

Sequencing Unit Objectives:

- Demonstrate operational familiarity with at least one computer based sequencer.
 - Load and save Standard MIDI files.
 - Load and save proprietary sequencer files.
 - Capture live performance to a MIDI sequence.
 - Create a sequence part using step entry.
 - Create a sequence part using graphic note entry.
- Demonstrate creative use of MIDI sequencer concepts at a basic level.
 - Open a sequencer
 - Quit the sequencer (as opposed to *closing* its window)
 - Create a new document
 - Save a document *to correct disk*
 - Open a previously saved document
 - Close current document
 - Toggle between Arrange, Matrix (Piano roll), and Notation views
 - Scroll through a long sequence using bars, arrows, and counter
 - Zoom horizontally & vertically
 - Select and work in various tracks
 - Understand and use "Replace" mode
 - Understand and use "Wait for note" mode
 - Understand and use "Keyboard thru"
 - Understand and use "Quantize durations"
 - Understand and use "External/Internal" sync
 - Understand and use counter
 - Set up metronome on MIDI channel 10 (as opposed to Track 10)
 - Set varying tempos using different methods
 - Select among sequences A - Z
 - Record in real time from the keyboard
 - Enter notes using the screen note entry tool
 - Select individual notes
 - Select multiple notes
 - Marque select notes
 - Drag notes to different pitches (Lines, spaces, and accidental)
 - Drag to Lengthen / shorten notes
 - Drag notes to different rhythmic positions
 - Delete selections
 - Cut, copy, paste selections
 - Link sequences to form a song
- Demonstrate creative use of advanced sequencing concepts
 - Use online help
 - Identify function of all window menus & gadgets
 - Zoom to selection
 - Select and view multiple tracks
 - Set length of tracks & sequences (fix vacant measures at end of seq's)
 - Bring up track setup window (Option-t)
 - Change track's channel
 - Change track's color
 - Change track's octave
 - Set and unset repeat
 - Understand and use event editor
 - Title a sequence
 - Set sequence meter
 - Step enter notes from the keyboard (if sequencer allows it)
 - Understand and use various quantization features
 - Understand "Dub" mode
 - Understand "Punch" mode
 - Understand "Loop" mode
 - Print simple music notation
 - Save song as an SMF
- Perform technology based music in a recital/concert environment.
- Discuss how a generic MIDI sequencer works