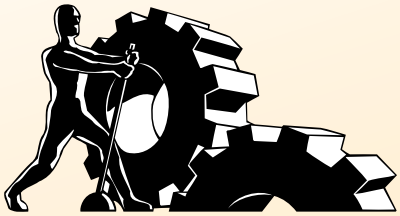
Check for Updates
Make sure you have the latest information!



TidBITS Publishing Inc.

Take Control of v1.0

Making Music with GarageBand

COVERS '11 Mac OS X VERSION

Jeff Tolbert

$15

Help Catalog Feedback Blog Order Print Copy

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Table of Contents

Read Me First

Updates and More 4
Basics 5
What's New in This Edition 6

Introduction

Making Music with GarageBand Quick Start

Configure GarageBand

Upgrade to the Latest Version 12
Launch GarageBand 13
Set Preferences 13

Make Your First Tune

Get Acquainted with the Interface 16
Add Loops 18
Add Melody Instruments 29
Learn Editing and Mixing Basics 31

Make a Great Song

Plan the Song 35
Consider What Makes a Song Work 37
Work with Regions and Loops 40
Mix Your Song 64

Transform a Magic GarageBand Song

Create Your First Magic GarageBand Song 79
Customize Your Magic GarageBand Song 81
Rearrange the Song 84
Change the Instrumentation 89
Add the Finishing Touches 96

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Learn More Loop Techniques

Create a Drum Fill 98
Add Chord Changes to Loops.....102
Add Effects to Loops 104
Put It All Together.....110
Force a Loop to Keep Its Original Tempo 123
Use Loops from Other Sources 125
Import MIDI Files 128

Create Special Projects

Score a Video 129
Fashion a Ringtone 135

Share Your Project

Export Your Song.....140
Export Your Movie 142
Send a Ringtone to Your Phone 143

Learn More

Web Sites 145
Books 145
Videos.....146

Appendix A: Improving Performance

Glossary

About This Book

Ebook Extras.....155
About the Author 155
About the Publisher.....157

Copyright and Fine Print

Featured Titles

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Read Me First

Welcome to *Take Control of Making Music with GarageBand '11*, version 1.0, published in March 2011 by TidBITS Publishing Inc. This book was written by Jeff Tolbert and edited by Caroline Rose.

GarageBand is an exceptional way for musicians and nonmusicians alike to unleash their musical creativity. This ebook shows you how to use loops, assemble them into a composition, mix the song, and use basic audio effects in GarageBand '11 (also known as GarageBand 6) on a Mac. Even if you have no musical ability or instruments, you can create an impressive song quickly and easily.

Copyright © 2011, Jeff Tolbert. All rights reserved.

If you have an ebook version of this title, please note that if you want to share it with a friend, we ask that you do so as you would a physical book: "lend" it for a quick look, but ask your friend to buy a new copy to read it more carefully or to keep it for reference.

Discounted classroom and Mac user group copies are also available.

Updates and More

You can access extras related to this book on the Web (use the link in Ebook Extras, near the end of the book; it's available only to purchasers). On the ebook's Take Control Extras page, you can:

- Download any available new version of the ebook for free, or buy a subsequent edition at a discount.
- Download various formats, including PDF and—usually—EPUB and Mobipocket. (Learn about reading this ebook on handheld devices at http://www.takecontrolbooks.com/device-advice.)
- Read postings to the ebook's blog. These may include new information and tips, as well as links to author interviews. At the top of the blog, you can also see any update plans for the ebook.
- Get a discount when you order a print copy of the ebook.

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Basics

In reading this book, you may get stuck if you don't understand Take Control syntax for things like working with menus or finding items in the Finder. Please note the following:

- **Menus:** I describe choosing a command from a menu in the menu bar in an abbreviated way. For example, the abbreviated description for the menu command that deletes a track from a song in GarageBand is "Track > Delete Track."
- **Path syntax:** I occasionally use a *path* to show the location of a file or folder in your file system; for example, the default GarageBand installation puts the GarageBand demo songs in the `/Library/Application Support/GarageBand` folder. A slash at the beginning of a path tells you to start from the root level of the disk. Some paths begin with `~` (tilde), which is a shortcut for the current user's home folder. For example, if a person with the user name `joe` wants to install fonts that only he can access, he would install them in the folder `~/Library/Fonts`, which is just another way of writing `/Users/joe/Library/Fonts`.
- **GarageBand's preferences:** I sometimes refer to preferences in GarageBand that you may want to adjust. To display GarageBand's preferences (not to be confused with the systemwide settings found in the System Preferences application), choose GarageBand > Preferences (Command-,). Within the Preferences window, click a button at the top to display a pane with that category of preferences (for example, the Audio/MIDI button). Instead of giving detailed directions each time, I sometimes use an abbreviated notation such as "go to the Audio/MIDI preference pane."

Listen as you learn! *I occasionally give an audio example by linking to a song in the iTunes Store. You can click the link to connect to the iTunes Store and then double-click the song in the album list to play a 30-second preview of it.*

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Note: You'll see under GarageBand > About GarageBand that the program's full name is GarageBand '11 and that its latest version number (as of this writing) is 6.0.2. I refer to the full name or the version number only when necessary for clarity; for the sake of brevity, I call it simply GarageBand the rest of the time.

What's New in This Edition

This book is a new edition of *Take Control of Making Music with GarageBand,* which I first wrote for GarageBand version 1.0 and have updated for each major version so far. For this edition, I updated the book to cover new features in GarageBand '11, also known as version 6. Here's what's new in this edition:

- The default Apple loops are great, but they can get old. In Learn More Loop Techniques, I've added new ideas for expanding your stock loop palette, including adding effects, combining drum loops, and extending notes with the new Flex Time feature.
- In the same chapter, I've added a new tutorial demonstrating many of the advanced loop techniques I discuss. See Put It All Together.
- I've added details about each of the Apple Jam Packs and a short list of third-party loop dealers, in case you want to expand your loop library. See Use Loops from Other Sources.
- A new section describes how to create Movie projects to add music to your movies. See Score a Video.
- In previous versions of this book, I touched briefly on creating ringtones for your iPhone; in this edition, I expand on that topic in Fashion a Ringtone.
- I've added links to the GarageBand project files for each of the major tutorials in the book. That way, if you get stuck, you can see exactly what I did in each project.
- I've enhanced the chapter Share Your Project with details on exporting Movie projects and ringtones, including ringtones for non-Apple phones.

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

- I've added small updates and tips throughout the book to reflect wisdom I've gleaned and tricks I've learned since writing the previous edition, and I've updated many screenshots to reflect changes in the GarageBand '11 interface.

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Introduction

GarageBand makes it easy for someone who isn't a professional musician to create music that sounds professional. It's inexpensive, and because it was developed by Apple, it's pretty to look at. The program does provide online Help, but this book goes beyond what you find in the Help and walks you step by step through a number of common (and not so common) procedures. Even if you have some familiarity with other music editing software, the tips and tricks in this book will help streamline how you work in GarageBand.

This book shows you how to create a song in GarageBand using the *loops* that ship with the product as well as using Magic GarageBand. You'll learn tricks for customizing the built-in loops and Magic GarageBand tunes, and ways to use mixing techniques and audio *effects* so that your songs will sound unique. Whether you're new to GarageBand or have already played around with it, plenty of audio-related goodies await you within. I won't, however, cover recording a guitar or vocals or setting up a MIDI keyboard; I cover those topics in my second book, *Take Control of Recording with GarageBand '11*.

I'm also passing along some of the musical knowledge I've amassed over the years writing film scores and recording with bands, to help you create an interesting and effective composition. This information is oriented toward nonmusicians, so don't worry if all you know about music is that a grand piano is bigger than a ukulele; I've presented the concepts in plain English. You don't need to know what a diminished seventh chord is or how to sight-read an orchestral score to make a song that will impress your friends. If any of the terminology stumps you, you can look it up in the Glossary; if a term appears in blue in the text of the ebook, you can click it to move to its definition.

This book follows a step-by-step approach. I walk you through the creation of five songs: four using loops—three fairly simple and one more complex—and one using Magic GarageBand. I point out exactly which loops, effects, and settings to use where. This specific, sequential approach keeps the book from being a dull and dry reference manual. I suggest that you follow the instructions as closely as you can.

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

At least skim: *I recommend that you at least skim all five song tutorials, since I mention different techniques in each of them. Even if you don't plan on ever using Magic GarageBand, for example, note that I cover some more advanced GarageBand features in that chapter.*

After you've worked through a song, it's yours to play with. Fly, be free, create! GarageBand is a tool to unleash your inner genius. I hope this book helps you to do just that.

Note: This book covers the Mac version of GarageBand '11, not the iPad version. The two versions share many features, so lots of the tips in this book apply to the iPad version, but I don't discuss any iPad-specific features.

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Making Music with GarageBand Quick Start

This book shows you how to create exciting songs using the music loops that come with GarageBand. I take a sequential approach and build on what I've shown in earlier chapters. If you're a less linear person and like to jump around, you may have to backtrack occasionally if you come across something unfamiliar.

Set up:

- Update GarageBand if necessary and set preferences so that it will run at its best; see Configure GarageBand.

Make your first tune:

- New to GarageBand? Make your first song in no time! Learn what a loop is and how to work with it; see Add Loops.
- Tweak your tune, make the loops work together, and give the song an ending; see Learn Editing and Mixing Basics.

Make a great song:

- It's time to start making great music. Decide on your goal and find loops that help meet that goal; see Plan the Song.
- Learn what it takes to make your composition interesting and exciting; see Consider What Makes a Song Work.
- Crop some loops and expand others, change instruments, and move notes around, using both score view and graphic view; see Work with Regions and Loops.
- Explore the basics of audio editing and effects—fades, equalization, panning and more; see Mix Your Song.

Customize a Magic GarageBand song:

- Create a Magic GarageBand song, extend the arrangement, change keys and tempos, and cross-fade between instruments; see Transform a Magic GarageBand Song.

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Experiment with advanced loop techniques:

- Create a drum *fill*, add chord changes and effects to loops, import MIDI files and loops from other sources, and more; see Learn More Loop Techniques.

Do more with your music:

- Learn how to use GarageBand to add soundtracks to your movies in Score a Video.
- Create *ringtones* for your phone with the advice in Fashion a Ringtone.

Export your finished piece:

- Send your song to iTunes, your movie to QuickTime, or your ringtone to your phone; see Share Your Project.

Improve performance:

- Learn how to get the most out of your CPU and minimize your chance of seeing the dreaded "System Overload" message; see Appendix A: Improving Performance.

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Configure GarageBand

I wrote this book as a series of tutorials for you to follow. GarageBand's default configuration gets in the way of smooth workflow in a few places in these tutorials, so make sure you have the latest version of the program and adjust your preferences now, to streamline your work later in the book and minimize confusing dialogs and system slowdowns.

Upgrade to the Latest Version

If you haven't done so already, the first thing I recommend is to upgrade to GarageBand '11 (version 6.0.2 is the latest release at the time of this writing) by installing GarageBand—available as part of iLife '11 or as a separate application from the App Store—and any updates to it. I assume that everyone reading this book is using GarageBand '11, although I point out some of the differences from GarageBand '09 so that readers who haven't upgraded yet won't be left totally in the dust.

To see which version you have, launch GarageBand and choose GarageBand > About GarageBand. Up pops a window with a beautiful picture of an electric guitar, some copyright information, and the version number. To find out if a newer version is available, choose Software Update from the Apple menu.

Do this before upgrading! Always *back up your drive before upgrading any piece of software; see Joe Kissel's excellent book* Take Control of Easy Mac Backups *for advice on the best options. Even after backing up, you might want to do the following (if you have about 4 GB of hard disk space available) to keep your copy of GarageBand '09 intact before you update the application:*

1. *Rename your old GarageBand application file* `GarageBand '09`.
2. *Rename the GarageBand folder in* `~/Library/Application Support`. *I suggest giving it a name that's similar and clear, such as* `GarageBand '09` *or* `Old GarageBand files`.

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Make Your First Tune

Now that you've followed the recommendations in the previous chapter for optimizing your GarageBand experience, you can get acquainted with the basics of the program and start creating your first song. If you've already mucked around in GarageBand a bit on your own, it might be tempting to skip to the more involved song later in this book, but I'd recommend against that. The ditty you'll work on in this chapter may be simple, but it will cover a lot of territory. You may also find it enlightening to watch how someone else works.

Get Acquainted with the Interface

The GarageBand interface, as beautiful as it is, can be daunting to the uninitiated. **Figure 2**, just ahead, highlights elements of the interface, which you'll learn more about as you progress through this book. The numbers in the following list of brief descriptions refer to the circled numbers in the figure:

1. The *track header section* is where GarageBand puts a *header* for each track you create. As you'll see later, the header contains the instrument's name and icon, as well as *Mute* and *Solo* buttons, a pan control (to set the track's left-to-right position in the stereo field), a volume slider and level meter, and an automation curve button (to make changes in volume and other parameters over time).

2. The *timeline* is where most of the action takes place. It serves as a visual representation of your song and is the canvas you'll be working on as you add loops and so on.

3. The *loop browser* is where you preview and select loops.

4. The *zoom slider* lets you zoom in on the timeline to show more detail and smaller divisions of time.

5. You'll frequently use the *Add Track* and *Track Editor* buttons when working with tracks.

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Make a Great Song

You've created a simple tune that has a beat and something of a melody, but it doesn't really go anywhere, nor does it last long. The next song you're going to work on will be more structured.

Plan the Song

When you start a song, it helps to consider your goal. Are you creating a soundtrack to your latest iMovie project? Intro music for a podcast? Background music for an iPhoto slideshow? Think about the mood or the effect you're trying to achieve. The clearer you are about your goal the smoother the process will be. You might want to make a little drawing of what you want your song to "look" like. Maybe you want it to start with a bang, then alternate between quiet sections and loud sections, and end with a longer loud part that fades out at the end (**Figure 16**). Or maybe it should start quietly and build slowly until the end. It's your call. GarageBand comes with a ton of loops, so you should be able to find something that fits your goal.

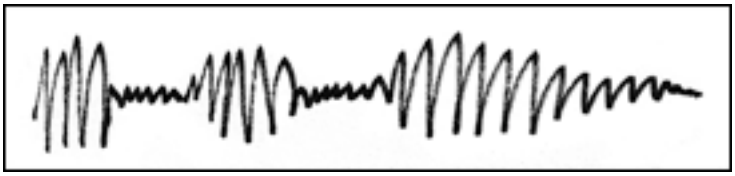


Figure 16: Song sketch

This particular song has alternating loud and soft sections and a fade-out at the end.

With your last song still open, start collecting loops for the next project:

1. Browse through the loops and look for Deep Electric Piano 01, 02, and 05 (in the Elec Piano category).
2. For each of the aforementioned piano loops, check the box in the Fav column—meaning "Favorite"—on the far right in the browser's results list (**Figure 17**). You may need to scroll to the right to see the Fav column.

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Transform a Magic GarageBand Song

Suppose you're not feeling very creative, yet you need a song for a project you're working on. Or perhaps you just don't feel like wading around in a bunch of Apple loops hoping to find something that strikes your fancy. Have no fear, there's another way to make a song, and it sounds professional right out of the gate!

Magic GarageBand first appeared in GarageBand '08. It's not really magic, but it is pretty clever: you get nine genres to choose from (Blues, Rock, Jazz, Country, Reggae, Funk, Latin, Roots Rock, and Slow Blues) and a choice of instruments within each genre. You get some flexibility in the instrument choices, but I'm going to show you even more techniques to customize your creation, and at the same time explore some of GarageBand's more advanced features.

Create Your First Magic GarageBand Song

Creating a Magic GarageBand song is simple:

1. Launch GarageBand or close the current project (or choose File > New). Then select Magic GarageBand on the left.
2. On the right, pick a style of music—let's say Funk. Hover your pointer over the Funk icon and click Preview to hear a sample. You'll hear a nifty little James Brown–style groove.
3. Click Preview again to stop playback.
4. Suppose that on second thought we want to try a different genre. Hover over the Latin icon and click Preview to sample it.
5. Let's go with this style. Click Choose.

   After a moment, the curtain opens and you're looking at your virtual performers arrayed onstage.

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Learn More Loop Techniques

Now that you've created some tunes and learned how GarageBand works, here are some tricks and advice for those of you who want to take your loop work a little further.

One of the great things about GarageBand is how prevalent it is. If you bought a new Mac anytime after 2003, you got a free copy of GarageBand preinstalled on your hard drive. The downside of that is that everyone who bought a Mac since 2003 has a copy of GarageBand and the same loops that you do. The chance that you'll hear a piece containing "your" loops is incredibly high. I've even heard GarageBand loops in television commercials.

One solution to this is to buy Apple Jam Packs or third-party loops, and I give you some ideas and recommendations here. But buying additional loops can be expensive, and this may not be an option for some of you. So I also suggest what can you do to spice up the loops you do have and make them more "yours."

Start fresh: *Save your song and create a new GarageBand project (double-clicking Loops in the dialog) to try these techniques. They're easier to follow in a fresh song file.*

Create a Drum Fill

GarageBand ships with an excellent set of drum loops, but using the same beat over and over again can get monotonous. It helps to throw in some fills to break up the repetition. Unfortunately, the basic GarageBand drum loops don't come with many fills or breaks. You could buy Apple Jam Packs or various third-party loop sets (see Use Loops from Other Sources later in this chapter), but you can also make drum fills yourself.

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Create Special Projects

Since GarageBand is available as part of iLife, which also includes applications such as iMovie, iTunes, and iWeb, you'd think there would be a way to create content especially for projects in those other programs—and in fact, there is. GarageBand makes it simple to create ringtones, soundtracks, and podcasts. Here I show you how to open a movie in GarageBand and create a custom score, as well as how to produce your own unique iPhone ringtones.

(Podcasting is a bit outside the scope of a book about making music, but fortunately there's a whole other title devoted to it: check out Andy Affleck's *Take Control of Podcasting on the Mac* if you're interested.)

Score a Video

The easiest way to add your own music to an iMovie video is to create a piece of music in GarageBand and then edit the movie to fit in iMovie; your video will follow the music and the two will sync up nicely. But what if you already have a video that you like and you need to write music to fit? Conveniently, GarageBand allows for that option as well.

Create a Movie Project

Take a look at the options you can choose from when you open a new project in GarageBand: the last one is called Movie. Double-click it to create a new Movie project.

The GarageBand window that opens looks somewhat different from what you're used to (**Figure 83**). In place of the loop browser or Track Info pane, you see the iLife Media Browser, which lets you easily import audio, photos, or movies into GarageBand. The editor is open in the lower left of the window, but it too has a different appearance: instead of the piano roll or the audio track editor, you see an empty list of movie markers. I'll show you how to use these in a moment.

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Share Your Project

The final step for any project is to export it so that you can listen to it in something other than GarageBand. GarageBand has a lot of export options, and figuring out which one to choose can be confusing. In this chapter I'll walk you through the options and help you get your music out to your adoring public.

Export Your Song

You've finished your masterpiece and you're ready to share it with the world. If you want to put it on your iPod or use it in another iLife application, your best bet might be to send it to iTunes. Alternatively, you might want a CD to listen to at home or in your car. On the other hand, if you're using your song on the Web or in a non-Apple application, you might be better off if you Save Your Song to Your Hard Disk. I cover all your choices here.

Send Your Song to iTunes

Here's how to send a song to iTunes:

1. Choose Share > Send Song to iTunes.
2. Enter the name of an iTunes playlist and, if you like, change your artist and album information.
3. Choose whether you want your file compressed or not (see To Compress or Not to Compress, ahead). If so, leave the Compress checkbox selected and then choose a compression scheme and audio setting; if not, deselect the Compress checkbox.
4. Click Share.

When GarageBand finishes processing your song, iTunes launches and the song starts playing.

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Learn More

For more information, consult these Web sites, books, and videos.

Web Sites

Apple's GarageBand Discussion Board: One of the best sources for GarageBand information, tips, and answers. The archives are extensive and extremely useful. I learned a lot from the forum when I started using GarageBand. No question is too tricky, too unusual, or too stupid, and users are for the most part helpful and courteous.
http://discussions.apple.com/category.jspa?categoryID=127

The Garage Door: Hosted in part by Hangtime, a man familiar to anyone who frequents Apple's GarageBand discussion board. The site is full of tutorials and resources for GarageBand users, including news about free loops and links to other GarageBand-related sites.
http://www.thegaragedoor.com/

MacJams.com: One of several sites where GarageBanders can post songs and share tips and tricks. They have forums, articles, a buyer's guide, and a resource library, but their main strength is the huge library of user-contributed songs.
http://www.macjams.com/

MacIDOL.com: Another place to hear unique GarageBand compositions. Songs are rated by total number of plays, so popular songs rise to the top. See if you can be number 1!
http://www.macidol.com/

iCompositions: Another site for sharing tunes.
http://www.icompositions.com/

Books

GarageBand '11 Power!: The Comprehensive Recording and Podcasting Guide, by Todd Howard, published by Course Technology PTR. Due to be published on April 21, 2011, this book promises to be a detailed guide on getting the most out of GarageBand '11.

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Appendix A: Improving Performance

Although its performance has improved in recent versions, it's not uncommon (especially in larger or more effects-heavy projects) for GarageBand to stop in the middle of playback and greet you with confusing messages like "System Overload" or "Disk Is Too Slow." If this happens to you, here are some suggestions:

- **Quit all other programs:** Especially quit programs that perform background tasks such as checking for email. GarageBand is greedy; it wants *all* your computer's attention.
- **Turn off FileVault:** If you use Apple's FileVault to encrypt your data, either turn it off or store your song files outside your Home folder. Remember that the Documents and Music folders are in the Home folder, and GarageBand automatically stores song files in the Music folder.
- **Lock your tracks:** Locking tracks greatly reduces the processor drain. When you lock a track, GarageBand renders it to disk, meaning that instead of having to generate instrument sounds and effects on the fly, the program only has to play the rendered track. It's much easier for your poor little overworked processor. If you see the dreaded red playhead or get system overload messages, you can make the problem go away by locking a couple of tracks.

Tip: Software Instruments (the green tracks) are particularly CPU-hungry, so consider locking those first. The Mac synthesizes the sound on the fly, using software algorithms for the timbre of the instrument and MIDI data for the actual notes played. In Real Instrument tracks, on the other hand, all the Mac needs to do is play back previously recorded audio—much easier on your processor, but potentially more work for your disk.

To lock a track, make sure Show Track Lock is enabled in the Track menu, and click the Lock button in the track's header. The next time you hit Play, GarageBand makes you wait while it renders the newly

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Glossary

In this glossary, you'll find definitions for a number of GarageBand-related terms, which may also appear in the text of the book in blue.

AAC: A compressed audio format, designed to be the successor to *MP3*. It generally has better sound quality than an MP3 of the same size. AAC is Apple's default file format for iTunes and the iPhone.

AIFF (Audio Interchange File Format): A sound file format developed by Apple. Most Macintosh audio software can handle the AIFF format, and AIFF is one of GarageBand's export options. Expect a GarageBand-exported AIFF file to consume about 10 MB of disk space per minute of song. *See MP3*.

bass: The low frequencies of human hearing (not to be confused with the instrument, which can be acoustic, electric, or even a synthesizer). *See midrange, treble*.

breakdown: Frequently found in dance music, a short interlude in the middle of a song where most of the instruments drop out.

chord: Any combination of two or more tones sounded simultaneously. *See harmony*.

clipping: Digital distortion caused when output levels are set too high. Every track, as well as the master output levels, has clipping indicators: red dots that light up when your output goes "into the red." Clipping is bad, even if you think you can't hear it.

dynamics: Variations in volume in a piece of music. For examples, see Dynamics.

effects: Sound-altering devices that are added in the Details section of the Track Info pane. These include *reverb*, echo, and *EQ*. For more details, read Mix Your Song.

EQ (equalization): A set of filters that lets you balance the bass, midrange, and treble frequencies of a track. It also includes the bass reduction and treble reduction filters, which cut all frequencies above or below a certain adjustable cutoff point. I cover setting EQ in Adjust Equalization, and Set Bass/Treble Reduction.

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

About This Book

Thank you for purchasing this Take Control book. We hope you find it both useful and enjoyable to read. We welcome your comments at tc-comments@tidbits.com.

Ebook Extras

You can access extras related to this ebook on the Web. Once you're on the ebook's Take Control Extras page, you can:

- Download any available new version of the ebook for free, or buy a subsequent edition at a discount.
- Download various formats, including PDF and—usually—EPUB and Mobipocket. (Learn about reading this ebook on handheld devices at http://www.takecontrolbooks.com/device-advice.)
- Read postings to the ebook's blog. These may include new information and tips, as well as links to author interviews. At the top of the blog, you can also see any update plans for the ebook.
- Get a discount when you order a print copy of the ebook.

About the Author

Seattle musician and composer Jeff Tolbert writes music for films, advertising, and video games. His latest work includes scores for the films *Walk Right In* and *Modern Views,* as well as the video game Faerie Solitaire and numerous other smaller projects. He's also the president of the Seattle Composers Alliance, a group of Seattle composers working in the field of film and media composition.

Jeff plays bass, guitar, keyboards, ukulele, and trombone. He's a veteran of innumerable home and studio recording sessions, and he's played in many bands over the years, including Repulsions and Afflictions, Fine Dishware of the Lord, What Fell?, the Goat-Footed Senators, the diary of Anne Frank String Quartet, 80 Bones, the

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Penelopes, and the Fireproof Beauties. He's currently playing bass with Tiger Zane and in the James Howard Band.

Jeff has been a GarageBand user since its release in 2004. He now mostly uses Logic Pro, GarageBand's big brother. Hear Jeff's work and read about his latest projects at http://www.jefftolbert.com/.

Author's Acknowledgments

First and foremost, the author would like to thank his mother. (If he didn't thank her he would never hear the end of it.) It's probably also wise to thank his father and his sister.

Without Jeff Carlson, this book would never exist. Well, that's not entirely true, but somebody else would have written it. Jeff is a fine officemate and is the one who introduced the author to Adam and Tonya, the wonderful and intrepid publishers of this and all the other fine books in the Take Control series. Collect them all!

A special extra-huge thank you goes to Geoff Duncan, *TidBITS* technical editor and musician extraordinaire. If not for Geoff, much of the musical information in this book would be incomprehensible or outright incorrect. You rock, dude!

The author would also like to thank a few people not named Jeff or variations thereof: Thanks to Victor Gavenda, author of Peachpit Press's *GarageBand Visual QuickStart Guide*. After writing the initial draft of my other book, I did a technical review of Victor's book, and the cross-pollination of ideas made both books better and more complete. Last, but certainly not least, thanks to Carolyn, Margaret, Anna, Tommy, Laura, Victoria, Thom, Stevie—and, of course, John, Paul, George, and Ringo.

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Shameless Plug

If you don't have it already, be sure to get a copy of *Take Control of Recording with GarageBand '11*. It covers using GarageBand to record vocals, drums, guitars, MIDI keyboards, and so on.

About the Publisher

Publishers Adam and Tonya Engst have been creating Apple-related content since they started the online newsletter *TidBITS,* in 1990. In *TidBITS*, you can find the latest Apple news, plus read reviews, opinions, and more (http://www.tidbits.com/). Adam and Tonya are known in the Apple world as writers, editors, and speakers. They are also parents to Tristan, who thinks ebooks about clipper ships and castles would be cool.

Production credits:

- Take Control logo: Jeff Tolbert
- Cover design: Jon Hersh
- Editor: Geoff Duncan
- Editor in Chief: Tonya Engst
- Publisher: Adam Engst

Thanks to Wiley the Dog for keeping us company.

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!

Copyright and Fine Print

Take Control of Making Music with GarageBand ’11
ISBN: 978-1-61542-133-6
Copyright © 2011, Jeff Tolbert. All rights reserved.

TidBITS Publishing Inc.
50 Hickory Road
Ithaca, NY 14850 USA
http://www.takecontrolbooks.com/

Take Control electronic books help readers regain a measure of control in an oftentimes out-of-control universe. Take Control ebooks also streamline the publication process so that information about quickly changing technical topics can be published while it’s still relevant and accurate.

This electronic book doesn’t use copy protection because copy protection makes life harder for everyone. So we ask a favor of our readers. If you want to share your copy of this ebook with a friend, please do so as you would a physical book, meaning that if your friend uses it regularly, he or she should buy a copy. Your support makes it possible for future Take Control ebooks to hit the Internet long before you’d find the same information in a printed book. Plus, if you buy the ebook, you’re entitled to any free updates that become available.

Although the author and TidBITS Publishing Inc. have made a reasonable effort to ensure the accuracy of the information herein, they assume no responsibility for errors or omissions. The information in this ebook is distributed “As Is,” without warranty of any kind. Neither TidBITS Publishing Inc. nor the author shall be liable to any person or entity for any special, indirect, incidental, or consequential damages, including without limitation lost revenues or lost profits, that may result (or that are alleged to result) from the use of these materials. In other words, use this information at your own risk.

Many of the designations used to distinguish products and services are claimed as trademarks or service marks. Any trademarks, service marks, product names, or named features that appear in this title are assumed to be the property of their respective owners. All product names and services are used in an editorial fashion only, with no intention of infringement of the trademark. No such use, or the use of any trade name, is meant to convey endorsement or other affiliation with this title.

This title is an independent publication and has not been authorized, sponsored, or otherwise approved by Apple Inc. Because of the nature of this title, it uses terms that are trademarks or registered trademarks of Apple Inc.; to view a complete list of the trademarks and the registered trademarks of Apple Inc., you can visit http://www.apple.com/legal/trademark/appletmlist.html.

Click here to buy the full 159-page “Take Control of Making Music with GarageBand ’11” for only $15!

Featured Titles

Click any book title below or visit our Web catalog to add more ebooks to your Take Control collection!

Take Control of Easy Mac Backups (Joe Kissell): Read expert advice on how to simply and effectively back up your precious data without having to become an expert yourself. $10

Take Control of Fonts in Snow Leopard (Sharon Zardetto): Install, organize, and use fonts with ease in Mac OS X 10.6 Snow Leopard (and 10.5 Leopard)! $15

Take Control of iTunes 10: The FAQ (Kirk McElhearn): This FAQ-style ebook helps you wrap iTunes around your little finger and enjoy your media more. $10

Take Control of iWeb '09 (Steve Sande): Learn how to work effectively and creatively in iWeb, and get help with using third-party hosts and custom domain names. *Also covers iWeb in iLife '11*. $15

Take Control of Maintaining Your Mac (Joe Kissell): Find a commonsense approach to avoiding problems and ensuring that your Mac runs at peak performance. $10

Take Control of MobileMe (Joe Kissell): This ebook helps you make the most of the oodles of features provided by a $99-per-year MobileMe subscription. $10

Take Control of Passwords in Mac OS X (Joe Kissell): Create and manage strong passwords that keep your data safe without taxing your memory! $10

Take Control of Recording with GarageBand '11 (Jeff Tolbert): Create musical compositions with vocals, drums, guitars, and even the kitchen sink! $15

Take Control of Troubleshooting Your Mac (Joe Kissell): Learn basic troubleshooting procedures and how to solve assorted common problems. $10

Click here to buy the full 159-page "Take Control of Making Music with GarageBand '11" for only $15!