

**DESMA 162: Introduction to Sound, Recording, and Audio Design Techniques**  
**UCLA - Design Media Arts**  
**Instructor: Drew Schnurr**  
**schnurr@ucla.edu**

**Logic Lab 1 - Important Concepts**

- Arrange Window
- Midi Region
- Audio Region
- Bar
- Transport
  - SMPTE
  - Bar|Beat|Sub|Tick - display
- Audio Track
- Audio Instrument Track
- Arrange Window Channel Strip
  - Unity Gain
  - Pan
  - Inserts
  - Signal Path
  - I/O
- Song Position Line
- Bar Ruler
- PCM
  - AIFF
  - WAV
  - SD2
- Bit Rate
- Sample Rate
- Audio Codec
- AAC
- mp3