# Audio Software for Editing/Recording

Presented by the Media Creation Lab

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## 1. Intro

## 1.1. Overview

- Open-source: Free, established community
- Compatibility: Windows, Mac, Linux
  - https://www.audacityteam.org/download/
- Plugins: Support for more audio formats (M4A)
  - https://support.audacityteam.org/basics/installingffmpeg
- Standard features: Recording, audio effects

## 1.2. Installation

#### Windows

- 1. Open executable-file (\*.exe)
- 2. Follow prompts of Setup Wizard

#### macOS

- 1. (If applicable) Open package file (\*.pkg)
- 2. Open disk-image file (\*.dmg)
- 3. (In window) Drag Audacity icon to Applications shortcut

## 1.3. User Interface

- Menu bar: File, Effect, View menus
- Toolbar: Playback, recording, selection, zoom
- Audio Setup: Devices & settings
- Volume meters: Input levels & output levels
- Timeline
- Canvas: Tracks/lanes & clips within
- Track controls: Gain, pan, muting/soloing, conversion
- Info panel: Project rate, timestamps, playback speed

## 2. Tracks

## 2.1. Importing Tracks

- 1. File -> Import ... -> Audio
- Default: Imported files have separate tracks/lanes
- Tracks have separate control panels
  - Track menu: Change visual/file settings
  - Mute button: Mutes current track
  - Solo button: Mutes all other tracks
  - Gain: Increase/decrease to volume (dB)
  - Pan: Shift audio left/right

## 2.2. Converting Tracks: Stereo to Mono

#### Convert (one-sided) stereo track to mono track

- 1. Import track
- 2. Open track-settings menu (arrow next to name of track)
- 3. Select Split Stereo to Mono
- 4. Delete empty track: click X in control panel

## 2.3. Three Lines

- Marker: Black vertical line (at project start by default)
  - Click body of track/clip or click Skip To buttons
- Skimmer: White vertical line
  - Appears while project stopped
  - Move cursor along timeline
- Playhead: Green triangle with black vertical line
  - Appears while project playing or paused
  - Click timeline or click Play button (plays from marker)

## 2.4. Playback

- Pause [P]
  - Freezes/unfreezes playhead at position in timeline
- Play [spacebar]
  - Plays from marker position
- Stop
  - Clears playhead, enables editing (clip-selection)

# 3. Clips

## 3.1. Clip Selection

#### Select by clip-head

1. Single-click head (section with title)

#### Select by clip-body

1. Double-click body (section with waveforms)

#### Select by control-panel

1. Click **Select** button to select entire track (all clips within)

## 3.2. Clip Arrangement

Click & Drag (need sufficient space)

- 1. Click clip-head & hold
- 2. Drag clip left/right

Cut & Paste (need sufficient space)

- 1. Select clip
- 2. Right-click clip & select *Cut* [Ctrl/Cmd + X]
- 3. Click track (set marker)
- 4. Right-click track & select *Paste* [Ctrl/Cmd + V]

## 3.3. Clip Trimming

#### Split & Delete

- 1. Set marker
- 2. Right-click clip & select Split Clip
- 3. Select unwanted clip & press Backspace or Delete key

#### Drag Edge

- 1. Point to edge (between clip-head & nearest waveform)
- 2. Look for double-arrow cursor
- 3. Click & drag edge inward

## 4. Volume

## 4.1. Monitoring Volume

- Watching volume level is important as listening
- Blue lines mark (local) peaks
- Ideal volume (peak values):
  - Primary audio (speech): -12 dB to -6 dB
  - Secondary audio (music): -24 dB to -18 dB

## 4.2. Editing Volume

Normalize function (set volume to dB value)

- 1. Select clip
- 2. Open Effect -> Volume & Compression
- 3. Select *Normalize* ... function
- 4. (Window) Set Normalize peak amplitude to [-12] dB

Track-wide adjustment (change by dB amount)

1. Click & drag slider in +/- scale of track control-panel

## 4.3. Fading Volume

#### Fading functions

- 1. Select portion of clip (click & drag)
- 2. Open *Effec*t menu
- 3. Select Fading
- 4. Select appropriate function (e.g. Fade In, Fade Out)

## 4.4. Reducing Background Noise

#### Noise Reduction function

- 1. Select portion of clip with background noise (sample)
- 2. Open *Effect -> Noise Removal and Repair*
- 3. Select *Noise Reduction* ... function
- 4. (Window) Click Get Noise Profile
- 5. Repeat Steps 2 & 3
- 6. Adjust values (Noise reduction) & click Preview button
- 7. Click **OK** button

## 5. Recording

## 5.1. General Process

- 1. Click Audio Setup button (toolbar)
- 2. Select Recording Device -> desired input device
- 3. (If applicable) Select Recording Channels -> Stereo
- 4. Click Record Meter (mic icon) button
- 5. Select Start Monitoring & speak as intended/expected
- 6. Click Record button [R or Shift + R for new track/lane)
- 7. (Optional) Click Pause button to pause/resume
- 8. Click Stop button

## 5.2. Recording in Audacity with H4n

#### Setup on H4n

- 1. (Recommended) Turn off H4n
- 2. Connect USB cable (Micro-USB port, left side)
- 3. Connect cable to computer
- 4. Select Audio I/F
- 5. Select *Frequency* -> *48kHz* (*44.1kHz* possible on Mac)
- 6. Select Connect
- H4n appears on computer as *H4*

## (continued)

#### Setup on Mac (macOS)

- 1. Open Applications -> Utilities -> Audio MIDI Setup
  - Or use Spotlight Search to find Audio MIDI Setup
- 2. Select H4 (2 ins / 0 outs) in sidebar
- 3. Set Format drop-down to match setting of H4n
  - a. (H4n) 44.1kHZ = (Mac) 44,100 Hz
  - b. (H4n) 48kHZ = (Mac) 48,000 Hz
  - Discrepancies result in abnormal (high/low) pitch

## (continued)

#### Setup in Audacity

- Select Audio Setup -> Recording Device -> Microphone (H4)
- 2. Audio Setup -> Recording Channels -> Stereo
- 3. Select Record Meter (icon) -> Start Monitoring
- 4. (H4n) Adjust Rec Level as needed
- 5. Click Record button to start recording
- 6. (Optional) Click Pause button to pause
- 7. Click Stop button to stop recording

# 6. Saving & Exporting

## 6.1. Saving & Exporting

Saving (project file unique to Audacity)

- 1. Open File -> Save Project
- 2. Select either Save Project or Save Project As ...
- 3. Set location & name

Exporting (standalone file in standard format)

- 1. Open File -> Export
- 2. Select Export as [format]
- 3. Set location & name

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