

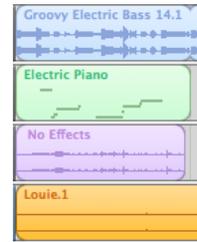
Garageband

About Regions

Each time you record a Real or Software Instrument, you create a region in the instrument's track containing the music you record. When you drag a loop to the timeline, you create a region from the loop. Any changes you make to the region, such as splitting or transposing it, do not change the original recording or loop.

A region's color indicates what type of region it is:

- Purple—Real Instrument regions you record
- Blue—Real Instrument regions created from loops
- Orange—Regions from imported audio files
- Green—Software Instrument regions from both recordings and loops



Regions are the building blocks of a project. You define the feeling, build structure, and create change and interest in a project by arranging regions in the timeline. the

Selecting Regions

In order to make changes to a region, you must first select it in the timeline.

To select a region, do one of the following:

- Select a single region by clicking it.
- Select multiple regions by Shift-clicking.
- Drag from a point before the first region to a point after the last one to select the regions in between.

Looping Regions

You can loop a region so that it repeats.

To loop a region:

1. Move the pointer over the upper half of the right edge of the region. The pointer changes to a loop pointer, with a circular arrow.
2. Drag the edge of the region to the point where you want it to stop playing. The region will loop repeatedly to that point.

When you loop a region, the notches at the top and bottom of the region show the beginning and end of each repetition. You can drag to the end of a repetition, or have it end in the middle of a repetition.

Resizing Regions

You can resize regions by either shortening or lengthening them.

- When you shorten a region, only the visible part of the loop plays.
- When you lengthen a region, you add silence (blank space) to its beginning or end.

To resize a region:

1. Move the pointer over the lower half of either edge of the region. The pointer changes to a resize pointer, with an arrow pointing away from the region.
2. Drag the edge of the region to shorten it or lengthen it.

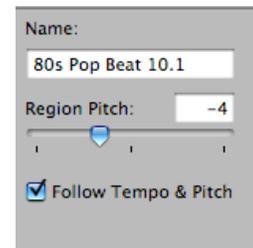
Resizing a region by lengthening adds silence to the region. This can be useful if you want to make copies of the region, each lasting for a certain number of beats.

Transposing Regions

When you add a region to the timeline, the region is matched, or transposed, to the key of the project. In most situations, you'll want regions to be in the same key as the project. You can transpose a region to a different key when you want the project to temporarily move to a new key, or to create tension between the region and the rest of the project (called dissonance).

To transpose a region:

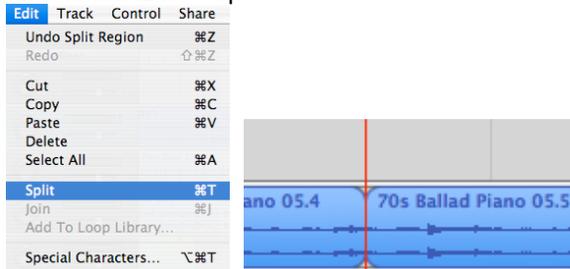
1. Select the region in the timeline, then click the Editor button to open the editor. You can also double-click the region to open the editor.
2. Drag the Region Pitch slider to transpose the region up or down. You can also type the number of semitones you want to transpose the region in the field next to the slider.



Splitting Regions

You can split a region in the timeline. Splitting a region lets you start playing the region from a point other than the beginning, or use parts of a region in different places in the timeline.

1. Select the region you want to split.
2. Move the playhead over the point in the region where you want to split it.
3. Choose Edit > Split.



The selected region is split into two regions at the playhead. Only the selected region is split, even if regions in other tracks are under the playhead as well. If multiple regions are selected and are under the playhead, they will all be split. When you split a Software Instrument region, any notes at the split point are shortened to that point.

Joining Regions

You can join multiple regions into a single region. To be joined, the regions must be adjacent to each other on the same track, with no space between them.

Real Instrument regions from loops (blue) can't be joined. Recorded Real Instrument regions (purple) can only be joined to other Real Instrument regions, and Software Instrument regions (green) can only be joined to other Software Instrument regions.

1. Make sure the regions are the same type, on the same track, and adjacent to each other.
2. Select the regions.
3. Choose Edit > Join.

When you join Real Instrument regions, a dialog appears asking if you want to create a new audio file. Click Create to join the regions in a new Real Instrument region.

Adding a Real Instrument Track

To add a Real Instrument track:

1. Click the Add Track button, or choose Track > New Track.
2. In the New Track dialog, click Real Instrument, then click Create.
The new track appears in the timeline, and the Track Info pane opens.
3. In the Track Info pane, select an instrument category from the Category list, then select an instrument from the Instrument list.
4. Select the input format by clicking either the Mono or Stereo format button, then choose the input channel from the Input pop-up menu.

If the instrument you are recording has a single input, select the Mono format. If the instrument has left and right inputs, select the Stereo format. If only mono inputs are available, you can't select Stereo. You can also add a basic track. A basic track is a stereo Real Instrument track containing no effects. You can change the input format and effects settings of a basic track after adding it to the project.

Monitoring Real Instrument Input

Hearing your instrument while you play and record is called monitoring. When you create a Real Instrument track, you can turn on monitoring for the track in the New Track dialog. You can turn monitoring on or off in the Track Info pane.

To turn monitoring on or off for a Real Instrument track:

1. Select a Real Instrument track, then click the Track Info button to open the Track Info pane.
2. Choose On or Off from the Monitor pop-up menu.

Turning on monitoring can produce feedback (loud, sharp noise) if the audio input picks up the sound being output through your speakers. This is the reason monitoring is off by default. You may want to turn off monitoring for a Real Instrument track when you are not singing into the microphone or playing the instrument connected to the track. If you are recording multiple Real Instrument tracks, be sure to turn off monitoring when you finish recording a track to prevent feedback.

To record a Software Instrument:

1. Click the header of the Software Instrument track you want to record in to select the track.
2. Move the playhead to the point in the timeline where you want to start recording.
3. Choose Control > Count In to have the metronome play a one-measure count-in before recording starts. You can also set the playhead a few beats before the point where you want the music to come in to make it easier to start on the beat.
4. Click the Record button to start recording.
5. Start playing your music keyboard, clicking notes on the onscreen music keyboard, or using Musical Typing. As you record, a new region appears in the selected Software Instrument track.
6. When you are finished, click the Record button again to stop recording. Click the Play button to stop the project playing.