



**GEEK SQUAD ACADEMY
DIGITAL MUSIC ONLINE
STUDENT GUIDE**

Welcome to Digital Music!

For the best results, please read the full guide for understanding of content.

Digital Music is all about unleashing your creativity and making music through a wide variety of instruments, pre-made loops, and collaboration. In this course we'll be making a brand-new song with real world instruments all through a digital space. After you've got a hold on making music and you've created your song, we'll show you how to give your song a unique name *and* how to save it to your computer so you can listen to it whenever you want!

Let's make some Music Magic!

WHAT YOU'LL LEARN:

- How to Add & Use Instruments in SoundTrap: Beat Loops, Pianos, Guitars, and so much more!
- How to *Change* the Type of Instrument.
- How to Name Your Songs.
- How to Save Your Songs to Your Computer!

MATERIALS NEEDED:

- Computer with Internet Access

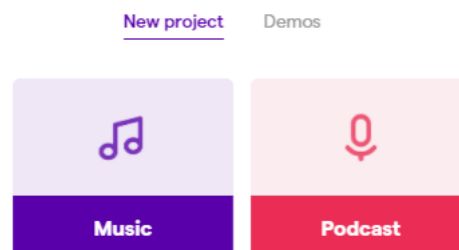
OPTIONAL MATERIALS:

- A Mouse
- Headphones

Getting Started!

Do: Navigate to <https://www.soundtrap.com/studio/>. Then select "Music" from the opening selection screen.

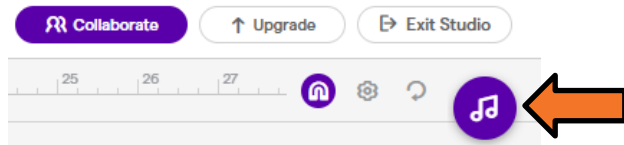
Note: You will need to make a free account to use SoundTrap, please consult with your parents before doing this!



Welcome to SoundTrap!

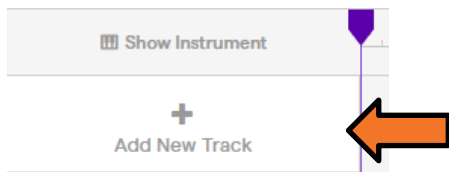
INSTRUMENTS

There are several different instruments built into SoundTrap that allow you to compose your own music, from common instruments like the Guitar and Piano to more uncommon instrument like the Ocarina. SoundTrap also offers a variety of Pre-Looped instruments, to give Junior Agents a starting point (this can be found under the purple music note).



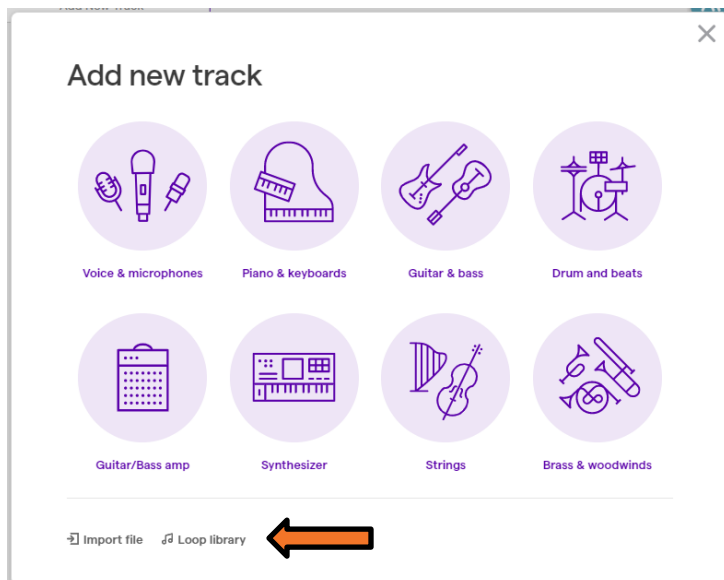
Adding New Instruments

To Add a New Instrument to your current song, you'll select the "Add New Track" Button on the left-hand side of the screen.



Selecting Your Instrument

Before you can select your specific instrument, you will first need to select your category of instrument; Voice & Microphones, Piano & Keyboards, Guitar & Bass, Drum & Beats, Guitar/Bass Amp, Synthesizer, Strings, and Brass & Woodwinds. You can also select the Loop Library from this menu as well.

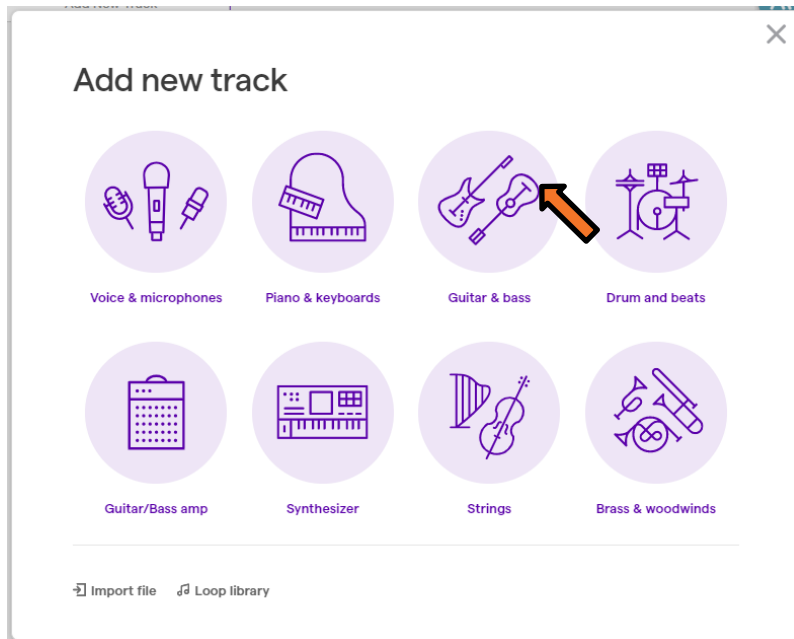


Let's Start Making Music!

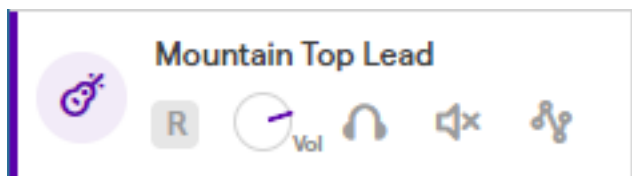
Now that we know the basics of SoundTrap, we're going to start adding our instruments and making our first song. To start us off, we'll start off by adding a simple Acoustic Guitar.

Acoustic Guitar

To Add the Acoustic Guitar (Or a Guitar of any kind), the first thing you'll need to do is select the option "Guitar & Bass"

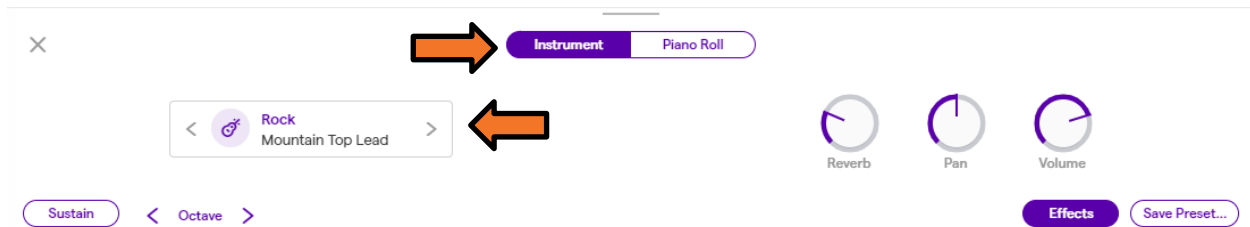


This will automatically add a Guitar to your track; however, you'll notice that it's not always the Guitar we want to work with. In this case, it added the Guitar "Mountain Top Lead".



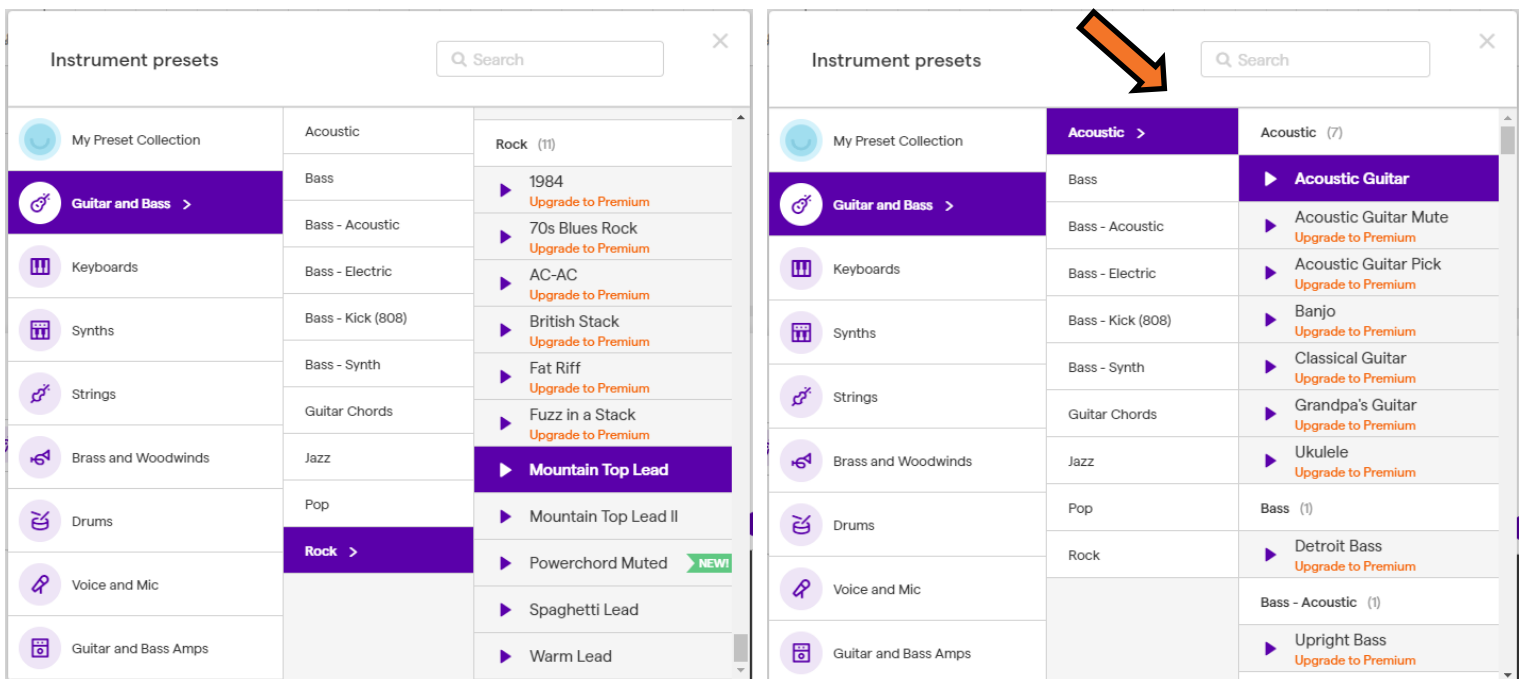
Before we continue making our song, we'll need to change our instrument from the "Mountain Top Lead" Guitar to the "Acoustic" Guitar.

To change your Guitar (Or Any Instrument) to the correct type, you'll make sure your Instrument Panel is on "Instrument" and you'll select "Mountain Top Lead".



Once You select "Mountain Top Lead", this will open the *Instrument Preset* panel.

Here we can change our "Mountain Top Lead" Guitar to an "Acoustic" Guitar. We'll need to select "Acoustic" and then "Acoustic Guitar" to change our instrument from a Mountain Top Lead Guitar to an Acoustic Guitar.

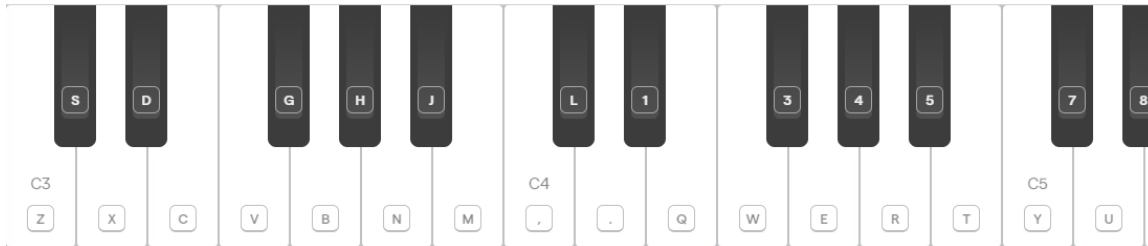


Now that we have our Acoustic Guitar selected, we can now start making the first track of our new song.

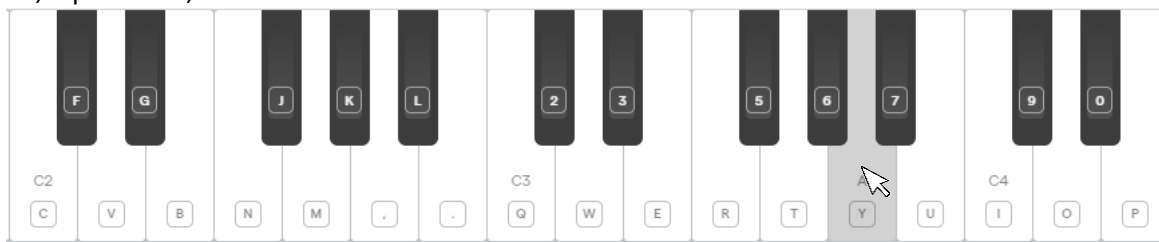
Making a Beat

SoundTrap gives users two different options to create a melody or beat:

1. Using your Keyboard, you can press the key that corresponds to the note you want to play.



2. Or, if preferred, a mouse can also be used to click on each individual note.



SoundTrap also gives you the option to modify your **Treble**, **Reverb**, **Pan**, and **Volume**.



Know Your Verbiage:

Treble

The **Treble** controls the pitch of your track, adjusting this will change how low or high the pitch of your notes are.

Reverb

When adjusting the **Reverb**, you are adjusting the echo of notes. It's similar to yelling loudly into an empty room and creating an echo of your voice.

Pan

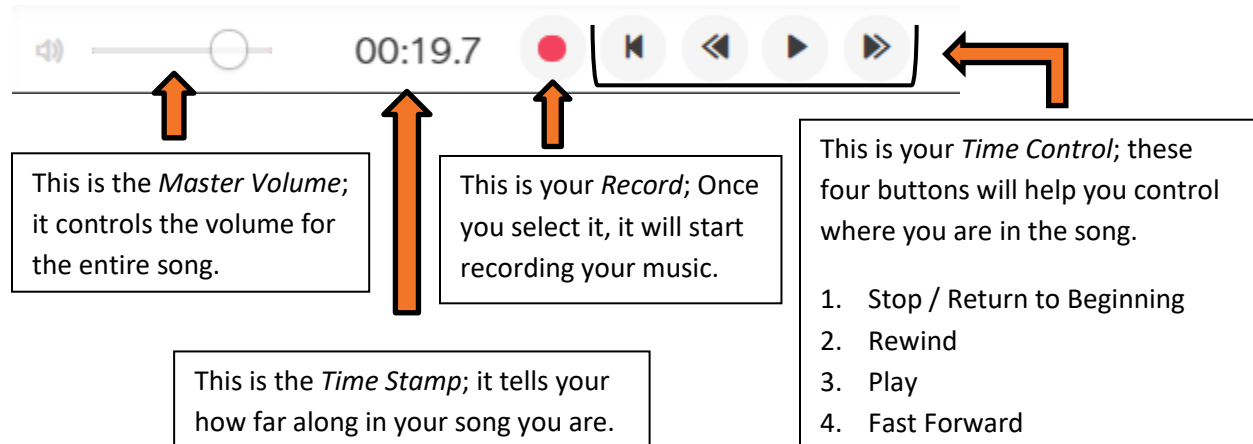
The **Pan** feature is best used when wearing headphones as it controls how much of the sound comes out of the left speaker, the right speaker, or the center speaker.

Volume

The **Volume** controls how loud or quiet your current track is, adjusting the **Volume** will only alter the track you're currently working on.

Now that we know *how* to add a track, play the instrument, and adjust the instrument's settings – it's now time for **recording** your track!

Before we learn *how* to record, let's first learn what all the buttons in the recording section does.



Now that we know *what* all these buttons do, it's time we learn *how* to record our first track!

Let's Record!

Before recording your track, you'll want to make sure you know *what* you want to record.

Play around with the notes and decide what melody or beat you want your song follow. After you know what you want to record, we can get started on recording your first track!

To begin recording your first track you'll press the *Record* button, this will start a 4 second timer that will count down twice.



After the second count down, the recording process will start. Using either your keyboard or mouse, you'll start playing out the melody you planned earlier.

You'll notice as it's recording, a color bar will appear. Once you've finished your melody, you'll click the *Record* button again and the recording will stop. Once the recording stops, the color bar will now have lines running through it to represent your melody.



Congratulations!

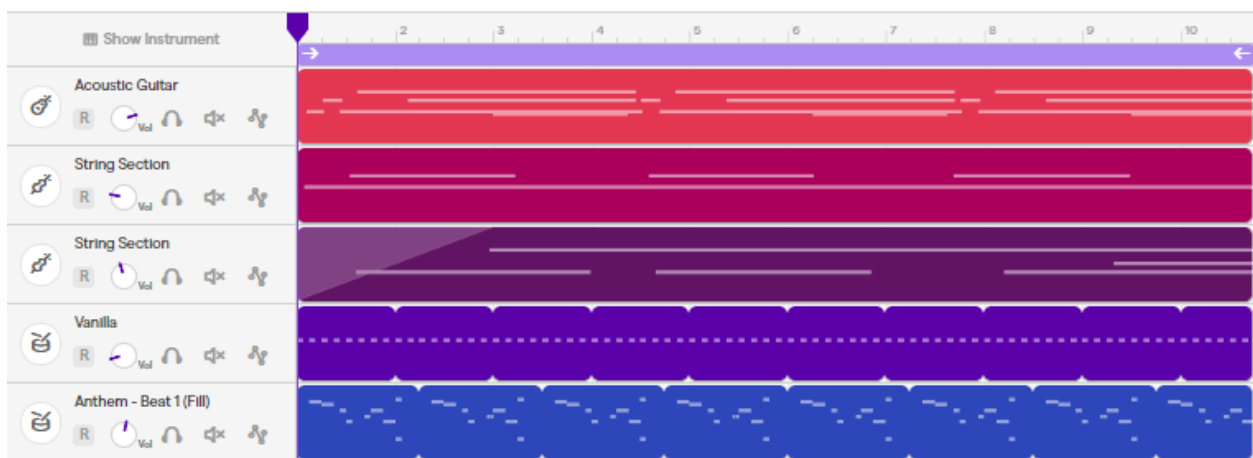
You have now recorded your first track, you're on your way to making your very own song!

Before we go any farther, add a few more tracks to complete your song!

You can use the "Add New Track" feature to add as many instruments, instrument presets, and beat loops as you'd like! If your Junior Agents aren't sure where to start, they can use the *Beat Loops* to give themselves a starting point.

Once you're happy with your instruments, your tracks, and your melody – you officially have created your own song.

It should look something like this:



As you can see from my song above, I've added several new tracks!

I've added two different String Sections, one of which is quieter than the other to add dynamic. As well as two looping Drum Beats, both of which are different instrument presets (*Vanilla* and *Anthem Fill*).

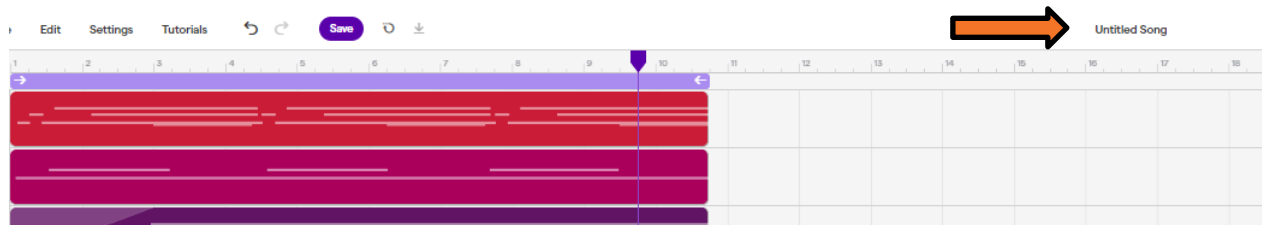
Now that our song has been created, we're going to save the song and then export it!

Saving & Exporting

Before we Save & Export our song, there is one very important thing we need to do!

We need to name our song.

At the very top of the webpage, you'll see the title *Untitled Song*. This is a generic title give to every song you make in SoundTrap but to Save & Export our song, we'll need to change it.

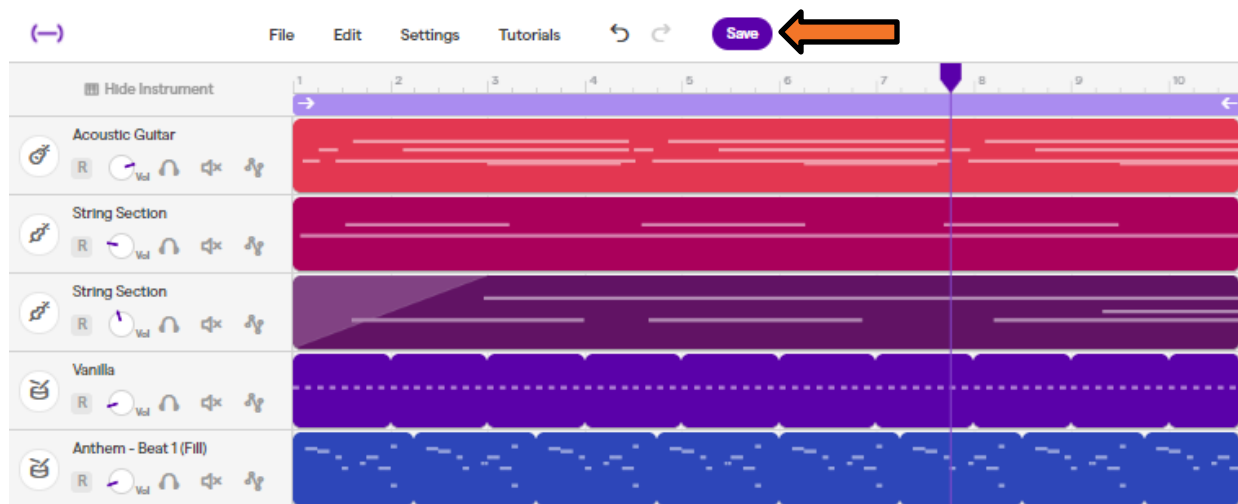


To change the name of your song, you'll click *Untitled Song* and that will open a text box for you to type your song name in. Once you've chosen the name you want for your song, you'll press Enter and the name will change.

Now that a name's been chosen, it's time to Save & Export the file!

Saving

Now that we have our name, we can click the purple save button in the top center. You will **not** be able to export and download your song unless you Save the game.

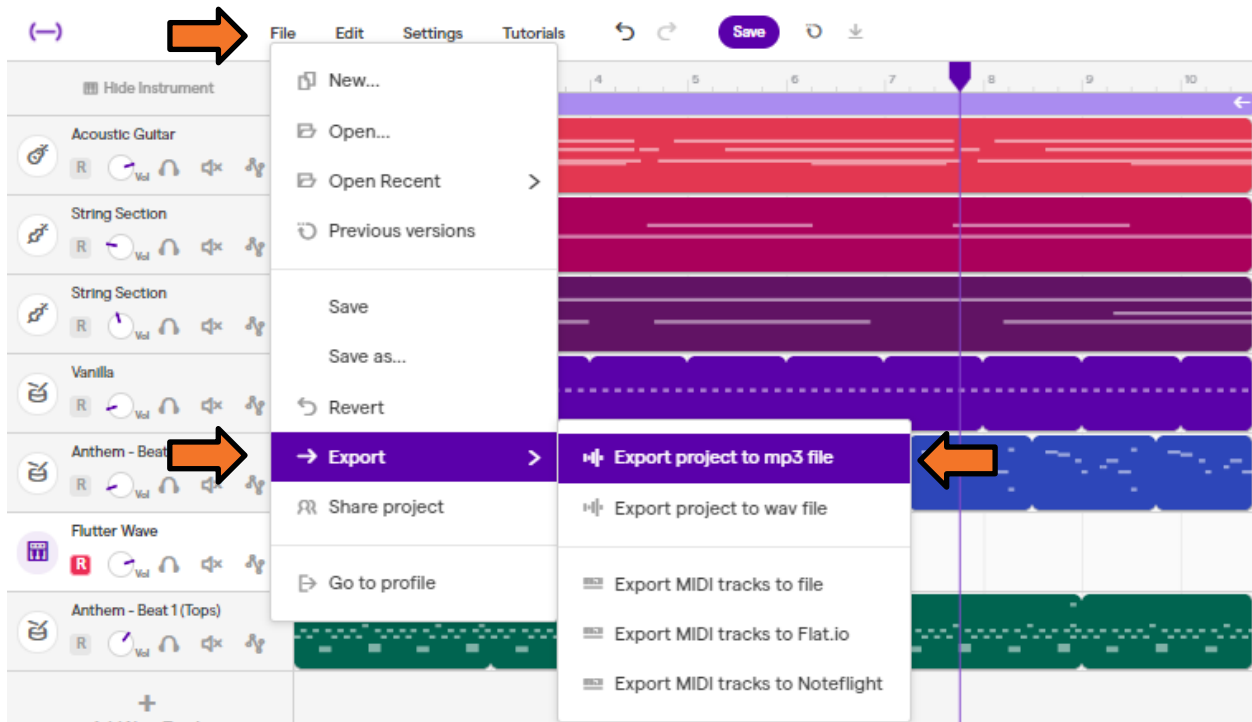


Exporting

Now that the song has been named and saved, it's time to complete the final step – Exporting the song and saving it to the computer.

First, we'll need to export and download the file.

1. Click File
2. Click Export
3. Click Export Project to mp3 File



Once you've clicked *Export Project to mp3 File*, you should receive a notification at the bottom of chrome notifying you that it's saved your file.

