Advanced Audio Tutorials

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1. **How to use Rubberbanding Audio**

In the Audio Mix window, highlight the clip that you want to make audio level changes to, and click on "Envelope" to open the Audio Envelope window.

At the top of this window, you will see a graphic representation of your audio waveform, and a line underneath it that represents the modifications that you are making to the levels. By default, the line is a line straight across at 0dB.

By clicking on the line, you create an anchor point. Clicking on an unselected anchor point will select it, and highlight it in green. Clicking on a selected anchor point will turn it blue and allow you to move the up or down - changing the audio level up/down. Click the trackball again to drop the anchor point.

Moving the point left or right changes it's position in time, moving the point up or down changes the level of the audio. You can watch the representation of the audio waveform update in real-time as you move the anchor point around. When a point is highlighted green, click on "Remove" to delete the point. You can also select anchor points by clicking on the < and > arrows beneath the envelope window. This chooses the next adjacent anchor point. Or you can also scroll through the anchor point by clicking on the sliding elevator button next to these arrows.

To make fine-tune adjustments to the position of the anchor point select the anchor point - then you can use the Level slider to adjust the point to the exact level you desire. Note the display of the volume in dB and also the graphical representation of the waveform.

RANGE

To adjust the position of an anchor point while seeing your storyboard or listening to the audio sample, use the "Range" button. First select the Anchor Point you wish to move, then click on Range. Then click on position. This will enable you to scroll through your storyboard and position that anchor point precisely where you want it (you can turn scrub audio on or off depending on your need here as well.

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How to use Rubberbanding Audio (continued)

BLOCK
To affect a passage of music, dialog or other audio you can use the "block" button. This enables you allows you to select multiple anchor points to move several points forward or backward, to increase or decrease the volume.   This is particularly helpful if you wish to have background music fade just before a narration/commentary and then return to 'normal' volume following the dialogue.

To do this, add an anchor and move it to the precise position you want to begin your 'dip' in audio. Then add another anchor and move it to the position in the audio sample where you wish your dip to end. These will be what I call the outside anchors for your block, holding the sample volume. You then want to add two more anchor points just to the inside of these two outside anchors.
The farther apart from the anchors these two inside points are, the more gradual will be your fade in/out.

Select the first inside anchor point - with it still highlighted, click on the 'Block' button. Then click on the next inside anchor point. You will have selected both inside anchor points, giving you an audio block. With this block still selected, move the level slider down to see how you can affect this audio block. You could also drag down the anchor point.

2. VO Record Button (Audio Mix Window)

In SmartEdit you find a new record button in the left side, just under the audio tracks of the storyboard. This enables you to record a voiceover or narration that is synchronized to the video track. On Prestige, simply connect a mic into the front mic input - Avio/Kron connect a mic through a mixer (or use the mic on your camcorder) and take the line level audio outputs into the Avio/Kron (make sure in the Audio Record/Edit window you have the appropriate audio input selected).

Click on the Narration/Commentary track, which will highlight the icon and click so the scene you wish to narrate to is in the workbox of the Storyboard (or the scene preceding it for timing purposes). Then click on this special record button. The storyboard will playback on screen and record your narration - you even get a pair of peak LED meters to ensure you are recording appropriate volume levels.

3. CD Import Button

Open the DVD tray and insert a music CD. Then click on 'New Sample' and select CD Audio and click 'ok'. A new menu will pop up, click on 'Display CD Contents'. This will show you the contents of the music CD by clip # and length. With the box marked 'Play CD track' checked, you will hear the first: 05 of each track you click on.

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CD Import Button (continued)
This enables you to verify it is the track you wish to use. Once you have the track you want, click and it will digitize the music track in 1/12th real time! Then this audio sample will be available in your audio menus. Pop out the CD and use the track however you need.

4.   Sample > Scene, Scene > Sample
Let us look at an application where you need to use background (or ambient - natural sound) audio over a still scene. For example, in a project about Hawaii with music running under a still shot of a beach where you also want to waves sound effects to continue. Here is how I would build that.

*First I determined the approximate length of the wave SFX (Sound Effect) I wanted. It was 4 seconds. I then went back to my Edit window and found a clip with beach waves. made a COPY of this scene and trimmed it down to 04:00. Then I clicked on the Special button and selected SCENE > SAMPLE. This takes the audio from a scene and sends it over to the Audio menus as an audio sample.

Then I went back to Audio Mix and inserted this new audio sample under the still scenes of the beach. Voila! Sound effects beneath a freeze frame - more powerful than no ambient audio.

Using 'Sample > Scene'
Here is the reverse function of the above effect. In the Audio Record/Edit window, select clicked on a music track. Then select 'Sample > Scene' and the wonderful Casablanca creates a new scene with your selected sample as the audio striped with video black. The progress bar on-screen shows you when it's complete… then go to the Edit window and your new scene will be the one highlighted. Add this to the storyboard and you may INSERT clips onto it --- a fast and fun way to make music videos and montages!

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5. Splitting audio/music on the beat

This enables you to split a video scene into separate scenes while it is playing back - this can be very useful to split a scene at the beat of music or an interview between sentences/paragraphs, etc.

For the first example, I will use an interview.
Select the scene in the scene bin you wish to split. Then click on the Split button.
This brings up the Split menu - click the playback triangle in the Split Menu
You will notice as the scene plays it there is an Index button - click on the Index button each time you wish to split the scene playing back. For example, at the end of the first paragraph as the subject pauses momentarily I click the Index button. Let the scene play out in its entirety whilst you click Index at the appropriate places.

When completely played out - the Scene menu will close and you will return to the Edit Screen and Casablanca will build a list of the newly split scenes. If you are happy with your work you can delete the original (or keep it) and work with the newly split scenes. If you are unhappy with the locations of your split and wish to do it again - simply delete the newly split scenes (keeping the original) and go through the process again.

If you wish to do this with an audio sample (like music) - use the Sample>Scene button in Audio Record/Edit to make a video scene from your audio sample. Then follow the above steps to split the music to the beat. You then have precise timed scenes with which to insert video on top to create a music video!

6. Moving the Position of the Audio Sample

In Audio Mix screen, highlight the Audio Sample you wish to move, then click on the Range button. Select Position (not Trim) and slide the audio sample to the desired location while viewing the storyboard (you could also note the time of the sample and slide it forward or back to fit a specific time requirement).

Another application of the Range function is to place an audio sample so a key word or musical moment occurs during a specific video event. Select the audio sample and go into Range. Then trim the OUT point of the sample to the desired word, use Position and END to place that word at the precise moment on the Storyboard. Then click on Trim and roll the OUT point back out to the full length.