Adobe Audition 1.5 Guide

Adobe Audition is digital sound editing program that allows you to open multiple sound files, record new ones, edit them, and save your work in a desired format. The editing process allows you mix different sound files, apply different effects. Once you are done with your work, you can create an audio CD or export your file to an external device.

The Adobe Audition 1.5 workspace The main default view of the program is divided in 3 sections:

1. the top part (menubar and toolbar), where all the common options are located; of those, the most important ones are:

	switch to edit view		new file
	switch to multiview		open file
	switch to CD creation		save file

Note that within this program, the group of files (or the file) you are working on is called a session. If you have work in progress, and do not want to save the final product, do not export when you save data, but use the default file format (.ses)

2. the bottom part, where the basic sound controls are present (play, pause, fast forward, rewind, record) and some of the information about the current file (or current selection)

|	stop		go to beginning
	play		rewind
	pause		fast forward
	play to end		go to end
	play looped		record

3. the central part, in turn, has two components: on the left, there is a treeview with all the currently open files and the effects that can be applied.
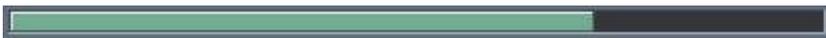
On the right side, there are 3 possible views:

a. The multitrack view (default) is the list of active tracks; initially, each track is empty. What you normally do is load files in some of the tracks and order them along a timeline. Another possibility would be to load a file, split it into multiple parts and move each part to a separate track.
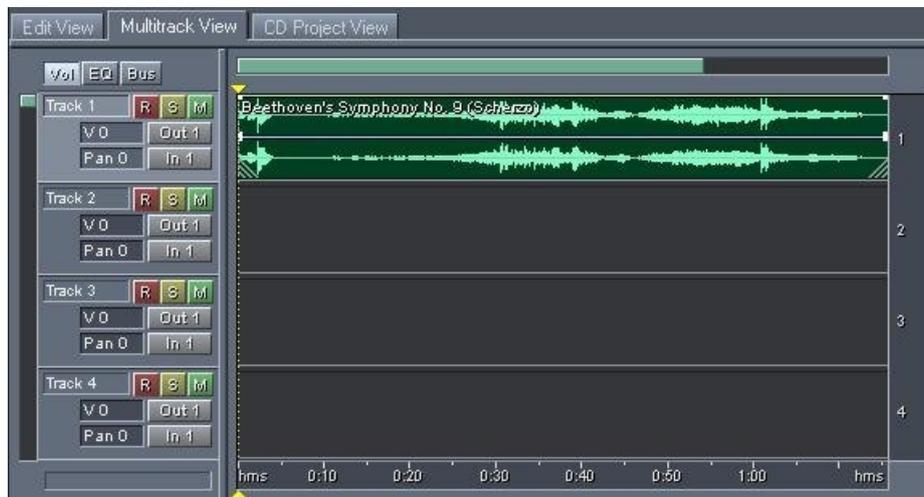

Display Range Bar

This indicates which part of the entire waveform is currently being viewed in the waveform display. It is located above the sound track(s) in the active view. When you zoom in on your waveform, the bar will become smaller in size, as you are viewing a smaller portion of your entire audio file.

b. If you double-click on a track in the multitrack view, you will be taken to the edit view. This means you have more options/tools for editing that specific track.
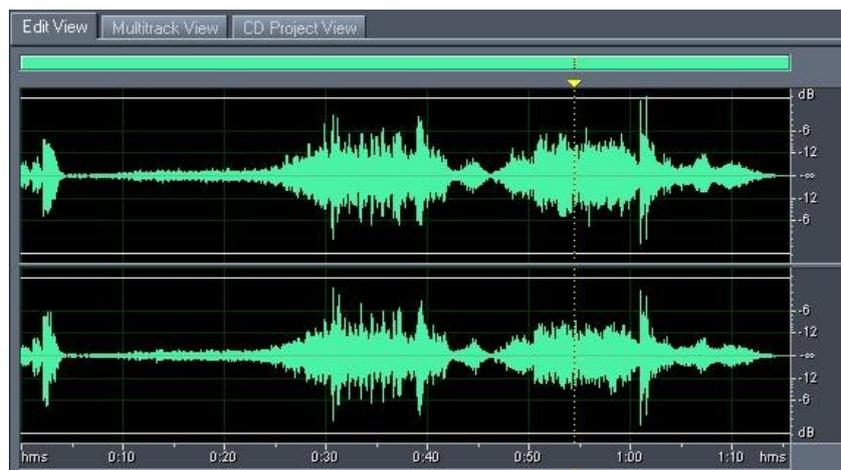
The CD project view allows you to add tracks to an Audio CD and burn it when done. To add files to be written on the CD, just drag & drop them from the file list on the left (presented above). To order the files on the CD, use the Move Up and Move Down buttons.

Zoom Controls.

The zoom controls allow you zoom in either horizontally (magnifies time) or vertically (magnifies amplitude) with respect to your waveform.

Time Display Fields.

	Begin	End	Length
Sel	0:00.931	0:01.324	0:00.392
View	0:00.000	0:02.728	0:02.728

These are useful when selecting and splicing audio. The Sel time display fields show the time at which your selection begins and ends as well as the total time of the selection. The View time fields show the beginning, ending, and total time of the part of the waveform currently in the Waveform Display.

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3. Starting a new project & importing files

Notice that projects in Adobe Audition 1.5 are called sessions. A session is simply a file that can contain multiple sound files organized into tracks and also retains information about when a certain sound is to be played (a timeline for each track). Whatever you want to use this program for, you will most likely need to know how to do the following things:

1. Start a new session (if you don't know what this is, this is what you want).
After the application was started, you normally have a blank session open, where you can start adding sound files; however, you can select File - New Session if you want a new blank session, or want to change some settings like the sampling rate. If you don't know what value you want for sampling rate, go with the default; that will give you CD-quality (44100), which is most likely better that what you need. If size of the sound is a problem, use 22050 - radio quality; this will give you a smaller file size.
Session files in Adobe Audition contain no audio data themselves. Instead, a session file is a small file that points to other audio files on your hard drive. The session file keeps track of where the audio files are stored on the hard drive, each file's location and duration within the session, what envelopes and effects are applied to the tracks, and so on.

2. Open a session
If you have saved a session, and you want to make further changes to it, you can reopen it using File - Open Session menu item.

3. Add an existing sound file to the session
Click on the track you want to load the sound in. Right click, and select the Insert - Audio options from the popup menu. If you need the same sound multiple times, you should insert it once and, for subsequent uses, drag it from the Files tab of the treeview on the left to the track you want; this will keep the memory usage lower.

4. Listen to what you have

In the bottom section, click on the play button. This will play all tracks simultaneously according to the timeline, if you are in multitrack view. If you are in the edit view, this will only play the track you are currently editing. To play just a part of a file, select that part (in edit mode) and then click play.

5. Save a session

After you are done with your work, you can save the file (the session) using the File - Save session menu item while the multitrack view is activated. Please note that this will not give you a file that you can afterwards play in Winamp of any other music player. It will be a format specific to Adobe Audition. If you do not want to continue working on this project, and just want a normal sound file for broadcast, go to File/Export and select a destination and name for the file.
Note: If you have recorded a sound, that sound cannot be saved in the session file and it does not exist on your computer, so you must save it separately. Adobe Audition will offer to save it as a separate sound file, in a compressed file format (wma). If you need high quality for the recorded sound, you should switch to wav format.

Basic audio editing

1. The Undo feature. This is one of the most important features to know about. Adobe Audition keeps backup copies of your sound, one for each change you make, and is able to go back to what was previously your file, if you pres Ctrl + Z. Note that these backups are discarded once you close the program.

2. Making a selection. To select a section of a file (in edit mode) you want to work on, you use the mouse as you would for selecting text in a word processor: you click at the position you want to start your selection and drag the mouse, while keeping the left button pressed, to the position you want to end the selection; at that point you release the mouse button.

3. Record
If you need to record something and you are in multiview mode, you need to decide on a track you will record on. Skip to the next paragraph if you are in edit mode. You most likely want to select an empty track. Once you decided on the track you want, click on it, and arm it for recording. Arming for recording means that you look at the left end of the track and click on the red button with an "R" on it.

You can start recording by then clicking on the record button in the bottom section (where the controls are). To stop the recording, click on the record button in the bottom section again. If you are done recording on that specific track, it is best to disarm it, by clicking the red "R" button again (only in multiview mode).

If you can record from multiple devices, you can select the one you want to record from by clicking the button below the arming button (you need to be in multiview mode).

If you want to record from the microphone input, you don't need to worry about selecting the input device. Just arm the track and press record. It will just work.

4. Deleting part of (the whole content of) a track
Select the part you want to delete by clicking on it. Then press Del key.

5. Moving a sound along the timeline (within the track, or to a new track)
Click the part you want to move, and drag it to where you want to put it.

6. Splitting a sound
Select the track with the sound you want to split. Notice a vertical yellow cursor that goes through

all tracks. Drag that cursor (by clicking and dragging the top yellow triangle ▼ of the cursor) to the point you want the sound to be split. Use the Edit - Split menu item.

General notes:
Red color is generally used for recording. A recorded sound looks red in the track. Green is used for existing sounds.

Example usage: Cut the start / end of an audio file
Start Adobe Audition; you will then have an empty session.
Click the first track. Right-click and select Insert-Audio; select the file you want to process.
After loading (it may take a few seconds) double click on the sound. This will take you from the multitrack view to the edit view.
Select a part you want to remove. Press Del.
Repeat this for all parts you want to remove.
To save your work, use File - Save As.

Apply special effects

If you just want to apply a special effect like increasing the volume of a sound file (or apply any other effect on a sound file):

Start Adobe Audition; you will then have an empty session.
Click the first track. Right-click and select Insert-Audio; select the file you want to process. After loading (it may take a few seconds) double click on the sound. This will take you from the multitrack view to the edit view.
If you want to apply the effect only on a part of the file, select that part with the mouse, just as you would select text in a word processor.
On the left side of the screen, there is a treeview; click on the Effects tab. Then double click on the effect you want to apply. For changing the volume, you want to use Amplitude - Amplify/Fade. A window will then appear. For volume increase, try to set +3db; a positive value will increase the sound volume; a negative one will decrease the sound volume.
To save your work, use File-Save As.

Normalising sounds. Normalization is an editing function that adjusts the highest peak amplitude of a waveform to a certain percentage, thereby raising or lowering all other peaks accordingly. This technique is most useful when you author a CD or master a collection of songs and each of the intended CD tracks vary in overall peak amplitude. Normalizing a collection of tracks applies a consistency that is implied when playing CD's on consumer equipment (for example, stand-alone CD or DVD players).

Exporting your sound

If multitrack view is active: once you are done with your work, it is best to save the session, just in case you remember later you want to change something (this is why you should have your own folder in My Computer/Programme store/Presenters' Files). You will also want a file that you can play in any standard music player. To obtain this, select the tracks you want to hear in the output file (or select none to use all of them) and then click on the File - Export - Audio menu item. You will be prompted with a dialog that asks you to select the destination filename and file type. The name can be anything you like; if you don't know what file format you want, select MP3.
If you want to save just one track, go to File - Save As; the format you will want to save in is most likely MP3. If saving in MP3 format, quality settings can be changed by clicking the Options button. Note: MP3 file format is a compressed format, it does not save the sound exactly. If you need higher quality of sound, use WAV format. However, the WAV format will occupy much more disk space. For the purposes of FM transmission and internet usage, MP3 is perfectly adequate.

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