

DESMA 162: Introduction to Sound, Recording, and Audio Design Techniques
UCLA - Design Media Arts
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Logic Lab 3 - Important Concepts

- Templates
- Project Folder
- Importing Audio
- Setting Sample Rate
- Creating New Tracks
- *Switching from Mono to Stereo/Stereo to mono
- Cycle Mode
- Dividing Regions
- Looping Regions
- Copying Regions
- Naming Regions
- Naming Tracks
- Hiding Tracks
- Catch Mode
- Key Commands
- *Audio Region vs. Audio File
- *Destructive Editing
- *Non-Destructive Editing
- Sample Edit Window
- *Audio Window
- Auditioning Audio in Audio and Sample Edit Windows
- Scrubbing
- Audition Channel
- Search for Zero Crossings
- Sample Rate Conversion
- Folders