AUD120 - DIGITAL AUDIO I
Lab 3: In-Class Activity

ASSIGNMENT: Working as a group, students will attempt to complete all of the following steps before the end of class. Students will rotate for each step in this activity, and will be given 30-60 seconds to complete a given task (steps involving recording will be given additional time). If a student is unable to complete a step in time, then the group must start over from the beginning. Each student may ask for help once for each attempt; this resets each time the group is forced to start over from the beginning. Individual grades will be determined based upon level of participation, preparedness, and ability to work productively and positively with their group. Attendance is mandatory.

GEAR:

- iMac
- Scarlett 2i2 interface
- Headphones
- MIDI controller
- Electric guitar
- Acoustic guitar
- SM57
- SM58
- Instrument cable
- 2 XLR cables
- Mic stand

STEPS:

1. **Create session, set sample rate to 48kHz**
2. **Connect interface, set Input to interface and Output to Built-In**
3. **Create 24 new tracks, Inputs 1-24 (30 seconds)**
4. **Delete all but 2 tracks. Rename them “Guitar” and “Voice” and change icons**

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5. Record 4-8 bars of guitar strumming with Adapt Tempo
6. Create virtual drummer w/ _____ playing the _____ kit
7. Record vocal part using at least 3 takes on cycle mode. 4-bar count-in
8. Comp vocal take folder, flatten
9. Create additional audio track, rename “Lead Gtr”, change icon, and set up to record.
10. Record lead guitar. Use punch on the fly and autopunch to fix individual notes
11. Adjust virtual drummer track to add/remove kick/snare, change feel to add swing, humanize
12. Customize drum kit by replacing snare and kick
13. Create electronic drummer track w/ _____ playing the _____ kit
14. Adjust electronic drummer to match virtual drummer
15. Customize electronic kit by replacing _____ and _____
16. Add Software Instrument track w/ synth bass; add software instrument track w/ elec. Keys
17. Map hardware controls to smart controls in elec. Keys
18. Record bass track using loop mode; record keys using loop mode
19. Quantize bass and keys – 1/16th note Swing A
20. Add modulation using Touch/Latch modes w/ hardware controls
21. Convert MIDI to audio as needed
22. Color-code all tracks
23. Add automation to fade out drum tracks
24. Add fades to all audio regions
25. Disable sends on all tracks. Create new aux sends for reverb and delay (one for each)
26. Add limiter to stereo bus, adjust settings as needed (no clipping, no overloading)
27. Bounce .AIFF and .MP3 versions (no dead air), save to _____ folder
28. Create alternative named “Instrumental”, mute vox, bounce to .AIFF and .MP3
29. Save and close project (do not quit Logic)
30. **Studio Normal**

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CRITERIA	4 Innovating	3 Achieving	2 Developing	1 Struggling	0 WTF	COMMENTS
Participation (5%)						
Preparedness (20%)						
Teamwork (20%)						
Attitude (20%)						
Completion (30%)						

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*