

Sound Editing Workshop

<http://www.cla.purdue.edu/vpa/etb/>

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Required software/supplies for this workshop:

Description	
Audacity Download for free at: http://audacity.sourceforge.net/	

Sound Editing and Manipulation Workshop

In addition to this workshop, please also consult the following Audacity resources online:

Audacity manual: <http://audacity.sourceforge.net/manual-1.2/>

Audacity tutorials: <http://wiki.audacityteam.org/index.php?title=Tutorials>

Audacity Toolbar



Skip to Start – moves the cursor to time 0. If you press Play at this point, your project will play from the beginning.



Play – starts playing audio at the cursor position. If some audio is selected, only the selection is played.



Loop – if you hold down the Shift key, the Play button changes to a Loop button, which lets you keep playing the selection over and over again.



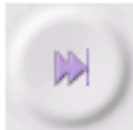
Record – starts recording audio at the project sample rate (the sample rate in the lower-left corner of the window). The new track will begin at the current cursor position, so click the "Skip to Start" button first if you want the track to begin at time 0.









Pause – temporarily stops playback or recording until you press pause again.



Stop – stops recording or playing. You must do this before applying effects, saving or exporting.

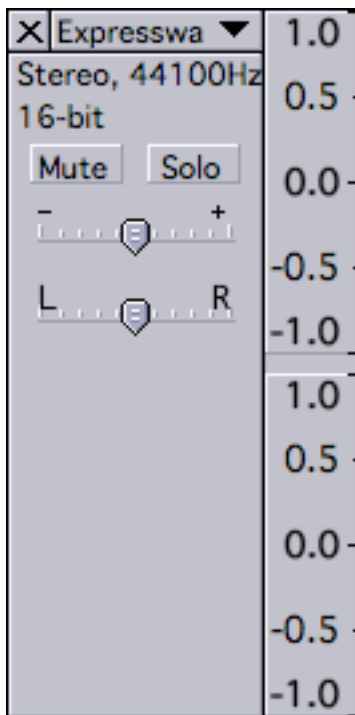


Skip to End – moves the cursor to the end of the last track.

-  Selection tool – for selecting the range of audio you want to edit or listen to.
-  Envelope tool – for changing the volume over time.
-  Draw tool – for modifying individual samples (you need to be zoomed in to see the individual samples for this tool to work).
-  Zoom tool – for zooming in and out.
-  Timeshift tool – for sliding tracks left or right.
-  Multi tool – lets you access all of these tools at once depending on the location of the mouse and the keys you are holding down.

Track Controls

The buttons and pulldown menu on the left hand side of each track allow you to access important features of a track, such as its volume or pan properties (use panning to audibly position the track, either closer to your left or right ear or centered)



You can use the “X” to close a track – careful: the track will be lost when you close it before saving your project!

On the right hand side of the “X” is the track’s name

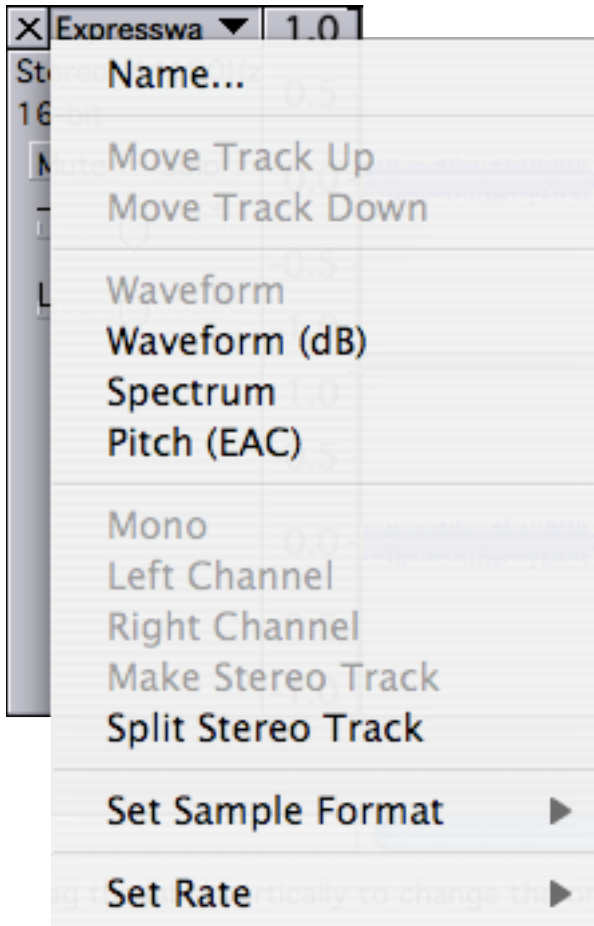
Below you find information on the track’s audio settings, these should always be 44100Hz and 16-bit

“Mute” allows you to mute (set volume to “0”) the track and play all other tracks.

“Solo” allows you to play only this track and automatically mute all other tracks

The slider underneath (with “-” and “+” marks) makes it possible to adjust the individual volume of the track

The “L” and “R” slider is for panning, position the track closer to the left or right ear when listening.



When you click on a track's name you open another menu which allows you to do the following things:

Rename the track

Change the position of the track in the stack of track in your timeline

Look at different features of the sound in the track visually (volume, spectrum, pitch)

Change the tracks mono/stereo properties

Set the sample format and sample rate

Editing

Please look at the excellent documentation in the Audacity manual online:

Cut, Copy and Paste: http://audacity.sourceforge.net/manual-1.2/tutorial_ed_beginner2.html

Silence, Duplicate and Split: http://audacity.sourceforge.net/manual-1.2/tutorial_ed_beginner3.html

Splitting and Submixes: http://audacity.sourceforge.net/manual-1.2/tutorial_ed_beginner4.html

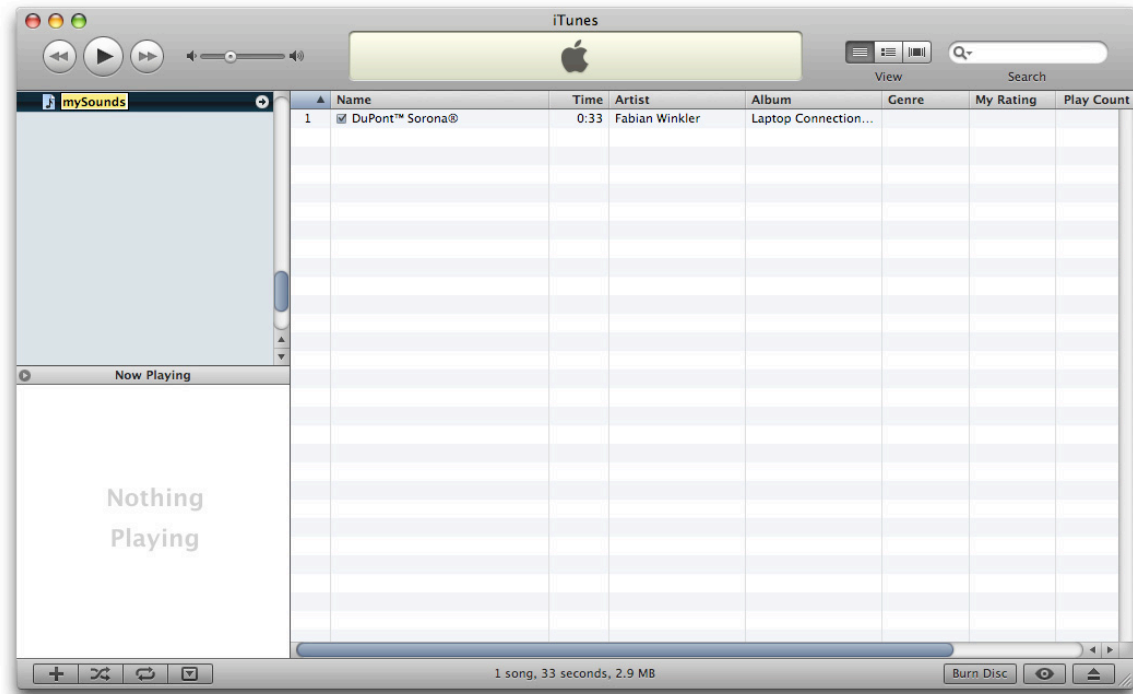
Further editing tasks: http://audacity.sourceforge.net/manual-1.2/tutorial_common_ed_1.html

Exporting your final project and burning it as Audio CD on a CD-R

Once you have finished your editing and sound manipulation in Audacity you need to export your project as either WAVE or AIFF file (stereo, 44100Hz, 16-bit). We will import this file into Apple iTunes and directly burn an Audio CD in iTunes.

Please make sure to keep your Audacity project file and all associated folders, so that you can go back and work directly with each individual track if needed. Exporting a project as WAVE or AIFF file will make it universally playable in other pieces of sound software but it will also flatten sound layers (tracks) to only two tracks (left and right for a stereo track).

1. Go to “File → Export As AIFF...” or “Export Selection As AIFF...” if you only want to export a selected area of your project. Save the file in your project folder for this assignment.
2. Then open iTunes and create a new playlist by going to “File → New Playlist”
3. Drag the WAVE/AIFF file from your project folder in the empty area of the playlist (right side of window)



4. If you have multiple sound files, add them one after another to your playlist. You can then drag them in the playlist up and down to change their track number (order of playback on the final CD)
5. You can pre-listen to your CD by clicking the playback button
6. Finally click the “Burn Disc” button in the lower right corner of the iTunes window. The program asks you to insert a blank CD-R and then automatically starts to burn your track from the playlist in Audio CD format.