

## WORKFLOW:

### 1. INITIAL SCRIPT

**Promote a local walking or cycling route and highlight the time and distance to nearby locations Script.**

#### **Act 1 - Intro**

Are you looking to enjoy the countryside?

Why not come walk the new Arthurstown to Duncannon coastal trail and surround yourself with nature.

#### **Act 2 – Middle**

It's a 3 and a half km walk with stunning views of the coast and is great fun for all the family.

Enjoy delicious food at the King's Bay Inn, only a two-minute walk from the trail.

Or put your feet up and relax to the sound of the ocean on Duncannon beach at the end of the walk.

#### **Act 3 - End**

Be sure to come soon!

The bluebells are currently in full bloom so don't miss out.

## 2. VO SCRIPT FORMATTING

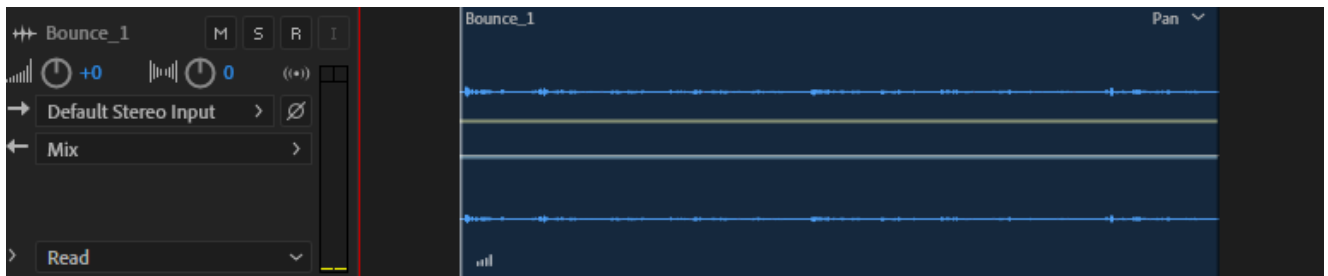
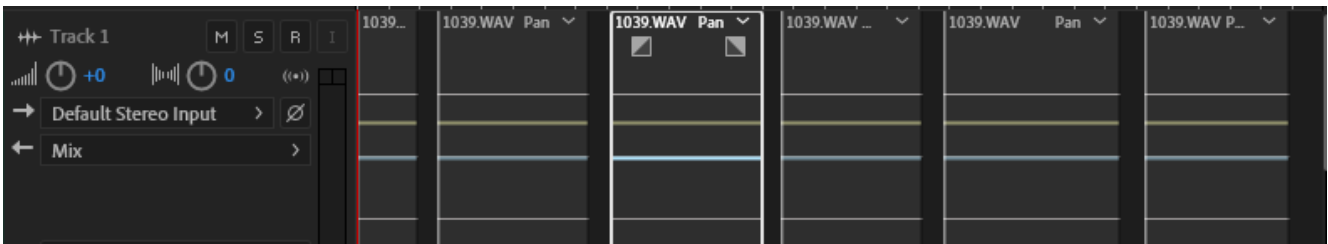
ID	<b>Promote a local walking or cycling route and highlight the time and distance to nearby locations Script.</b>	DURATION: 40 secs VO: Female Tone: Informational Pace: medium
NN00		
NN01	Are you looking to enjoy the countryside?	
NN02	Why not come walk the new Arthurstown to Duncannon coastal trail And Surround yourself with nature.	
NN03	It's a 3 and a half km walk with stunning views of the coast and is great fun for all the family.	
NN04	Enjoy delicious food at the King's Bay Inn, only a two-minute walk from the trail.	
NN05	Or Put your feet up and relax to the sound of the ocean on Duncannon beach at the end of the walk.	
NN06	Be sure to come soon! The bluebells are currently in full bloom so don't miss out.	

### 3. RECORDING

The voice over was recorded in the WIT recording studio on campus. The VO that was chosen was renamed to 'RECORDING\_MASTER.WAV'.

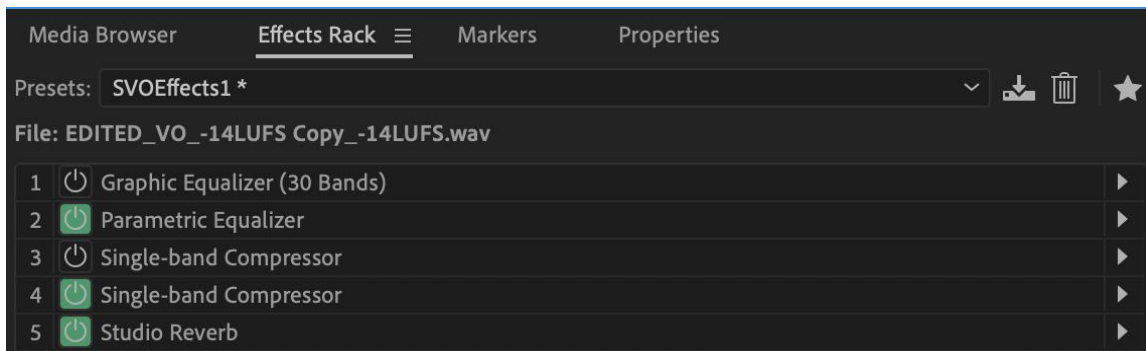
### 4. EDITING

The recording was edited in Adobe Audition. The audio was cut up by using the razor selected clips tool. The cut-up audio was moved around to create breaks in between the sentences. It was then turned into a bounce by going to Bounce To New Track > Selected Track. Effects were added to the voice Bounce. It was saved as 'EDITED\_VO.AIF'.



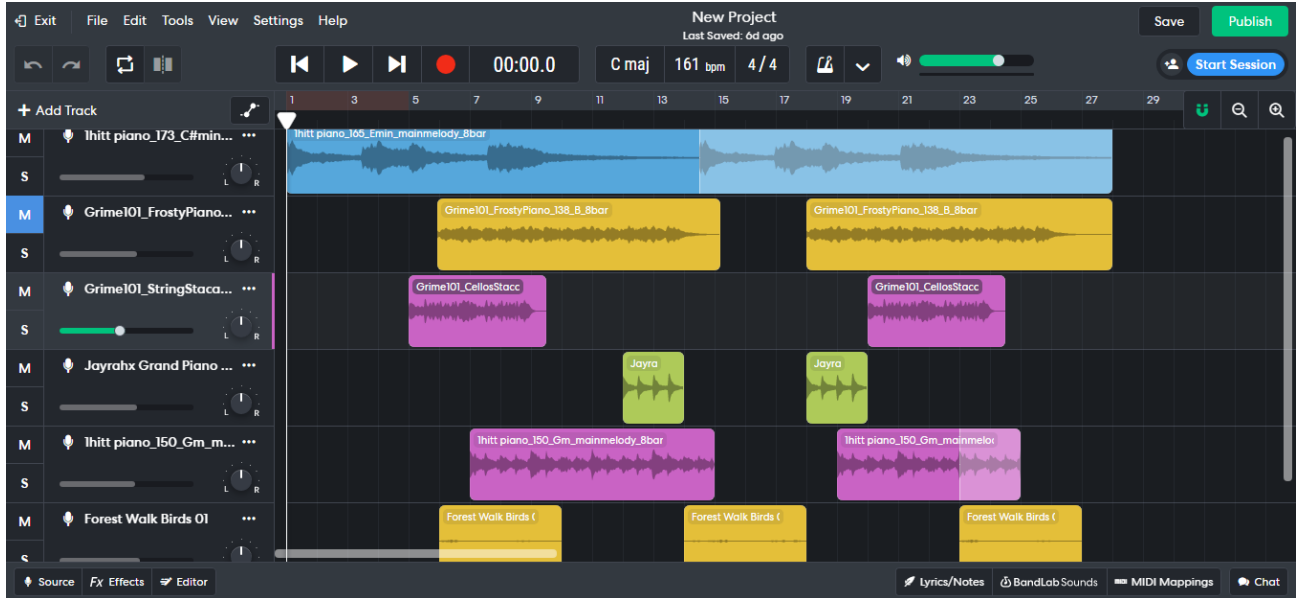
#### 4.1 FX SETTINGS

In the Effects Rack, Graphic Equalizer, Parametric Equalizer, Single-band Compressor and Studio Reverb were added by going to Filter and EQ.



## 5. CREATING THE BACKING TRACK

The backing track was made using BandLab. Bird noises were added to improve the atmosphere of walking through a forest.



## 6. MIXING VO & BACKING TRACK

The voiceover and backing track were mixed by selecting them both and right-clicking on them. Then, by going to Bounce To New Track > Selected Clips Only, the audio files were added together.

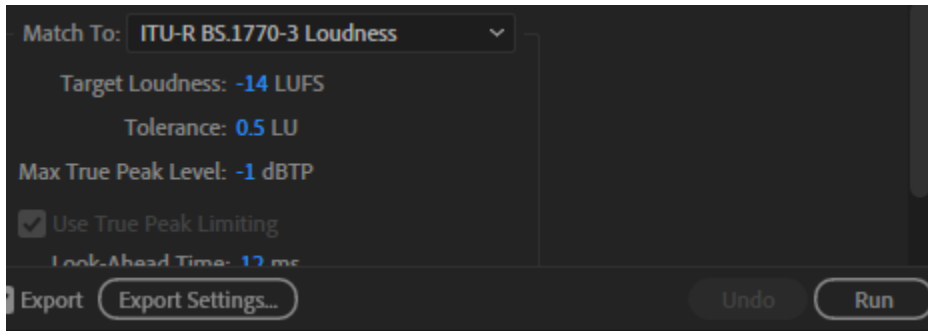
### 6.1 AUTOMATION USED

The backing track as turned down by -30 so that it wouldn't overwhelm the voiceover.



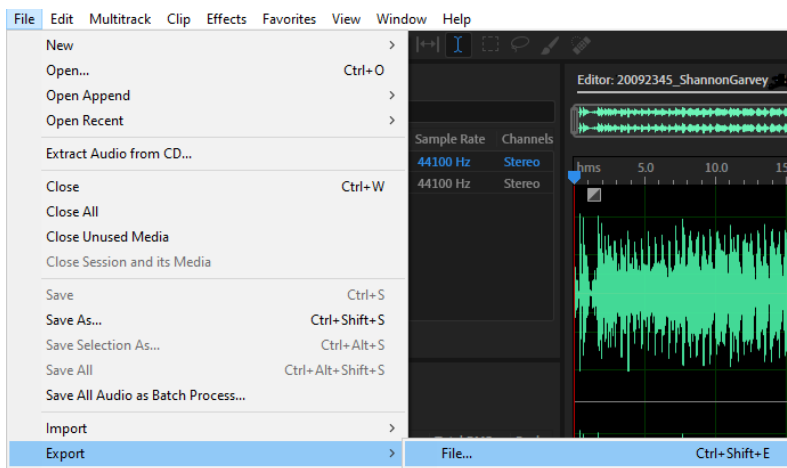
## 7 MASTERING

The tracks were brought into the match loudness tab to master the tracks to -14 LUFS.



## 8 EXPORTING

To export the finished track, I went to file > export > file...



In the export file, I exported all the needed files for the assignment.

