

Apple Pro Training Series

Logic Pro

Professional Music Production

David Nahmani

For Logic Pro 11.X

Lesson and media files available for download



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18 Choose **File > Save** (or press Command-S).

You've adjusted the recording level and recorded your first audio region in Logic Pro. Simple enough! You'll now explore more complex scenarios that involve more advanced recording techniques.

Record Multiple Takes

During a recording session, you can record several takes of the same performance, and later choose the best take, or even combine the best parts of each take to create a *comp* (composite take).

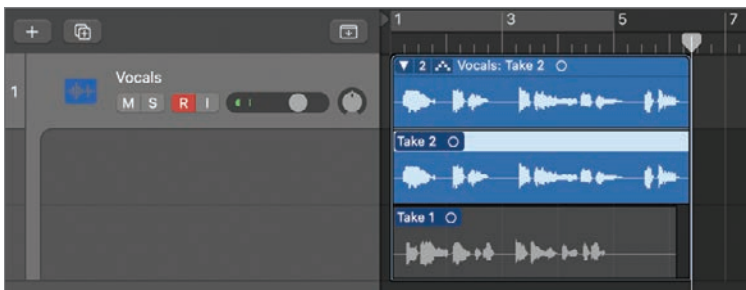
When you record over an audio region, Logic Pro packs the recordings into a take folder (you can change that behavior under Record > Overlapping Audio Recordings).

- 1** Make sure the Vocals track is still record-enabled.
- 2** Position the playhead at the beginning.
- 3** In the control bar, click **Record** (or press R) to record a second take that is slightly longer than the first.



The new recording (in red) appears to be recorded over the previous blue audio region.

- 4** Stop the recording.

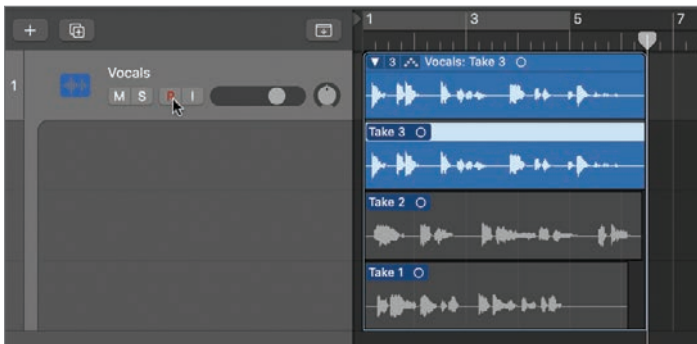


A take folder is created. Inside the take folder, on subtracks below the Vocals track, the original recording (Take 1) is muted, and the new recording (Take 2) is selected.

On the Vocals track, the take folder shows the waveform of the selected take (Take 2) and is named Vocals: Take 2, which is the name of the track appended with the name of the take it's playing.

NOTE ► If Take 2 is shorter than Take 1, the take folder is named Guitar: Comp A, and plays a comp made of Take 2 and the end of Take 1.

- 5 Record a third take.
- 6 In the Vocals track header, click the **R** (Record Enable) button to disable it.



The track is disarmed, and you can no longer hear the live sound from your mic. Take 1 and Take 2 are muted, and the take folder plays the most recent recording, Take 3.

- 7 Click **Take 1**.
Listen to the take folder; you hear Take 1.
- 8 Click **Take 2**.
Listen to the take folder; you hear Take 2.
- 9 At the upper left of the Vocals take folder, click the **disclosure triangle** to close the folder.



TIP ► You can also double-click a take folder to open or close it.

Let's clean up the track so we can start the next exercise with an empty track. You'll keep the audio files on your storage device—you'll use another method to delete out-takes later in this lesson.

- 10 Click the take folder on Track 1 to select it.
- 11 Press **Delete**.
- 12 In the Delete dialog, select **Keep** and select the **For all** checkbox.

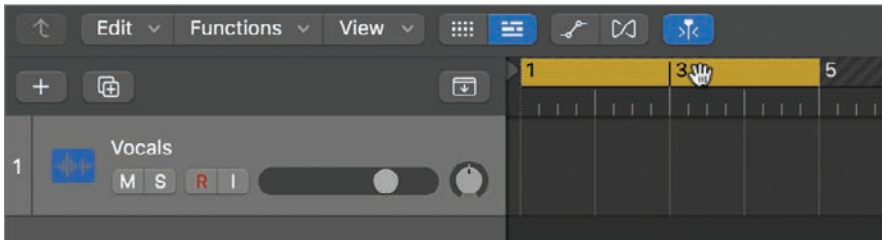
The “For all” option applies your choice to keep the files for all the selected files (in this case, the three recordings inside the take folder).

- 13 Click **OK** (or press Return).

Record Takes in Cycle Mode

Switching from playing your instrument to operating Logic Pro between each take isn't always practical and can disrupt your creative vibe. When recording in Cycle mode, Logic Pro creates a new take for each pass of the cycle and packs them in a take folder.

- 1 In the upper half of the ruler, click the dimmed cycle area (or press C).



The cycle area is yellow to indicate that Cycle mode is on.

TIP You don't have to position the playhead when recording in Cycle mode. After the count-in, Logic Pro starts recording at the beginning of the cycle.

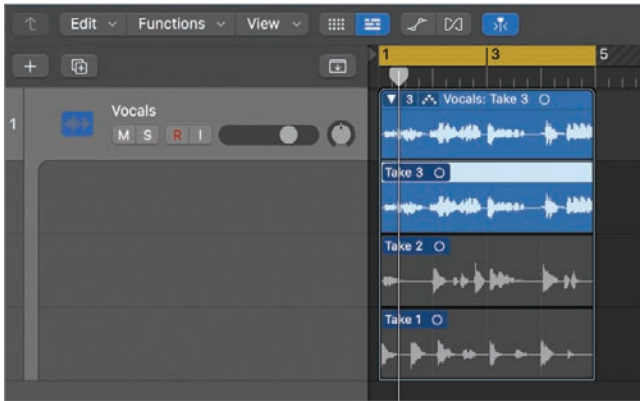
- 2 In the control bar, click **Record** (or press R).

The Vocals track is automatically record-enabled. The playhead jumps a bar ahead of the cycle for a one-measure count-in and starts recording the first take. When it reaches bar 5—the end of the cycle area—it jumps back to bar 1 and starts recording a new take.

NOTE ► If no track is record-enabled, Logic Pro automatically record-enables the selected track during recording.

Logic keeps looping the cycle area, recording new takes until you stop recording.

- 3 Record two or three takes.
- 4 Click **Stop** (or press the Space bar).



All the takes recorded in Cycle mode are packed into a take folder. The Vocals track is automatically disabled for recording. Feel free to click a take to select it and listen to it.

NOTE ► When you stop recording, if the most recent recording is shorter than a bar, Logic Pro automatically discards it. To keep the last recording during a cycle recording, make sure you stop the recording more than one bar after the beginning of the cycle area.

- 5 At the upper left of the take folder, click the **disclosure triangle**.

The take folder closes. Let's discard the take folder so that you can experiment with punching techniques on the Vocals track in the next exercises.

- 6 Click the take folder to select it and press **Delete**.
- 7 In the Delete alert, make sure **Keep** is selected and click **OK** (or press Return).

Because you clicked Record only once and recorded all three takes successively while in Cycle mode, all the takes are contained in a single audio file. There's only one audio file to delete, which is why there is no "For all" checkbox.

- 8 In the ruler, click the cycle area (or press C) to turn off Cycle mode.

You have recorded your voice onto an audio track. You have recorded additional takes into a take folder on the same track, and used cycle recording to record a take folder while repeating a cycle area. In the next section, you'll explore techniques to re-record over specific sections in an existing recording—for example, to fix mistakes.

Punch In and Out

When you want to correct a specific section of a recording—usually to fix a mistake—you can start playback before the mistake, punch in to engage recording at the beginning of the section you wish to fix, and then punch out to stop recording at the end of the section while playback continues. A take folder is created, containing a comp that combines the old recording outside the punch-in/punch-out range with the new recording inside that range. This technique allows you to fix smaller mistakes in a recording while still listening to the continuity of the performance.

NOTE ► *Punching is nondestructive. At any time, you can open the take folder and select the original recording.*

There are two punching methods: on the fly (using key commands to punch in and out in real time) and automatic (positioning punch locators before you start recording). Punching on the fly is fast but requires someone to operate Logic Pro while the musician is performing. Automatic punching is ideal for the musician-producer who is working alone.

Punch on the Fly

Let's make a new recording, and then you'll punch on the fly to re-record a specific area of that new recording. Remember to zoom in or out as necessary to get a closer look at the waveforms.

- 1 In the Vocals track header, click the **R** (Record Enable) button to record-enable the track.



- 2 Click **Record** (or press R).



Record at least five bars of vocals and purposefully make a mistake in a specific spot.

- 3 Click the **Space** bar to stop recording.

Feel free to listen to the recording to determine which section needs to be re-recorded and to be ready to punch in and out at the desired locations.

You can click Record to punch in, and click Play to punch out. However using the Record Toggle key command to punch in and out is faster and allows for greater precision. That key command is unassigned by default, so let's assign it.

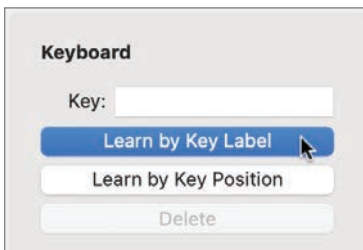
- 4 Choose **Logic Pro > Key Commands > Edit Assignments** (or press Option-K).

The Key Commands Assignments window opens.

- 5 Click the **Record Toggle** command to select it.



- 6 In the right column, click the **Learn by Key Label** button.



- 7 Press **Option-I**.