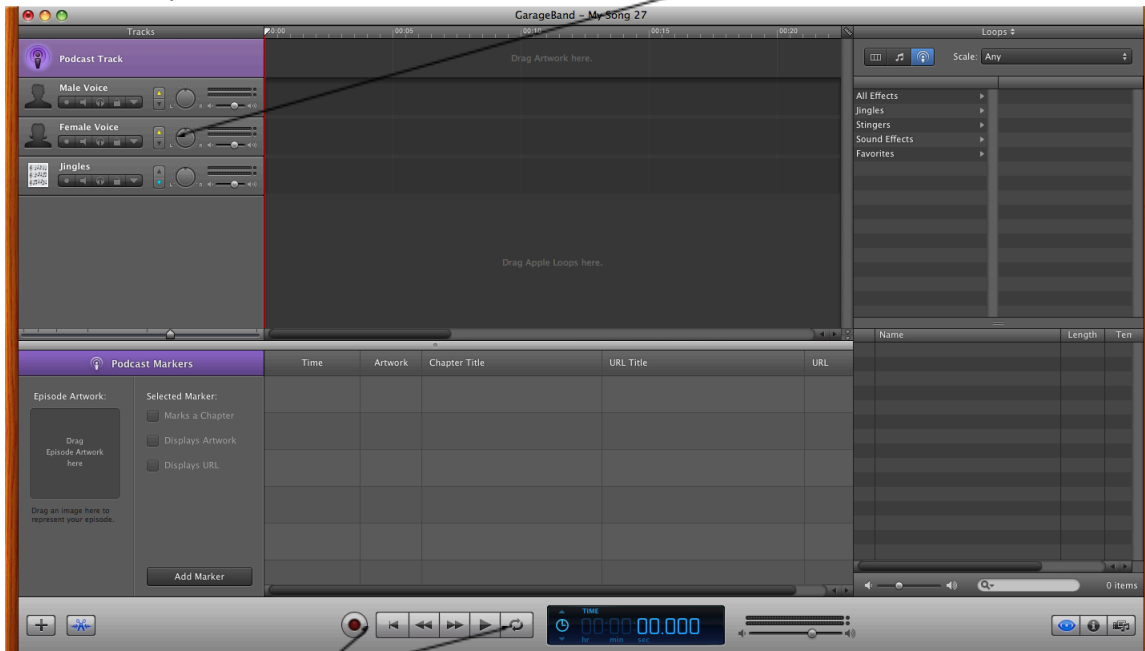


1. Open GarageBand, Click on “Podcast” then click “Choose”, Give your podcast a name, save it to the desktop and click on “Create”.

Recording your Voice Track

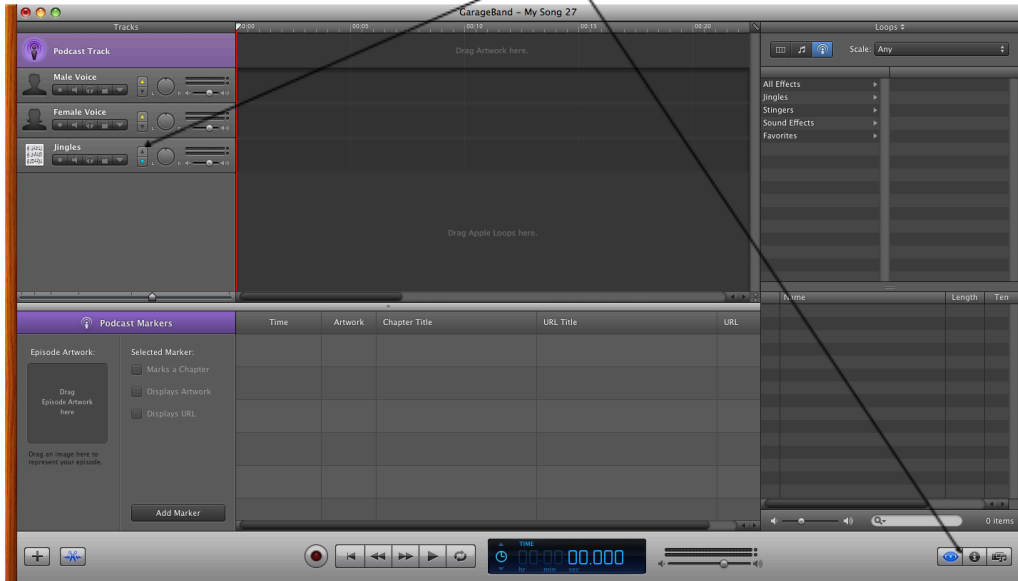
2. To record your voice, click on either the male or female voice track.



3. Now click on the red record button and begin speaking, when you are finished speaking, click on the blue play button to stop recording.
4. If you make a mistake and want to start over, simply click on your recorded voice track and press delete on your keyboard.

Adding Music

5. Click on the Loop Browser “eye ball” to see the Jingles.
6. Click on the name of a Jingle to hear it.
7. After you have decided on a Jingle, click hold and drag it to the Jingle Track.
8. You can add as many Jingles as you would like.
9. To move your Jingles just click on them and drag them to a new location.
10. To shorten a Jingle, move your cursor to the top right hand corner of the Jingle and the cursor will change to a circular line with an arrow, click hold and drag to shorten or lengthen the jingle.



Adding Images

11. Find the images you would like to add on the internet.
12. Save them to your desktop.
13. Click hold the image from your desktop and drag the image to the Podcast Track (at the top).
14. Shorten the length and move your images to match your voice track.
15. You may add as many images as you want and it will look quite nice if you get images that are less detailed.

Viewing Your Podcast

16. Make sure you have moved your Playhead (redline) to the beginning of your show before playing.
17. Click the play button.
18. Make any adjustments to volume controls, images, etc.
19. Save your Podcast
20. Click on “Share”, click on “Export Song To Disk”
21. Make sure you save your document to somewhere you can find it, and then open it in iTunes.
22. Podcasts can be viewed in iTunes by double clicking on the file when it comes up in iTunes and then clicking on the square with a triangle in the middle and then maximizing that new window that pops up.