

# Music Tech Sibelius 7

## Notation guide for

# Mac

**For HSC Stage 6 and Tertiary students**

### **Tutorial 1 Setting up a session**

Objective - to explain how to create a Sibelius project, and the main functions

Outcomes - by following this tutorial, students will gain an understanding of how to;

- create a project, input details of key, clef etc.
- interpret the main page and its sub windows
- set up a MIDI keyboard, add instruments

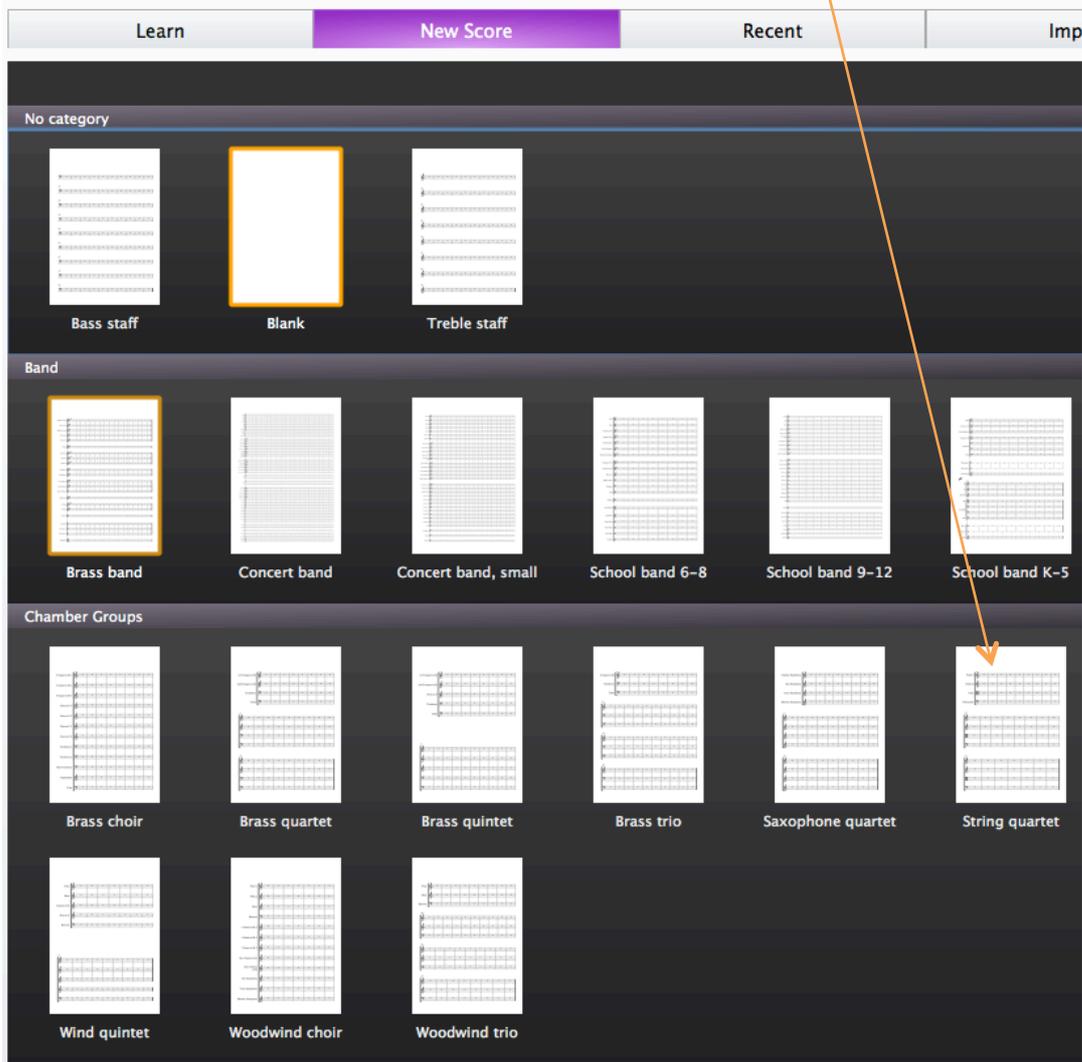
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1. Open Sibelius and select a template
2. Set up session, select key, clef, tempo, title, create a project
3. Overview of main page, with sub windows
4. MIDI keyboard setup
5. Add instruments

# 1. Opening a session

1a. Launch Sibelius

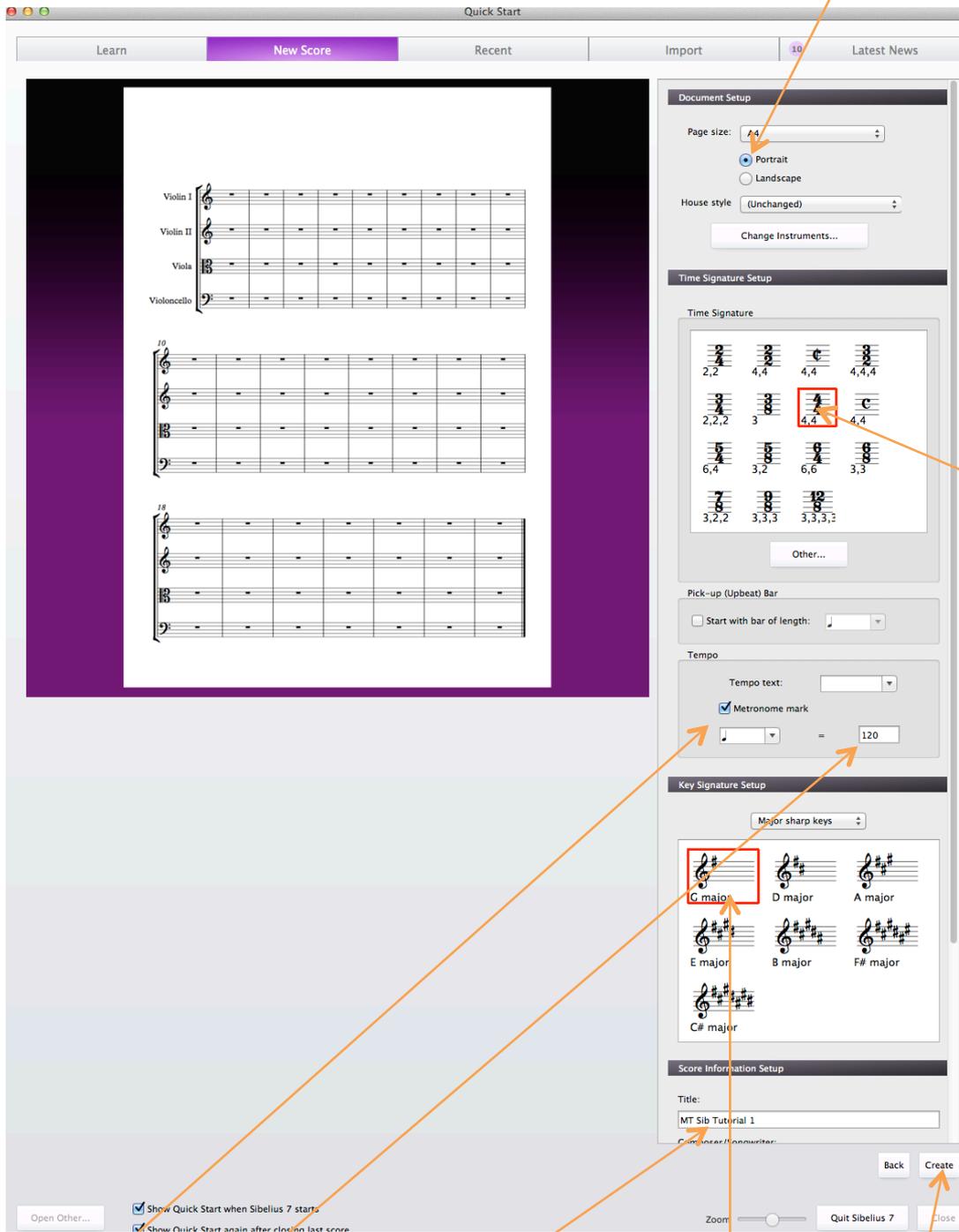
1b. From the Quick Start menu, select *String Quartet*



1c. You will then open a page similar to the one below, where you can set up the time signature, key signature, tempo, and title of your piece. For now, title it MT Sib Tutorial 1.

## 2. Setting up a session

2a. Select portrait



2b. Select 4/4

2c. Tick this box

2d. Enter 120 here. This is your tempo in bpm

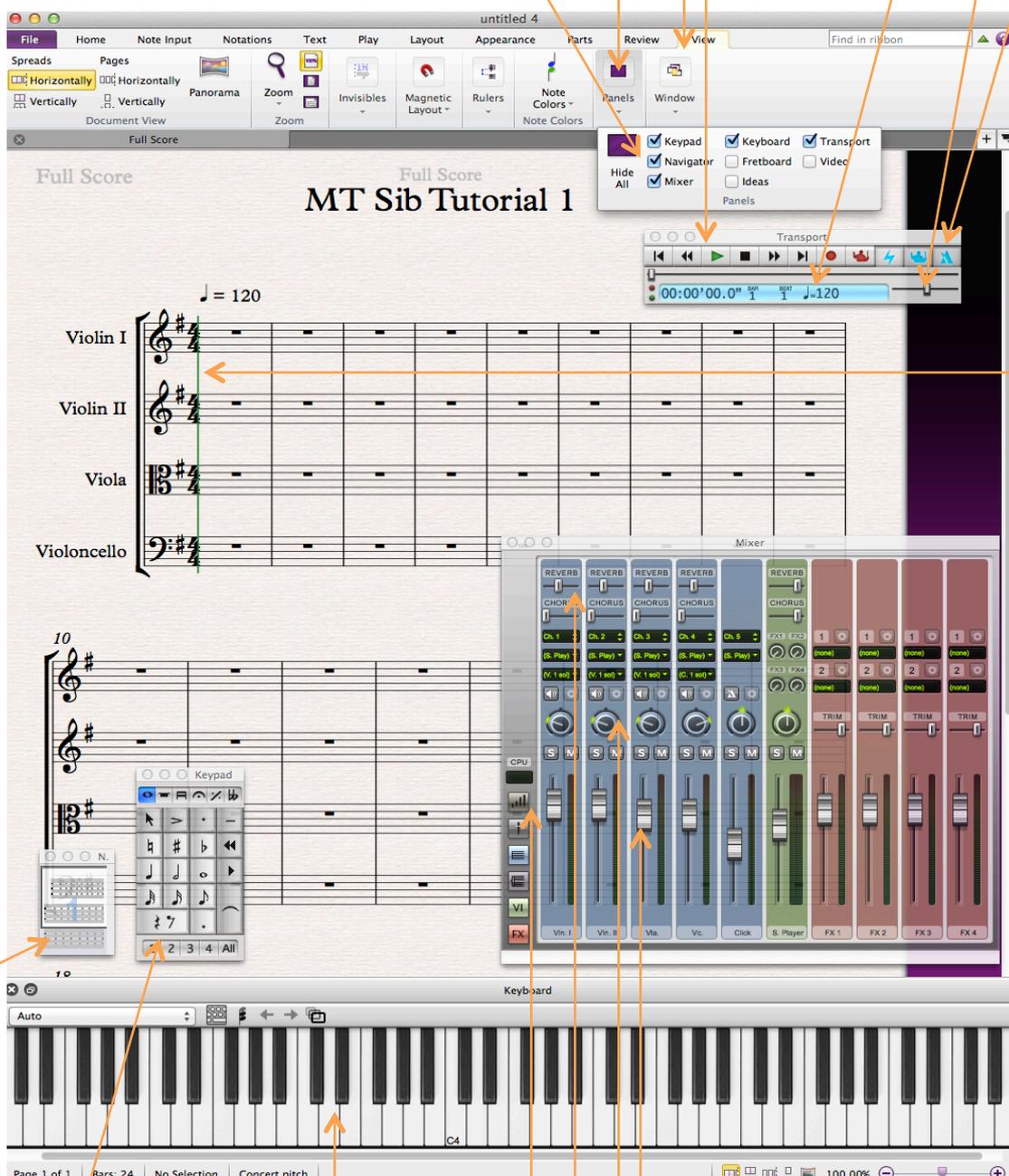
2e. Enter title, composer etc. here and in the panels below this line

2f. Select key signature, G major

2g. Finally, click here to create your project, and a window similar to the one below will open

### 3. Exploring your main page

- 3a. Click the view tab
- 3b. Click here to open the panel selector
- 3c. Click these individual buttons as required to open windows
- 3d. This is the transport window, for stop, start, FF, RW etc. Move the cursor through the score with this slider, and change tempo with this slider. Turn metronome on/off here



3e. The navigator lets you easily move around all pages of your score

3f. The keypad allows you to input notes, rests, and all other articulations, here or on a computer keypad

3g. The keyboard allows you to input notes intuitively

3h. The mixer allows you to; balance the relative instrument volumes  
pan the instruments from left to right  
add reverb and chorus  
This button lets you resize the mixer

## 4. Setting up your MIDI instrument

4a. Click this tab to open the note input window

4b. Click here to open the Input Device window

The screenshot shows the Sibelius software interface. The 'Note Input' tab is selected in the top menu bar. The 'Input Devices' preferences window is open, displaying a list of MIDI devices. The 'Test' indicator is lit up, indicating that the selected device is working. The background shows a music score for 'MT Sib Tutorial 1' with staves for Violin I, Violin II, Viola, and Violoncello.

Device Name	Type	Input Map
<input checked="" type="checkbox"/> SAMSON Graphite 49 Port1	Keyboard	MIDI Keyboard
<input checked="" type="checkbox"/> SAMSON Graphite 49 Port2	Keyboard	MIDI Keyboard
<input checked="" type="checkbox"/> SAMSON Graphite 49 Port3	Keyboard	MIDI Keyboard
<input checked="" type="checkbox"/> SAMSON Graphite 49 Port4	Keyboard	MIDI Keyboard
<input checked="" type="checkbox"/> SAMSON Graphite 49 Controller	Keyboard	MIDI Keyboard
<input checked="" type="checkbox"/> Micro Express USB Port 1	Keyboard	MIDI Keyboard
<input checked="" type="checkbox"/> Motormix	Keyboard	MIDI Keyboard
<input checked="" type="checkbox"/> Micro Express USB Port 3	Keyboard	MIDI Keyboard

1. Switch on the Use column for the MIDI input devices you want to use.  
2. Select the row in the list above and play notes on the device; the Test indicator will light up.  
3. Set Type to Guitar if your input device is a MIDI guitar, then set the number of strings below.  
4. If your keyboard has extra faders and buttons, choose an appropriate Input Map.  
5. MIDI Thru is for input devices that are silent. Switch it off if your input device has its own sounds.

MIDI Guitar Channel:  
Number of strings:  4  6  
MIDI channel of highest pitched string:

MIDI Thru  
 Send default dynamic for sustaining instruments  
 Use low-latency MIDI input  
(Switch this off if you encounter problems during step-time or Flexi-time input)  
 Echo notes when in background

Find New Input Devices

Cancel OK

4c. Select your keyboard

4e. Leave these set as default for now

4f. Play your keyboard and watch this test indicator light up to show that it's working

## 5. Selecting and adding instruments

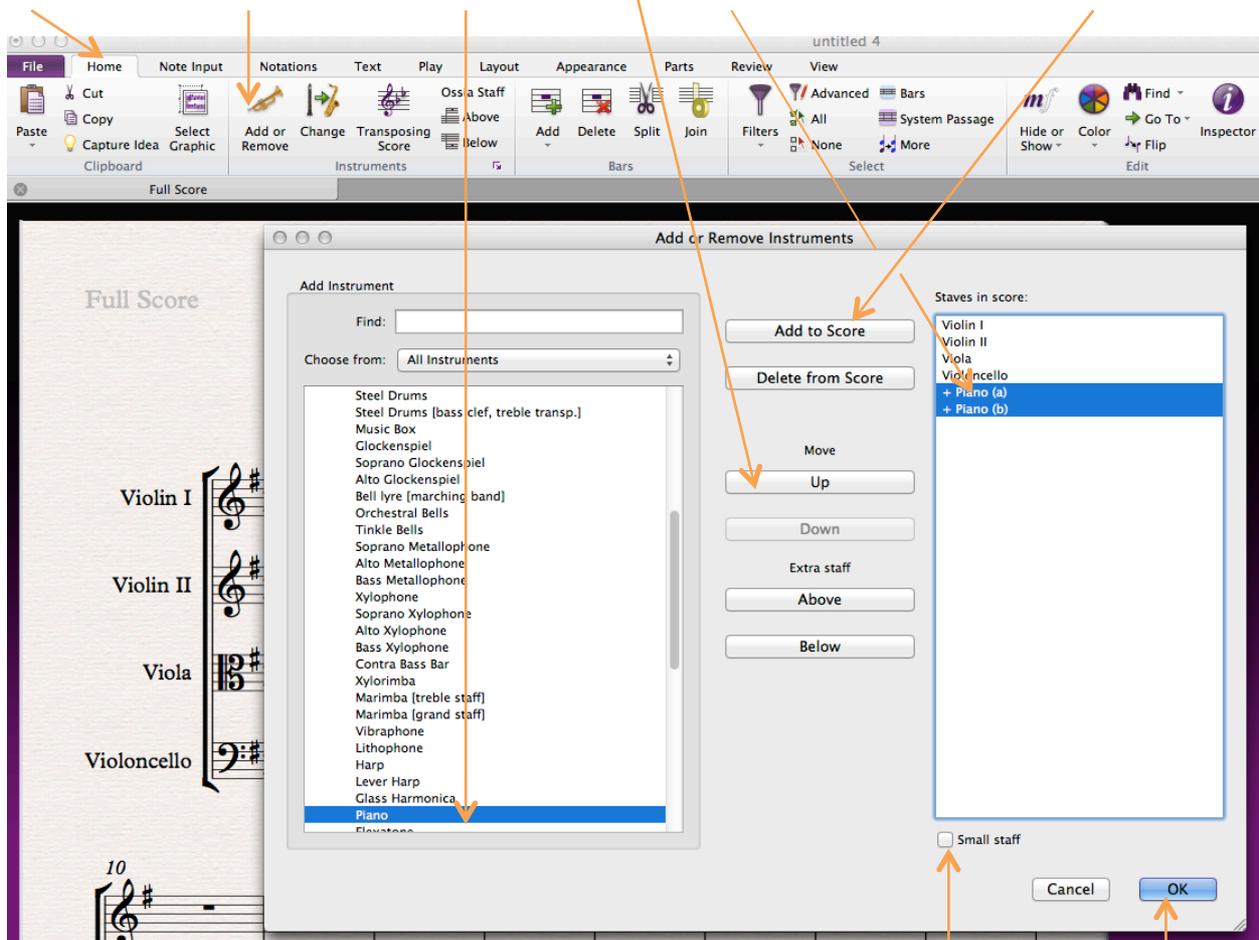
5a. Click Home tab

5b. Click Add or Remove

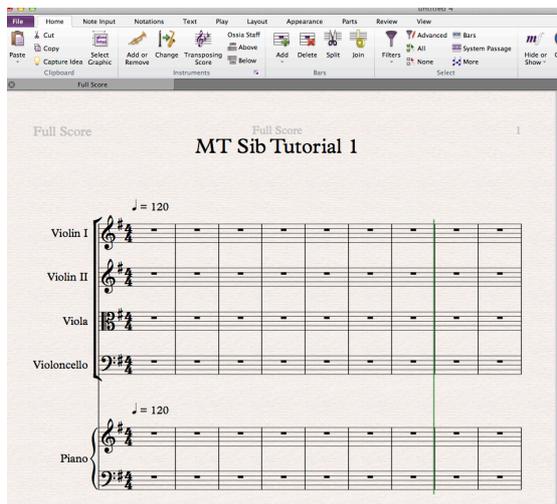
5c. Select instrument

5d. Move instrument up or down

5e. Add instrument to score



5f. Click OK



Your window should now look like this with the new piano part added

5g. When adding a piano, the default staff is the normal size staff.

If you want it to appear slightly smaller, tick "small staff"



5h. The piano staff will then be reduced in size relative to the other instruments