

GarageBand Skills

Basics

- ___ Opening an existing project
- ___ Resizing the GarageBand window
- ___ Setting the tempo
- ___ Setting the time signature
- ___ Setting the key
- ___ Saving a project
- ___ Saving a project as an archive
- ___ About the timeline
- ___ About the beat ruler
- ___ Moving the playhead
- ___ Changing the format of the time display
- ___ Changing the audio input and output drivers
- ___ Scrolling in the timeline
- ___ Zooming in the timeline
- ___ Optimizing GarageBand performance

Working with Tracks

- ___ Adding a new track
- ___ Deleting a track
- ___ Adding a "basic" Real Instrument track
- ___ Duplicating a track
- ___ Renaming a track
- ___ Changing a track's instrument
- ___ Adding and adjusting effects
- ___ Setting the input channel for a Real Instrument track
- ___ Hearing Real Instrument input while you play (monitoring)
- ___ Changing the instrument icon
- ___ Saving instrument settings
- ___ Deleting a saved instrument
- ___ Silencing (muting) a track
- ___ Listening to a track by itself (soloing)
- ___ Showing the track mixer
- ___ Setting a track's volume level
- ___ Setting a track's pan position
- ___ About the level meters
- ___ Making changes to the overall project
- ___ Showing the master track

Working with Real Instruments

- ___ Hearing Real Instrument input while you play (monitoring)
- ___ Recording a Real Instrument
- ___ Recording guitars and basses
- ___ Recording on multiple tracks
- ___ Recording over a specific part of a song
- ___ Importing audio files
- ___ Using the instrument tuner
- ___ Editing Real Instrument regions
- ___ Enhancing the timing of Real Instrument tracks
- ___ Transposing regions
- ___ Enhancing the tuning of Real Instrument tracks
- ___ Setting Real Instrument regions to keep their original tempo
- ___ Renaming regions
- ___ Using the metronome

Working with Software Instruments

- ___ Using Musical Typing
- ___ Connecting a music keyboard to play Software Instruments
- ___ Recording a Software Instrument
- ___ Recording on multiple tracks
- ___ Recording over a specific part of a project
- ___ Recording Software Instrument drum parts
- ___ Importing MIDI files

- ___ Editing Software Instrument regions
- ___ Fixing the timing of a Software Instrument region
- ___ Editing notes in a Software Instrument region
- ___ Editing controller information in a Software Instrument region
- ___ Viewing Software Instrument regions in notation view
- ___ Editing notes in a Software Instrument region
- ___ Transposing regions
- ___ Renaming regions
- ___ Using the metronome

Using Apple Loops

- ___ Showing the loop browser
- ___ Finding loops with the loop browser
- ___ Previewing loops in the loop browser
- ___ Adding loops to the timeline
- ___ Creating Apple Loops from your own performances
- ___ Converting Software Instrument loops to Real Instrument loops
- ___ Choosing which loops appear in the loop browser
- ___ Finding loops by scale type
- ___ Finding loops by name
- ___ Finding loops in nearby keys
- ___ Changing the keyword on a keyword button
- ___ Quickly finding your favorite loops
- ___ Adding loops to the loop browser

Editing and Arranging Your Song

- ___ Selecting regions
- ___ Cutting, copying, and pasting regions
- ___ Moving regions
- ___ Resizing regions
- ___ Looping regions
- ___ Editing Real Instruments regions
- ___ Editing Software Instrument regions
- ___ Editing marker regions
- ___ Renaming regions
- ___ Showing the editor
- ___ Transposing regions
- ___ Splitting regions
- ___ Joining regions
- ___ Fixing the timing of a Software Instrument region
- ___ Deleting regions
- ___ Using the timeline grid
- ___ Unlocking the timeline and editor playheads
- ___ Setting the length of a project

Mixing and Using Effects

- ___ Setting a track's volume level
- ___ Setting a track's pan position
- ___ Adding and adjusting effects
- ___ Saving instrument settings
- ___ Editing and saving effect presets
- ___ Using ReWire applications with GarageBand
- ___ About volume and pan curves
- ___ Showing a track's volume and pan curves
- ___ Adding and adjusting control points
- ___ Making changes to the overall project
- ___ Showing the master track
- ___ Adjusting the output volume of a project
- ___ Preventing clipping
- ___ About the master pitch curve
- ___ Transposing parts of a project to different keys