

## INTRODUCTION TO ELECTRONIC MUSIC

NAME:

### Quiz #4

Most of these questions can be answered by referencing the class presentations or your experience using the software. In a few cases, it may be useful to actually answer the questions while running the program – both to *try* the feature in the question and/or to get access to the manual via the Help menu.

1. There are several ways to create duplicate copies of existing *regions* in your Logic piece. Describe situations in which you might choose to use each of the following options, and explain your reasoning.

**Loop** (using the checkbox on the left side of the Arrange window or dragging upper corner of region)

**Alias** (by Option-Shift-Dragging a region.)

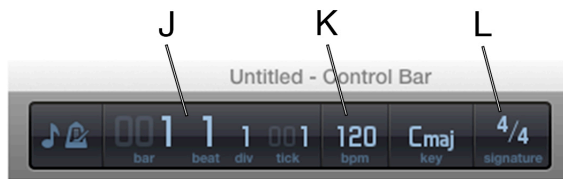
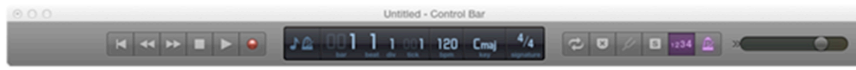
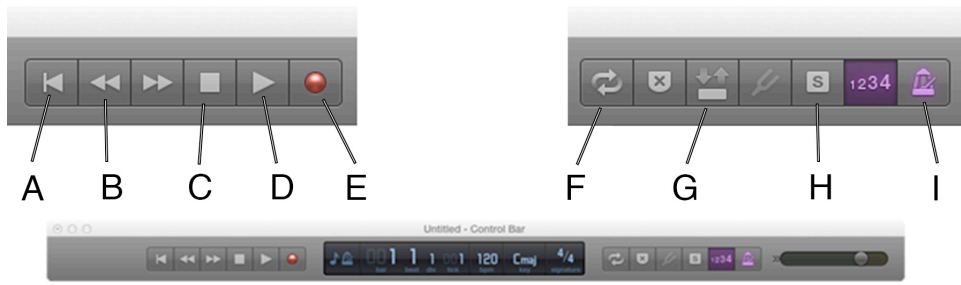
**Make copies** (by option-dragging a region.)

2. Logic offers a **Track Automation** view of the Arrange window. Describe some useful features of this view that are not available in the default view of the Arrange window, and describe at least one situation in which you would want to use this view.

3. Explain the effect of quantizing in Logic. What does quantizing *do* and *how/why* would you use it?

4. Explain the differences between the **Piano Roll** and **Score** edit panels. (Available when you double-click a software instrument region to edit it.)

5. Identify/name *and* explain/describe each indicated section of the **Control Bar** (or “Transport”) window as shown below. (To view this control bar, go to **View->Show Control Bar.**)



A.

B.

C.

D.

E.

F.

G.

H.

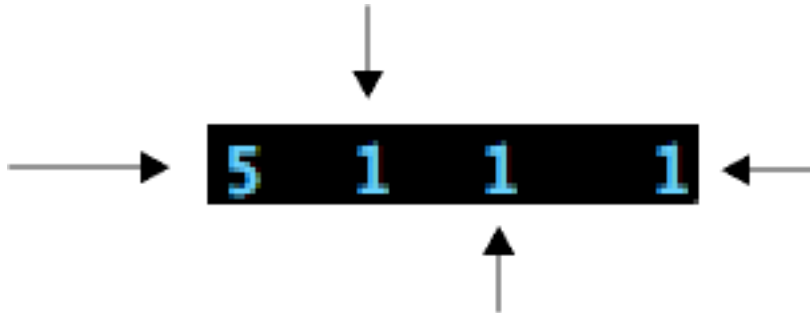
I.

J.

K.

L.

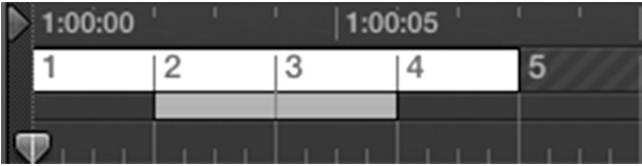
6. Logic often displays *location* within a sequence using the format shown in the following illustration. Label the arrows to identify what each of the four numbers in the display indicates.



7. Circle or otherwise indicate the area in the following illustration where you would specify the specific instruments sound(e.g. – a “piano” sound or other) to be produced by a Logic plug-in synthesizer .



8. The following illustration shows the **Transport** window ruler bar. *Cycle* and *Auto-Drop* are turned on in the Transport window. Explain the meaning of the bar areas in the ruler bar: the upper bar than extends from bar 1 through bar 4, and the lower thin bar that extends from bar 2 through bar 3.



9. Circle, draw an arrow, or otherwise indicate the area in the following illustration where you would specify an **audio effect** to be applied to a track.

