***Assignment 8***

**IDM116 Spring2013**

**The view outside my window slurs the vastness of our oceans.**

Due: 03/20/2013 Before this class

***Objectives***:

To make a three minute audio soundscape using Adobe Audition that presents a specific yet fictitious place at a specific time.

***Overview:***

To gain an understanding of how sound can create space, to learn how to edit and mix sounds to achieve your desired effects.

***Vocabulary:***

track, clip, volume, amplitude, frequency, multitrack, noise

***References for further study:***

Launching the Imagination Ch. 14

Janett Cardiff

Laurie Anderson

***Material***:

Adobe Audition, microphone and headphones, any samples you wish to incorporate

***Process:***

1. Write down your sketch of your projects.

2. Search FreeSounds and other websites for sound files to make your soundscape.  Download and add them to your Assets>Audio folder.

3. Open Adobe Audition and go to File>Import>File and select your audio files.

4. Double click your audio files, now in the browser (top left) to view them in the editor (top right).

5. Go to View>Show Spectral Display to see the frequency map along side the amplitude waveform.

6. Make any edits necessary to the file (see below).

7. Hit the multitrack button on the top left to make a new multitrack project.  Drag your files from the browser to different audio tracks in the mixer.

8. Save your project as an Audition Your\_Name.sesx .

9. Click and drag the files around to position them in time.  You can also trim the files by hovering over either edge of the clip and then clicking and dragging.

10. Adjust the volume of each clip by clicking and dragging the yellow line on the clip up or down.  You can also single click to add keyframes, which can then be moved to create fade ins and outs.

11. Another way to create a fade in / out is to click and drag the split box in the corner of each clip.

12. When you are finished save your work again.  Go to File>Export>Multitrack Mixdown>Entire Session to save a copy of your soundscape as a Your\_Name.wav .  Put both of your files on Wiki.

**AUDITION EDITING TIPS:**

1. To stretch your music, use the Effect>Time and pitch>stretch and pitch

2. To edit a frequency noise, like a car horn or cell phone ring, use Effects>Noise Reduction as I said during the class.

3. To adjust the volume of a clip, use the Waveform Display and the Time Selection Tool to select part of the clip and adjust the volume in the HUD (try to find what is HUD).

4. Or, go to Effects>Amplitude and Compression>Volume Envelope to get a yellow editable volume line (like in multitrack).

5. To remove vocals from a Center Mixed file (not all recording studios center mix the vocals) go to Effects>Stereo Imagery>Center Channel Extractor.

***Grading:***

1. Individual improvement – 20 points
2. Originality – 20 points
3. Design/Aesthetics – 20 points
4. Concept – 20 points
5. Software skill used – 20 points

Total: 100 points

A – Between 90 and 100

B - Between 80 and 89

C - Between 70 and 79

D - Between 60 and 69

E - Between 50 and 59

F – Below 49