

Making Music With Emagic Logic Audio

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~~DeSantis Logic Pro X Tutorial (Everything You Need to Know) Emagic Video (Logic Platinum 5 / 5.5.1) English Emagic Logic~~

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~~Original 'Logic' Still Works on Windows! | Logic Pro X How To Build A Home Studio For Under \$350-~~

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Johnny. 2.0 out of 5 stars Mediocre Laundry List. Reviewed in the United States on November 5, 2002. As a professional, proficient user of other leading sequencers (e.g., Pro Tools, Cakewalk Sonar, and Cubase), I was very disappointed with Stephen Bennett's book "Making Music With EMagic Logic Audio". The great majority of the book consists of laundry lists that provide only short descriptions of what various toolbars and buttons do--descriptions that are already available in eMagic Logic

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~~Making Music with Emagic Logic Audio: Bennett, Stephen ...~~

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Users of Emagic's Logic sequencer have been itching to get their hands on the latest version 5 and Logic Control, the company's dedicated moving fader control system. Has it been worth the wait? Emagic's long awaited Logic v5 is the culmination of more than a year's intensive R&D.

~~Emagic Logic v5 & Logic Control - Sound on Sound~~

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Making music with Emagic Logic Audio by Bennett, Stephen. Publication date 2002 Topics Audio processing: music & sound effects, Music recording & reproduction, Techno & dance, Music, Music/Songbooks, Computer Books: General, Data Processing - Speech & Audio Processing, Genres & Styles - Electronic, Recording & Reproduction, Computers/Data ...

~~Making music with Emagic Logic Audio : Bennett, Stephen ...~~

Drag and drop an audio file from the Finder, Voice Memos, or anywhere within Logic Pro X. Or record audio directly into Quick Sampler using a turntable, microphone, musical instrument, or even channel strips playing in Logic Pro X. In a few steps, you can transform an individual sample into a fully playable instrument.

~~Logic Pro - Apple~~

5.0 out of 5 stars Making Music With Emagic Logic Audio. March 17, 2002. Format: Paperback. THIS IS THE BOOK!!! This book is incredibly well written and organized. It takes you step by step through all the features of this amazing sequencer. After struggling for 2 years this book really made it all come together for me.

~~Amazon.com: Customer reviews: Making Music with Emagic ...~~

Up to 32 software-based synthesizers and samplers such as Emagic's optional ES1, ES2, EVP88, EXS24, or VST2 instruments, can be used in Logic's Audio Instrument channels. Three powerful software synthesizers for monophonic, ensemble and polyphonic sounds are now included as standard.

~~Emagic Logic 5 Platinum - GAK~~

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Making Music with Emagic Logic Audio by Stephen Bennett, March 3, 2001, PC Publishing edition, Paperback in English - Reissue edition

Emagic Logic is shipped with several virtual instruments. Though similar to VST instruments (VSTi), they are available only for Logic and thus have been written to tightly integrate with the sequencer and preserve precious CPU resources. Some of these are free with the program and some need to be purchased from Emagic. They range from simple to complex synthesisers alongside virtual emulations of several classic keyboards. This book covers the set-up and use of these Logic Instruments, along with tips and tricks. There are many 'how to do' features and the book comes complete with hundreds of illustrations and step-by-step diagrams. There are sections on Instrument purchase, demos and installation, using the Instruments within Logic, making the most of CPU power and using the Instruments during a mix down. The book has many programming guides and advice on how to get certain sounds and how to use them in your own songs. It's the ideal companion book to Making Music with Logic Audio and will help you get the most from Logic Virtual Instruments.

Making music is the main reason for Emagic Logic, and this book helps you do just that. It is completely flexible, totally user programmable, object orientated sequencer and can be set up in many ways. This has led to its difficult reputation, and can appear daunting to the beginner, as well as the more experienced sequencer user migrating from a more traditional sequencing package. This book takes the user from the setting up of the program right through to using logic to make music.

This comprehensive reference features all the major audio software: SONAR XL; Cubase SX; Logic Audio Platinum; Digital Performer; Nuendo; Pro Tools; Peak; Spark XL; SonicWorx; Audition (Cool Edit Pro); WaveLab; Sound Forge. If you need

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advice on which systems to purchase, which are most suitable for particular projects, and on moving between platforms mid-project, this book should be your one-stop reference. Mike Collins is a trainer and consultant who has been tackling these issues for years and his expert advice will save you time and money. Each section covers a specific system, providing a handy overview of its key features and benefits, including help with setup. "Hints" and "Tips" appear throughout these sections, addressing issues such as how to record drum loops using a virtual drum-machine, recording basslines and keyboard pads using virtual synthesizers, and adding strings, brass or other instruments using virtual samplers. Mike then illustrates how to convert these MIDI recordings into audio tracks to mix alongside vocals, guitars and any other real instruments. The many short tutorials provide both a source of comparison and means to get up to speed fast on any given software. Mike Collins is a music technology consultant and writer who has been making music in London's recording studios variously as a MIDI programmer, session musician, recording engineer, producer and arranger since 1981. He offers freelance Pro Tools engineering, consultancy, troubleshooting and personal tuition, as well as presenting seminars and lectures on related music technology and audio recording topics. Mike has written over 500 articles for magazines such as Macworld (UK), Pro Sound News Europe, Sound on Sound and AudioMedia, and for Electronic Musician and MIX in the USA. Mike's wide-ranging career and experience enables him to bring excellent insight from all sides into his writing, from technical detail to creative expression. Starting out as a musician and club DJ in the 1970's, Mike moved into professional recording in the 1980's, initially as a Songwriter/Producer for EMI Records. Later he worked as a Songwriter for Chappell Music; as a Film Sound Consultant for Dolby Labs; as a Music Producer for TV recordings; and as Senior Recording Engineer and Music Technology Specialist at Yamaha's London R & D Studio. Throughout the 1990's Mike worked as a MIDI Programmer on records, films and music tours with bands such as the Shamen and film composers such as Ryuichi Sakamoto and David Arnold. Mike was Executive Consultant to Re-Pro (The Guild of Record Producers and Engineers) between 1996 and 1999 and Technical Consultant to the Music Producers Guild (MPG), contributing to the Education Group and organising and presenting Technical Seminars between 1999 and 2002. He has a BSc in Electroacoustics and an MSc in Music Information Technology.

In *How to Make it in the New Music Business*, author Robert Wolff welcomes you to today's new high-tech digital universe by taking you to school. In 13 lessons, Wolff teaches you why you no longer have to play by old music business rules. Offering information, inspiration, and advice, Wolff and his famous friends show you how to take complete control over your music, your product, and your dream Book jacket.

(Quick Pro Guides). Dot Bustelo's signature approach to teaching Logic will get you up and running quickly. She'll help you move beyond the basics to discover a professional-level Logic workflow, taught through highly musical examples that expose Logic's essential features and powerful production tools. You'll find many of the tips, tricks, and insider techniques that powered Logic to its industry-leading status as the best tool for unleashing creativity in songwriting, composing, making beats, and remixing. Plus, find out why musicians over the years have sworn Logic "grooves better." Dot provides the powerful methodology for creating in Logic that she has shared with countless high-profile bands and Grammy Award-winning producers

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and engineers. Here's just a sampling of what some of music's most successful artists say about Dot's approach to Logic: Ronnie Vannucci, The Killers: "Dot has made Logic, well, logical." Ryan Tedder, OneRepublic: "Dot Bustelo has hands down the most extensive working knowledge of Logic and all its intricacies." James Valentine, Maroon 5: "Dot was the first one to introduce me to Logic.... She knows this software inside and out, and she breaks everything down in an easy-to-understand way. And she knows the best insider techniques that will make your recording more efficient and creative.... I wonder when Dot will get sick of me asking her Logic-related questions?" Nathaniel Motte, 3OH!3: "Dot has provided me with an incredible source of in-depth and practical knowledge of Apple's Logic program. She has shown me tricks in Logic that have opened creative doors that I didn't even know existed." Chad Hugo, N.E.R.D., The Neptunes: "When you got a Logic problem / Dot has wrote a book to solve 'em . . . / And this right here is it. Yeya!" This ebook includes supplemental material.

If you want to go beyond the basics of creating and producing music with Logic Pro, this Apple-certified guide is for you. Whether you're a composer, producer, songwriter, engineer, studio programmer, or simply a music-lover who wants to create or produce professional-quality music in your Logic-based studio, you'll find the self-paced, step-by-step instruction you need to begin creating your audio master works immediately. As a professional musician, educator, and a former employee of both Emagic and Apple, author David Dvorin knows Logic like no one else. Here, he uses project-based tutorials to guide you through real-world production tasks, revealing Logic's secrets along the way. In short order you'll be scoring and composing, creating your own sounds with Logic's software instruments, and employing advanced mixing, editing, and production techniques. A companion DVD includes the lesson and media files needed to complete the book's exercises, plus free trial Logic plug-ins from leading manufacturers. Note to customer: Logic Pro 9 runs on Mac OS X 10.5.7 or later.

"Users' Guide to Logic Audio 5" uses a step-by-step logical approach to help musicians learn the features of Emagic's Logic Audio 5 so they can make great music. Author Stephen Bennett shows readers how to install the program on a Mac or PC, record audio and MIDI, use Logic's editors and plug-ins, and take advantage of a number of tips and tricks. In short, this book is all anyone needs to get up and running with Logic Audio 5.

Making Music With Samples is packed with creative, hands-on tips - aimed at getting the reader actively enjoying the art of sampling as quickly and easily as possible - interspersed with snippets of essential theoretical stuff: whether it's the science of sound, or copyright legalities. Starting with the absolute basics of what sampling is, author Dan Duffell progresses from simpler, widely-used tools like small loop-based samplers, through the various platforms available to the sample user - the different methods and equipment required to create and manipulate samples, including: hardware samplers, sampling/keyboard workstations, computer setups, software samplers, drum samplers, etc. He then describes the setting up procedures needed to get you started - connections and installation, signal levels and so on - at the same time providing some relevant background information on how a sampler actually works. Next: choosing source material - whether created you, or from sample CDs like the one attached, or from other people's recordings - which inevitably also raises the thorny subject of copyright and licensing:

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sampling and the law. Then there's a section depicting the basic layout and operation of some well-known software and hardware samplers, and a look at Sampling & Synthesis and Modular Systems...

Making a record used to be simple: you'd start a band, tour for 400 years, and if you were lucky a record company would spot you and pay for some studio time. Now you can make your own records on a budget of almost zero, and it's possible to record a song in the morning and sell it in the afternoon. you're planning to burn a few CDs to sell at gigs or making a triple vinyl concept album about electric elves that frolic in the magic forest. It covers the basics (what to record, where to record it, how to pay for it) and looks at everything from home CD burning to commercial pressing plants. You'll find out how to get your record reviewed or played on the radio, how to get it into the shops, and how to make sure you won't end up with a million unsold CDs underneath your bed. The book is also packed with advice from industry insiders - managers, artists and record labels - who have successfully released everything from dance, blues and rock records to compilation CDs.

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