duplicating, and deleting song sections using the Arrangement track

### **9. Mixing and Automating**

Creating successful mixes

Pre-mixing

Equalizing tracks

Compressing tracks

Adding reverb and echo effects to individual tracks

Creating automated volume and pan moves

Freezing tracks to improve system performance

Using master track effects and automating a fade-out

Creating a final mixdown: Exporting a finished song to disk

### **10. Sharing and Archiving Your Songs, Podcasts, and Projects**

Sharing your songs with iTunes and burning CDs

Opening a GarageBand project in Logic, and protocols

Archiving GarageBand project files

## 11. Other Features

Taking music lessons

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Creating ringtones

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Creating podcasts

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Scoring a movie

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### Course Requirements:

- Mac Computer, iPad or iPhone with Garage Band (comes pre-loaded).\*
- Instrument (if you want to use your own)
- No books will be required, all printed material will be provided.
- We will need a minimum of 6 students to offer the course.

\*There will be an iMac computer set up at the Harper School with lab times available if you do not have access to a mac computer, ipad or iphone.

### Instructor: David Everett

David has a Masters in Music from Southern Baptist Theological Seminary and a BA in Music, Religion and Psychology from Caron-Newman College.

David is the owner of Nekud Fut Recording Studio which was established in 2009 and is the home of local rock, jazz funk band Yaddatu. From rock, country, gospel and metal; Nekud Fut Studio (NFS) has recorded a wide variety of artists from North Carolina, South Carolina and Tennessee. These artists came to NFS to use the state of the art ProTools software technologies to have their music recorded. The studio which started out in downtown Lenoir has recently moved to Sawmills.

Over the years, David has taught Music Appreciation, American Music History and directed choir at Caldwell Community College. He currently serves as Minister of Music at College Avenue Baptist Church in Lenoir.

David also plays piano and guitar and majored in voice as part of his Masters Degree.

**Start Date:** Tuesday February 7, 2012

**Start Time:** 4:00PM

**Location:** The Harper School

**Course Length:** 16 Weeks

**Tuition:** \$480 (\$30 per class). This may be paid at one time, in four monthly payments of \$120 or in 16 weekly payments of \$30.