

PT 3:

Drums (1 track)

- Grid on (1/8)
- Select area
- Input quantize
- Wait for note...kick
- 2 patterns (regions)
- create drum track
- control – notes/regions
- chain regions together

Bass

- Use Patch change menu on track page (below notes menu)
- control e expands section

Another sound (chords...like strings, organ piano, etc.)

- record Piano track, record patch change from the Yamaha piano.
- (turn off wait for note)
- Make sure merge is on
- Arm track
- Record play...push patch buttons on the pianos...stop
- Play back
 - In Track view, select Program Change view to see changes
 - Use grabber tool, double click on program change and change to another patch
 - Erase change, pencil>hold option>eraser
 - Use selector tools and erase them all.

Create another track, same MIDI channel.

Use JUST for CCs (could do for every CC)

- Now use pencil to 'write in' the patch changes
- Be conscious of overlapping sustained notes
- Can use grid
- ALWAYS put a patch change at the beginning of the track.
- Move change to beginning
 - Grid
 - Spot (sound efx for vids)

MIDI Event List (p.478)

- Event>MIDI event list (option =)
- Insert program change

- Create 3 MIDI tracks
 - Note patch change has program CC0 and CC32
 - Pitch attack vel and release vel
 - Bar/beat (notice if you go past 4...)
 - Insert volume at 0 1 000
 - Insert pan at 0 1 000

Insert note...see duration.

See options

- *Page Scroll During Playback:* This option scrolls the MIDI Event List while your session plays.
- *Scroll During Edit Selection:* This option automatically scrolls the MIDI Event List while you move your edit point in the Edit window.
- *Show Note Length:* Selecting this option displays the length of the MIDI notes in the MIDI Event List.
- *Show Note End Time:* This option lets you display the end time of the MIDI notes in the Event List instead of the note length.
- *Insert at Edit Location:* This option lets you designate that any inserted event is placed at the Edit Start or Insertion point.
- *Insert at Playback Location:* This option lets you insert notes on the fly while the session plays back.
- *Insert at Playback Location with Grid:* This option snaps any inserted notes placed on the fly (see the previous bullet) to the nearest grid boundary.
- *View Filter:* This option opens the MIDI Event List View Filter dialog box. You use this dialog box to specify which fields appear in the MIDI Event List dialog box. This, in turn, effects which events are edited by using Cut, Copy, and Paste. Any fields that are not displayed in the MIDI Event List aren't affected by Cut, Copy, and Paste commands.

Audition different bass sounds for bass track.

- Duplicate on play list (same track)
- Click on Program change and change
- Now can jump between the 2 and audition different bass sounds

Change CC data

- Track view
- Scroll to controllers
- Draw in modulation

- Use pencil
- Use grabber (break points)
- Use selector tool...highlight...see how it changes to up/down

CCs...show *MIDI Imp Chart in book*.

Turn reverb on/off

Delete: option click on event

Look at MIDI event page again and see control info. Arrows for up/down

I WILL NEED TO SEE ALL REQUIRED CCS IN THE MIDI EVENT WINDOW

(if time) Relative / absolute choose and move region