



# POINT BLANK MUSIC SCHOOL

Logic Pro X

6 week school programme

## GUIDE FOR EDUCATORS

Thank you for downloading the 6 week Logic Pro X programme, please find details below about the materials enclosed in the attached zip file.

*Unzip "Point Blank Music School Logic Pro X - 6 week school programme.zip"*

### CONTENTS:

#### **Week 1:**

Along with the PDF session guide a Logic Pro X project file named 'Making a Hip Hop Beat' has been created as an example for educators to use and distribute to students to experiment creating their own beat along with the accompanying instrumentation (*please share this project file/folder with students for the group activity*).

The sounds used are a part of the 'Core Sounds' download when installing Logic Pro X, if your institution has this core pack downloaded the project will load correctly, please check the project file in advance of starting your class.

Accompanying images have been provided to highlight the key components of a drum kit as well as an image of a MIDI keyboard to discuss how drums are laid when using VST drum machine instruments.

#### **Week 2:**

Students to continue using their saved Logic project from Week 1.

Use the accompanying Powerpoint presentation 'Harmon & Melody' at the start of the session before starting the student group activities.

Encourage students to remove the existing instrumentation from the original.

#### **Week 3:**

Along with the PDF session guide a Logic Pro X project file named 'Using Beat Sequencer' has been created an example for educators to use to demonstrate how to use Beat Sequencer.

Students to continue using their existing logic project from Week's 1 and 2 for the Beat Sequencer activity.

#### **Week 4:**

Students to continue working on their project from previous weeks to add additional melodic elements to their tracks. For more experienced students, encourage them to experiment with sound design when using Software Instruments to explore how they can manipulate preset sounds.

#### **Week 5:**

This introduction to mixing will allow students to think about the importance of balance, making use of the volume faders and pan controls to create a wider more balanced mix. The introductory overview of EQ and Compression will help explain the importance of controlling 'dynamic range' of given musical parts and how EQ helps to shape the sound of different instruments and help them fit together better and make them sound deeper or brighter.

#### **Channel EQ overview:**

*<https://support.apple.com/en-gb/guide/logicpro/lgcef1edc1d7/mac>*

#### **Compressor overview:**

*<https://support.apple.com/en-gb/guide/logicpro/lgcead9636ef/10.7.3/mac/11.0>*

#### **Week 6:**

The final stages of a production include the use of automation to focus on the details, using volume automation to make a track feel more dynamic and to make use of creative automation to create interesting 'ear candy' moments in your track. Once students have added some automation, it is time to 'bounce down' their mix to a final master file. Discuss the difference between PCM and mp3 and allow students the time to bounce down their final master file. If time allows, those students that wish to share their finished track should do so to the group for peer feedback.

#### **Automation Overview:**

[https://help.apple.com/pdf/logicpro/en\\_US/logic-pro-user-guide.pdf](https://help.apple.com/pdf/logicpro/en_US/logic-pro-user-guide.pdf) [Pages 619-633]