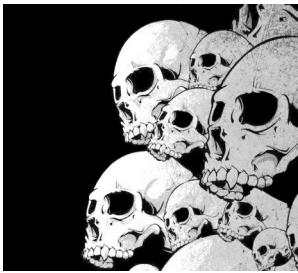


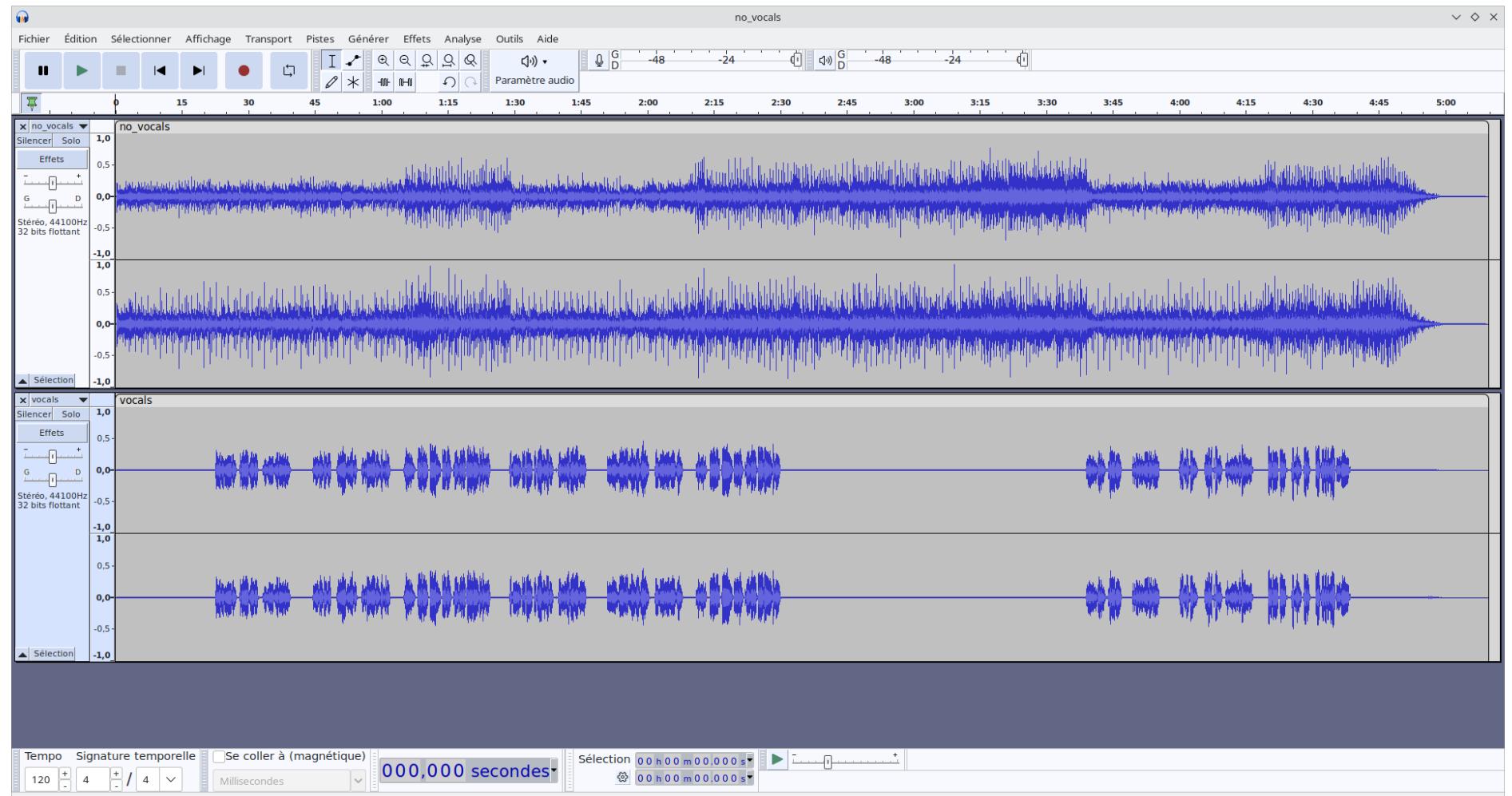
Y. Collette ([ycollette.nospam@free.fr](mailto:ycollette.nospam@free.fr))  
<https://audinux.github.io>





# Audacity

<https://www.audacityteam.org/>

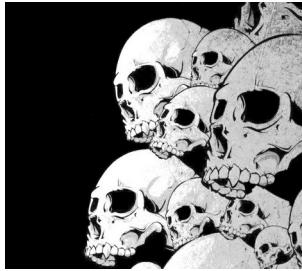


10/09/25

Y. Collette

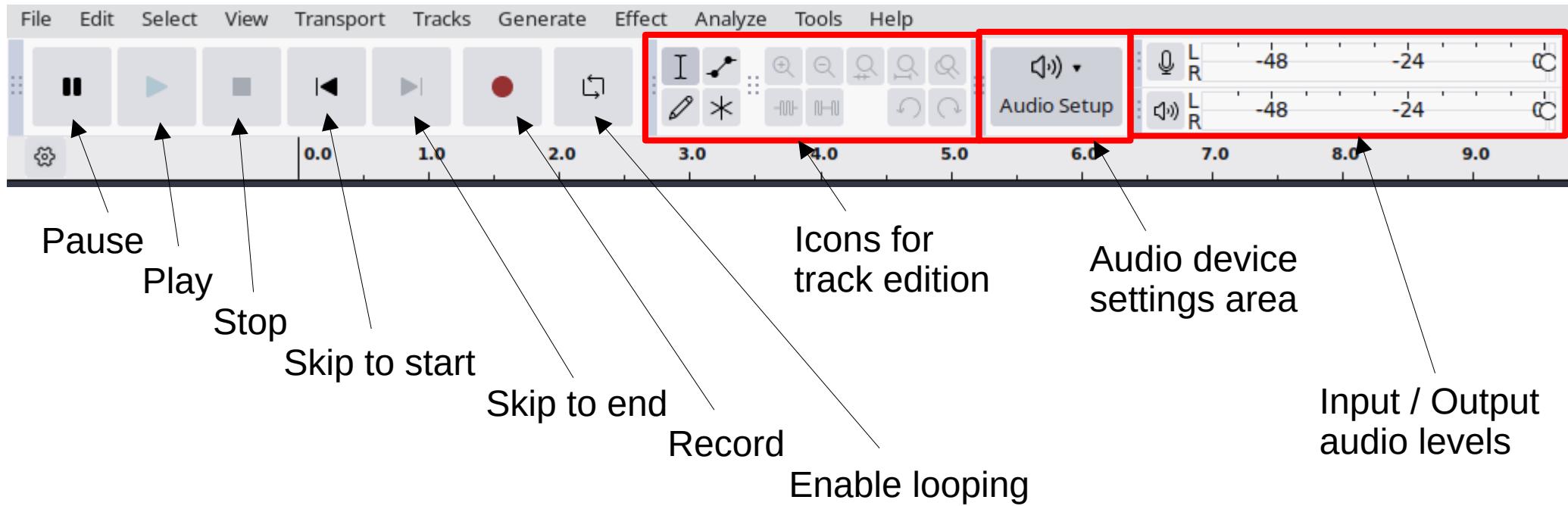
2

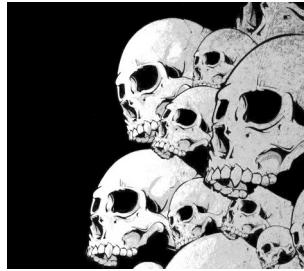




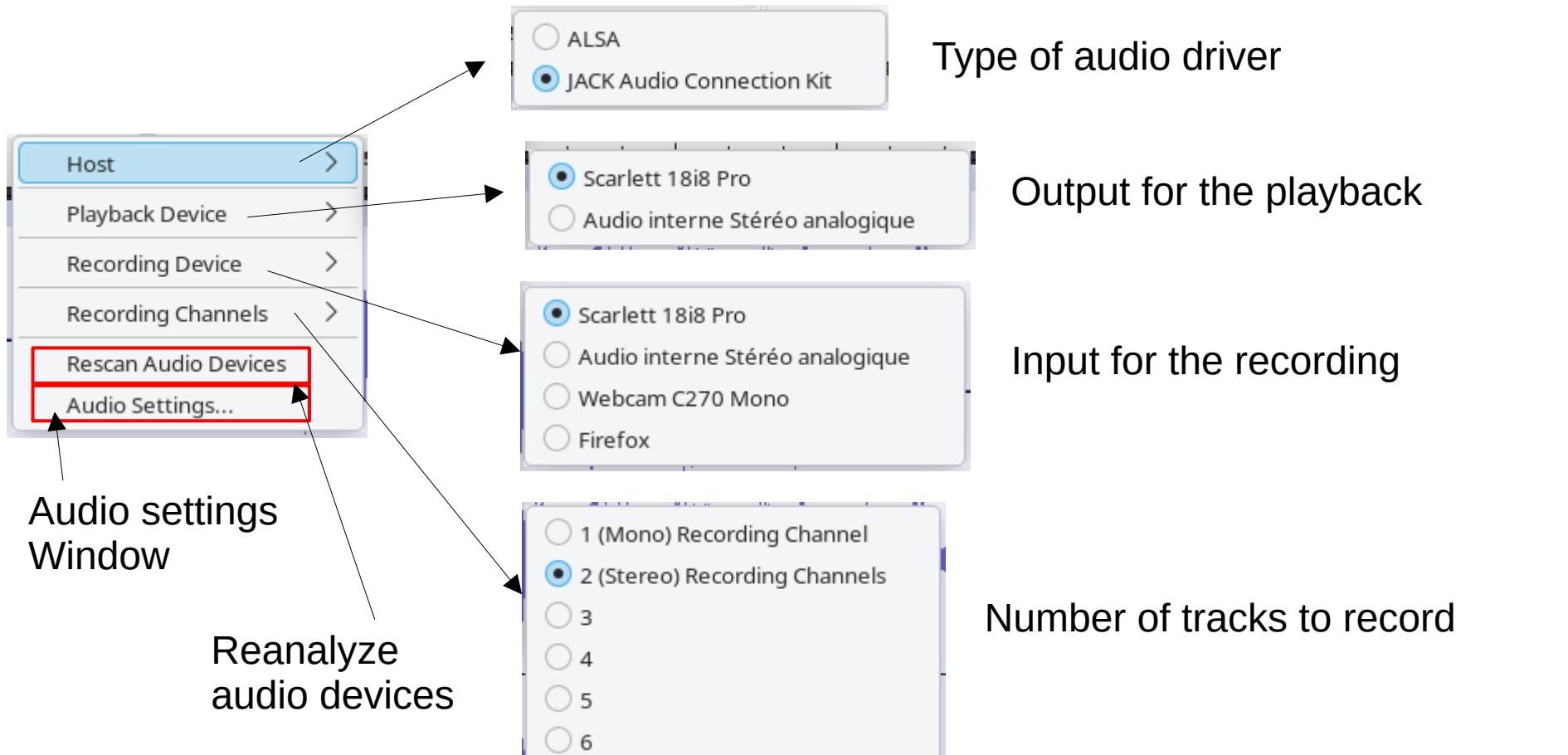
# Audacity

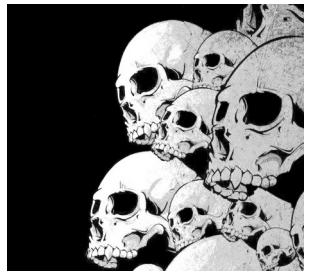
## The menu bar



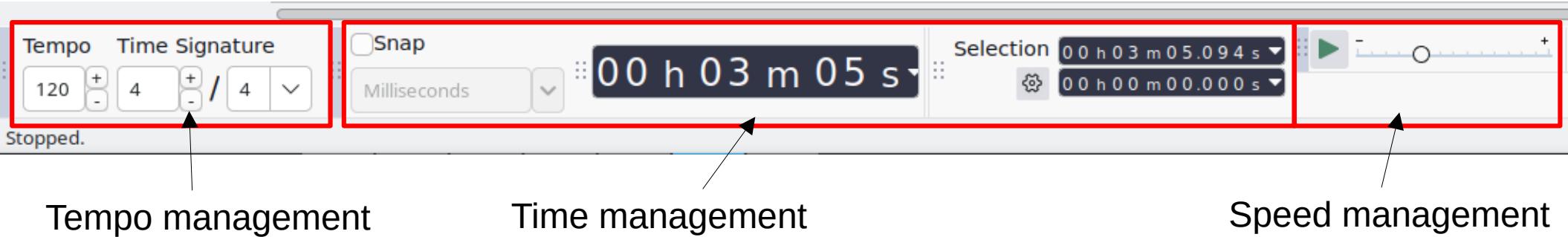


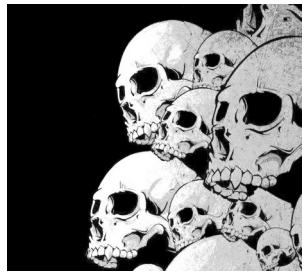
# Audacity Inputs / Outputs menu





# Audacity Bottom bar





# Audacity

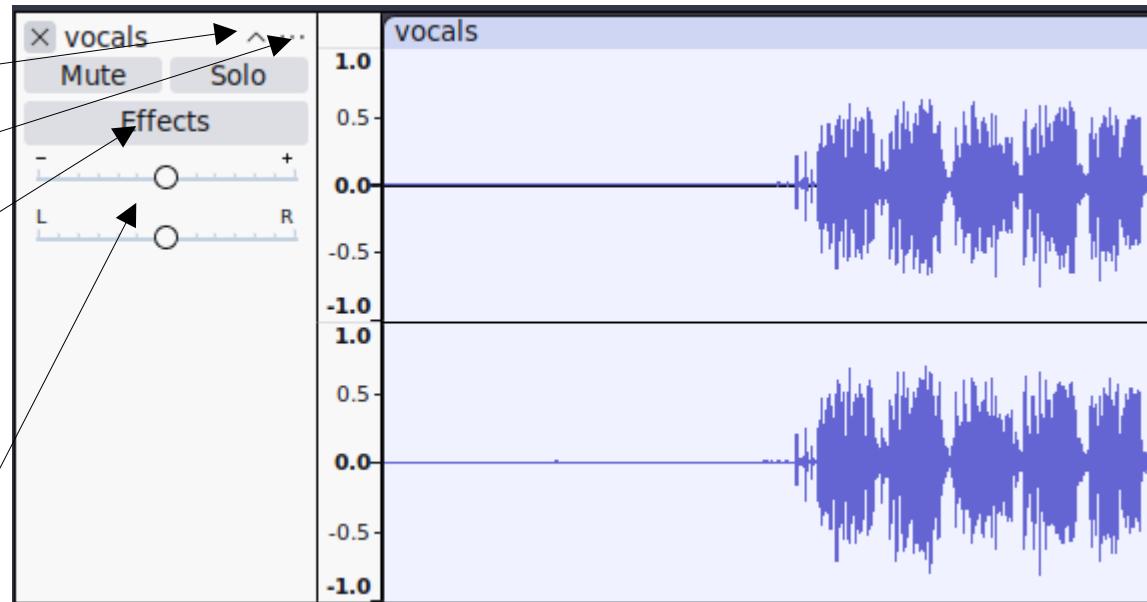
## The track area

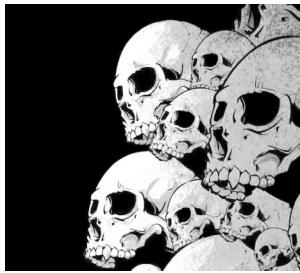
Shrink track

Track menu

Realtime  
track effects

Volume /  
Panning





# Audacity

## The preferences

Preferences: Audio Settings

**Interface**

Host: JACK Audio Connection Kit  
Using: PortAudio V19.7.0-devel, revision 147dd722548358763a8b649b3e4b41dfffbcb6

**Playback**

Device: Scarlett 18i8 Pro

**Recording**

Device: Scarlett 18i8 Pro  
Channels: 2 (Stereo)

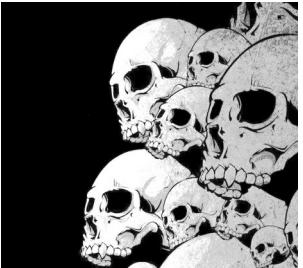
**Quality**

Project Sample Rate: 48000 Hz (dropdown) 48000 (button) ?  
Default Sample Rate: 48000 Hz (dropdown) 48000 (button)  
Default Sample Format: 32-bit float (dropdown)

**Latency**

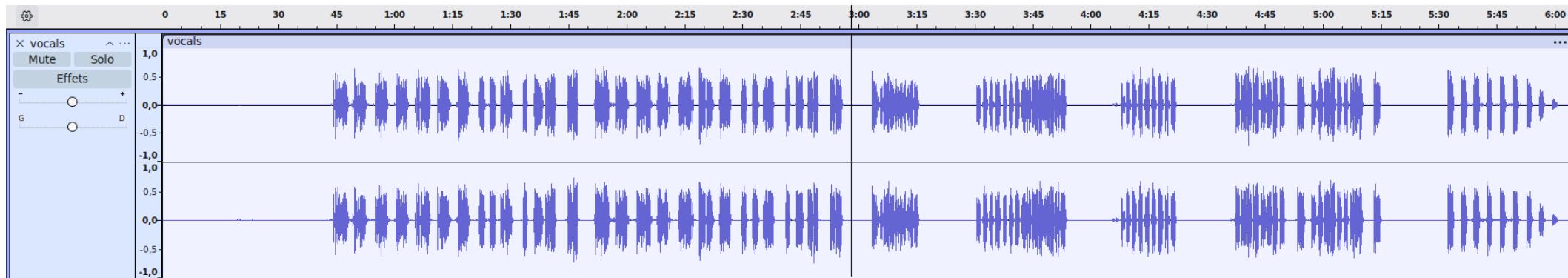
Buffer length: 100 milliseconds

Cancel OK ?



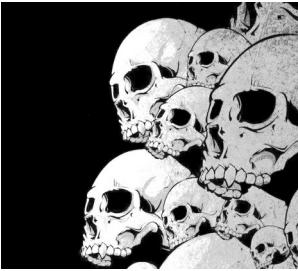
# Common tasks

## Cut a track



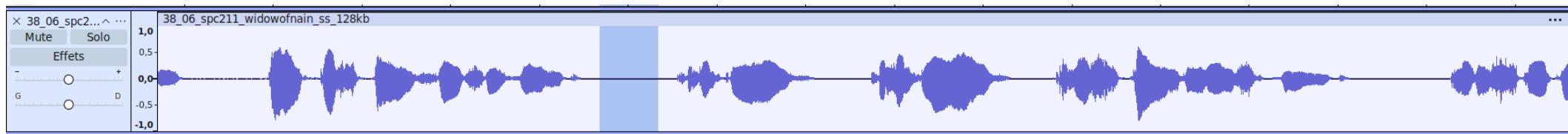
Move the cursor to the position to cut  
Hit **ctrl+i** or go to « Edition → Audio Clip → Cut »





# Common tasks

## Denoise a track



Select a small area where there is some noise

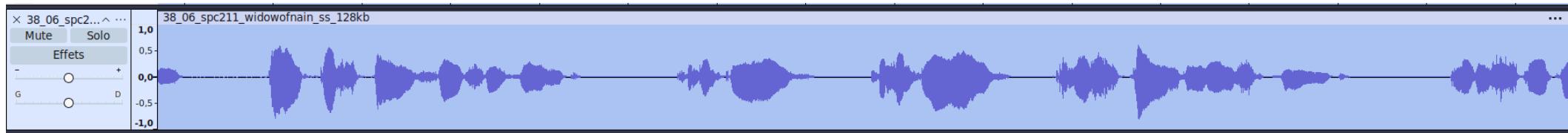
Open Effect → Noise Removal and Repair → Noise Reduction

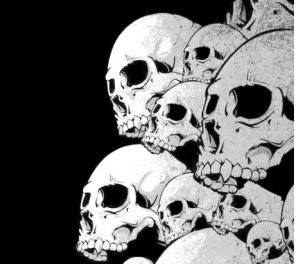
Click on « Get Noise Profil »

Select all the area you want to denoise

Open Effect → Noise Removal and Repair → Noise Reduction

Click on « OK »





# Audacity Labels

Add a label track :

- Track → Add a new track → Label track

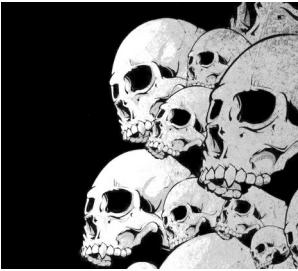
Go to the point where you want to add a marker

- Edition → Markers → Add a marker (Ctrl+B)

Navigate through the markers via :

- Navigate through the labels via TAB and Shift + TAB

The labels can be displayed via the karaoke mode



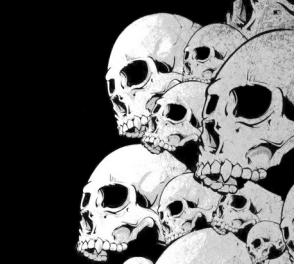
# Audacity Mix 2 tracks

File area with silence

Display the Mixer Windows

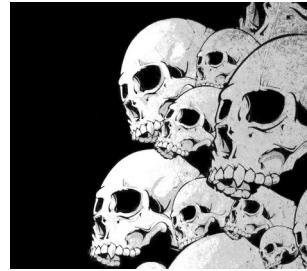
Adjust the level

Mix to a new track



# Terms Introduction

STEM is used to describe several tracks combined into one audio file. All the tracks of a stem are linked together. One or several elements of a mix are combined into one mono or stereo track.



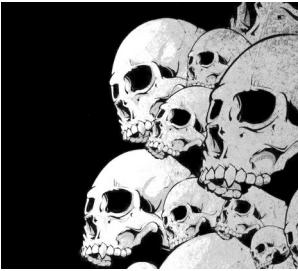
# Spleeter Introduction

The github repository of spleeter (by Deezer) :  
<https://github.com/deezer/spleeter>

Create a Python virtual environment :  
**\$ python3 -m venv spleeter**

Install spleeter via pip (uses 1.7 Go of disk space):  
**\$ source spleeter/bin/activate**  
**\$ pip install spleeter**

Launch spleeter :  
**\$ source spleeter/bin/activate**  
**\$ spleeter separate -p spleeter:2stems -o Output InputFile.mp3**



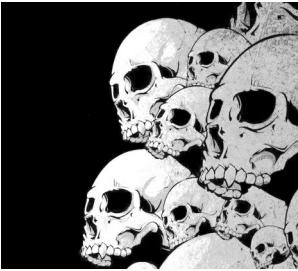
# Demucs Introduction

The github repository of demucs (by FaceBook) :  
<https://github.com/facebookresearch/demucs>

Create a Python virtual environment :  
`$ python3 -m venv demucs`

Install demucs via pip (uses 5.1 Go of disk space):  
`$ source demucs/bin/activate`  
`$ pip3 install demucs`

Launch demucs:  
`$ source demucs/bin/activate`  
`$ demucs --mp3 --two-stems=vocals --jobs 2 --shifts 10 InputFile.mp3`



# Openunmix Introduction

The github repository of openunmix :

<https://github.com/sigsep/open-unmix-pytorch>

Create a Python virtual environment :

```
$ python3 -m venv openunmix
```

Install openunmix via pip (uses 6.5 Go of disk space):

```
$ source openunmix/bin/activate
$ pip3 install openunmix
```

Launch openunmix:

```
$ source openunmix/bin/activate
$ umx InputFile.wav --model umxl
```

Available pretrained models :

- umxl
- umxhq
- umx
- umxse