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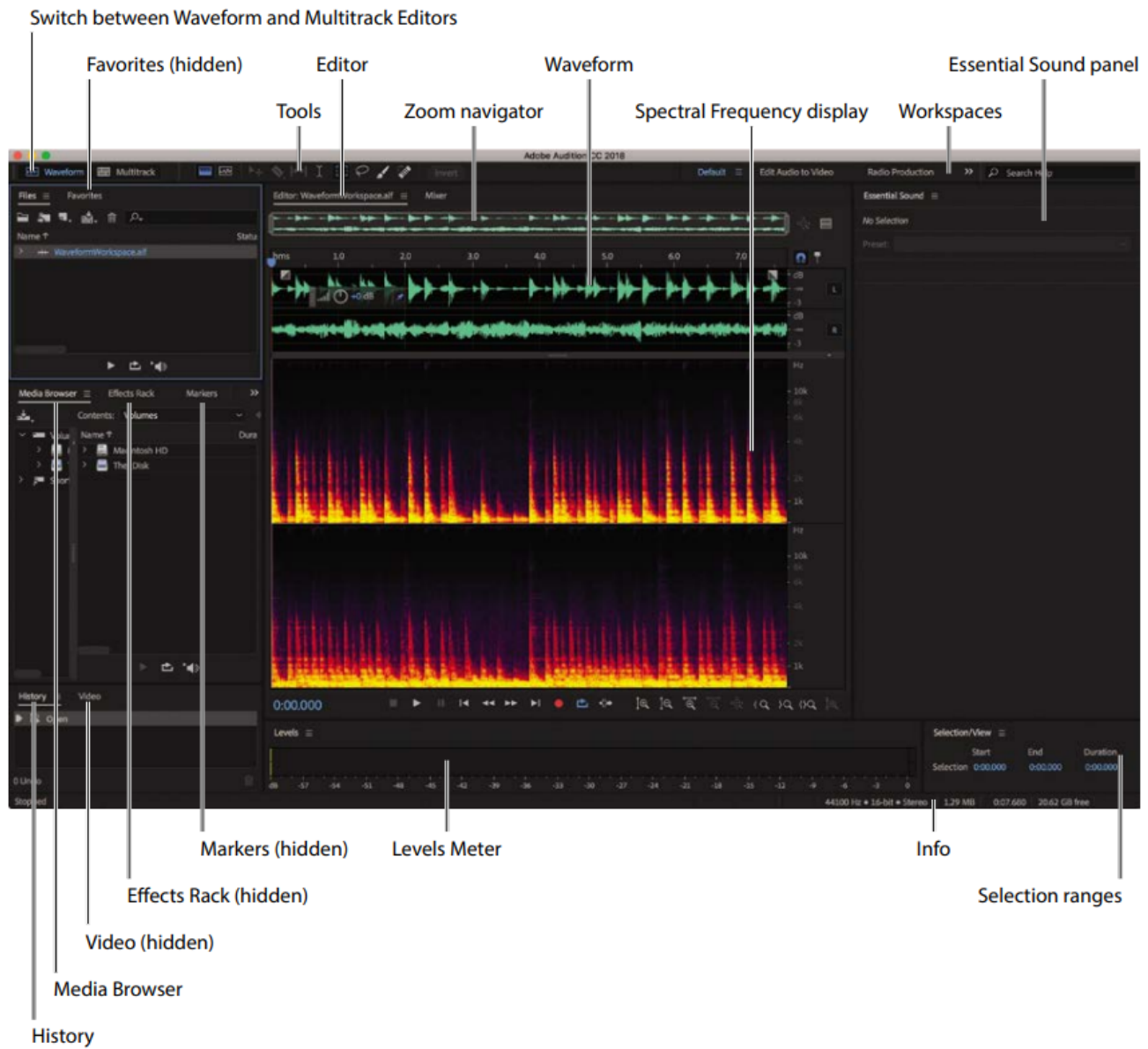
# Lesson Proper for Week 10

## GETTING STARTED WITH AUDIO EDITING

### Audition workspaces

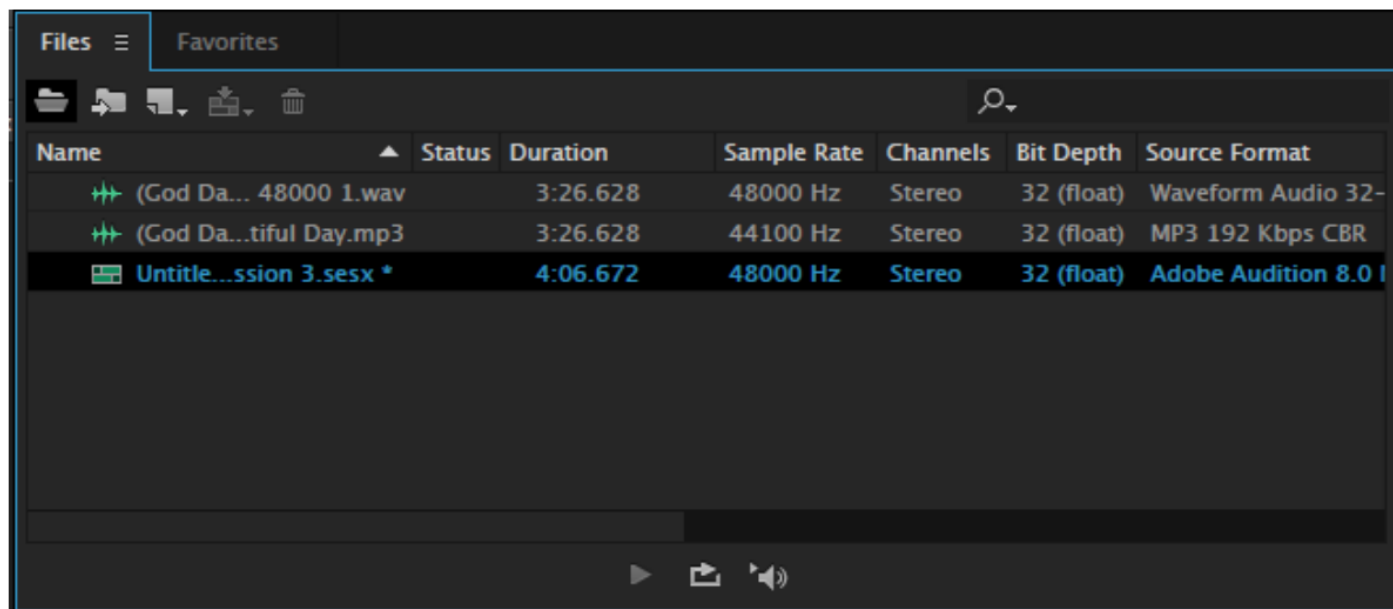
The Audition workspace is consistent with other Adobe video and graphics applications so you don't need to learn multiple user interfaces.

Audition offers multiple panels, and you can choose which panels make up a workspace. As with other Adobe applications, you can add or remove panels at any time. For example, you don't need the Video panel if you're not editing audio for video. Or, when you're creating a multitrack project, you may need the Media Browser panel open to locate files you want to use, but when mixing, you may decide to close it to create space for inserting other windows. You can save a particular panel arrangement as a workspace, which is a preset layout. You can position, rearrange, or resize panels individually, in groups, or while docked together.



## Files

This is where any files and multitrack sessions associated with your project are referenced.



## Importing Files

Before the editing happens in the editor you must import first the music files in your file track, and drag the music files at your selected editor. You can import multiple files even you are at the current editor. This technique is particularly helpful when assembling files for a multitrack session.

To import files do the following:

- Click **File** at the Menu bar.
- Select Import then select file.
- The Import dialog box will open.
- Then select your music files.

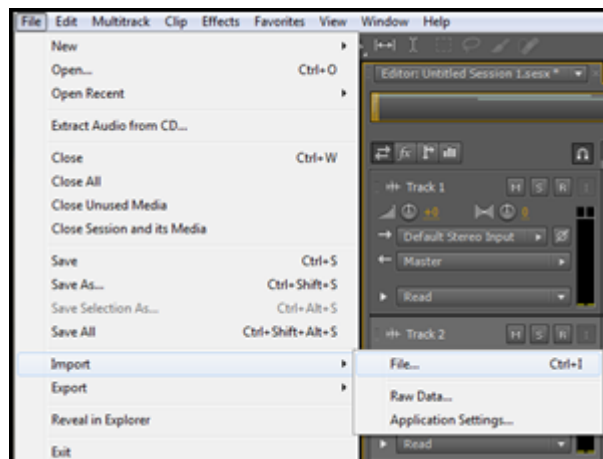


Figure 45: Importing File

*\*all the music files you import will load and appear at the File Track.*

## CREATING BLANK FILE

After you import your music file the next step is the creating of your blank file. The blank file is the container of your music file. There's a two kind of blank file depend on your chosen editor, the **Audio File** and the **Multitrack Session**.

**Audio File** is for the Waveform Editor, if you're going to change the elements of your music file, you must create first your blank audio file then after drag your music file to your editor and you can start trimming, cutting or changing the elements of your music file with the use of effects.

And also if you want to **record your voice** using the Adobe Audition you must have also a blank Audio file and you can start your recording at the waveform editor.

To create an Audio File:

- Choose File at the Menu Bar – select New – select audio file
- A dialog box will appear.
- Enter a filename, and set the following options:

Ø **Sample Rate** - It determines the frequency range of the file. To reproduce a given frequency, the sample rate must be at least twice that frequency.

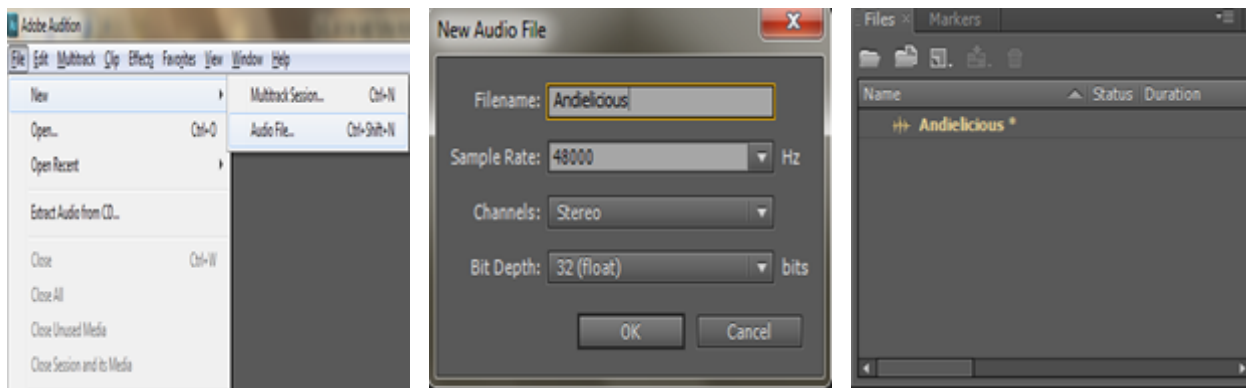
Ø **Channels** - Determines if the waveform is mono, stereo, 5.1 surround.

*For voice-only recordings, the mono option is a good choice that results in quicker processing and smaller files.*

Ø **Bit Depth** - It determines the amplitude range of the file. The 32-bit level provides maximum processing flexibility in Adobe Audition. For compatibility with common applications, however, convert to a lower bit depth when editing is complete

- Then click OK.

You will notice the blank file with “\*” sign indicates that the file wasn't saving yet. The “\*” will remove once you save the audio file.



### *Creating New Audio File for Waveform Editor*

While the Multitrack Session (.sesx) is for the Multitrack Editor, if you want to collaborate or mix up your music file and combine different audio from different sources. If the Waveform editor has one timeline the multitrack editor has 6 timeline so you can mix up multiple music file as many as you want.

To create a Multitrack Session:

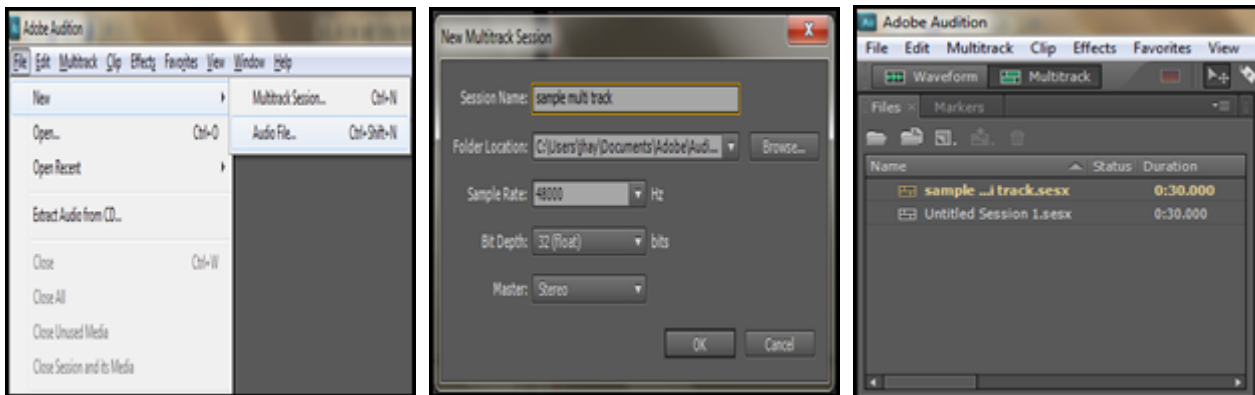
- Choose File at the Menu Bar – select New – select Multitrack session
- A dialog box will appear.
- Enter a filename, and set the following options:

Ø **Location** - It determines the location folder of your session file.

Ø **Sample Rate** - It determines the frequency range of the file. To reproduce a given frequency, the sample rate must be at least twice that frequency.

Ø **Bit Depth** - It determines the amplitude range of the file. The 32-bit level provides maximum processing flexibility in Adobe Audition. For compatibility with common applications, however, convert to a lower bit depth when editing is complete

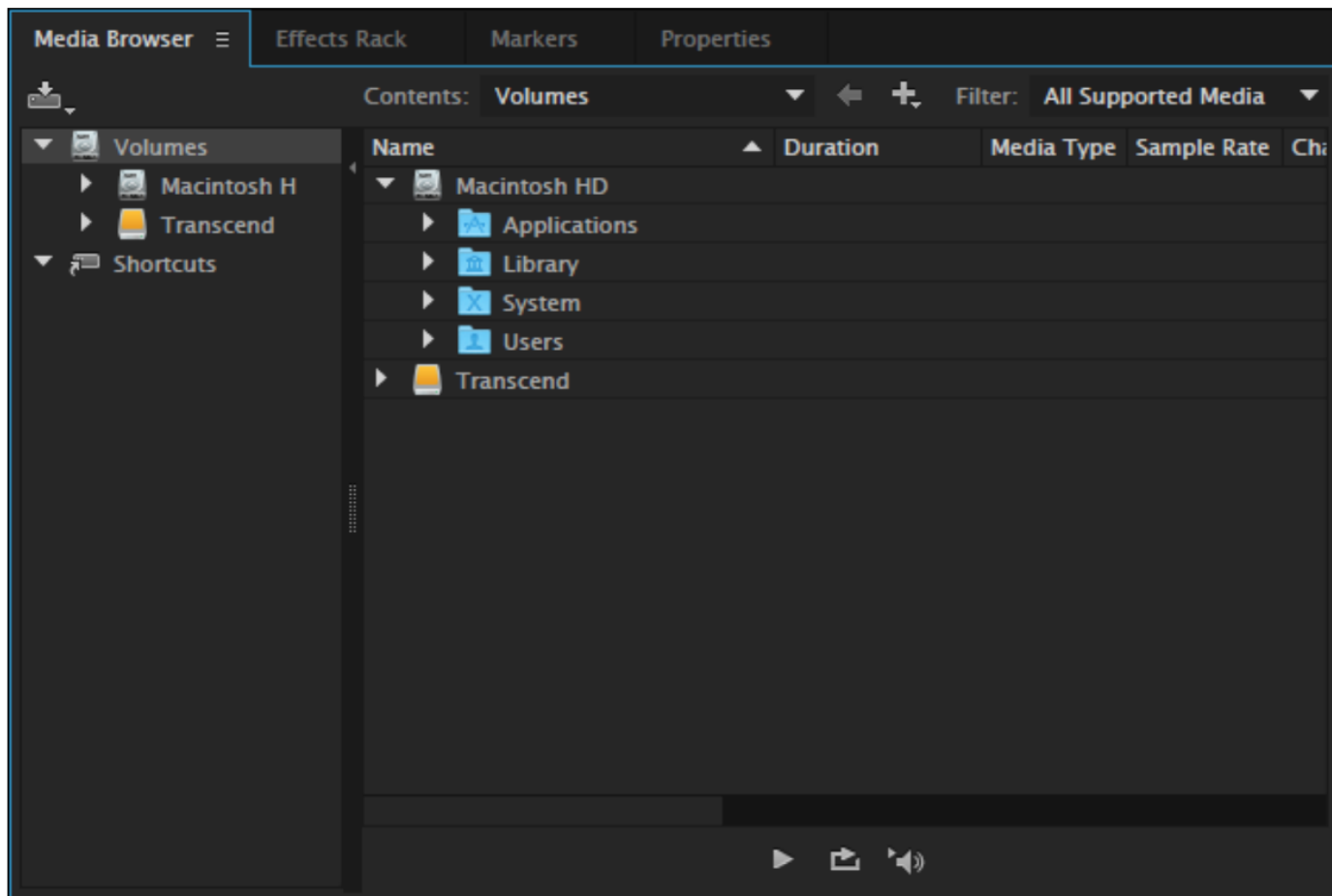
- Then click OK.
- You will notice the blank file with “.sesx” extension filename, which is your multitrack session file.



*Creating New Multitrack session for Multitrack editor*

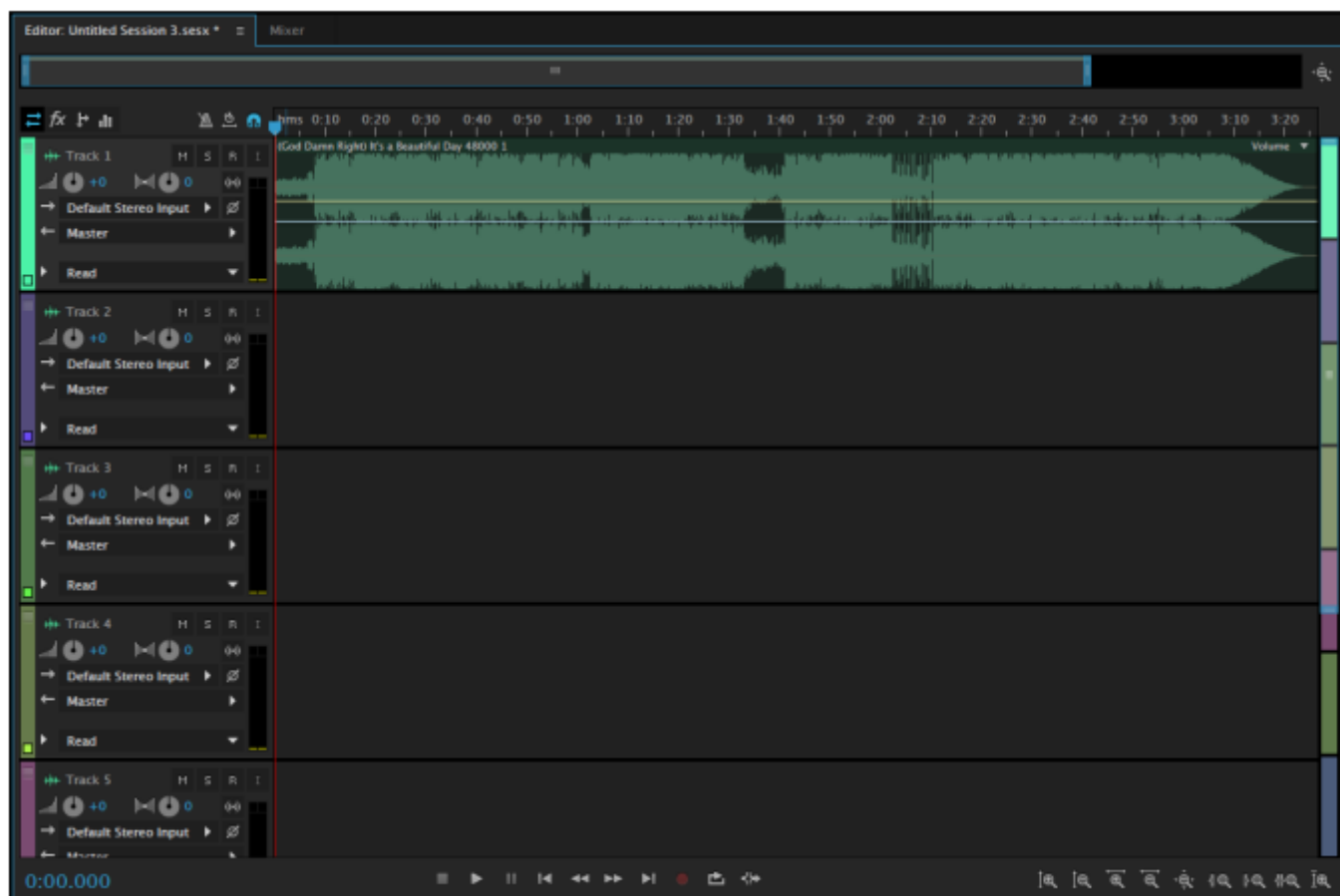
## Media Browser

This is the navigation pane. From here you can browse any connected device and drag any wanted files into 'Files' window.



## Audio Waveform / Multitrack Display

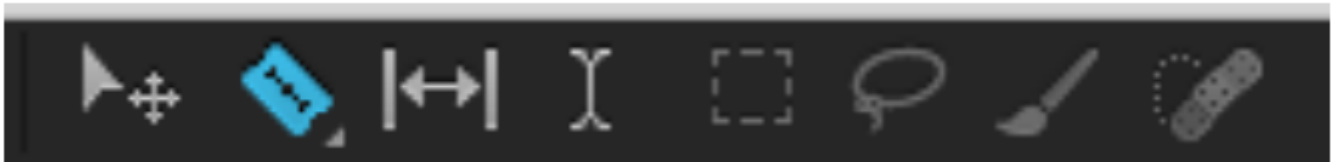
This is main display. Single track or Multitrack waveforms will be displayed here ready for direct editing.



Warning! If you import an audio file and work on it in the Waveform view this is a destructive process. Any file edits and alterations will overwrite the original file when saved. If you begin a Multitrack session and import your audio file into this then edits to the Multitrack audio channels does not overwrite the original audio file.

## Editing Tools

Basic Waveform editing tools allowing you to 'Cut', 'Delete', 'Move' and 'Join' audio clips in either Waveform or Multitrack sessions



How to Select and move clips

Do any of the following:

- To select an individual clip, click it in the Editor panel.
- To select all clips in selected tracks, choose Edit > Select > All Clips In Selected Track.
- To select all clips in a session, choose Edit > Select > Select All.

## Waveform Editing

- **Waveform Editing** is for editing single audio files- .mp3, .wav, .aiff, etc.
- It is a form of **Destructive Editing**. When changes are made to the waveform file they also permanently alter the original file when it is saved.
- **Waveform Editing** is useful for a **Fade In** or **Fade Out**, **Normalizing**, simple **Editing**, and converting sound files from **Stereo** to **Mono**.
- **Waveform Editing** provides a visualization of the audio file's **Sound Waves**.

Misc

- **Audition** creates **PKF** files for every wave file it opens.
- These are cache files that contain visualization data of the sound waves.
- Do not import these files into **Audition**. They will be re-created if needed.

Open a File

1. Choose the **Waveform Mode** at top left of the **Audition Panel**.
2. Go to **File > Open File >** and select your audio file.
3. The audio file should appear in the **Files Window** with its name and duration.
4. The audio file can be dragged from the **Files Window** into the **Waveform Timeline** to begin editing.
  - If the audio file is a **Stereo Recording** the **Left Track** will be displayed on top of the **Right Track**.

- Each track can be independently disabled by clicking either the **L** and **R** or **1** and **2** boxes corresponding to each track on the far right end of the timeline.

## Normalize

**Normalizing** your audio file is the application of a constant amount of **Gain** to an audio recording to bring the average or **Peak Amplitude** to a target level.

To **Normalize** your audio file:

1. Go to **Favorites > Normalize to -0.1dB** or **Normalize to -3dB**, depending on how much average peak amplitude change is necessary.

## Editing

Removing unwanted sections of the audio file using **Cut**:

1. Use the mouse to left-click in the **Waveform Timeline**, hold down and drag cursor over the desired audio to delete from the selection.
2. Once the desired clip is highlighted, go to **Edit > Cut**. This will delete the highlighted selection.

Duplicating audio clips using **Copy** and **Paste**:

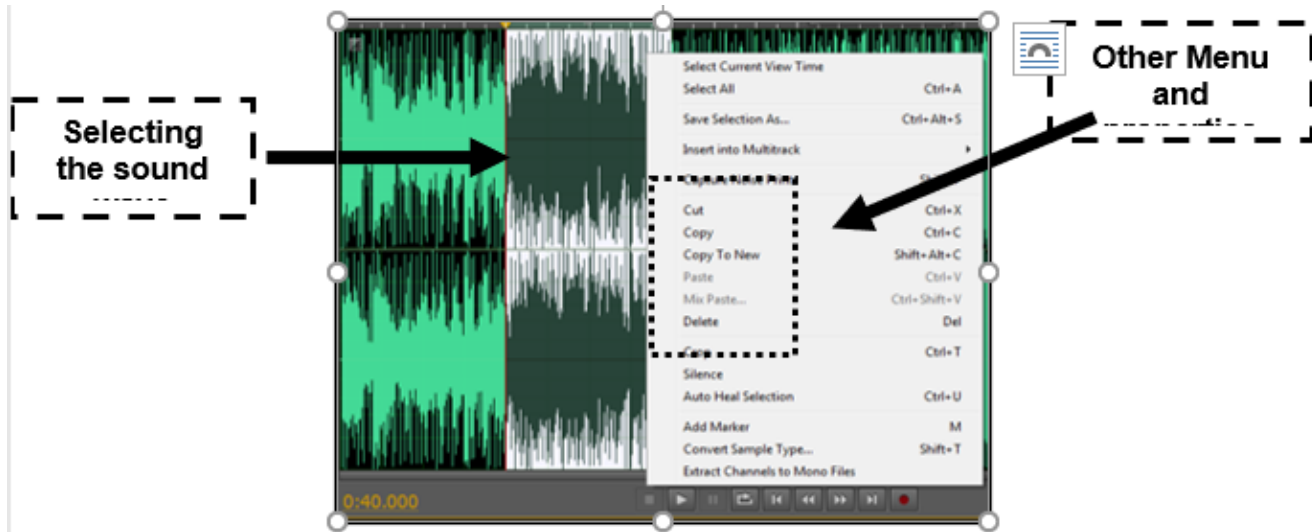
1. Use the mouse to left-click in the **Waveform Timeline**, hold down and drag cursor over the desired selection to duplicate.
2. Once the desired clip is highlighted, go to **Edit > Copy**.
3. Place the **Playhead** at the desired location on the **Waveform Timeline** to **Paste** the copied clip.
4. Once the desired **Paste** position is set, go to **Edit > Paste**.

## To Start Trimming, Cutting and copying, do the following

- After you drag the music file at the waveform editor you may start the editing
- To trim, cut or copy the sound wave, select the part that you want to remove or copy by dragging at the sound wave.

Once you already done by selecting, you can delete, cut, copy and crop by clicking the right click button of the mouse to release the other menu and properties. Then select the command that you want to achieve.





### *Basic Editing at the Waveform Editor*

To isolate a **Specific Clip** from larger audio file for editing:

1. Use the mouse to left-click, hold down while dragging the cursor over the desired audio for the new clip.
2. Once the desired clip is highlighted in the **Waveform Timeline**, go to the **Edit > Copy to New**
3. The **Waveform Timeline** should now only display the specific clip.
4. In the **Files** panel the new clip will be displayed as **Untitled 1**.
5. Select the clip and go to **File > Save** to open the save dialogue box.
6. Name the file and save it with you other work.

## **Volume**

Editing **Volume** or **Amplitude** can be completed in several ways:

To edit **Volume** of an audio file:

1. Use the **Amplify** icon that appears on top of with clip. Before any changes are applied, the icon will read **+0dB**.
2. By dragging the mouse over this icon, the amplitude can either be increased, by dragging to the right, or decreased, by dragging to the left.

**OR**

1. Go to **Effects > Amplitude and Compression > Amplify**.
2. In the **Effect - Amplify Window** change the **Amplitude Meter** by dragging the mouse to either increase or decrease the dBs.
  - It is best to raise or lower a file's amplitude in small increments.
  - Do not increase amplitude where peaks are no longer visible on the screen. This will create **Distortion**.
3. Once you have completed the desired change in amplitude select **Apply** to apply changes to the entire file.

## **Fade In and Fade Out**

1. Highlight the are to have a Fade In applied to.
2. Go to **Favorites > Fade In**
3. Highlight the are to have a Fade Out applied to.
4. Go to **Favorites > Fade Out**

OR

1. At the top lefthand and righthand side of the **Waveform Timeline** there are gray boxes that allow for **Linear Fades** to be applied to the audio file.
2. Click the box in the upper corner at the beginning or end of a clip.
3. Drag left or right to apply the fade.
4. Drag up or down to change the shape.

### Stereo to Mono

Converting **Stereo** to **Mono** takes the audio recording from two channels to one channel.

To convert from **Stereo** to **Mono**:

1. Go to **Favorites > Convert to Mono**
2. This combines both channels to mono.

or

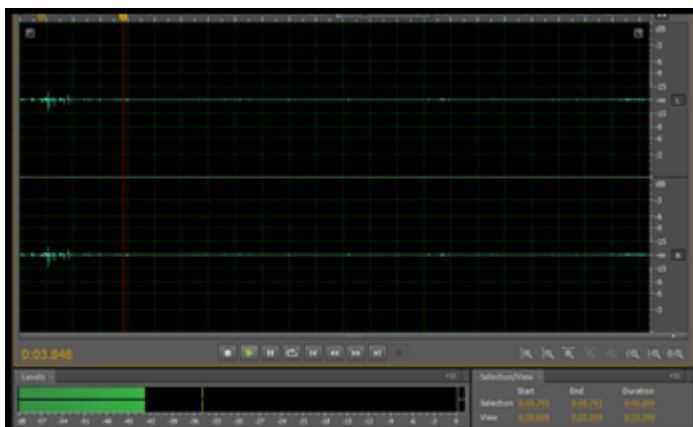
1. Right-click in the **Waveform Editor**.
2. Select **Extract Channels to Mono Files**.
3. Two new files will be created for the left and right channels.
4. They will have the name of the original file with **\_L** and **\_R** added top the names.

### Record audio in the Waveform Editor

You can record audio from a microphone or any device you can plug into the Line In port of a sound card. Before recording, you may need to adjust the input signal to optimize signal-to-noise levels. Set your audio inputs first (microphone) before the recording.

To record your own voice with waveform editor, do one of the following:

- Create a new file. (Audio file) or
- Open an existing file to overwrite or add new audio, and place the current-time indicator where you want to start recording.
- At the bottom of the Editor panel, click the Record button to start and stop recording.
- After the recording you may now save your audio file.



### Saving Files

- In the Files panel unsaved files will have an asterisk at the end of the name.
- When closing an unsaved file there will be a prompt to save the file.

Saving your audio file in waveform editor is an easy element. You don't need to do something special but the most important thing is what kind of file format or extension filename you want for your audio file. If you are ready to save your file, Go to File Tab – Select Save as or simply press Ctrl + Shift + S to bring up the saving dialog box. Include a filename for your file, location where you want to save and file format. Then Press Ok.

the Save dialog window change the following settings

- **File Name:** Give the file a meaningful name.
- **Location:** Click Browse to select a folder to save too.
- **Format:** Choose Wave PCM
  - Select another format if needed such as MP3 Audio
- **Sample Type:** Click Change if you need to different settings.
- Click **OK**

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A banner for Bestlink College of the Philippines (BCP) featuring a blue-tinted image of a modern building. The text is overlaid on the image. At the top right, it says "visit www.bcp.edu.ph". The main headline in large red letters reads "Enrollment registration is now Ongoing". Below this, in white text on a blue background, it says "For 2nd Semester SY 2021 - 2022". Underneath that, in white text on a dark blue background, it says "We are accepting new students, returnees and transferees." On the right side, there is a quote: "Be trained to be the best, Be linked to success" next to the BCP logo. At the bottom left, there is an email icon and the address "bcp-inquire@bcp.edu.ph". At the bottom right, there is a phone icon and the numbers "(8)442-8601 | (8)518-8050".

visit [www.bcp.edu.ph](http://www.bcp.edu.ph)

# Enrollment registration is now Ongoing

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