

Logic Pro X

Introduction

Starting a Project

Interface Overview

Project Basics

Navigation Control

Cycling Regions

A Closer Look

Working with Apple Loops

Creating and Managing Tracks

Track Header Function

The Inspector

Quantizing

Project Management

Zooming

Working with Patches

Folder Stacks and Folders

Summing Stacks

Project Properties

Working with Midi

Introduction to to the Drummer Track

Metronome Explained

MIDI Recording

Introduction to the Editor

The Piano Roll Editing

MIDI Draw

Advance Midi

Editing the Drummer Track

Autopunch and Replace Mode

Loop Recording MIDI

Record Repeat and Capture as Recording

Musical Typing

Autopunch and Replace Mode

Arrangement Markers

Recording Audio

Loop Recording Audio

Working with Takes

MIDI FX Teaser

Drum Kit Designer

Audio Editing

Working in the Region

Region Editing

Flex Pitch QuickStart

Flex Pitch Algorithm

Advance Flex

Working with Fades

Working with Markers

Understanding Automation

Automation Curve

Advance Automation

Mixing

The Mixer

Working with Plugin

Tools

EQ

Compressor

Delay

Reverb

Envelope

Filter

Phaser

Chorus

Mixing

Aux Channel

Panning

Balancing

Third Party Effects

Automation

Buses

Groups

Mastering

Mastering Concepts

Mastering Tools Explained

Mastering Techniques