AUD120 - DIGITAL AUDIO I
Lab 1: Producing a Song

ASSIGNMENT: Students will demonstrate their ability to use Logic Pro X 10.5 to produce a song using techniques covered in class. Students will use skills learned in Lessons 1-3 of their textbook to produce music using Live Loops as well as the traditional "linear" method. Students will also customize and apply Virtual Drummers to their project, as well as effects plugins using inserts, sends, and virtual instruments.

RUBRIC:

o **All session files properly named/saved/submitted (10%)**

<div align="center">

AUD120_Lab1_LastnameFirstname

</div>

(save as session as a <u>Package</u> file)

o **Live Loops (20%)**

✓ At least 4 tracks

✓ At least 3 scenes

✓ Loops fit together musically

✓ Arrangement demonstrates musicality and sense of rising/falling action

We will discuss in class how to handle both Live Loops and Standard modes in the same session, as there are several options on how to do this.

o **Standard Tracks View (20%)**

✓ At least 4 tracks (in addition to Drummer track(s)

✓ At least 3 musically distinct sections

✓ Effective use of region looping/repeating

✓ All tracks named properly

✓ Customized track icons

o **Virtual Drummers (20%)**

    ✓ Customized Virtual Drummer performance

    ✓ Customized Virtual Drummer kit

    ✓ Customized Electronic Drummer performance

    ✓ Customized Electronic Drummer kit

Use Track Notes to describe how you customized virtual drummers' performances and kits

o **Plugins and Virtual Instruments (20%)**

    ✓ Use of Inserts

    ✓ Use of Sends

    ✓ Use of Alchemy

    ✓ Use of at least one other Logic Software Instrument

    ✓ Use of MIDI FX

    ✓ Use of at least one Track Stack

o **Finishing Up (10%)**

    ✓ Bounce session as both .AIFF and .MP3 files

    ✓ Create new folder with the same name as your session, move .pkg session file

      and bounces to this folder

    ✓ Submit folder to designated external hard drive

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CRITERIA	4 Innovating	3 Achieving	2 Developing	1 Struggling	0 WTF	COMMENTS
Files properly named/saved/submitted (10%)						
Live Loops (20%)						
Standard Tracks View (20%)						
Virtual Drummers (20%)						
Plugins and Virtual Instruments (20%)						
Finishing Up (10%)						

FINAL GRADE:

Innovating (4) – *Meets all basic requirements with no errors; displays above average understanding of all concepts; overall professional presentation*

Developing (3) – *Meets all basic requirements with minimal errors; displays adequate understanding of all concepts; overall professional presentation*

Developing (2) – *Fails to meet all basic requirements; displays fair understanding of all concepts; overall amateur presentation*

Struggling (1) *– Fails to meet all basic requirements; displays poor understanding of all concepts; overall unprofessional presentation*

WTF (0) – *No attempt made to meet basic requirements; unacceptable presentation*