

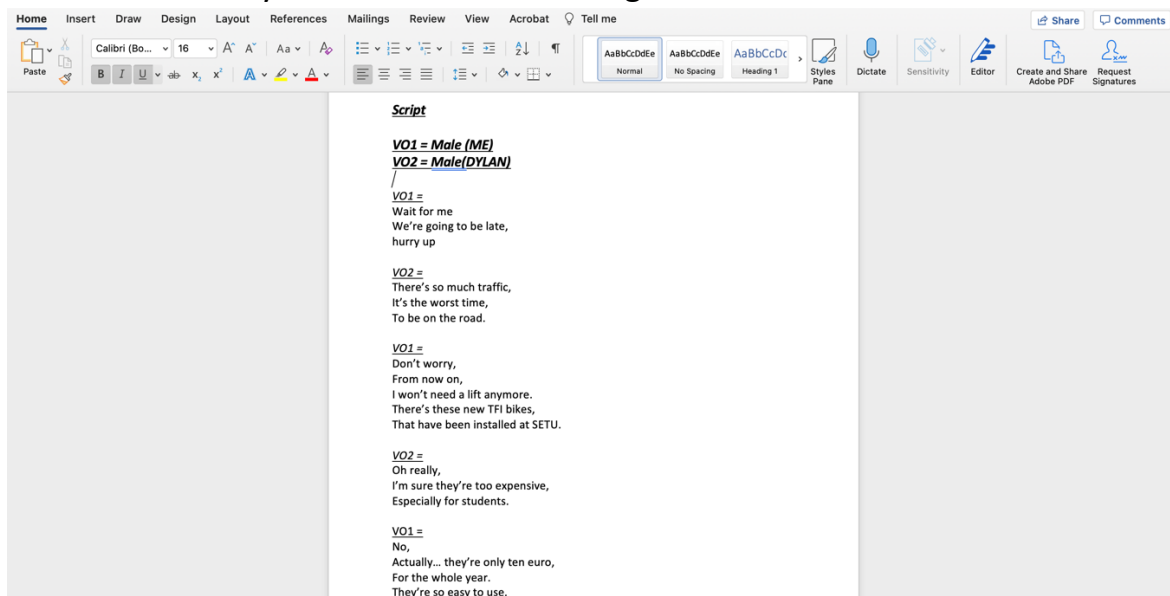
Audio Production Write-up

WORKFLOW:

1. INITIAL SCRIPT
2. VO SCRIPT FORMATTING
3. RECORDING
4. EDITING
 - 4.1 FX SETTINGS
5. CREATING THE BACKING TRACK
6. MIXING VO & BACKING TRACK
 - 6.1 AUTOMATION USED
 - 6.2 FX
7. MASTERING
8. EXPORTING
9. WORKFLOW IMPROVEMENTS

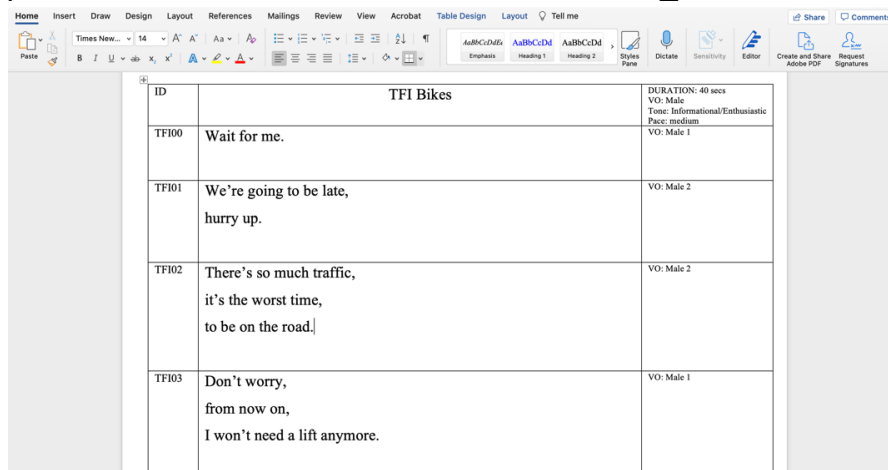
1.

The first thing I did was open Microsoft Word and start writing my script. This was done without any kind of format. I just wanted to get the whole thing typed out and that way I could just worry about the formatting by itself. This worked out nicely and made the next stage so much easier.



2.

I think because I had the whole script roughly typed out in a separate word document, it made the formatting extremely easy. This stage didn't take long to do at all. I Just copied down the format that we were using and piece by piece added the script I had wrote. I made sure to add things like natural pauses and stuff here. I then saved it as VO_SCRIPT.PDF.



The screenshot shows a Microsoft Word document with a table titled 'TFI Bikes'. The table has three columns: 'ID', 'Text', and 'VO'. The text in the 'Text' column is formatted with bold and italics. The 'VO' column contains the voice actor's name. The table is as follows:

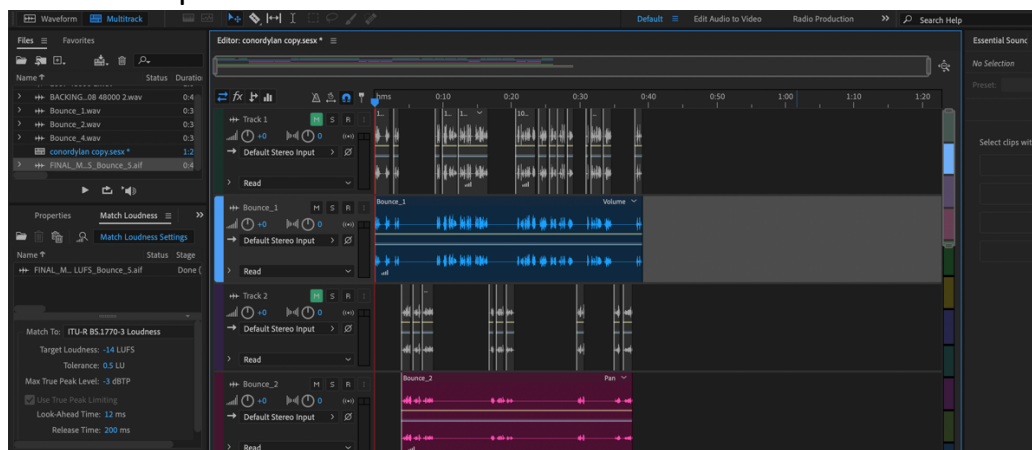
ID	Text	VO
TF100	Wait for me.	VO: Male 1
TF101	We're going to be late, hurry up.	VO: Male 2
TF102	There's so much traffic, it's the worst time, to be on the road.	VO: Male 2
TF103	Don't worry, from now on, I won't need a lift anymore.	VO: Male 1

3.

Me and Dylan then headed to the recording studio where we recorded both mine and his scripts. I brought in my USB and set everything up correctly, including making sure the microphones were turned on and set to the right volume. We then took our time and repeated a couple of lines that we thought didn't sound perfect because I knew I could edit it afterwards.

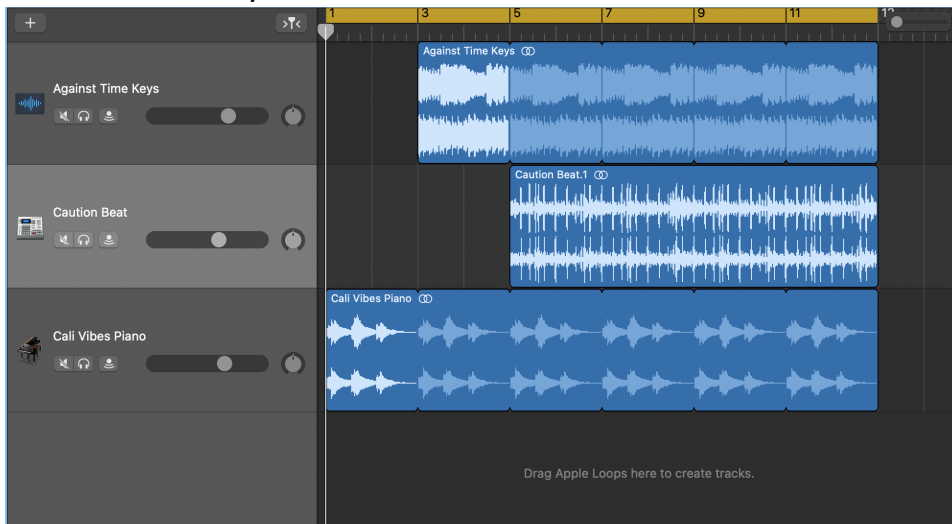
4.

This is where I separated the two voices and got rid of any parts that weren't needed. I then bounced both of the voices so that I could adjust the volume levels of each. I used the razor tool when cutting parts of the recording. I did my voice first and tried to get the length of the recording as close to 40 seconds as possible. It finished at about 39.1 seconds.



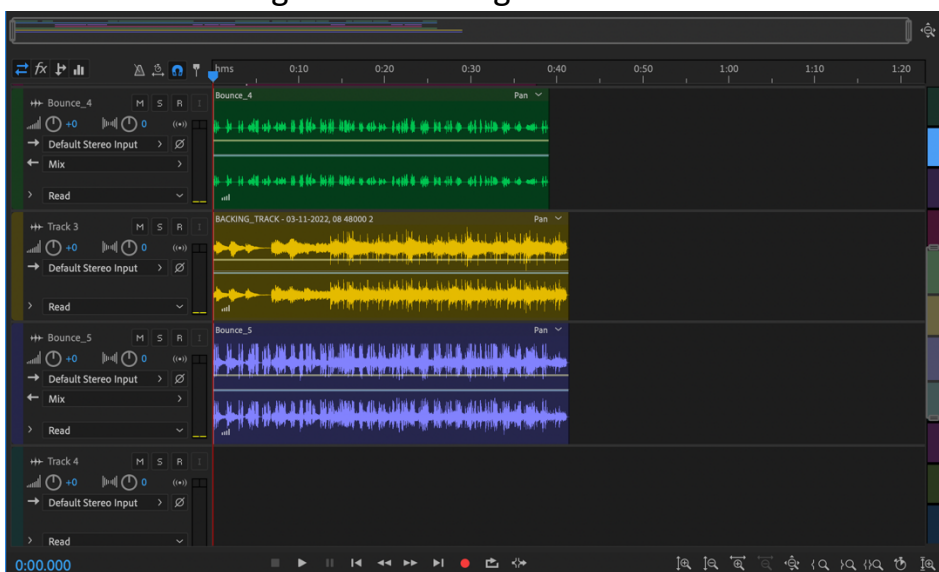
5.

I made a backing track using Garage Band. This didn't take too long, I decided on three things as seen in the image below. I made sure the beat was 40 seconds long and saved it when I was happy. I always like to start my beats off with a piano as I just love the way it sounds. I feel like it's hard to go wrong after adding the piano first. The beat took me the longest to find as it was difficult to find one that matched the piano but I think I got one in the end that matched it nicely.



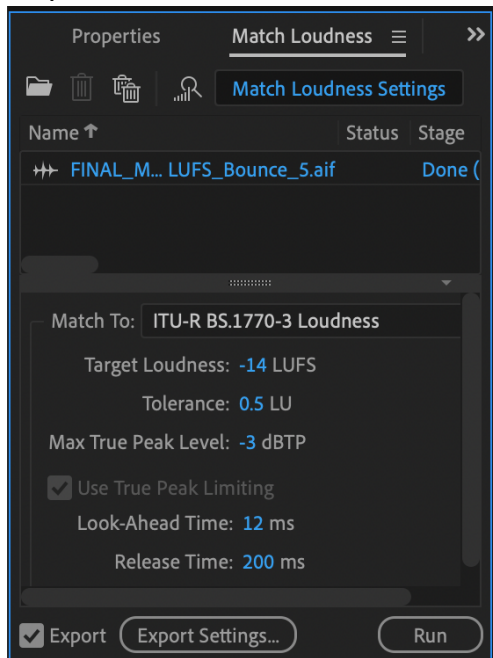
6.

This is where I mixed the voices and backing track together. Bounce_5 is the backing track and voices bounced together. This image was taken after the loudness was added to the track. I then double clicked on the track and did some more editing such as fading and automation.



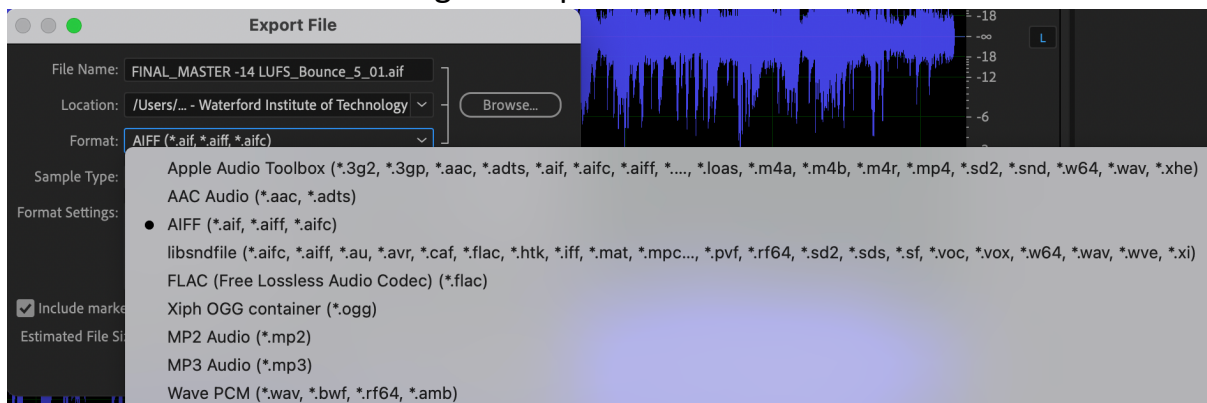
7.

For this part I matched the loudness twice. The first time to 14 LUFS and second time to 16 LUFS. I then exported both using aiff. I also made sure the Max True Peak Level was set to -3. Then finally I renamed them to match the required names.



8.

Exporting every file was different. The format changed for a lot of them. Some of the most common formats that I used were PDF and AIFF. For section 8 I saved the final master through multiple different formats.



9.

I learned a lot of things doing this assignment. I realised that I wasn't as familiar with the match loudness feature as I previously thought. It took me some time messing around with it, but I finally figured it out and was able to change the loudness of the final master. If I was to do it again, I would be much quicker with that section and probably would improve even further.