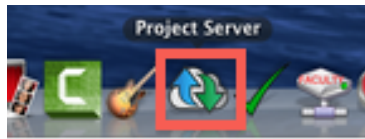


Garageband 103 - Scoring and Sound Effects

Note: This is a companion guide to Garageband 101 - The Basics and Garageband 102- Trimming and Editing.

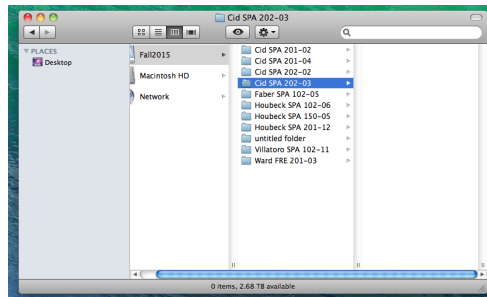
1. If your project is not open, retrieve it from the Project Server by clicking on the Project Server at the bottom of the screen.



2. A drive icon labeled "Fall2015" will pop up on the right side of your desktop. If it does not open automatically, double-click the icon to open.



3. Once the folder is open, find your class and click on that section. **Make sure you pick the right section number.**



4. Drag your project **onto your desktop** from the project server. **Never open your project directly from the server's folder to avoid file corruptions!**



5. Now that your project is on your Desktop, double click to open.

Once you have your project open, we can take an in-depth look at the ways you can add scoring and sound effects.

6. First, let's take a second to think about the proper placement of scoring and sound effects. Music is a great way to capture the attention of your listener! Great podcasts have introductory music at the beginning and at the end. Also, there are musical interludes to distinguish between changes of topic or guests. *But with great power comes great responsibility: make sure that your music is appropriate to the tone of your podcast; be mindful of the volume, and be sure to follow the Copyright and Fair Use guidelines for music use.*

Looking for inspiration? Here are some of our favorite podcasts.



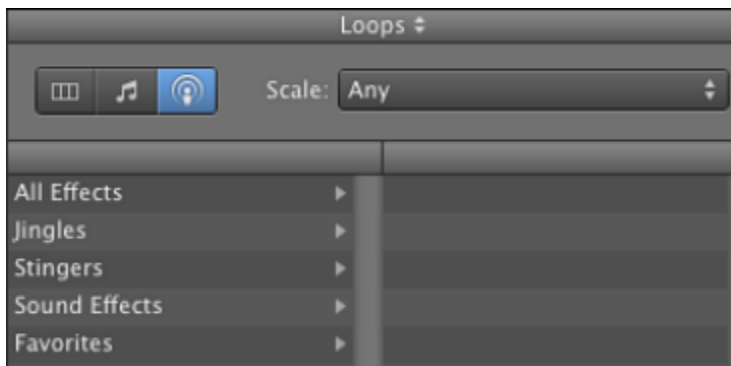
7. On the bottom right-hand side of the window you'll find the **Loop Browser**. Click to open.



Affectionately known as

CANDY LAND

8. The Loop Browser can be divided into three main categories: **Jingles, Stingers, and Sound Effects**.

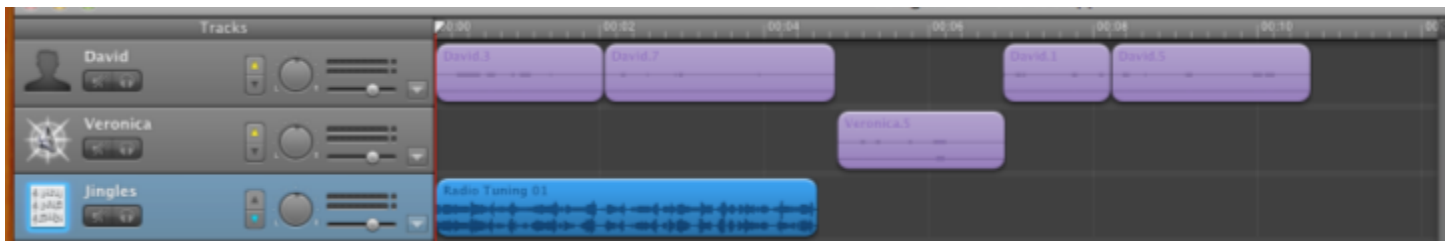


Jingles are complete background music tracks that you can use behind narration or dialogue, as an introduction, or between spoken segments. Available in long, medium, and short versions.

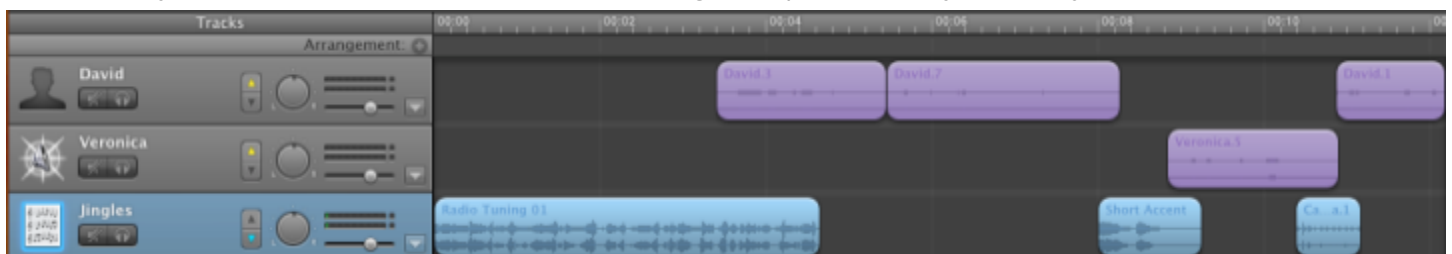
Stingers are brief sounds often used in radio broadcasts as transitions or "punctuation" between sections or speakers.

Sound effects include the sounds of animals, people, Foley effects, room ambience, and sounds for specific situations such as sporting events or work environments.

9. Take a minute to listen to the multitude of jingles, stingers, and sound effects. It's easy to get lost in the Loop Browser, trust me. Sometimes you just have to listen to *everything*, right?
10. Once you find your desired clip, drag and drop it onto the Jingles Track.



11. Click and choose "Select All" (or ⌘A) and click "Shift" to deselect the jingles track, and move your audio further down the timeline. I like to have my music and vocals overlap by $\frac{1}{3}$. As you can see, I also inserted some short stingers to punctuate my *hilarious* jokes.



12. **Don't worry about the volume quite yet.** Until all of your jingles, stingers, and sounds effects in their place. We need to have everything in the right order or else the following steps will be in vain. Once again, *trust me on this one*, it's much easier to do the hard work and get it all right the first time instead of having to start over again.

The adjustment of volume as the final step in your podcast is called "**mastering**," the way in which consistent sound is achieved.

There are different ways in which we can adjust the volume in your podcast: **ducking**, **track volume**, and **nodes**. Let's get to know each option a little more in depth:



Ducking is when music tracks are reduced in volume so that a voiceover can be heard.

If you look closely you can see how the Jingles track has a downward-pointing blue triangle. This shows how the Jingles track is "ducked" or reduced in volume so that you can hear David and Veronica's tracks more clearly.

We like ducking for the most part, but if you'd like to turn it off feel free to do so by clicking on the blue triangle and take a listen. If you don't like it, you can always duck the track again.



Each track has its own **Track Volume**. It can be raised or lowered separately for each track but note that it affects the entirety of the track.

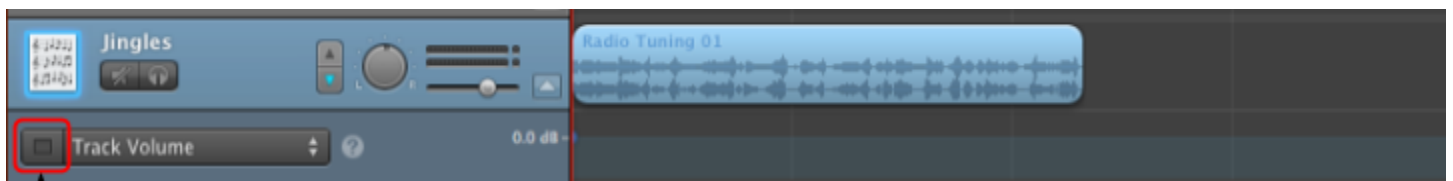
For example, if Veronica's voice is louder than David's we can raise his volume level for better continuity. If both Veronica's and David's voices could use a boost, then we'd raise both of their volume levels so that we can clearly hear them.

Our last way of adjusting volume is through nodes. Make sure the placement of your tracks has been finalized. **Once a node is placed, it does not move along with the clips**. Nodes are most useful during your intro and outro music.

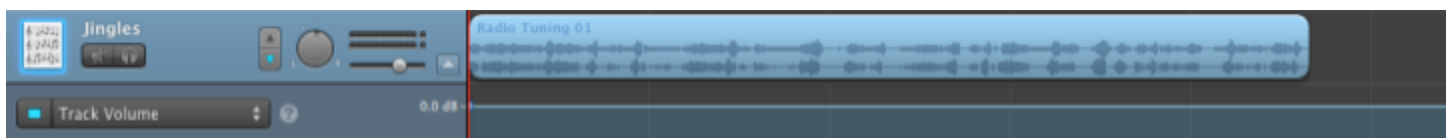
As you can see, at the beginning of the podcast there is some intro music that should smoothly fade into the dialogue:



Click on this blue triangle to show the Master volume option.



In order to display the track Master Track Volume click on the small square. It will turn blue to show that the Master Track Volume is in editing mode.

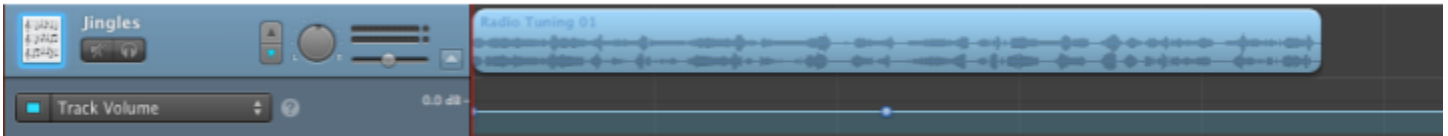


Once your Master Track Volume looks like this, you're ready to add some nodes.

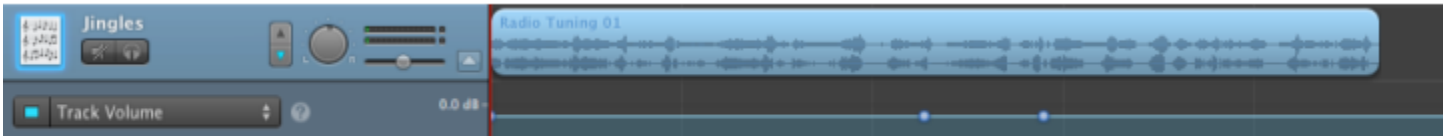
Nodes raise or lower volume. You can see this visually by the incline of the neon blue line. In our case, we want our introduction music to fade out gracefully before we start talking. In order to do so, we'll add some nodes so that our neon line declines gradually before reaching its lowest point when it starts overlapping with our audio.

13. Take a look at the following steps:

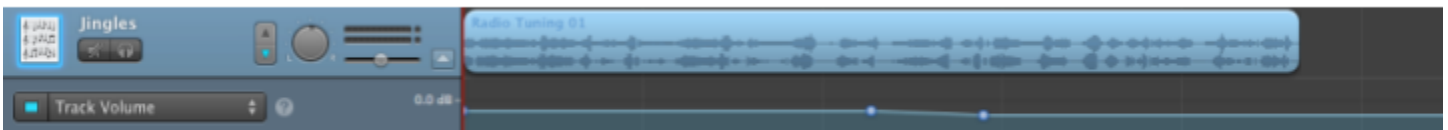
First, add a node about halfway through your jingle.



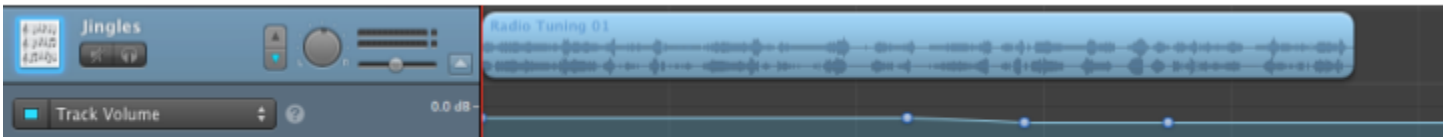
Then add a second node a little bit further along the line.



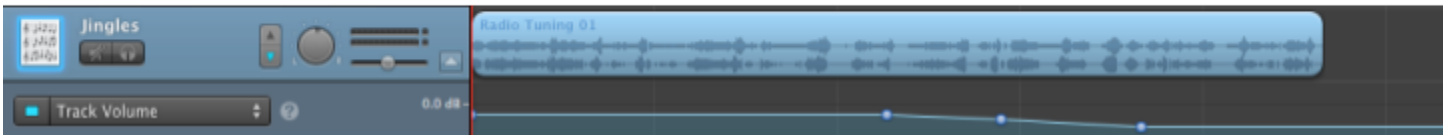
Next, to decrease the volume, we'll drag it down ever so slightly.



The addition of a third node will help decrease the incline of the volume a little more.



Finally, we'll decrease the volume to its lowest point. Since ducking is still on, it'll continue to decrease a little more right when the audio starts.

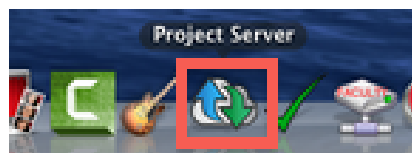


14. Next, do the same steps from the above but in the opposite order to fade *into* your exit music.

15. Before you finish, take one last listen to your project.

Sounds great, doesn't it? 😎

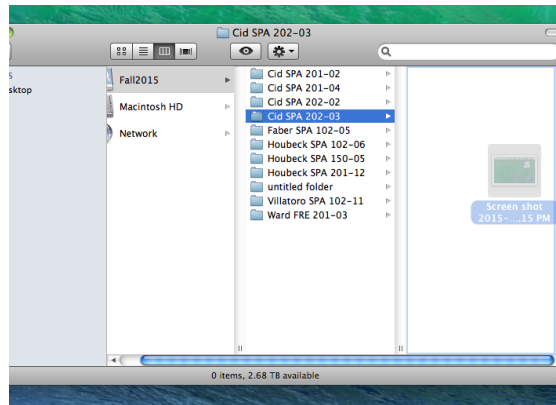
16. Once you are done editing your Garageband Project click on the Project Server at the bottom of the screen.



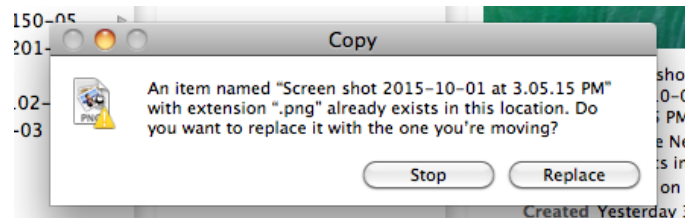
17. Repeat steps 2 and 3 of this tutorial.



18. **Drag** your project into the white space *to the right of the folder* you just selected. The file name will appear without the icon. Congratulations – your project is saved!



- 19a. If your project is not yet finished, and you plan to continue working on it in the future, go through steps 1–4 to find your project when you return for another session of editing. **VERY IMPORTANT:** Drag your project **onto your desktop from the project server**. **Never open your project directly from the server's folder.**
- 19b. To save the project again, after making changes during this subsequent edit session, drag the updated version from the desktop back into the Project Server (steps 9-12). It will replace your old version unless you have changed the name. Click **"Replace"** to exchange the old version with the new version.



20. If you need any help, don't hesitate to ask a lab assistant or stop by the help desk!