

Training Course: 2 day Apple Soundtrack Pro

This two-day class guides you through editing audio files, repair field recordings, perform multitrack arranging and mixing, synchronize audio and video, analyze and fix common audio problems, and perform other creative sound design techniques. This course focuses on practical, professional techniques used to add professional music and sound effects to video and multimedia projects

What You Will Learn

Creating, arranging and editing a multitrack sequence, Sound design and ambience creation

Using the waveform editor to enhance dialog and voiceover

Single and multitake recordings, editing audio files, repairing field recordings, and fixing common audio problems

Working with reverb, compression, EQ and track bussing

Understanding integration with other Final Cut Studio applications

Day 1

Sound Editing Basics

Understanding the Sound Editing Process, Cleaning Dialogue, Integrating Sound Effects and Adding Music

Sound Mixing Basics

Offline Mixing, Online Mixing, Mixing in Soundtrack Pro, Sending to a STP Multitrack Project, Performing Basic Mixing Tasks, Adjusting and Automating Levels, Conforming and Returning to Final Cut Pro

Getting to Know Soundtrack Pro

Using the Frequency Spectrum View, Controlling the Spectrum, and Working with Frequency

Recording in Soundtrack Pro

Understanding Panes, Tabs and Window Layouts, Setting Project Properties, Controlling Playback, Navigating the Timeline and Exploring the Track Header

Fixing Audio Files

Sending to an STP Audio File Project, Exploring the File Editor Project View, Navigating the Waveform Display, Redrawing Waveforms, Analyzing an Audio File, Working with Actions, Noise Reduction, Returning to Final Cut Pro and Saving an Action as an AppleScript

Recording Dialogue

Opening a Multitrack Project, Working with Tracks, Setting Up for Recording, Recording a Single Take, Collecting the Project and Using Punch Recording

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Day 2

Editing Dialogue

Using the Editing Tools, Arranging Clips, Basic Mixing, Using the Noise Reduction Process and Adding with Ambient Noise

Multitake Editing (ADR)

Using the Multitake Editor, Adding a Guide Track, Organizing the Takes, Slipping Takes, Creating a Composite Take and Smoothing Transitions

Spotting Sound Effects

Setting Up for Spotting, Exploring the Bin and the Browser, Using the the Multipoint Video HUD, Three-Point Edits, Using Fades and Using Envelopes to Create Fades

Scoring Using Loops

Setting Up for Music Production, the Search Tab, Adding Music Beds, Working with Loops and Using Markers

Mixing Multitrack Projects

Exploring the Mixer, Using Submixes, Adding DSP Effects to Mixer Tracks, Automating the Mix, Using Busses, Using the Master Channel and Surround Sound Mixing