Adobe Audition Beginners Guide

Multitrack editing and audio file editing

Stay Organized

Like many Adobe applications, Audition connects to many resources in your computer or on your hard drives, so make your life easier and stay organized!

1. **Try to get all of your source files in one place.**
   Not a bad idea to make copies of any files you want to remain secure. Even though Audition is a "non destructive" editing program, there are ways that you can accidentally edit an original file.

2. **Making a new Multitrack session**
   When you make a new session
   (file menu > new > multitrack session)
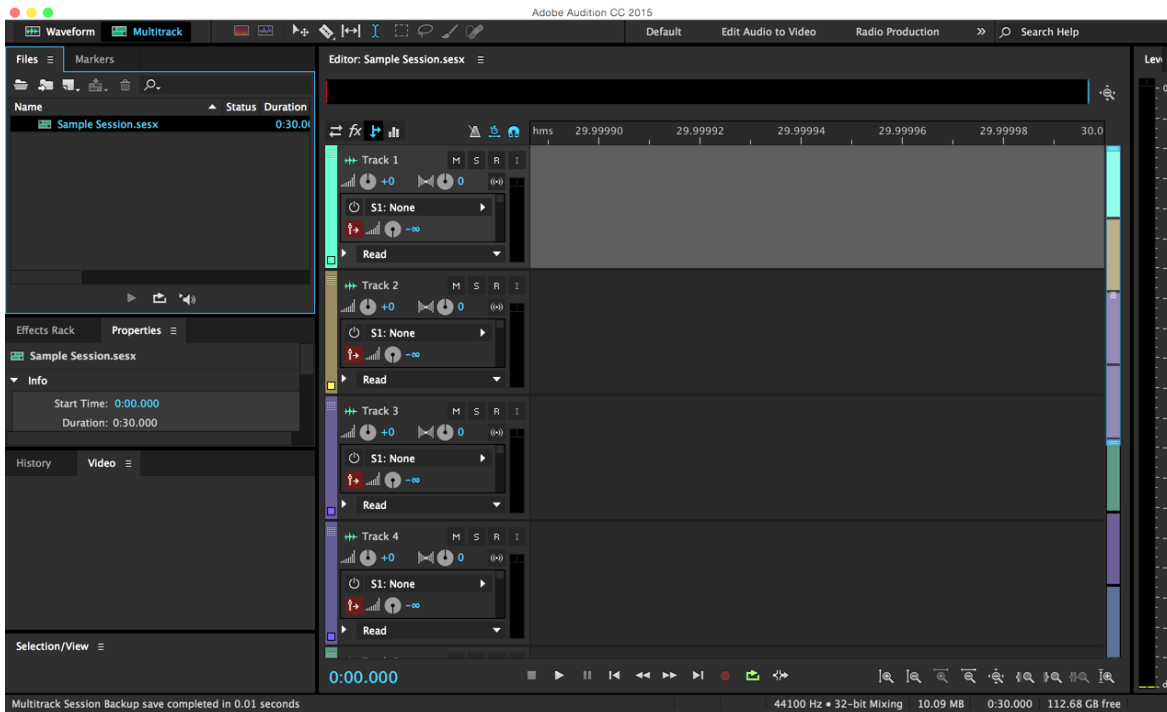   Be sure to choose the location where you want the file to reside.
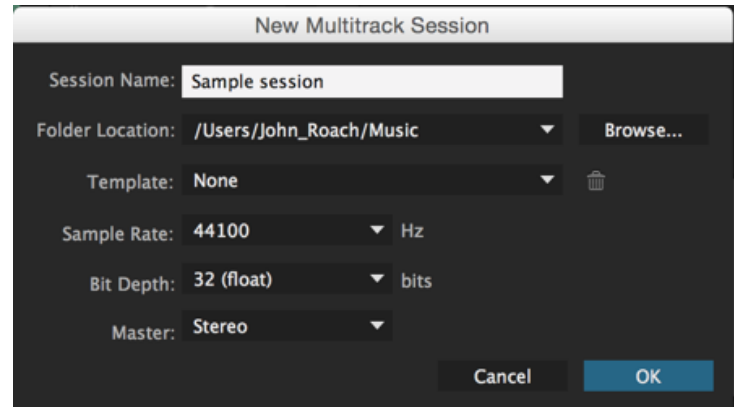
Pick a Workspace

Audition can be used to edit a song, a soundscape, a film score, etc. it can be used to "master" sound, edit sound for video, and more. Choose a workspace that organizes the windows and palettes.
Window menu > workspace

- Get started with the workspace called **Simple Editing**

Adding audio files

Option 1: add everything

Again, be sure that you have organized your audio, preferably in one place. Audition links to this media so if it gets moved or is on a separate drive, you might encounter problems with your links

- **Files Pane**
  Look for the "Files" tab in your workspace. This is where all of your media for the project is kept. If you can't locate it, so to the *Window Menu* and select *Files*
- **Click the folder icon**
  to search for files
  Or
- **Drag and drop**
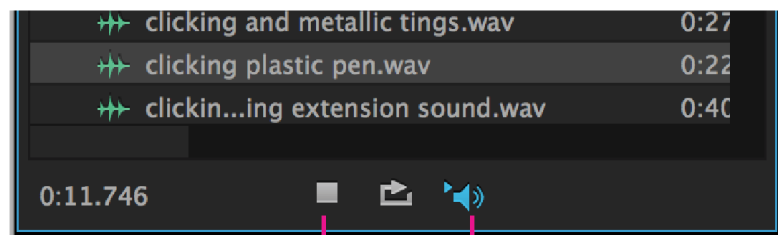 a file or a folder of sounds onto the *Files Pane*
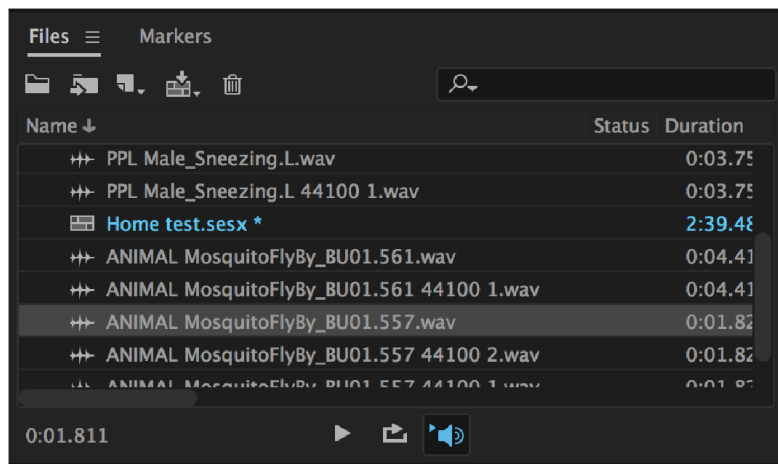
Files Pane

Preview your sounds in the Files Pane

- To listen to the sounds in the *Files Pane*, just click on the file name and then hit the play icon
- Click the "auto play" button to allow your sounds to play when selected.

Playback buttons in the File Pane


play/stop ——— *Auto play*

Adding audio files
Option 2: browse and select

Sometimes you have TONS of audio and you might want to pick and choose items to add to your Files Pane so it doesn't get too crowded. Use the *Media Browser* (Window Menu) to navigate to a folder of sounds.

- Preview: The *Media Browser* has the same play and autoplay buttons that are in the Files Pane.
- When you have found files that you want to use, just drag them into the *Files Pane.*

media browser

play/stop　　loop　　Auto play
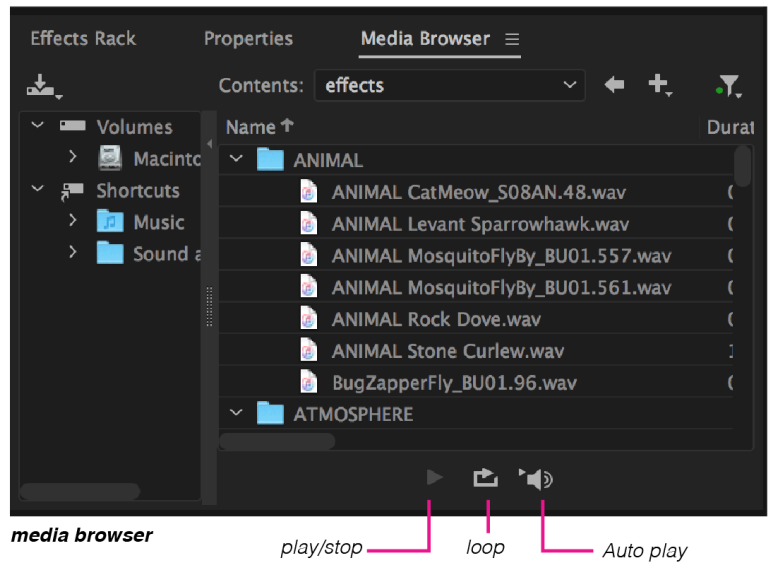
Add a sound to the timeline

loop playback

The Audition timeline is like a timeline from many other editing programs, for example Adobe Premiere, Protools, Logic, etc. You use it to arrange and layer sounds in time.

Timeline playback

- Drag a sound file from your Files pane into Track 1
  Notice that it automatically generates a waveform.
- Play the timeline
 Press the spacebar or use the play icon below the tracks pane
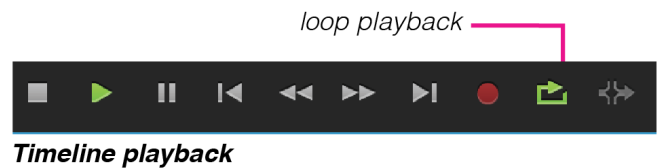
Sample Rate warning

Warning! Warning! Sometimes when you drag a file into your timeline you get a warning (see the image on the right)
"The sample rate does not match"

- Audio can be recorded at different levels of quality, or "sample rates."

- If you click OK then Audition will make a copy of the file that matches the sample rate and add it to your Files bin. This is ok if you have a lot of files that are at different rates.

- Learn more about Sample rate and Bit Depth here.
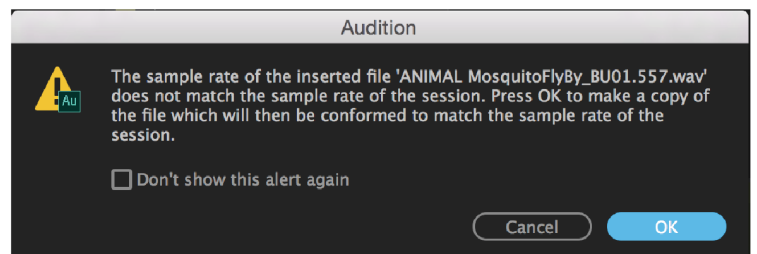
Sample Rate Warning

.PKF Files

You may notice that in your hard drive, there may be some files added to your folders where you keep your sound files.

- These .pkf files are automatically generated by Audition when you add .WAV files.
- .PKF files hold information that allows Audition to quickly redraw a sound's waveform.
- You can turn this off in preference, but it may slow down the opening of your project or rendering of tracks. Here's how
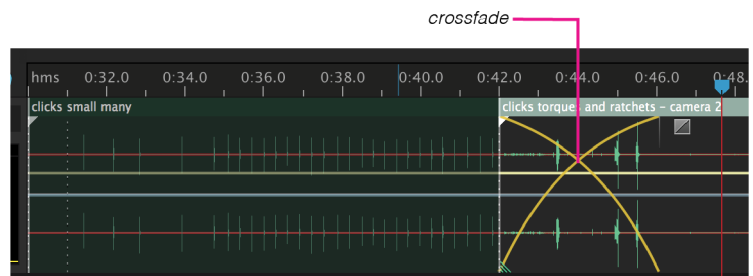 https://www.youtube.com/watch?v=tnipXPa_Anl

.pkf files
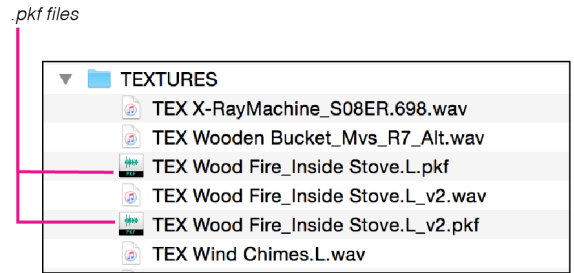
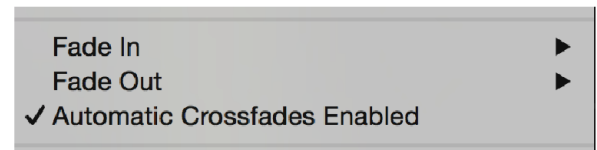*Folder in your hard drive (Finder)*

Add a second sound to the same track in the timeline

Audition can automatically create fades between two clips then they overlap. This is a setting that you may need to activate if it is desired.

- Drag another clip into track 1
- Overlap the two clips
  Overlap the end of the first clip with the beginning of this new clip. You will see yellow lines that represent the "crossfade" between the two tracks. If you don't see the crossfade lines, see the next bullet!
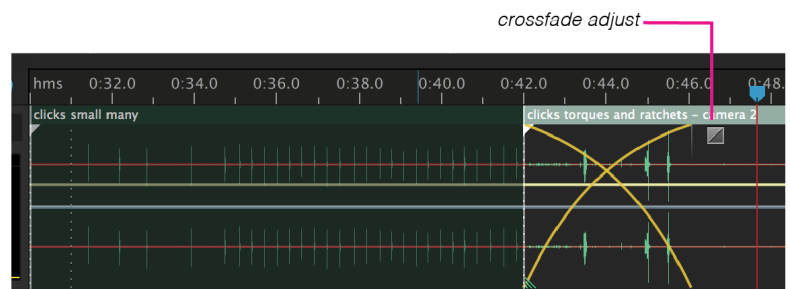

crossfade

Two clips with a crossfade

Turn off/on auto crossfade

Go to the Clip menu > select or deselect "Auto Crossfades Enabled"

Auto Cross fade (in the Clip menu)

Adjust crossfade

You can shorten or lengthen a crossfade by clicking the crossfade box and dragging it.

crossfade adjust

Two clips with a crossfade

Zooming in and out of the timeline

There are a number of tools to change the scale of your view. Here are a few:

- + and - keys
  This is the quickest way to zoom horizontally
- The Zoom tools
  You can use these tools to zoom horizontally, but also to make your tracks vertically taller or shorter.
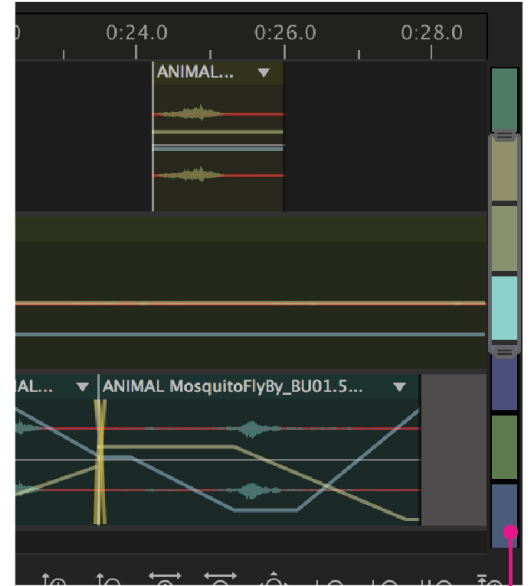
Track Zoom tools

Changing the height of all of your tracks

When you create many tracks, it can be helpful to make their height smaller so you can see more.

- The Zoom tools
  You can use these tools to zoom horizontally, but also to make your tracks vertically taller or shorter.
- Scroll Bar method
 Use the handle on the top of the colored scroll bar.

track height indicator

Changing the height of one track

Sometimes you just want to change the height of a single track or make it smaller so it takes up less space, or make it bigger so you can really see what you are doing.

- In the track name area, hover your cursor over the line that separates two tracks.
- Look for the pane/window resize icon.
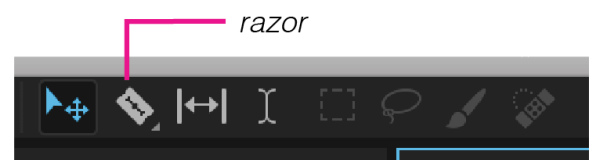- Click and drag to resize the track's height.

- ★ *Important note!*
  Resizing the height can hide some information from the track naming area!
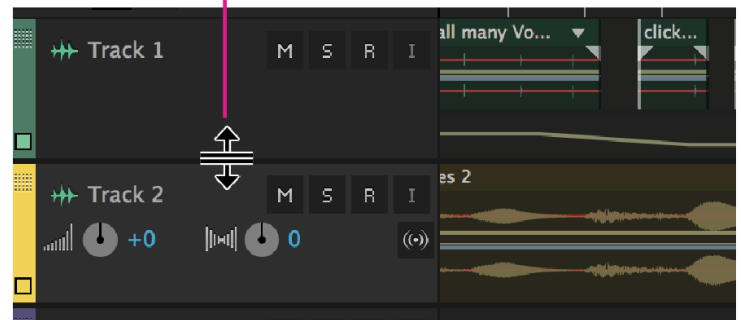
Adjust individual track height

Cut up a clip in your timeline

- Activate the Razor Tool
  You can find this in the toolbar at the top of your window. (You can also select this tool by clicking the R key)

razor

Editing and selection tools

- **Slice.** Click on the areas of your clip that you want to "slice"
- **select/delete.** You can select a clip while you have the razor selected by clicking in the name of the clip (Rather than inside the waveform).

The selected clip will be highlighted in your track. You can also switch back to the select tool if you are done with the razor (you can also switch to the select tool by clicking the V key)

Edge-Edit a clip

Remember that the Audition Multitrack editor is **non-destructive.** That means that as you trim or slice clips, you can still access the data you've removed.

- Hover over the edge of a clip to reveal the edge edit icon.
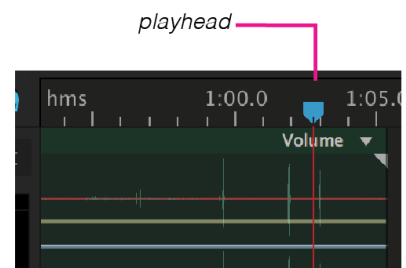- Drag with the edge of a clip to hide or reveal more content

Edge edit icon

"Scrub" through a clip

Scrubbing is quickly previewing the contents of a file. You scub using the playhead.

- Click and drag the playhead icon in the top of your track timeline

Scrubbing

Add more audio content to another track

Since Audition is a multitrack editor you can layer your audio and maintain editability of each separate audio track.

- Drag an audio clip from the Files Pane into Track 2.

Mute or solo a track

Sometimes you want to turn off a track so you can focus on the rest of the mix, or sometimes you want to only listen to one of the tracks.

- Click the M to mute a selected track
- Click S to solo a track
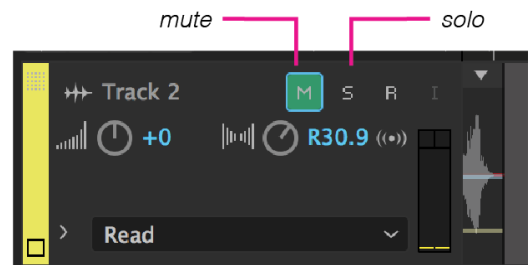
Mute and Solo

CLIP Volume

You can adjust the volume of an individual clip or across an entire track full of clips. The second option is helpful if, for example you have a track made up of many edits.

- Hover over the yellow line (or rubber band) that runs through your clip. Notice if you linger for a moment it says "volume"
- Click and drag the line to adjust the clip uniformly
- To adjust more dynamically, click the line to add points.
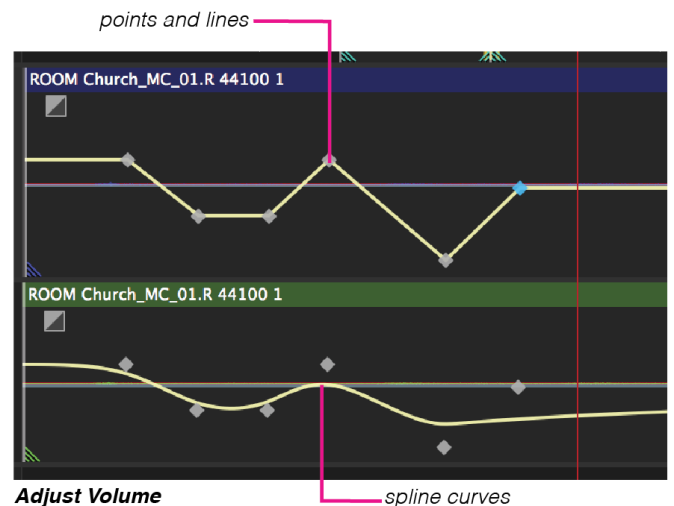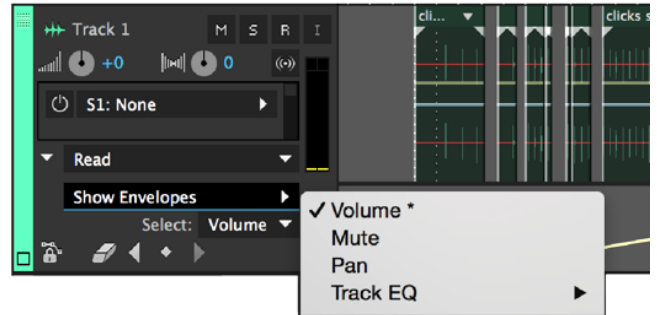

Adjust Volume

Drag the points up or down to change volume levels in different parts of the clip.

- To make the points smooth rather than angled, right-click the rubber band and select "Spline Curves"

TRACK Volume

This option is helpful if you have track made up of many edits.

- Click the little triangle next to "**Read**" in your track info on the left. This reveals the "Track Envelopes"
- you can use the line (or "rubber band") to adjust volume,
- To adjust more dynamically, click the line to add points.
  Drag the points up or down to change volume levels in different parts of the track.
- Important note:
  If your track height is too small the "**Read**" area of the track will be hidden

Keyframes and dynamic control

What is happening when you adjust volume over time? This is important because you will use this same strategy to change spatial properties and effects the same way!

- Definition: a keyframe is a marker that tells the program to make an adjustment in time.
- So when the playhead reaches each keyframe it will adjust a parameter (like volume or reverb)
- Keyframes are essential to animation programs like Flash and AfterEffects

CLIP Panning

Modifying the position of sounds in the left or right channel (panning) can create the illusion of space, or of sounds in motion. It impacts the STEREO FIELD.

- The blue line in your track represents PAN
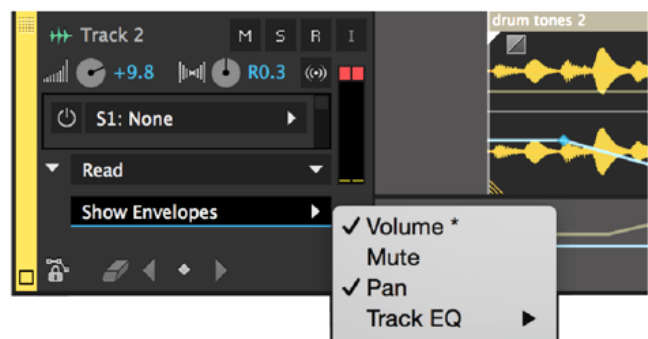- Dragging the line up pans left, down pans right.
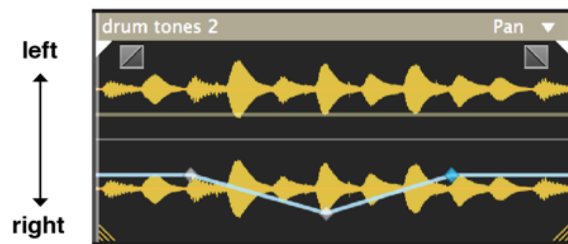
TRACK Panning

Adjusting the panning across an entire track.
This option is helpful if you have track made up of many edits.

- Click the little triangle next to "Read" this reveals the "Track Envelopes"

- Select Pan.
- Dragging the line up pans left, down pans right.

Add an effect to a clip

Sometimes you want to add an effect to a single clip (for example a sound that needs to have some of the low bass sounds reduced)
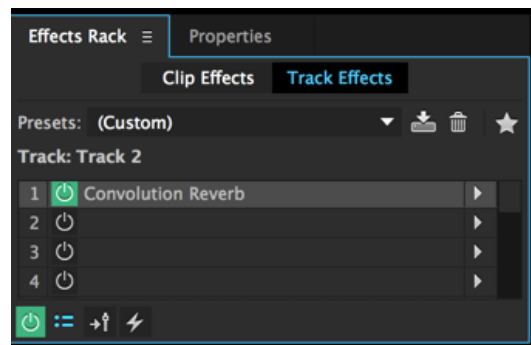
- Select the clip you want to add an effect to
- open the Effects Rack pane
- Be sure "Clip Effects" is selected
- In one of the "lanes" in the rack, click the triangle to select an effect. Make adjustments, listen to your clip.
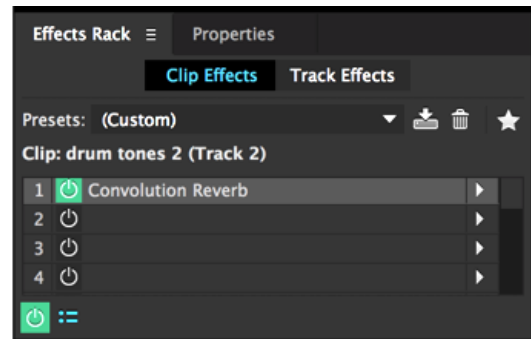
Add an effect to an entire track

If your track is made up of many clips, you might want to add an effect that impacts multiple parts of your track.

- Select the track you want to add an effect to
- open the Effects Rack pane
- Be sure "Track Effects" is selected.
- In one of the "lanes" in the rack, click the triangle to select an effect. Make adjustments, listen to your track.

KEYFRAMES Change an effect over time

Sometimes you want to change some aspect of an effect over time. So, for example, the amount of echo or reverb might change as the track progresses.

- Select the track that has the effect you want to adjust
- Click the little triangle next to "Read" in your track info on the left. (this is the same method you used to alter volume over time)
- Click the Show Envelopes pulldown
- Look for the name of the effect and then a parameter of the effect you would like to change (for example "Mix")
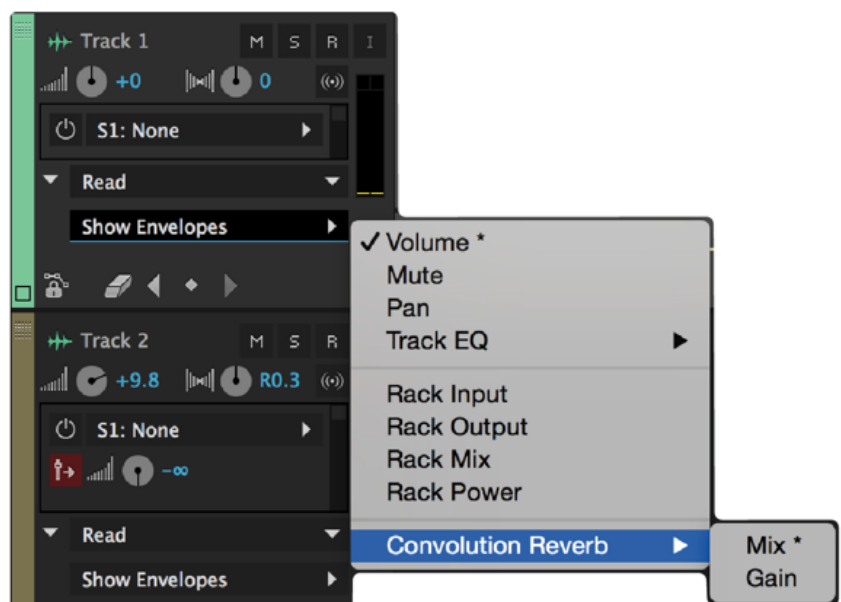
- When you make your selection a line or "rubber band"will appear for that effect parameter. Edit it in the same way you edited the volume, Add points and move them to create peaks and valleys.
- Every effect parameter you select will be assigned a unique color
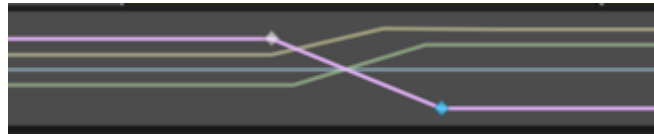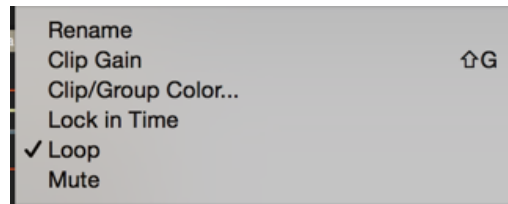
Loop a clip

Sometimes you want to repeat a sound numerous times. You can use the LOOP feature to do this.

There are limitation however:
★ The loop length is the loop of the entire original clip. So if the clip in your files bin is 30 seconds, the looped sound will include ALL of that sound.
★ To modify the length of a sound would mean creating a new clip to loop.

To loop a clip:
- Select the clip in your timeline
- In the clip menu select LOOP
  Or
- (or right-click the clip and select LOOP
- Drag (edge-edit) the clip to extend the loop. The more you drag the more loops you get!
- Dashed lines indicate the loop points.
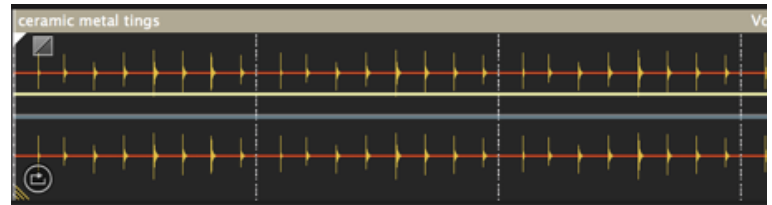
Create a new clip to loop

Sometimes you want to only loop a small portion of an audio clip. This requires that you edit a new clip to use for your loop.

★ Important note!

this is "destructive editing" and so you should make a copy of the file, because once you trim it, the data is GONE!

Open the file you want to edit
- In the File Pane double-click the audio file you want to edit.
- The clip opens in the audio editor.
  Find the loop
- Preview the clip or use the playhead to scrub to locate the area you want to loop.
- Use your cursor and drag through the waveform to select the area you want to loop.
- To listen to your loop, click the "loop playback" button in the transport controls at the bottom of the window.
- Adjust the loop.
  Save and Name the loop
- Edit Menu > COPY TO NEW This creates a new file
- In your Files Pane, you'll see an untitled clip

loop playback
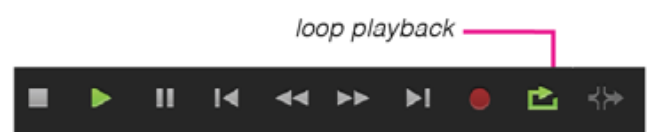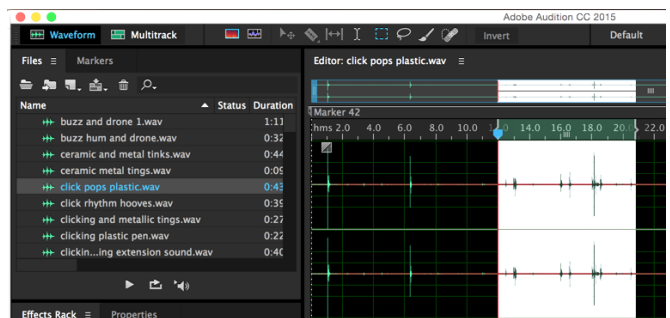
- File Menu > SAVE - name the new file with LOOP at the end.

Change the speed/pitch of a clip

You can stretch a clip (changing its duration and pitch) inside the multitrack edit window.

★ Important Note
Stretching clips in the editor can sometimes lead to highly digital sounding results. Be mindful of the quality that you want to achieve. Better results can sometimes be gained by editing the original source file.
* More details on Adobe's site

- Drag the small white triangles in the upper right or left corner of clips.
- A small click appears as you drag the edge of the clip

Changing the stretch settings
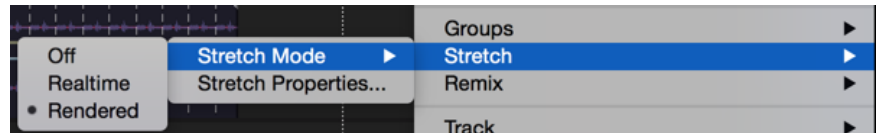
- Right-click on the clip you have stretched. Select "Stretch" and then "Stretch Mode"
- **Off** disables stretching, reverting the clip to its original length.
- **Realtime** lets you hear the results of stretching as you drag clips. This mode is a good choice during the editing process.
- **Rendered** (High Quality) requires longer processing but can avoid audible artifacts. Choose this mode if you encounter slow playback or performance with Realtime mode.

Changing the stretch properties

- **Monophonic** is best for solo musical instruments or dialogue.
- **Polyphonic** is best for music with multiple instruments or complex ambient sounds.
- **Varispeed** changes pitch in addition to duration, similar to slowing down or speeding up analog tape machines.

Destructive Time Stretch

If you would like more control over your shifting of pitch, or if you would like the pitch to change over time, edit the original source file.

★ Important note!
this is "destructive editing"

- Right-click the clip in your track that you would like to stretch and select "Convert to Unique
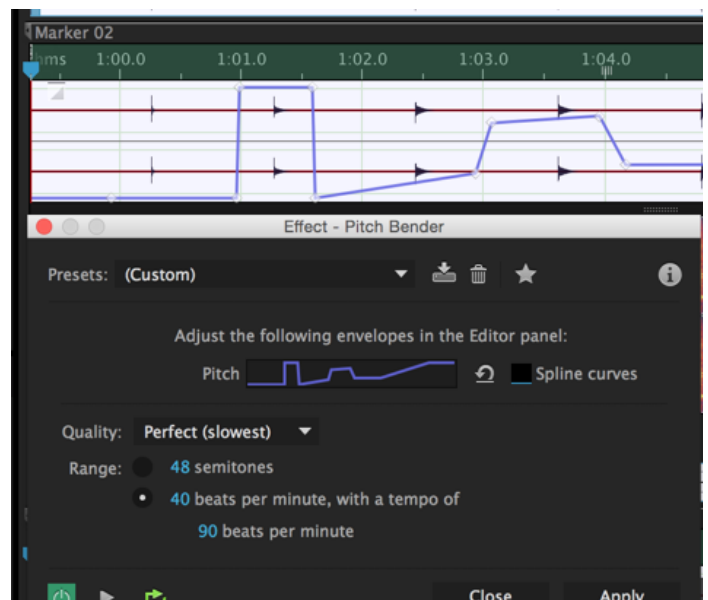
Copy"
Note: You will see another version in your files with a -1
at the end of the name.
- Double-click the file to open it in the editor
- Go to Effects Menu > Time and Pitch
- Select Pitch bender
- Use the blue rubber band to either globally shift the
  pitch or add points to change the pitch over time.
Other recommended Pitch effects to explore
- Pitch Shifter
- Stretch and Pitch

Noise Reduction

There are times that you have unwanted sound in
your file like humming or hiss. Sometimes you are
able to reduce this unwanted noise using tools in
Audition.
More info here
- ★ Important note!
  this is "destructive editing"

  - Open the file you want to fix or "Create a
    Unique copy" of a file in your timeline.
  - In the "Effects Menu" > Noise Reduction
  - The most effective reduction tools require that the file is
   "processed" rather than reducing the noise on the fly.

Capture a "Noise Print"
Audition can learn what a
certain noise is and then
attempt to remove it from the
file.
  - Find and select a very
    short and isolated
    snippet of the noise
    you want to remove.
  - Go to Effects Menu >
    Noise Reduction >
    Capture Noise Print
Noise Reduction (Process)
  - Go to Effects Menu >
    Noise Reduction >
    Noise Reduction
    (process)
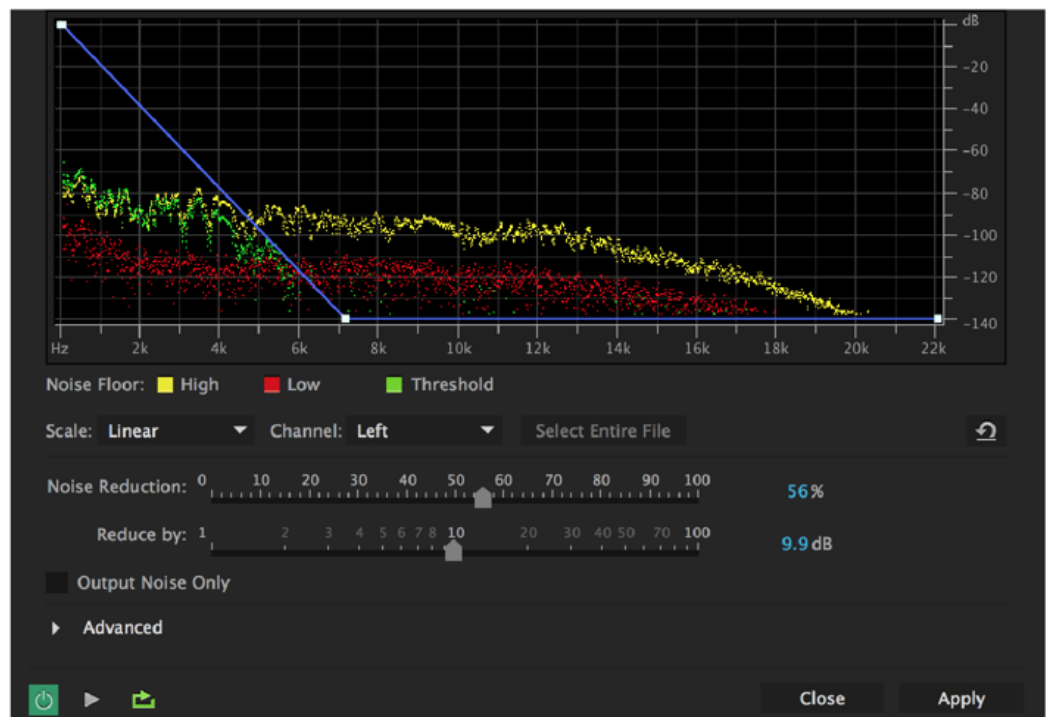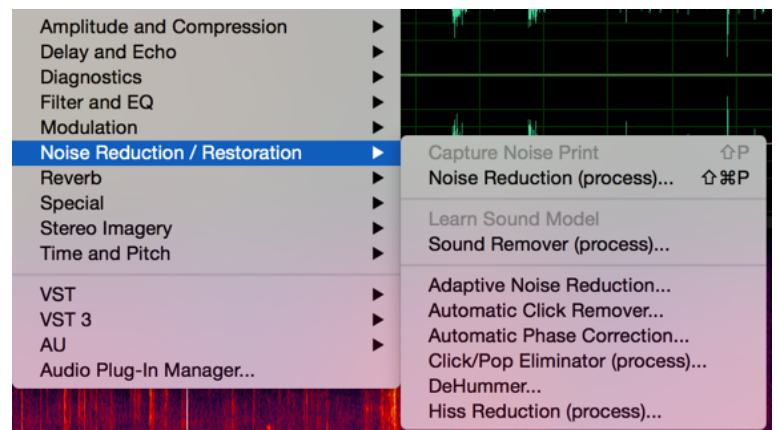
- The effect will use the noise print to remove sound from the file.
- Adjust the **Noise Reduction Slide**r to change the strength. Higher numbers will be more aggressive but can lead to unnatural sound.
- Adjust the **Reduce By slider.** This determines the amplitude reduction of detected noise. Values between 6 and 30 dB work well. To reduce bubbly artifacts, enter lower values.
- Use the blue rubber band to select specific frequencies to effect or ignore

Sound Remover
Here's a good video about this effect.

Spectral Editing

When you open a file in the editor, you will notice the waveform display but also a very colorful display called the **Spectral Frequency Display.**

Rather than showing amplitude, this display shows the information that occurs in different frequencies over time.

- Use the Marquee tool or the lasso tool to select and listen to a particular area in the file..
- Hit delete to remove that band of frequency from the file
- Use the paintbrush tool to select irregular areas in the file. This works well in conjunction with the **Sound Remover** effect

yellow louder   Blue quieter

High pitches

Low Pitches

Time