

Stand-alone Melodyne with Logic Pro

Cookbook for editing tracks with standalone Melodyne and Logic Pro.

Logic projects should be saved as folders (not packages), so audio files can be easily imported into stand-alone Melodyne.

Convention: Editable .wav files are named *MD <trackname>.wav* so they are easy to find with stand-alone Melodyne.

Regions that will be edited together in Melodyne (e.g., main vocal & harmonies) should start at the time time marker in Logic, so they are conveniently aligned in Melodyne.

Use the marquee (e.g. ⌘-click) to drag across an empty area plus a region, then J to join, to create an updated region that includes 'silence' at the start, if needed to make regions co-terminal.

To reduce editing work later, make sure vocal tracks are named as desired (and uniquely). Also naming regions the same as parent track names (⌘⇧N) can simplify editing.

For easiest file grouping later, tracks can be named:

Vox <Section: *V1 | C1 | Br etc.*> <**Singer:** *Ld | Hm*> <**Part:** *Lo | Mid | Hi | HiHi*>,
e.g. *Vox V2 Ld, Vox C1 Hm Mid, etc.*

Steps to prepare each vocal region for Melodyne, assuming regions have been comp'ed, flattened, joined, and trimmed as needed:

- Open the LPX Audio File Browser
- Click on a region to be edited by Melodyne.
- View it in the file browser...
- IF the browser entry highlights a .wav file with more than one subordinate region, or if only one region is shown but it does not extend for the full .wav duration, THEN it is necessary to bounce it in place to create a single contiguous .wav file:
 - Right click on the region and select Bounce In Place (or ^B), with settings:
 - Name = *MD <trackname>*
 - Destination = A new track (the only allowable choice)
 - Source = Leave
 - Bypass Effect Plug-ins checked
 - All else unchecked.
 - When it creates the new track (which will appear below the source track):
 - Delete the source track (above the new track)
 - Edit the new BiP track name to eliminate the added *MD* prefix. (The .wav file name will still be correct as *MD <trackname>*)

- ELSE (there is already only one complete .wav file listed in the browser)
 - Double-click the .wav filename in the browser and change it to *MD <trackname>*.
 - Tip: Often the subordinate region name is already the desired *trackname* in the browser, so double-click it and ⌘C to copy it before double-clicking the wav filename to save some typing (*MD ⌘P*)
- If the region name no longer matches the the parent track name, right-click the region and select *Name Regions by Track* (⇧⌘N)

Launch Melodyne, and create a project using *File > Import Audio* to import each vocal track you want to edit together. (The audio files will be found in the *Audio Files* subfolder of the Logic song project.)

Save the Melodyne project somewhere, so it can be easily reopened revisited in case more edits are needed after the first sessions.

When done editing in Melodyne, use *File > Save and replace audio* to update the audio files that will be used by Logic.

Occasionally on re-launching Logic after a Melodyne editing session, it may warn “audio files have changed length”... this is benign and can be ignored.

Tips:

- If you need to carefully align portions of track(s) against a reference tempo in Melodyne, consider creating a simple rhythm track of snares and high hats (or anything) co-terminal with the tracks you are editing, and import it into Melodyne with your other editing track(s) to use as a visual reference for timing tweaks.
- If you wish to be able to later open a saved MD project to make new edits, note that Melodyne is dependent on retaining the original versions of all audio source files, which it renames as *xxx.origl.wav*. Therefore if you use Logic’s Project Management function to delete unused files *Project Management > Clean Up Project*, uncheck files named *xxx.origl.wav* if you want to be able to edit the corresponding Melodyne project later.