

Logic 6.5 (and 7) Intermediate/Advanced Skills Project

The main purpose of this project is: 1) to demonstrate familiarity with more advanced Logic sequencer operations, and 2) to create a “pleasing,” “expressive,” or at least “intelligible” combination of sounds for a public performance/party on the day indicated in our class schedule. Here are the grading parameters

- Song is submitted on deadline date.
- Folder contains correct Logic proprietary format file suffixed correctly.
- Folder contains correct standard .mid format file suffixed correctly.
- Folder is titled with student’s last name first initial followed by underscore and name of project/tune.
- Folder is saved to students audio folder on personal website
- Folder contains graphic representation of songs structure, instruments, tracks, tempos, etc
- Folder contains well-written ASCII text paragraph describing advanced techniques, inspiration, etc.
- Song is longer than 45 seconds but shorter than 3 minutes.
- Song uses multiple MIDI instruments
- Song uses multiple tracks
- At least one track is made up of several sequences (these may be duplicates).
- Beat of song matches beat of sequencer
- Song contains tempo track modification
- At least one track shows quantization
- All tracks have been titled by student
- All sequences have been titled by student.
- Track overview section (Arrangement window) is clean, free of unnecessary tracks or measures.
- Each track begins with one silent measure in which MIDI parameters are set
- Song exhibits some aesthetic value or is at least recognizable as music.
- Song contains some originality, cleverness or interest for a jaded computer music professor.
- Song demonstrates at least 3 advanced sequencing techniques (these must be described in text):
 - Move end marker / start markers
(Add Position Markers to Ruler)
 - Record and Use Audio
 - Create MIDI file from an audio track
 - Use HyperEdit in Arrange Window
 - Use Audio Instruments (Software Synths)
 - Add effects to tracks
 - Use Graphic tempo editor
 - Use HyperEdit Window
 - Create Loops
 - Fix Loops
 - Add Pitch Bend
 - Use step time entry
 - Fix Quantization
 - Bounce Tracks to disk
 - Convert .aif to .mp3
 - Use Meter changes
 - Change instruments in a single track
 - Use a 1 beat Silent measure
 - Use Logic to control Reason Instruments through Rewire.
 - Freeze a track.
- Song is set up and performed in class without assistance on the deadline date.
- Song elicits heartfelt applause from the audience.