Creating Apple Loops in Logic Pro X
Short Story

Student Learning Expectations in Faith, Service and Excellence

Objective: Create a 16 measure (16 bar) "instrumental" short story that has
A) An Introduction (4 measures)
B) A Theme (8 measures)
3) An Ending (4 measures)

We will listen to Short Stories that were created.
When presenting yours, be prepared with a response to the following questions:

1) What loops (or instrument sounds) did you use to make your song? What is the tempo of your song (in BPM)Beats Per Minute)?

2) What genre would you say your song is (rock, hip hop/rap, pop, jazz, etc.)?

3) Describe a scenario in which your song would make sense to be played. For example, as the backing music in a love scene of a movie, as the theme song to a game show, as the soundtrack to a fight scene in a video game.

Methodology: Overview: Practice creating musical elements using MIDI (bass lines, melodies, drum patterns). Concepts are taught using software Logic Pro X. All learning is documented by posting projects to an electronic portfolio.
- Teacher explains the icon, the method of access, the location various controls and components, including tempo [BPM] and key (C, D, E, F, G et. Al + Major/Minor, how to save work
- Teacher directs the students to choose one tempo and key and stay within them for the duration of their "instrumental."
- Teacher leads students as a group through the steps:

Directions:
1) On Mac, type in Passcode: student
 2) Click Logic Pro Logo (CD icon)
3) Click "Logic Pro" at top left of screen
4) Click "Create" in blue box at bottom right of drop-down menu
5)Click the Loop icon at the top right of the screen

6) Choose any Genre (Rock, Pop, Indie, etc.) Choose the sound you like by:

- Left Click and Hold
- Drag the sound into an empty region

7a) Choose **Drums**
*It is best to start with bass and drums to set the "feel" and tempo (speed) of your "instrumental."
Scroll and Click the sound you want to preview.

7b) Drag your selected Drum track over to measure 1 in the <u>second</u> region
7c) Capture the track at the top right, near the *name* of the track and drag it, expanding it out to the entire 16 measures.
7d) Choose **Bass**, matching the tempo (speed = BPM) of the drums. Drag your selected Bass track over to measure 5 in the <u>third</u> region. You may elect the Bass to remain "playing" until Measure 16 is completed or stop it anytime earlier as long as it ends on count 1 of a measure/bar
7e) Choose one other sound (guitar, piano, special effects) that you like which "matches" the style of the Drums and Bass. Drag it into the <u>third</u> region. You can start and stop this sound anywhere, as long as it starts on beat 1 and stops by beat 4 of measure 16 (the end).
7e) If you have time, you may add any other instruments or voice-overs that support your "story."

Helps:
Play the sound in your composition by clicking "Play" (forward arrow, top left)
Stop by clicking "Stop" (solid box, top left)
Repeat from beginning by clicking Backward arrow with stop-line

Add sounds by previewing them in Instrument or Genre and dragging into the region space below the one previously created.

Make sounds in your region longer by moving your mouse toward the *name* of the sound and dragging the sound out to the right for as many measures as you would like.

Start sounds in various places by dragging them to start points as desired (measure 1, measure 2, measure 3, etc.)

Delete unwanted sounds by clicking on them and pressing the 'delete' button on your *computer* keyboard.

Adjust the volume and equalize the sound by clicking and holding on the volume button immediately to the left of the sound.

	Components
(100/100)	*All* of the following qualities are present in top form: 1) The song is 16 measures long. 2) The song provides a good balance between **repetition** and **variety** 3) Loops or instrument sounds are blended together in a melodically pleasing way (pitches do not clash) 4) Loops or instrument sounds are blended together in a rhythmically pleasing way
(80/100)	*All* (4 of 4) of these qualities are present in top form.
(60/100)	*Some* (3 of 4) of these qualities are present in top form.

(40/100)	*Few* (2 of 5) of these qualities are present in top form.
(20/100)	*Very few* (1 of 4) of these qualities are present in top form.
(0/100)	*None* (0 of 4) of these qualities are present in top form.
Notes:	

- **-Each component is worth 20 points.**
- **-Half-credit may be rewarded for a component.**