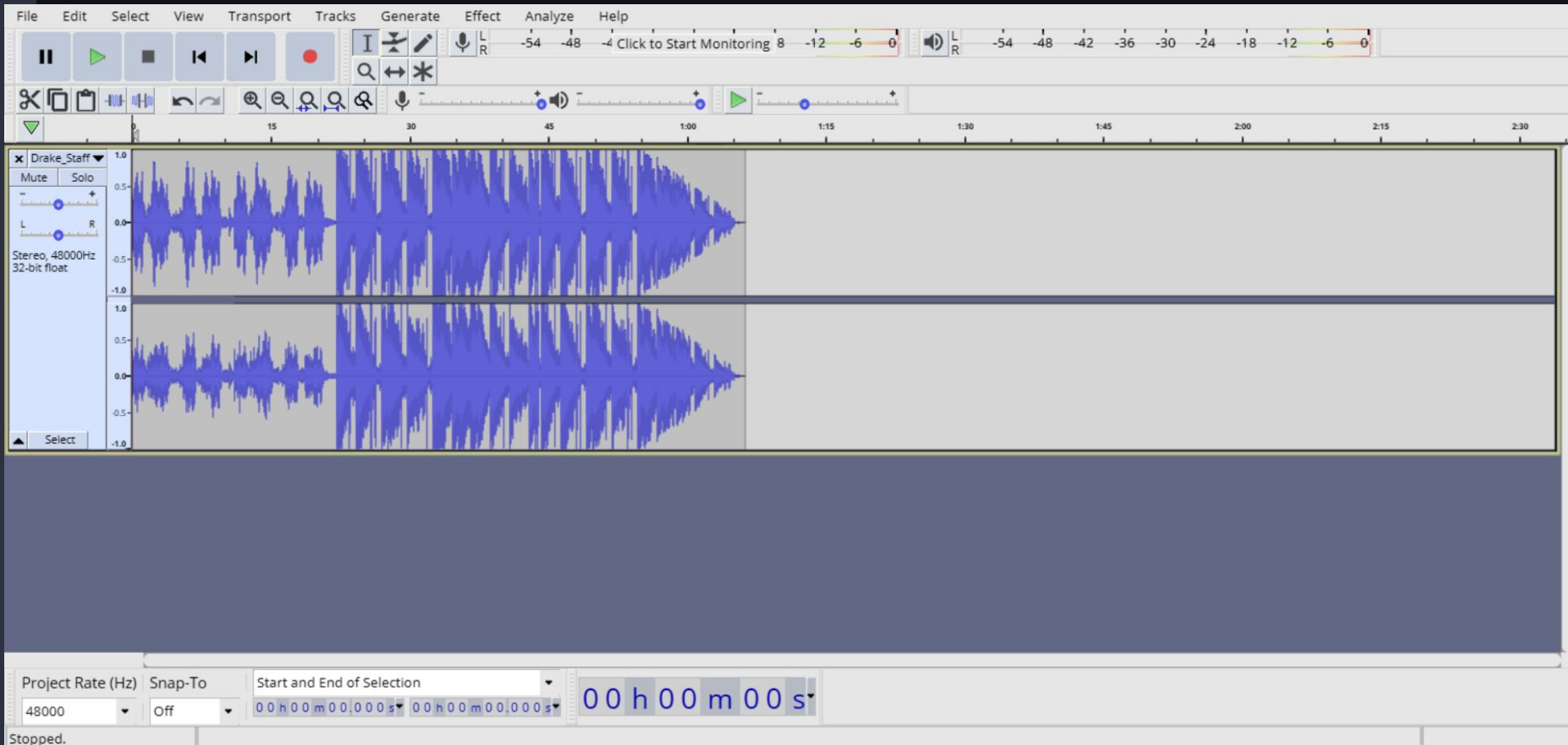
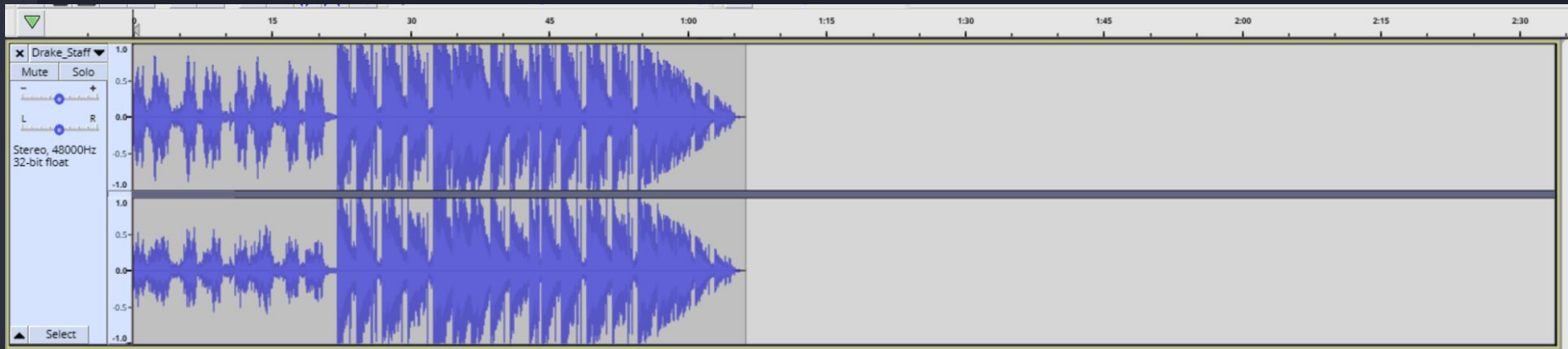


# Intro To Wavacity



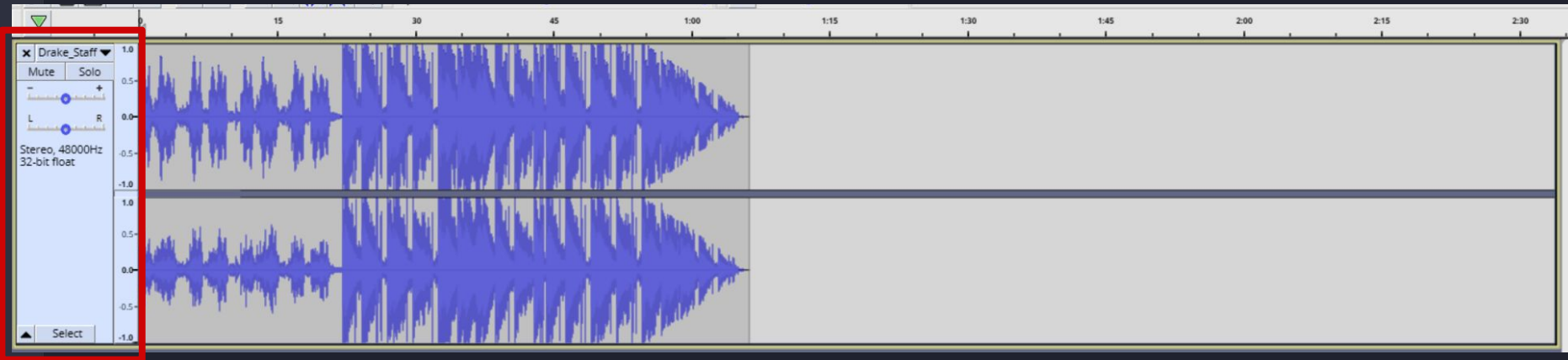
# The Track



- This is a **track**, a visualization of the audio you're working with!
- There are many parts to the track, so we'll go through the ones for our lesson one at a time



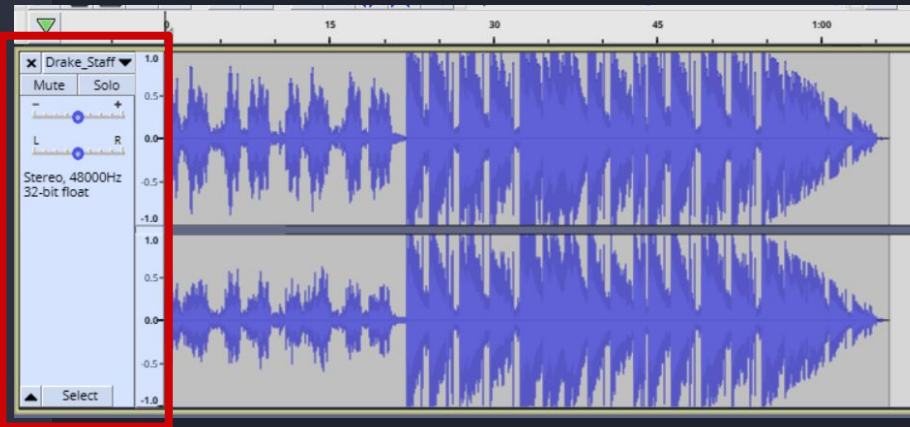
# The Track, Properties Box



- **Mute** will mute this channel
- **Solo** will let you only hear this channel
- **-/+** controls the volume of the track
- **L/R** controls the panning
- **X** button deletes the track



# The Track, Properties Box



You can select/deselect the entire track by clicking in a blank part of the properties box!

If done right, the entire area will be *highlighted*!



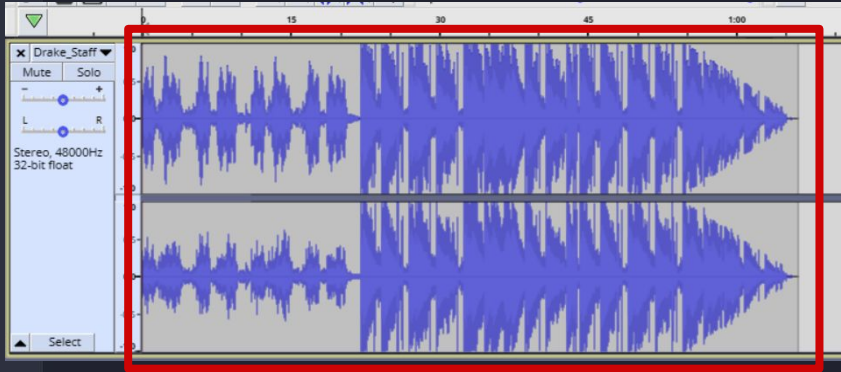
# *The Track, Waveform Box*



- Most of the audio manipulation you'll do will be from accessing this box
- You'll manipulate the audio by selecting parts from inside this box!

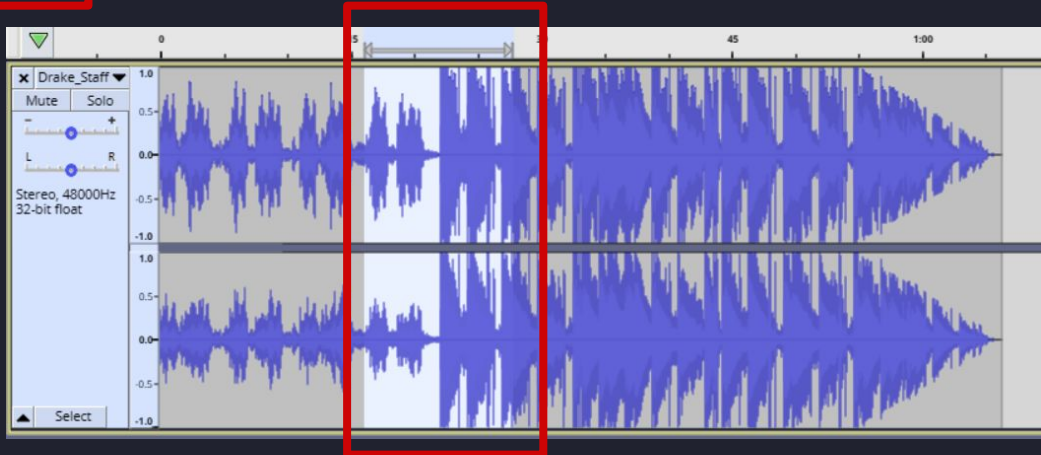


# The Track, Waveform Box



With your mouse *inside this box*, click and drag over an area

If done right, the area will be *highlighted!*

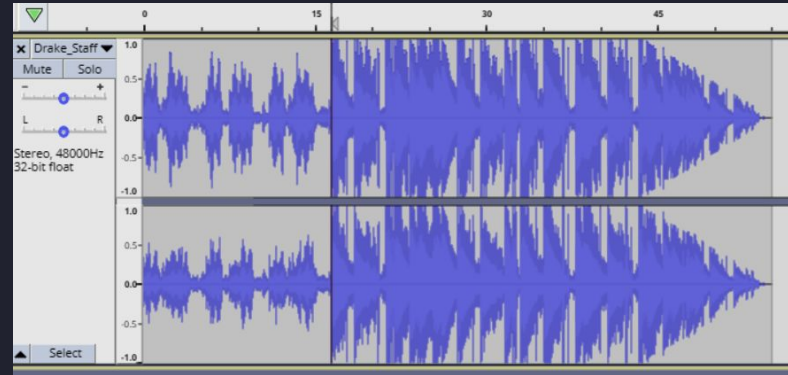
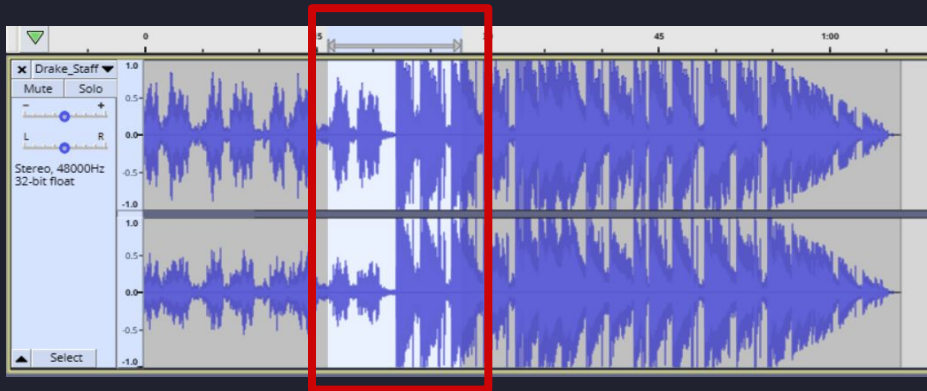


# The Track, Waveform Box

Several common hotkeys such as:

- CTRL+C (copy)
- CTRL+V (paste)
- CTRL+X/Delete (cut)
- CTRL+Z (undo)
- CTRL+SHIFT+Z (redo)

can now be used!

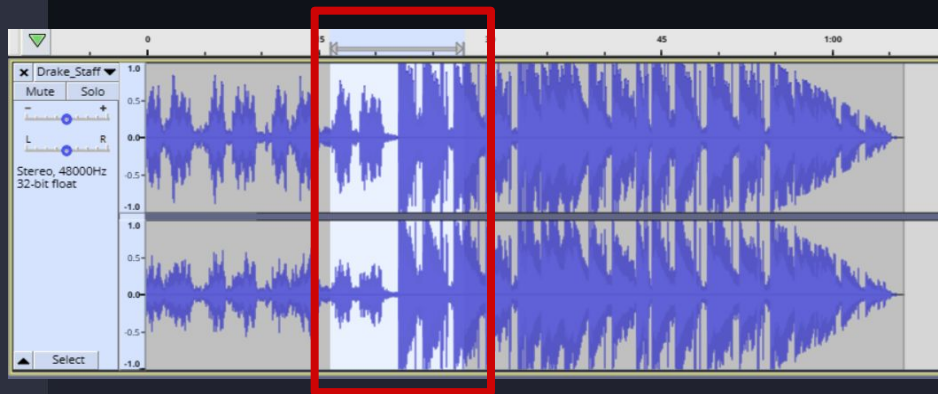


CTRL+X (cut)





# *The Track, Waveform Copy/Paste Ex.*



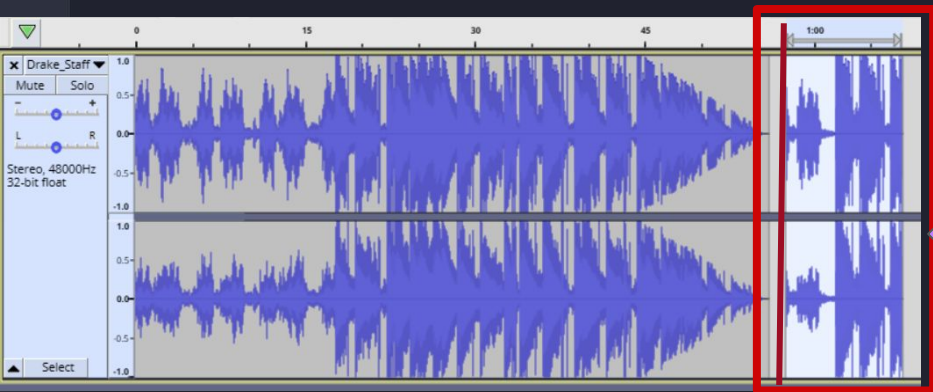
CTRL+C



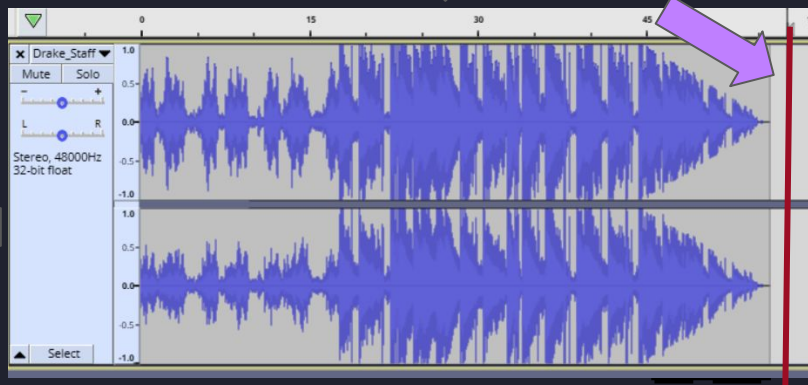
CTRL+X



Click

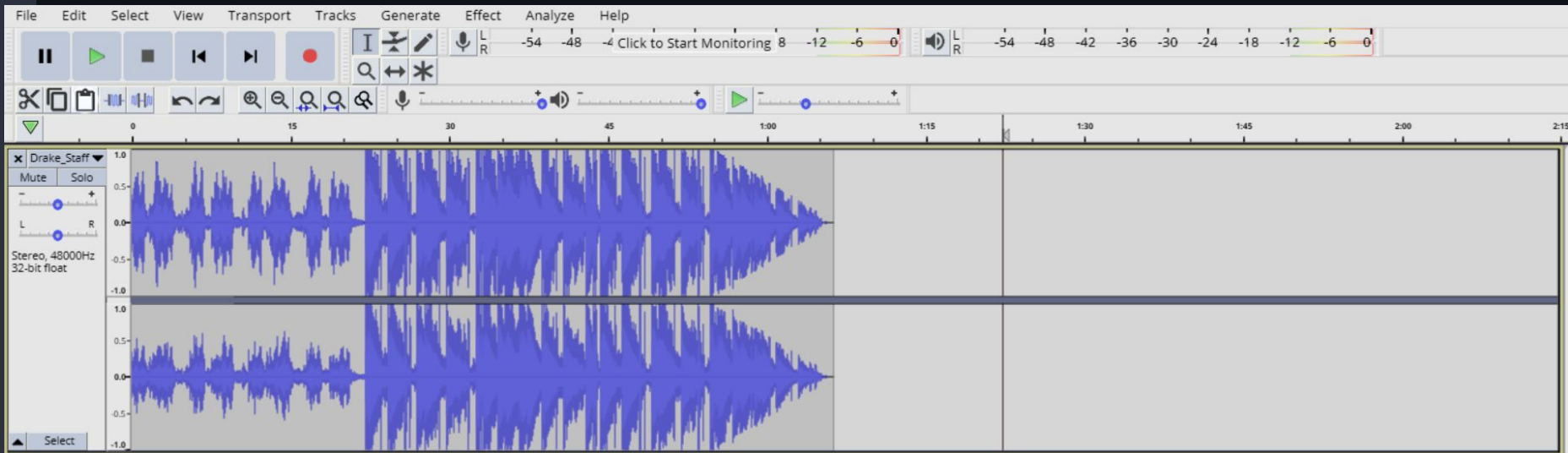


CTRL+V





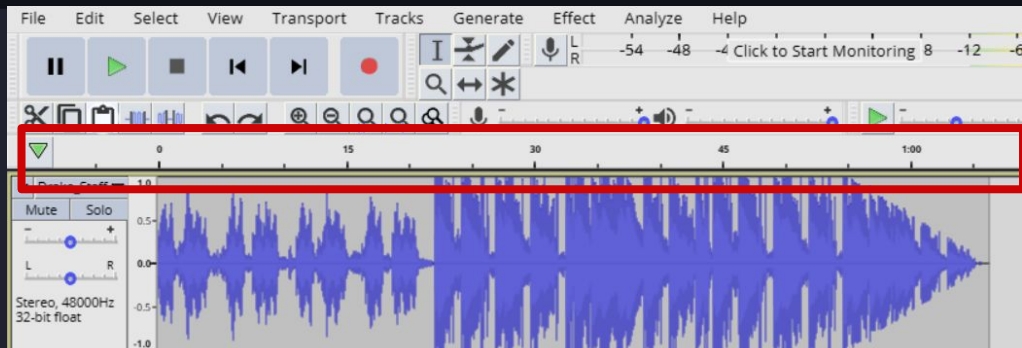
# The System



- Now that we understand how a single track works, we'll be looking at controls that overarch all tracks!
- This includes the tick bar, buttons, and more



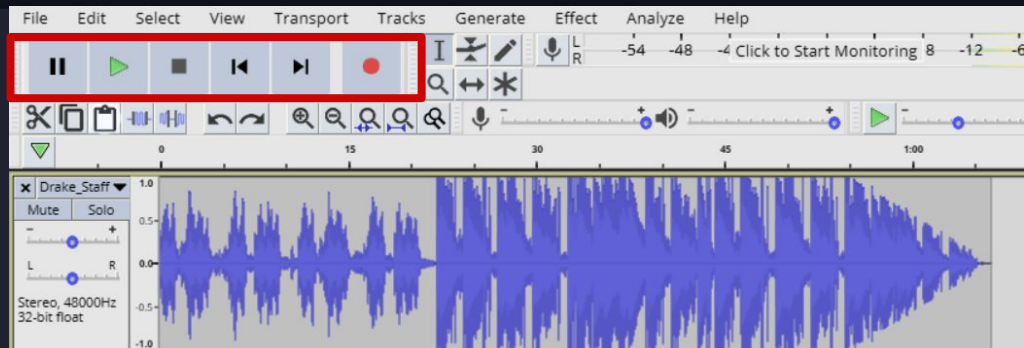
# The System, Tick Bar



- This is the *tick bar*, each tick represents a certain amount in seconds into your audio recording!



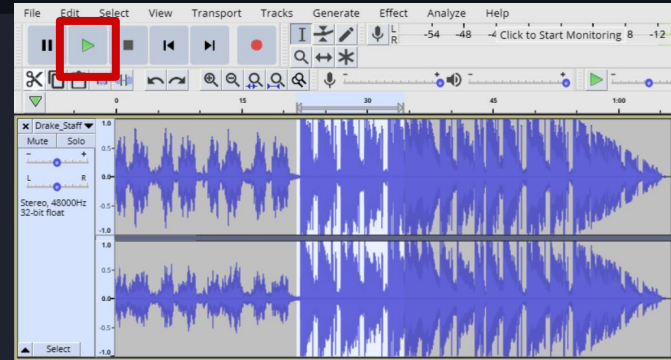
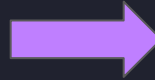
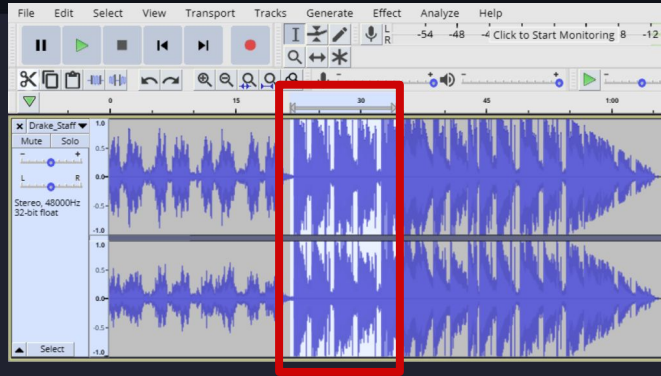
# The System, Playback Buttons



- These are the playback buttons, they do exactly what you'd expect
- We'll primarily be using the **Play**, **Stop**, and **Skip to Beginning** buttons



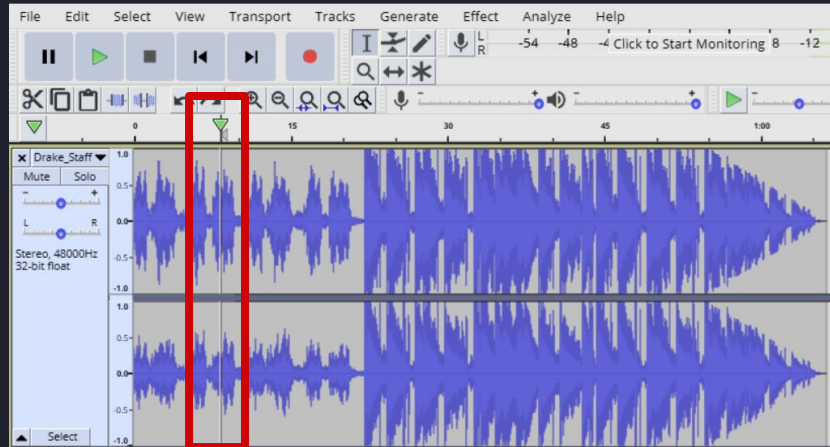
# The System, Playing Audio



- If you **click and drag** in the waveform box as shown earlier, then **hit the Play button**, only that area will be played!
- In the waveform box, **click anywhere (without dragging)** to remove the selected area, playback will return to normal



# The System, Playing Audio 2



- If you *click in the tick bar*, playback will start from there!



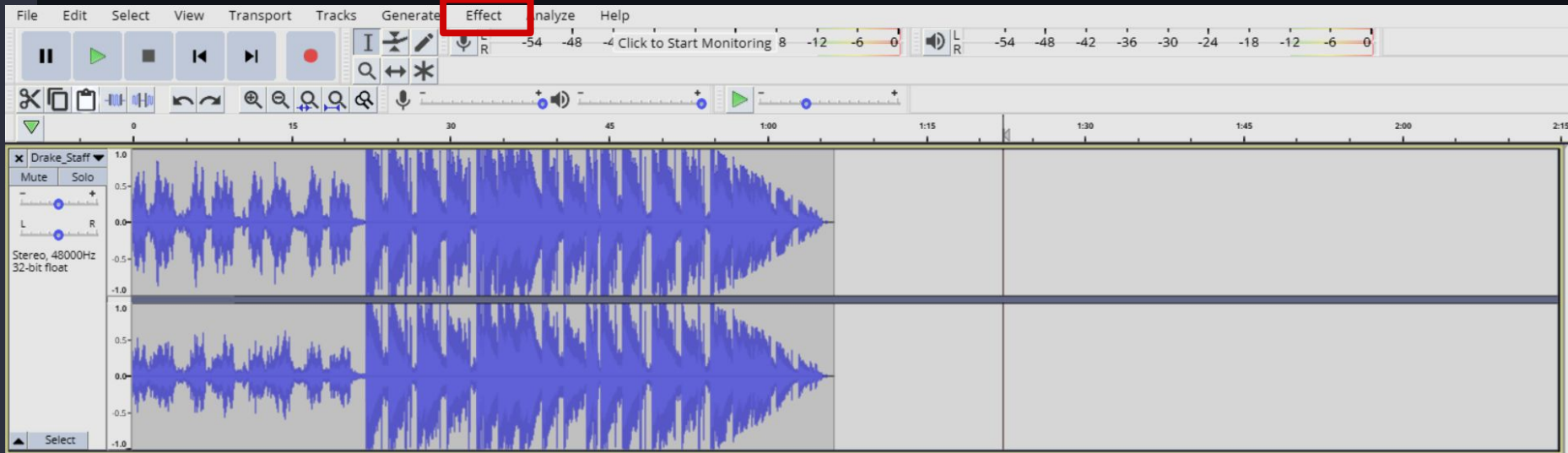
# The System, Playing Audio 3

- If you're having *difficulty resetting the playback start*, try any of the following:
  - Click inside the waveform box
  - Click the stop button
  - Select and Deselect the track





# The Effects



- Now that we understand the basics of playback and tracks, it's time to show some simple effects!
- Effects are all accessed via the Effect menu



# *The Effects: Basics*

- Effects can only be applied when:
  - Audio is not playing
    - It's good practice to hit the **Stop Button** before trying to add effects!!
  - An area of a track is selected
    - Can be the entire track!



# *The Effects, most important*

- **Change Tempo**
  - affects the speed of audio *without* changing pitch
- **Change Speed**
  - affects the speed *and* pitch of audio
- **Change Pitch**
  - affects only the pitch of audio
- **Repeat**
  - adds the specified number of repetitions of an audio
- **Fade In/Out**
  - adds in a fading effect



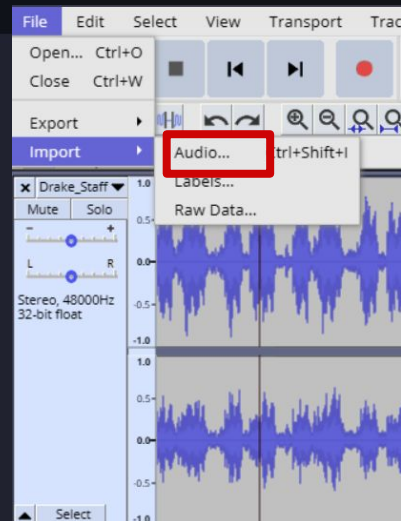
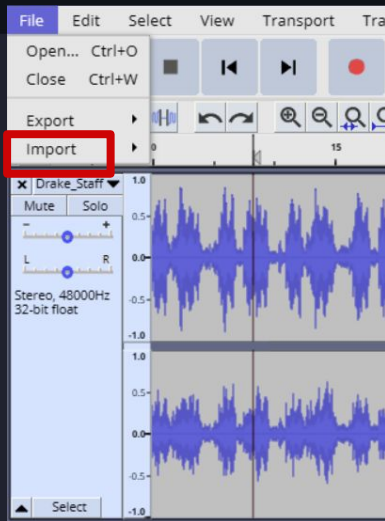
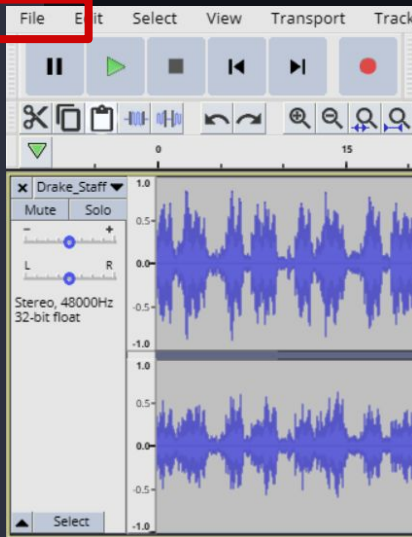
# Layering!



- Now that we understand the basics of playback, the system, and effects, it's time to learn how to **layer tracks**



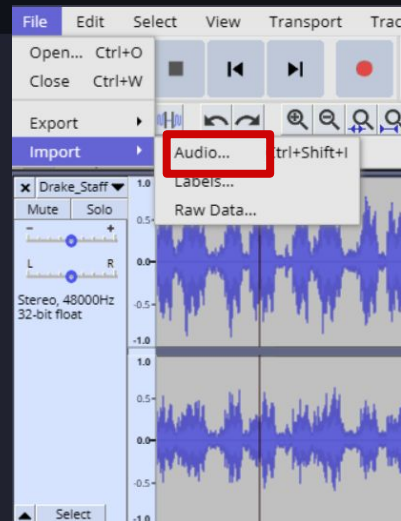
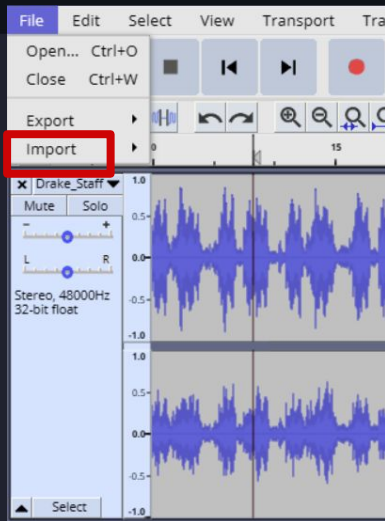
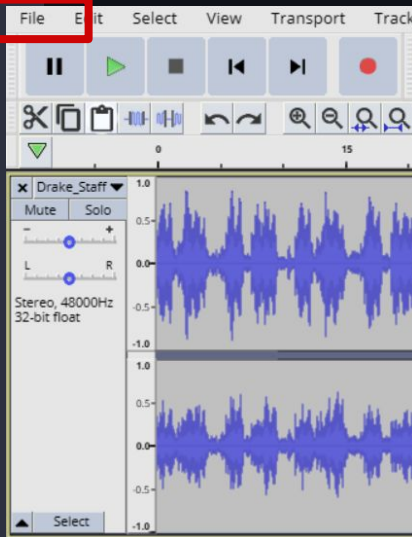
# Adding Tracks



- For our purposes, we only need to know how to add in our own audio files, it's very simple
- Simply click the **File** menu, then click **Import**, then **Audio**. Select your file and it'll appear as a track!



# Adding Tracks

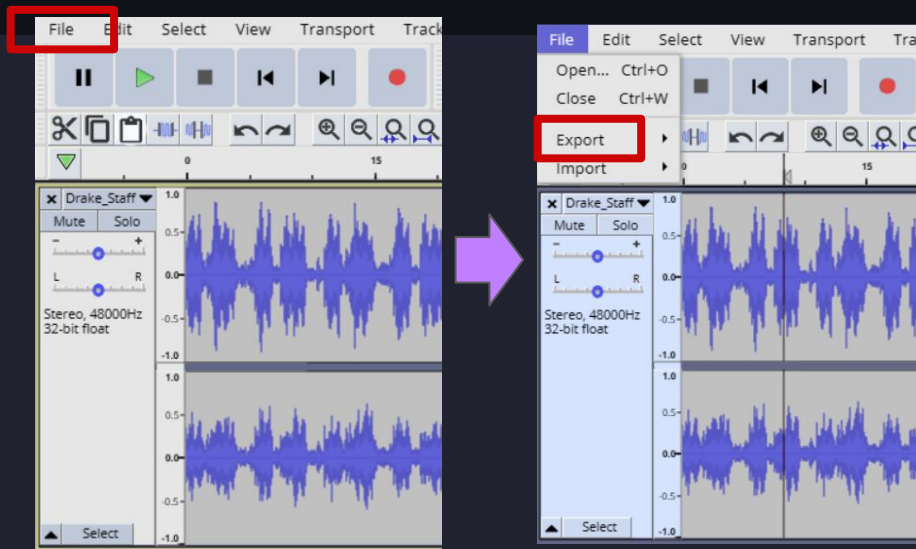


- For our purposes, we only need to know how to add in our own audio files, it's very simple
- Simply click the **File** menu, then click **Import**, then **Audio**. Select your file and it'll appear as a track!





# *Saving your work*



- To save your audio, simply go to **File** then click **Export** and pick your format!

