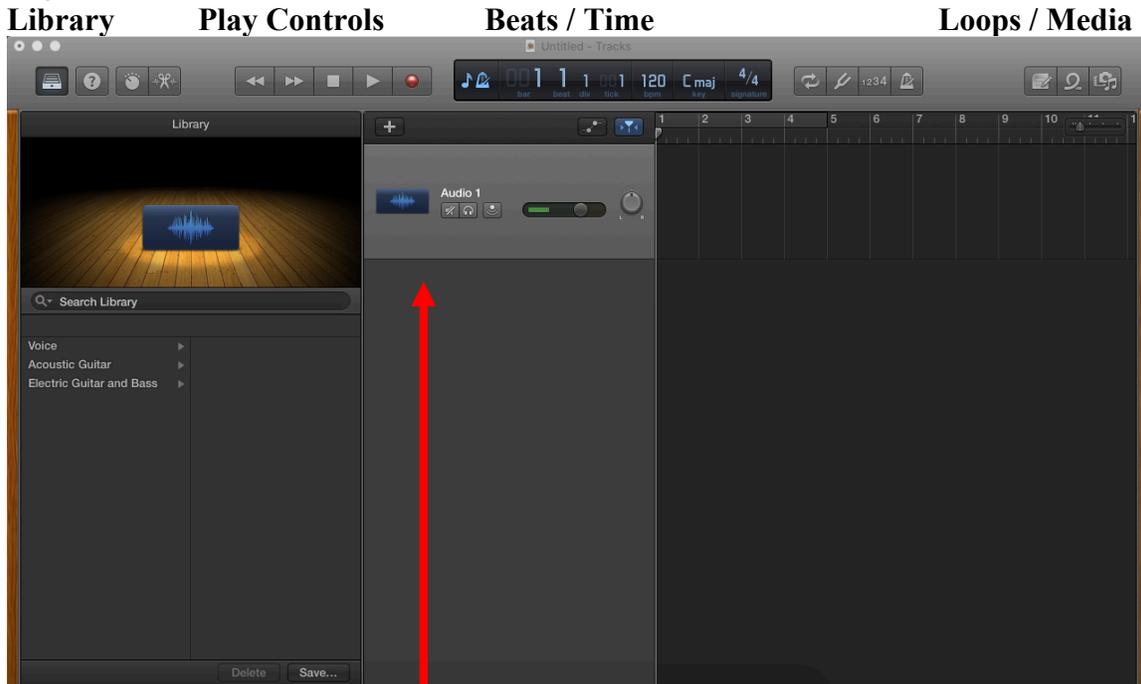


## Editing in GarageBand

### To start GarageBand:

- Go to Macintosh HD > Applications > GarageBand.
- Choose New Project > Empty Project.
- Choose the microphone, set it to Input 1 and click Create.

### Layout



### Track

- **Library** – Displays available effects that can be added to the track.
- **Play Controls** – Rewind, Fast Forward, Stop, Play and Record.
- **Beats / Time** – Toggle between beats and time info.
- **Loops / Media** – Opens music loops and sounds built into GarageBand. Also lets you import music and movies.
- **Track Controls** – Controls specific to the track.

### Track Controls

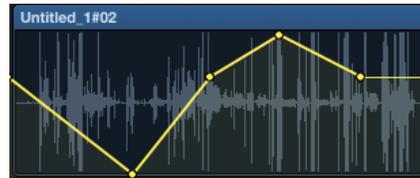


### Volume / Pan

### Recorded Track

- + - Adds additional tracks.
-  **Show / Hide Automation** – Turns on / off controls to adjust the track volume, pan, echo, reverb, etc. over time.

-  **Catch Play head** – Follows the play head along the track.
-  **Mute** - Mutes the track.
-  **Solo** – Mutes other tracks.
-  **Input Monitoring** – Allows you to hear sound currently being picked up by the input.
-  **Enable Automation** – Turn on / off automation per track.
-  **Pan** – Pan the entire track left or right.
- **Automation Parameter** – Choose which item to apply automation to.
  - o Click the red line on the track.
  - o Every time you click on the line it adds an additional point that can be adjusted.
  - o Adjust the points up and down to make adjustments to volume, pan, etc.



### Recording Voice

- Choose the track you want to record on.
- Click Record (the built-in mic will be used to record your voice). Click Play ► to stop recording.
- **TIP:** Turn down the speaker volume before recording; it causes feedback.
- Drag the Play Head back to the beginning of the track and click Play to hear it.
- If want, you can add a voice effect from the Library.

### Using an external microphone

- You can plug in a USB microphone to record audio instead of using the built-in microphone.
  - o Plug in the USB microphone. GarageBand should recognize the microphone.
  - o Go to GarageBand > Preferences > Audio / Midi.
  - o Select the microphone from the list.

### Using multiple USB microphones

- Plug in the USB microphones. Check to make sure they show up in System Preferences > Sound.
- Go to Applications > Utilities > Audio MIDI Setup.
- Click the Add + button and choose Create Aggregate Device.
- Put a check mark in the Use column next to both of the USB mics with a 1 in the In column.
- Open Garageband and go to GarageBand > Preferences (Command + ,)
- Under the Audio/MIDI tab next to Audio Input: choose Aggregate Device.
- Click + and add a new track. Choose the microphone and for input choose Input 1. Add a second track and choose Input 2.
- Right click one of the tracks and choose Track Header Components > Show Record Enable. A new record button should appear on each track.

- Before recording, click the record button on each track you want to record on at the same time otherwise it will only record on the active track.
- Alternatively, you could create a new track and set the input to 1 & 2. This will set the input from mic 1 to the left channel and input 2 to the right channel.
- **TIP:** A lot of people only listen to shows with one headphone / earbud in so if you choose to record this way I would suggest converting the file to mono before exporting it.
- **TIP:** This can be done with more than 2 microphones.

### Editing Tracks Segments

- Click a track to highlight it. You can position the play head on the track and hit Command + T to split it into segments.
- Click and drag it to change its location in the time line.
- Click and drag it up or down to other instruments to play it.
- Move the cursor to the end of the track segment so that it changes to ◀|▶ to change the length of the track.
- Move the cursor to the end of the track segment so that it changes to |↻ to loop the track over again.
- To delete a segment, hit the Delete key.
- Click the Instrument Picture to change the type of instrument.

### Adding Loops

- Click the Loop Browser (Command + L) to open the Loop Browser.
- Grab and drag loops up into the tracks area.
- Loops are free to use sounds and music clips that you can use for podcasts or shows.

### Saving

- Saving a GarageBand project only saves the work you have done in GarageBand and does not create a music file that can be played on anything else.
- Go to File > Save (Command + S).

### Exporting

- To export the track into a form that can be used in other programs, click Share.
  - o Song to iTunes – Opens a panel to allow you to add track info and exports the podcast to iTunes.
  - o Export Song to Disk... - Exports the podcast as an AAC or MP3 to a folder.