**WORKFLOW:**

1*. INITIAL SCRIPT*

Graphical user interface, text, application, email

Description automatically generated

*2. VO SCRIPT FORMATTING*

Table

Description automatically generated

Graphical user interface, application

Description automatically generated with medium confidence

*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*

Graphical user interface

Description automatically generatedThe 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’.

A screenshot of a computer

Description automatically generated with medium confidence

*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.

Graphical user interface, text, application

Description automatically generated

*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.

Graphical user interface, website

Description automatically generated

*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. A screenshot of a computer

Description automatically generated with medium confidence

*6.2 FX*

No effects were added to the backing track.

*7 MASTERING*

Lufs?

*7.1 FX ON MASTER CHANNEL*

No effects were added to the master channel.

*8 EXPORTING*

*9 WORKFLOW IMPROVEMENTS*