

Audio Engineering & Video Editing (AEVE) Logic Pro Unit 1 - Project 3

Logic Pro Project 3: Build Piece using Virtual Drummer [8pts]

Using the Arrangement Track and Virtual Drummer, students will create a piece of an example of various drummer edits. Utilize Chapter 2 in your LPX 10.5 Text Book pages 80-127.

One (1) point per line item. Each line is score “all or nothing”. No partial credit awarded.

1. Use the Arrangement Track to organize your composition. (cmd+shift+A)
2. Insert a Virtual Drummer into your arrangement.
3. Minimum of 3 additional tracks (layers/sounds). 4 Layers Total
(Examples: bass, guitar, synth, etc)
4. Minimum of 24 measures (ex. 3 groups of 8mm. / 6 groups of 4mm.)
5. Obvious attempt to Mix/Balance project (no peaking/going into red)
Adjust volume, panning, etc. Activate Automation (A)
6. Edit V. Drummer using Control Panel (B), Drum Kit Designer (i), or Drum Machine Designer” (i)
(Tuning, effects, etc.)
7. No “Block” or “Staircase” arrangements. It’s ok to have “Gray Space”.