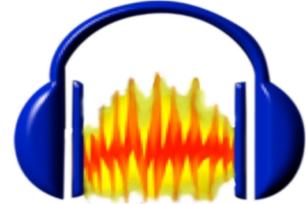


Adam's Handy Audacity Editing Guide

Audacity is a *FREE* audio editing program
It works on Windows, Mac, and Linux
you can download it from this site: <http://audacity.sourceforge.net>

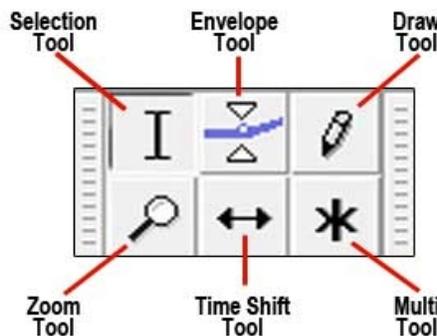


A tour of Audacity:

Transport/Control area. Works just like your DVD player, etc.



Tools:



Selection is what you'll use most often, for copy/paste, etc.

Envelope tool controls the volume

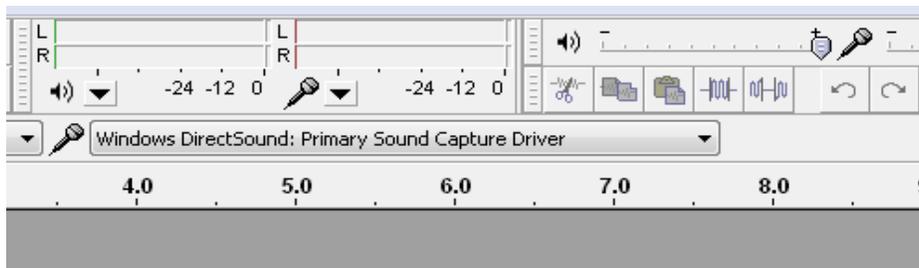
Draw tool lets you draw the waveform itself (use wisely!)

Zoom tool...zooms

Time shift tool allows you to move a block of sound left and right (i.e. earlier or later in *time*)

Multi tool combines all of these. Depending on where your mouse is, it becomes one or another of these tools.

Monitor section. Let's you see and control the volume of the output (speaker symbol) or input (microphone symbol). The dropdown menu lets you choose which audio driver or device you want to use.



FILES AND SAVING

IMPORTING FILES

For this editing project, you will go to **File...Import...Audio**. This will open up a window where you can choose your file.

You *can* use **File...Open**. But, for future projects, you may want to use multiple sounds. If you use **Open** it will open each sound into a new project. **Import** keeps them all in the same project/window.

SAVING FILES

When you go to **File...Save**, you will be saving an *Audacity Project* file (.aup). This is *not* an audio file! It is essentially just a set of instructions.

Side-note advice: SAVE OFTEN! You may also want to go to **File...Save As** and save as 'version2,' 'version3,' etc. This way, if you really mess up version 7, you can go back to version 6 (instead of all the way to the beginning).

EXPORTING FILES

When you are totally done...

File...Export will let you make your project into an audio file. You can choose .aiff, .wav, and many others.

If you want to make an **.mp3**, you may need to install this program called LAME. Click this link and follow the instructions. See me if you need help.

<http://lame1.buanzo.com.ar/>

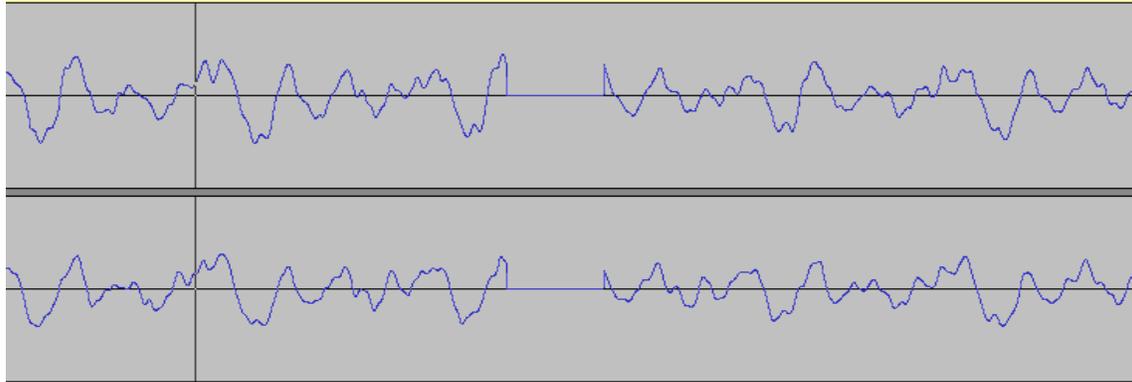
Note: **File...Export** will export everything in the file. **File...Export Selection** will export only what is selected. Well, duh! Both can be useful..

CLICKS AND ZERO-CROSSINGS

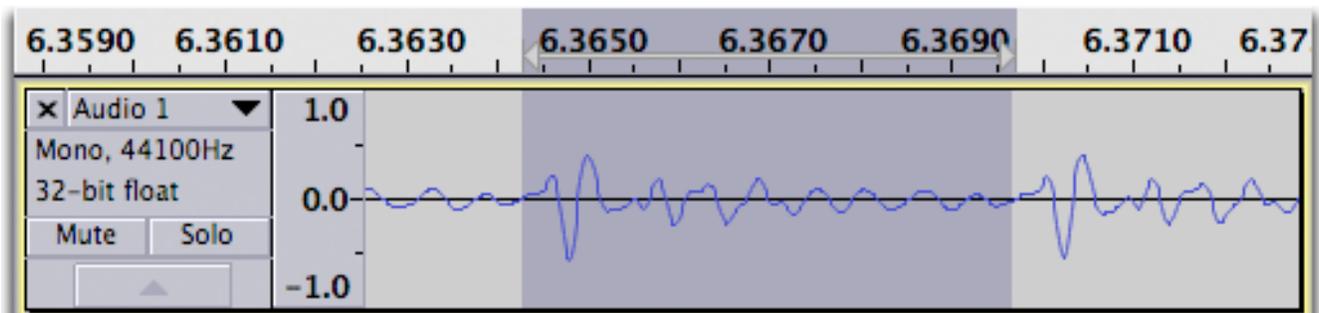
Sound waves are constantly moving between positive and negative. When they reach 0, they have equilibrium, or 'zero energy.' (I am grossly oversimplifying here!)

If you make an edit that cuts a sound wave far from zero, the computer will try to make it go instantaneously to zero. This causes an audible 'click.'

Here is a picture with two 'clicks' in a row (separated by silence).



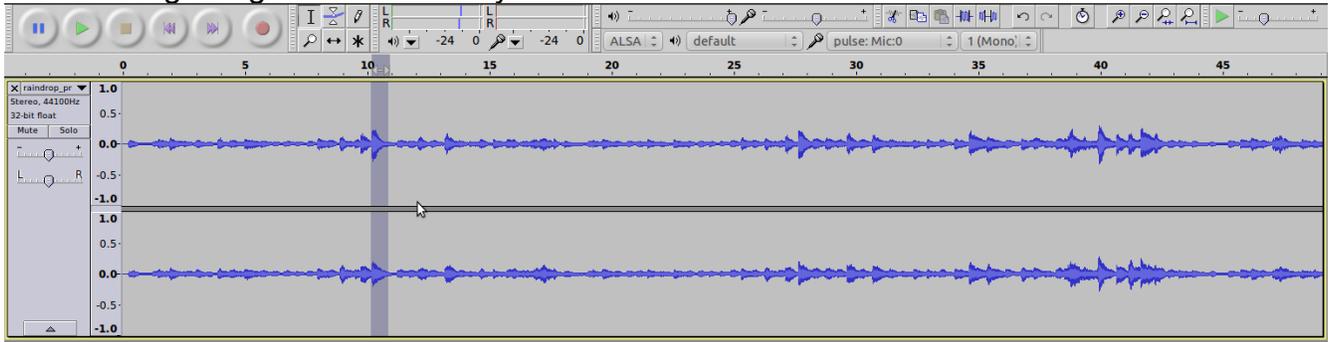
When making edits, cut where the wave crosses 0. This will eliminate most clicks.



EDITING – TWO METHODS

BUTT-SPLICE EDITS

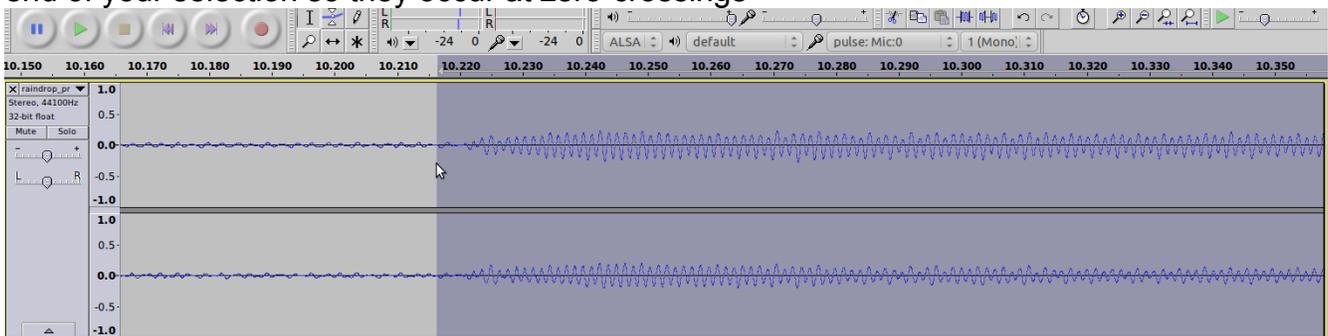
Find the beginning of the first note you DON'T want



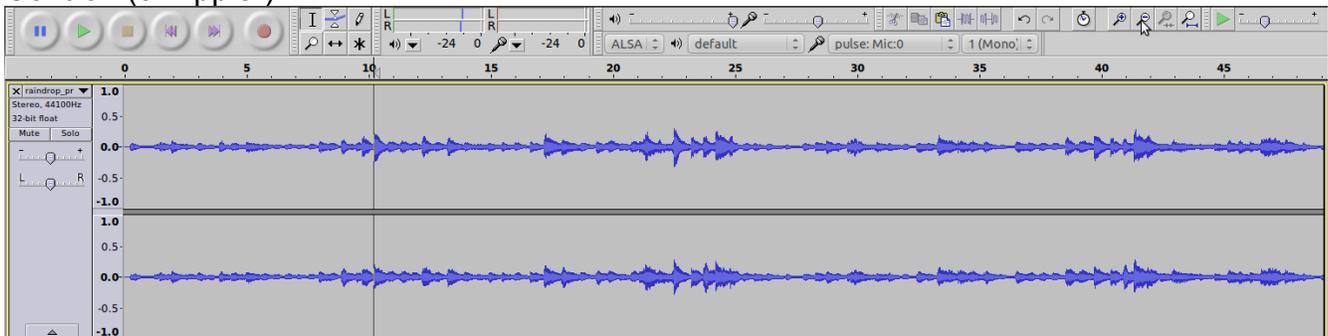
Find the beginning of the next note you DO want. Highlight everything in between



Zoom in and look for zero-crossings (where the audio energy is 0). Adjust the beginning and end of your selection so they occur at zero-crossings



Control- (or Apple-) + X



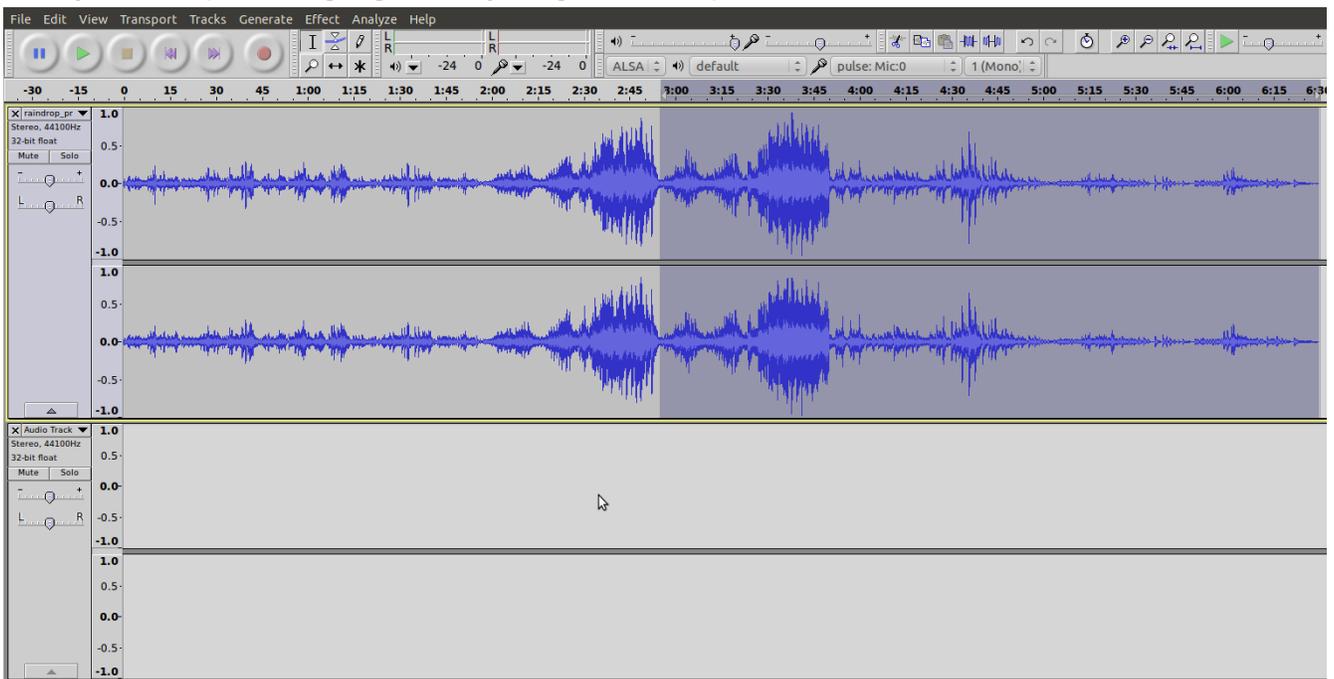
CROSSFADE EDITS

This style finds a common chord in two parts of the piece, and puts them on top of each other. The first one fades out while the other fades in ('crossfade').

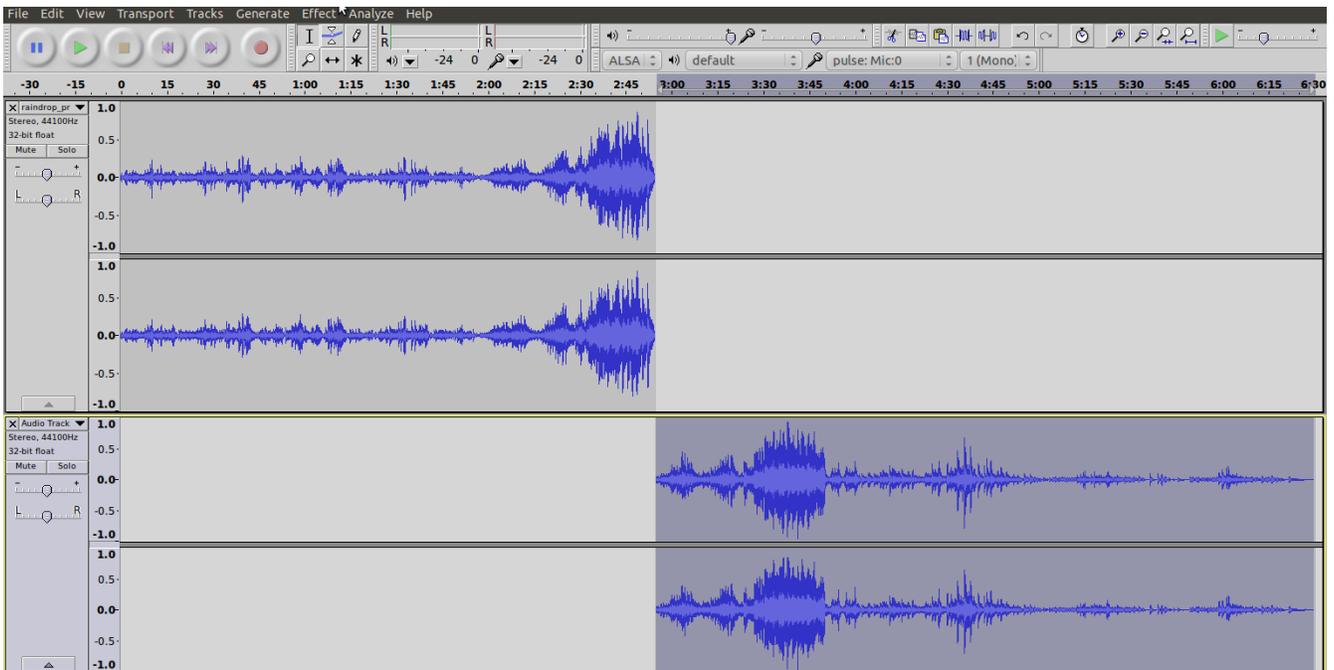
Make a new, blank track:

Tracks...Add New...Stereo Track

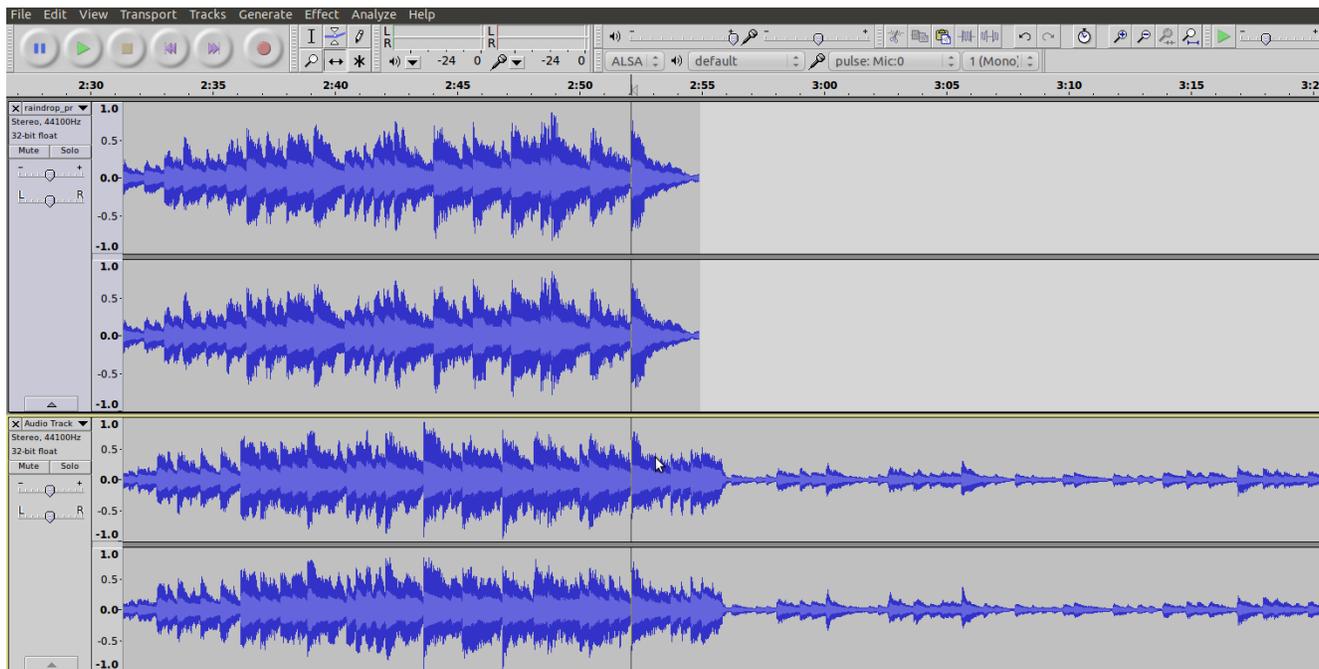
Find your edit point. Highlight everything after this point.



Hit Ctrl/Apple-X to cut. Click your selector in Track 2. Hit Ctrl/Apple-V to paste.



Take your Time-Shift tool, and line up the chord where you want to edit. Zooming in will help tremendously.



Choose your envelope tool. Make breakpoints (the little dots) and drag them to fade out Track 1 and fade in Track 2.

