**Track Sheet Template**

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| **Week 1 – Interview Track Sheet** | | | |
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| Source files | Editing performed | Effects applied | Comments |
| interview\_mono.wav | Adjusted the gain.  Trimmed down to ~30 seconds using the split and delete tool. |  | Audio clip of a farmer being interviewed. |
| bg\_music\_loop.wav | Adjusted the gain. |  | Background music for interview. |
| Bg\_music\_loop\_envelope | Enveloped to alter gain whilst interviewee is talking. |  | Copy of music loop with enveloped audio. |
| Bg\_music\_loop\_autoduck |  | Autoduck effect applied. | Copy of music loop that has had the auto duck effect applied to it. |

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| **Week 1 – Interview: Tempo and Pitch Track Sheet** | | | |
| *Various music clips to held understand pitch and tempo.* | | | |
| Source files | Editing performed | Effects applied | Comments |
| Bg\_music\_loop.wav |  | Loudness Normalization applied. |  |
| Tempo\_Plus.wav |  | Tempo raised by 18% | Variation of bg\_music\_loop with faster tempo. |
| Tempo\_Minus.wav |  | Tempo lowered by 18%. | Variation of bg\_music\_loop with slower tempo. |
| Pitch\_Plus.wav |  | Adjusted pitch up by 3 semitones. | Variation of bg\_music\_loop with higher pitch. |
| Pitch\_Minus.wav |  | Adjusted pitch down by 3 semitones. |  |

**Track Sheet Example**

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| **Grass\_Footstep** | | | |
| Single footstep on Grass material wearing training shoes lasting one second. Soft step with a low impact thump (reinforced with a kick drum), followed by some trailing noise (moving dirt). | | | |
| Source files | Editing performed | Effects applied | Comments |
| **740144\_\_fossarts\_\_stepping-on-grass-1.wav** https://freesound.org/people/FOSSarts/sounds/740144/ | Trimmed the walking sequence to a single step (Select and Delete).  Moved step to the beginning of the timeline (using the Shift clip handle). | 1. Amplify A screenshot of a computer  Description automatically generated  2. Fade in and out each end of the clip | Main grass footstep  Selected a single step that has a low impact thump but more grass material.  The loudest track in the mix. |
| **foosteps\_sneakers.aif**  https://freesound.org/people/tim.kahn/sounds/44664/ | Trimmed the walking sequence to a single step (Select and Delete).  Moved the step thump to line up with the grass footstep on the timeline (using the Shift clip handle). | 1. Amplify A screenshot of a computer  Description automatically generated  2. Fade in and out each end of the clip.  3. Added Compression to reduce the attack.  A screen shot of a computer  Description automatically generated | Sound of a training shoe step.  Selected a single step that has a low impact thump but with louder rubber squeak.  Lower in the mix than the grass footstep. |
| **132585\_\_rob10\_\_kick-drum-e.wav**  https://freesound.org/people/Rob10/sounds/132585/ | Split clip to remove the second identical drum beat.  Moved the thump to line up with the grass and shoe on the timeline (Shift clip handle). | Did not need to Fade in and out each end of the clip as both sides were already at the minimum volume level. | Step thump. Reinforces the impact of the step but lower in the mix than the grass step track so it will not be recognisable as drum. |
| **Dirt\_Slide\_02.wav**  https://freesound.org/people/dheming/sounds/240977/ | Selected one section within the clip (Select, and Delete).  Used The Envelope Tool to reduce the volume of the peaks.    Moved the loudest part to line up with the grass footstep on the timeline (Shift clip handle). | 1. Amplify  A screenshot of a computer  Description automatically generated  2. Fade in and out each end of the clip. | Additional trailing noise (dirt).  Low in the mix.  Does not contribute to the impact but provides some real-world texture to the step does not cut off immediately. |