Sound Editing - Summary

# Brief Overview of Sound Editing

* Sound editing has been present in all of society for decades
* Movies, television, games and music require sound editing
* Achieved through 2 key ways: analogue editing and digital editing
* Examples of digital sound editing software include: Audacity, Wavepad, FL Studio, Adobe Audition
* Presentation will be focused on Audacity

# How Audacity Works

Audacity is a multi-track audio editor which helps users to create and edit audio files

* In the diagram shown on in the presentation, these are what the numbers represent:

1. Menu Bar
2. Transport Toolbar
3. Tools Toolbar
4. Recording Meter Toolbar
5. Playback Meter Toolbar
6. Mixer Toolbar
7. Edit Toolbar
8. Transcription Toolbar
9. Device Toolbar
10. Timeline
11. Track Control Panel
12. Audio Track
13. Label Track
14. Selection Toolbar
15. Status Bar

# Editing Features of Audacity

* Simple editing using the cut, copy and paste buttons
* Unlimited sequential undo and redo
* Mixing and compiling as many tracks as users need
* Use of sound effects

# Historical Development of Audacity

* Audacity was first worked on by Dominic Mazzoni and Roger Dannenberg in 1999, as a research project for university
* First released on the 28th of May, 2000 as version 0.8
* Near the end of 2003, Audacity released the 1.2 series, which introduced hundreds of new features
* After the run of the 1.2 series a Beta 1.3 series was released which served as a foundation for the currently running 2.0 series
* By version 2.0, Audacity was highly enhanced and improved from its predecessors as it is now smoother, more effective and has more variety for users to work with

**Ryan Oo, Jai Raina, Andrew Wong - Summary Sheet – Hardware/Software Presentation Group Project**

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