LOGIC LEVEL 1/LEVEL 2
ONLINE COURSE INFO PACK

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Introduction

Welcome to the free information pack from www.Logic-courses com, and thank you for registering with us and downloading these materials which will help us to let you know what our brand new online modular Logic Courses are all about.

If you own a copy of Logic you are already on the right track to making professional recordings using this revolutionary new software – congratulations!

The courses which have been designed by our very own Qualified Trainer – Rob Jones, are

QUALIFIED INSTRUCTOR ROB JONES

presented in a series of online videos which you can watch where and when you prefer – with a full complement of accompanying downloadable materials for your future reference. Also included with each of our Logic courses is a huge collection of nearly 1GB of unique royalty free samples from www.Loopmasters.com worth over £65, and a cult classic 'Bass-station' software synth from our sponsors Novation worth £25.

By taking our course you will not only get a perfect understanding of how to use your Logic software in the comfort of your home, free royalty free samples and a synthesizer – once completed you will also be able to download your very own official certificate of completion, stating that you have taken the course and listing the modules – signed by our Qualified trainer Rob Jones.

We highly recommend that you check out the free sample module video which you are also now eligible for, it shows you the way that we present our courses, and you can also meet Rob Jones and decide if you agree with us when we say that his presentation skills are second to none and paced perfectly to ensure that all the knowledge you are about to receive is understood and remembered.

When you enroll for the course you also get access to our member forums where you can ask questions and discuss ideas and suggestions with other course members and Logic enthusiasts. Our team are also at your disposal Monday to Friday to answer any course related or general questions that you may have.

Whether you are new to Logic, or an experienced user – our Level 1 and Level 2 online courses will take your understanding and knowledge of this fantastic software to a whole new level!

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FREE NOVATION BASS STATION

750mb FREE SAMPLES

DEEP HOUSE PRODUCER — HARLEY & MUSCLE

DRUM & BASS STUDIO TECHNIQUE — DRUMSOUND & BASSLINE SMITH

SOUND SCIENCE — COLDCUT

LIVE DRUM & BASS DRUMS — KJ SAWKA

ALTERNATIVE HOUSE — TIM HEALEY & MARC ADAMO

Focusrite

KRK

novation

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LEVEL 1

Logic Beginner/Intermediate Level 1 Module Plan

Logic Level 1 Course Aims

To provide students with all the knowledge necessary to start making music with Logic Studio or Express. As well as being guided through areas of the software, the modules also provide more generic information about music, performance and production, to help achieve a more thorough understanding of how music is created. At the end of the course, students should have all the basic skills required to produce their own tracks, with the 14 modules going from the jamming stage right through to final mastering. Students are even introduced to important sound creation methods, such as sampling and synthesizing, the latter with Novation's included classic Bass Station software synth.

Individual Course Goals

▶ to understand the basic concepts of Logic, in terms of display modes, file management and handling of audio and MIDI

▶ to be able to layout a track using audio and MIDI regions

▶ to understand the Sample Editor and be able to perform basic editing of audio regions

▶ to have an understanding of what MIDI is

▶ to know how to create and edit MIDI regions in the Matrix Editor (Piano Roll)

▶ to be able to record audio onto one or multiple tracks

▶ to be able to work the Logic Mixer and know the basics of using it to mixdown a track

▶ to know how to process audio using Logic's devices, predominantly its Compressor, AutoFilter and Channel EQ

▶ to know how to make drum tracks with Ultrabeat

▶ to be able to use other Logic timing and modulation effects (like delays and chorus)

▶ to have an understanding of what sampling is

▶ to be able to use Logic's sampling instrument EXS24

▶ to know what a synthesizer is and the parameters available to edit

▶ to have a basic understanding of how to create synthesizer programs

▶ to be able to use Logic's mastering tools like Multipressor and Limiter

▶ to know how to render and export a final master from Logic

▶ to have an understanding of MIDI controllers and how they can be used with Logic

▶ to be able to use hardware synthesizers with Logic

▶ to know how to get started with MainStage

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Module Plan

LEVEL 1

1. Introduction to the Course and Logic Basic Concepts (18min)
Introduces the course style and preferred working methods then moves onto the first steps with Logic, beginning with the preferences and setting up and then moving onto the software layout and various display and edit options. As well as explaining the basics of what each area of the software is for, there are some tips for how to speed up navigation and how to create your own customised displays using the screensets facility.

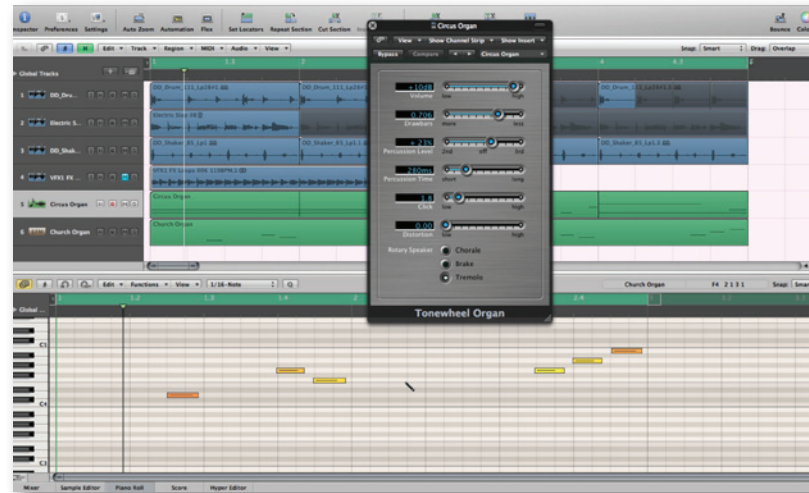**2. Getting Started and Creating/Editing Audio Regions - Introduction to Looping and Flex** (20mins)
Shows how to get started with a session and how to create tracks. Covers how to create audio regions from the File Browser, using Apple Loops or with samples from Finder, then how to set up loops in the Arrange window and within regions. Also introduces flex time and how to manipulate an audio region's waveform.

3. Creating and Editing MIDI Regions - Introduction to the Piano Roll (21mins)
Briefly explains MIDI and how to set up a MIDI track and Logic instrument. Looks at what a MIDI region is and the various ways it can be created, such as playing and drawing. Then, how to edit MIDI notes in the Piano Roll window, focussing on quantisation and timing, note length, velocity and pitch.

4. More Region Editing and Arranging - Introduction to the Sample Editor (22mins)
Teaches how to edit audio regions in the Arrange window using the scissors and marquee tools, as well as how to edit audio files

in the Sample Editor. Also shows more about transposing regions to stay in key with your song. Demonstrates some methods for laying out a track, as well as showing how to navigate round an arrangement and speed up the editing process.

5. Recording in Logic (23mins)
Explains the basics of audio recording, such as how to set up a track's input and monitoring settings. Shows the various ways that audio can be recorded, such as continuously, with autopunch or in cycle mode. Then how to edit the recorded audio, including how to create a comp of the best sections from multiple takes. Also shows how to turn your recording into an Apple loop.

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Module Plan (continued)

LEVEL 1

6. Processing Audio - Introduction to Compression and Filtering (22mins)

Shows how to add one or more inserts to tracks and how to manage them, then explains presets and how to make your own. Explains the basics of compression, and provides a comprehensive guide to the most important parameters. Also introduces the concept of filtering and manipulating of frequencies, including an introduction to frequency modulation.

7. Building a Drum Track - Introduction to Ultrabeat (24mins)

Describes the process of constructing drums using Ultrabeat Shows how to create and edit a hip hop break using a MIDI region and adjusting parameters in Ultrabeat's assignment strip. Also teaches how to make a house drum loop using Ultrabeat's sequencer, showing how to import your own samples as well as how to edit the key parameters in the synth section like filtering and pitch.

8. Mixing Part 1 - Levels, Panning and EQ (23mins)

Covers working with the Logic mixer. showing all the different parameters available. Teaches about equalisation, track grouping and various techniques for adjusting levels and panning.

9. Mixing Part 2 - Working with Effects - An introduction to Reverb, Delay and Chorus (20mins)

Shows some of the most important effects for mixing a track, beginning with reverb. Explains how to create and use send FX, showing how to make an auxiliary reverb bus. Teaches the basics and some more advanced uses for delays - showing a longer delay and higher feedback setting for bridging gaps between sections, and use of smaller delay time for effect. Also introduces chorus.

10. Basic Sampling - Introduction to EXS24 (21mins)

Explains what a sampler is and how it works. Shows how to select different instruments in EXS24 and then how to edit their level and pitch. Teaches how to import sounds and then how to edit them in the EXS and Sample Editor, showing trimming, transposition and looping. Also introduces ADSR envelopes, starting with the amplitude envelope and moving onto the filter envelope.

11. Introduction to Synthesizing - Using the Bass Station plug-in (24mins)

Explains the basics of synthesizing using the included Novation Bass Station as an example. Shows the main parameters available in each synth section, demonstrating oscillator waveforms and pitch, and envelope and LFO modulation.
Ends by showing how to use this knowledge to create your own sounds.

12. More on MIDI - Controlling Logic remotely and using Hardware Synths (21mins)

Teaches how to control Logic with different types of MIDI controller, including a guide to the Controller Assignments facility for mapping software parameters. There is also an explanation of how to set up key commands for various software functions and a demonstration of how to integrate hardware synthesizers with your song.

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Module Plan (continued)

LEVEL 1

13. Introduction to Mastering - Using Multipressor, Limiter and other mastering tools (24mins)
Explains what mastering is and shows the various stages, focussing mainly on multiband compression and limiting. Also shows Spectral Analysis and EQ, more subtle refining techniques and how to export (bounce) your final track.

14. Introduction to MainStage - Creating a Concert (25mins)
Teaches you how to use the performance software MainStage to create a concert setup for performing with an instrument or microphone. There is a guide to the layout and usage of the two edit modes, showing you how to construct patches and set up the workspace, as well as how to play along to different audio loops, and also how to map various areas of the concert to your MIDI controller.

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LEVEL 2

Logic Advanced Level 2

Logic Advanced Level 2 Course Aims

To expand a student's knowledge of Logic Studio, by teaching advanced techniques for composing, producing and performing. In addition to showing detailed operational features in the software, the modules also help students to develop a good understanding of the key stages of music creation, including sampling, synthesizing and processing with effects. Throughout the course, techniques are combined and applied to practical situations to show how technical knowledge can be used to take your music in new and exciting directions. Through learning new skills, students will be able to free themselves from technical restraints and enable a clear path to channel their creativity and artistic vision.

Individual Course Goals

- to know how to create a 'pumping' effect by sidechaining Logic's Compressor
- to understand how Noise Gate works
- to be able to create interesting lead and bass patterns by sidechaining Noise Gate and Auto Filter
- to be able to record and draw in automation to produce looped sequences or long effects progressions
- to know how to use auxiliary tracks for send FX
- to know when and how DeEsser should be used
- to have a good understanding of compression and some unique ways to apply it
- to have learned some new techniques for processing a vocal
- to feel confident using Ultrabeat's synth section to create and edit different drum sounds
- to know how to make a house groove

- to have a good understanding of automation in Ultrabeat
- to be able to process and mix individual drums from Ultrabeat using Logic's mixer and effects
- to know how to use all of the synths in the ES range to program sounds
- to be able to combine Logic's instruments in unique ways to make more exciting patches
- to be able to build instruments using EXS24
- to feel confident using EXS24's Modulation Router
- to know how to use Delay Designer to produce a range of different effects
- to understand the concepts of frequency shifting and ring modulation produced by Ringshifter
- to know what flanging is
- to be able to create glitch by creative use of delays and modulation effects
- to know how the Environment works and how to use it to create different MIDI effects
- to know what FM synthesis is and how Logic's instruments like EFM use it to produce a range of sounds
- to understand the techniques involved in component modelling
- to be able to use Sculpture to create acoustic and synthesized patches
- to know how to phase invert audio to extract vocals and make your own acapellas
- to know various methods for remixing and arranging a song

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Advanced Level 2 Module Plan

1. Gating and a Lesson in Sidechaining Techniques (27mins)
Teaches how to use a gate and various sidechaining techniques in Logic, beginning with the common technique of compressor sidechaining known as 'pumping'. Then, this concept is expanded by demonstrating other more imaginative ways of sidechaining melodic and percussive tracks using Auto Filter and Noise Gate.
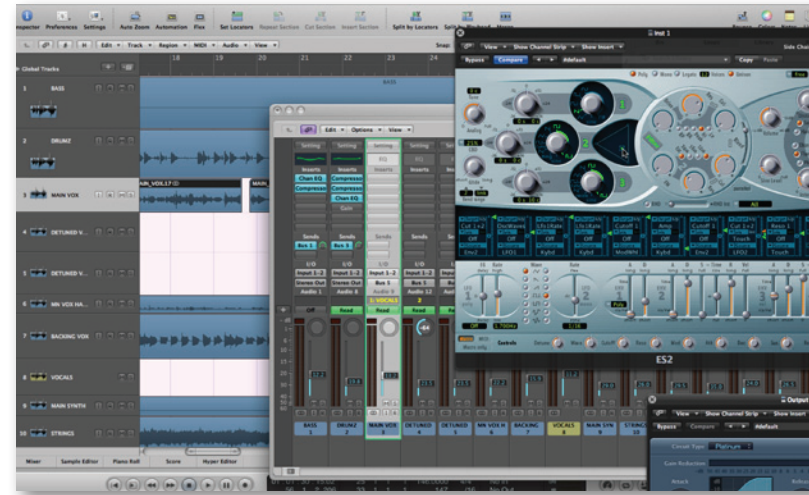
genre(s) of music: house

2. Automation and other Advanced Mixing Techniques (29mins)
Shows how to make the best use of automation in Logic, including how to create automated loops as well as how to make longer, more gradual effects progressions. Then, some different methods for vocal and instrument techniques are taught, such as EQing, de-essing, using auxiliary tracks for FX sends and much more. The module comes with unmixed and mixed versions of a dubstep remix allowing students to practice their mixing techniques.

genre(s) of music: house, dubstep/pop

3. Advanced Drums I - Creating Drum Sounds with Ultrabeat (28mins)
Provides a thorough guide to the controls available on Ultrabeat so you can confidently edit, enhance and create drums, FX and other synth sounds using the instrument. The various sound generating engines are explained and there are lessons in how to use the filters and 4 envelopes to control the level and frequencies of drums over time. Then, the techniques are applied to creating some of the most common drums like kicks, snares and hats.

genre(s) of music: electronic

4. Advanced Drums II - Creating and Processing a House Beat (33mins)
Teaches how to sequence drums in Ultrabeat, how to make a groove and how to create automated parameter sequences. Then, there are some techniques for mixing the drums, beginning with routing them individually to auxiliary tracks on the mixer and then showing the various effects that can be applied to improve the sound.

genre(s) of music: house

LEVEL 2

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Advanced Level 2 Module Plan (continued)

5. Advanced Synthesizing I - Subtractive Synthesis with the ES Range: ES M/P/E (26mins)
Shows how to use the the first 3 synths from the ES range, ES M, ES P and ES E. These are the simplest instruments in the ES range and are a good build up to the more comprehensive ES 1 and ES 2 synths. After running through each of the synths individually, showing various examples of patch programming, they are combined to make a couple of layered sounds using two creative methods.

genre(s) of music: breaks

6. Advanced Sampling - Creating Layered Sounds and Advanced Modulation with EXS24 (30mins)
A lesson in the more advanced features of EXS24, beginning with how to take layered sounds similar to those made in the previous synthesizing module and turn them into EXS instruments that can be recalled instantly at any point. There is also a guide to using the modulation router to create multiple modulation settings in order to make interesting bassline progressions.

genre(s) of music: house, techno

7. Advanced Synthesizing III - Subtractive and Wavetable Synthesis with ES 1 and 2 (33mins)
Teaches how to use ES 1 and 2 to edit or create sounds. After running through the controls on each, focussing mostly on the parameters not looked at on synths and samplers covered up to this point on the course, there are some tips for how

to program different sounds with ES 2, including an acoustic plucked string patch and a fat sync'd bass.

genre(s) of music: electronic

8. Advanced Effects - Using Modulation Effects and Delays to Create Glitch (37mins)
Provides a guide to using delays and some new modulation effects to create interesting sounds and glitch. Glitch is the sound of obvious digital errors and artifacts like distortion and aliasing, which produce a distinctive character that has its own genre of electronic music and is welcomed in many others too. In addition to running through the controls on each effect, there are examples of how to use them in certain ways to radically transform sounds and add an extra dimension to your music.

genre(s) of music: tech funk, glitch, drum and bass

9. Advanced MIDI - An Introduction to the Environment (30mins)
Shows how to use Logic's Environment to create different MIDI effects in your session. After running through Layers and the overall structure, there is a guide to some of the different Objects that are available, including arpeggiator, touch tracks, and transformers. Then, these objects are combined in different ways to produce a range of devices, such as chord and scale effects, in order to create more exciting patterns and melodies with Logic's instruments.

genre(s) of music: breaks, jazz

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Advanced Level 2 Module Plan (continued)

LEVEL 2

10. Advanced Synthesizing III - FM Synthesis with EFM, ES2 and Ultrabeat (29mins)
Explains the concept of FM synthesis and gives examples of how it is applied in Logic's instruments, beginning with EFM and then moving on to ES2 and Ultrabeat. There are some examples of how to make classic FM sounds, such as bells and metallic patches, as well as some more diverse applications, including making fat bass loops by automating FM parameters.

genre(s) of music: dubstep, electronic

11. Advanced Synthesizing IIII - Component Modelling with Sculpture (31mins)
Teaches how to use component modelling in Sculpture to make acoustic patches like bass guitars and flutes. Then, shows how the instrument can also be used to make dirtier synth sounds and how the morph section allows the creation of glitchy evolving soundscapes and FX.

genre(s) of music: hip hop, jazz, funk

12. Piecing it all Together - Producing a Remix (28mins)
Combines many of the techniques from the course and demonstrates a few new tricks that can be used to produce a remix. After showing how phase inversion can be used to extract the vocal from Massive Attack's 'Paradise Circus' to use as the basis for a remix. The extracted audio is worked into a dubstep remix, which is provided as an example of how to arrange a song, with a guide to each section and explanations of how instruments and effects are used to develop parts and improve the sound.

genre(s) of music: dubstep

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Frequently Asked Questions

Where is the course held?
The course is delivered as streamed videos via our website directly to your Mac. You can take the course wherever you are located in the world, and at times that suit you. Once you have access to the course, you can login to your account anytime to watch the next module and proceed with the learning program.

What equipment do I need?
To take the course you need to have a computer which is connected to the internet, a copy of Logic Studio or Express (Studio is needed for the advanced course) and some speakers or headphones connected to the computer. A MIDI controller keyboard would be useful, but is not essential.

How long does the course last?
The courses are presented in 14 module (level 1) and 12 module (level 2) movies, which each last between 15-37 minutes. We recommend at least 40 minutes practice of the techniques taught in each lesson, so overall it will take around 14-16 hours to complete each course. We recommend that you take no more than 2 lessons per day, but of course this is completely up to you.

What if I need to contact somebody?
You can contact us Monday to Friday 9am to 5pm GMT via email or by calling +44 (0)1273 692 313. Once enrolled at Producertech.com with your course login, you can also get exclusive access to our private forums where you can discuss anything with either our staff or other forum members.
ProducerTech forum>

How long do I get access to the course for?
Once you signup to the course you will get continuous 24/7 access to it for 6 months. If you need it extending after this it can be arranged.

English is not my first language, can I still do the course?
The course is delivered by our Ableton certified instructor Rob Jones. You will see from the demo modules that he speaks very clearly and if you are able to understand these then you will be able to understand the other modules.

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Customer Testimonials What people are saying about the course...

"Hi, I found the course very interesting and covered all aspects of the software in good detail without making it boring. I would recommend it to anyone who is currently using Logic."

Ady, Brighton

"Hi, I recently completed the basic course after purchasing Logic and have found this course a god send!!

Thanks to the team and especially Rob for responding so quickly to my emails."

Martin, Southend-on-Sea

"DJ Appreciation!
To the guys at Logic-courses I must say thanks for this new online course. I'm a DJ whos just started producing and I'm now using the software to create tracks thanks to my new skills! Dope!"

Brett, California

"After taking the advanced level course i definetly have a new level of understanding which has meant my productions have moved up a gear.

The course was well paced and supported with good sessions... thanks!"

John G, Chester, UK

"I have already seen many courses like this and logic-courses.com material is very good indeed!

"Having checked the videos now I absolutely got why it is praised by many producers and what it is especially good for. The concept and the structure of both courses offered me a great learning experience and learning something really new and different was a big fun at last!

Even the basic Logic course surpassed my expectation and resulted sometimes in a high whoooaaa-factor."

Balazs

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"I'm enjoying the course immensely. One of the main reasons I signed up for the course was because I like Rob's personality and teaching style.

Also I liked the course deal and that it works with both audio (i.e. samples) as well as MIDI in an engaging way."

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Customer Testimonials continued...

Best Regards, Michael

"Just a quick note to say a HUGE "Thank you" for your assistance whilst enrolling for the course. I had some difficulties with my internet connection out here in St. Kitts W.Indies and both Rob and Tim guided me through very smoothly. My emails were replied to immediately and I am now enrolled. Now enrolled I have done the first couple of modules. Robs ability to put things across in plain English is a talent many people don't possess.

I now look forward to switching on the Mac and starting the next module. THANKS"

Stephen

"Thanks for the courses! they are great!!

Just finished the courses, and WOW, so amazing!! The last Video on the Advanced was my favorite!! Rob where did you learn to produce and play music?

That track was really cool!! Will have to go thru things again a second and third time till I get the hang of producing my own music, but this course was worth every penny!!

Thanks for the courses! these are great!!"

Preston DJ Wreckrd

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Cost and Payment Details

The total cost for course 1 is
£149 (approx USD $245 or **e170 Euros)**.

The total cost for course 2 is
£149 (approx USD $245 or **e170 Euros)**.

**We offer a great package deal for course 1 and course 2
together for just
£225 (approx USD $370 or e259 Euros).**

Saving you £73 from the total cost!

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credit card

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