



MOUNT PLEASANT COLLEGE
CERTIFICATE II, Creative
Industry (interactive)

**STUDENT
WORKBOOK**

**CUASOU202 - Perform basic
sound editing**

Written by: Andrew Gissing & Mason Vellios
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by Craig Blair
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STUDENT WORKBOOK

Student Name: Engel Chad Mateo

Student: 23661368

- 1 When copying an Adobe Audition session from one computer to another, is it enough to copy the .sesx file? In your own words, explain what is best practice within the sound production industry.



The best practice is to open the file and check if it's the right one. Then two ways to be transfer by copy and paste the file or compressing it then copy paste to another device.

- 2 List three digital file formats which are in wide use in the professional music industry and give examples of where they are used.



mp3 - used for music files and it's most common in computer
flac - could compress an original up to 60% without losing a single bit of data
wav - used as the main format on Microsoft Windows systems for raw and typically uncompressed audio.

- 3 Give four examples of a tool/technique you can use to alter/shape a sound in a recording, and how you could use that tool.

Reverb - adding depth and fullness to the sound as the sound was recorded professionally than in a bedroom

Pitch - use to raise or lower the pitch of the sound



Tempo - change the pace of the sound either go slow or fast

Fade in - use to as a transition or start a sound

- 4 What kinds of WHS issues are relevant to those persons undertaking sound editing tasks?

As for WHS issues

- ✓ Clarification of production requirements
- ✓ Obtaining, labeling and securely storing audio source material
- ✓ Correct and suited audio editing software for requirements
- ✓ Organisational of the materials
- ✓ Quality of monitor as for workspace
- ✓ Apply and try different enhancement elements through the audio
- ✓ Seek Feedback
- ✓ Report on equipment maintenance
- ✓ Finalise all materials



5 Describe the process of file naming and storage practices that meet industry standards.

1. Secure your data on at least one additional disk, for example an external hard drive.

Do this before you move or change it, so you can restore your old structure in an emergency.



2. Digitize analogue material so you can save it from damage or loss.



3. When you create a new document, whether a text document or a project in your DAW, first save the blank document. Then you can quickly ~~and quickly~~ save by keyboard shortcut and risk losing no data loss.

4. Save your project as soon as a step is completed. So you can access earlier versions.

5. And where to save?

* Create a structure of folders and sub folders that best suits your projects.

* Sort your data better based on the content and don't rely on the file format. Try to avoid using these type of naming for your folders like "text", "audio", "pictures", instead keep all the files that belong to a song in a folder and it has be further subdivided in a meaningful way like "DAW Files", "Audio Mixes", "Demoversions", "Lyrics" etc.

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One of the main benefit of keep this files in a particular folder with the suggesting naming looks obvious when another person access the same data.

If you want to share data with other musicians or work on another computer, you can easily drag and drop the entire song folder onto a USB stick and the receiving person will easily understand.

Moreover following a good yet understandable naming convention describes [being a musician, whether you are approaching a project in a professional manner or not.](#)

6. Are you giving meaningful names for your files and folders?

During the time when you are working on the file, it is easy for you to remember all the files names and you will have a better understanding of which is which. But half a year later when you look at the same files and folder you do not have an idea that you have saved the snug love song under "Filed001_neu2".

Write in the filename as your song is called. If it does not yet have a name, provide a working title or at least important features.

* It is a good idea to write about the version of your song.

* The word "new" should only appear in your file name if the song is named "new".

* To see what the latest version is, you can write the date to the beginning of the file name in the form: YYMMDD.

7. Secure data that you need when playing live on different data or sound carriers, for example USB stick, hard disk and CD.

8. Create a text file with notes for new ideas. Even with advanced projects, you can store important information such as key, tempo or the address of the guest musicians.

9. If you're working on a song for a long time, or if you're planning to "mix" a song later, you'll also need to unzip software, and plug-ins that you need to open and edit properly. Otherwise, you may not be able to open the files, or you'll have at least crucial elements, such as an effect or special sound.

10. Software does not run any longer on your new operating system or the license runs out. Especially for music projects, it is therefore very important to store the data in such a way that they are as independent as possible of specific hardware or software:

* Save in simple file formats, which will probably still exist in 20 years, for example .txt or .wav.

* Export the individual tracks of your DAW project as single audio tracks, then you can simply import them into any other DAW.

* Export the tracks each time you edit and once raw so you have the greatest scope for editing it later.

6 [In the context of audio editing, give a definition for the following terms:](#)

Fade in

In audio engineering, a fade is a gradual increase or decrease in the level of an audio signal. The term can also be used for film cinematography or theatre lighting in much the same way (see fade(filmmaking) and fade (lighting)).

Crossfade


In digital audio production, a crossfade is editing that makes a smooth transition between two audio files. In analog days, crossfades required dubbing the inputs of two source tapes onto a new tape while manually turning down the volume of one

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source tape while turning up the other, a relatively cumbersome procedure.


Consolidate

A consolidated audio file is a single audio file that combines multiple previously recorded audio files. For example, when recording onto an audio track in a DAW (digital audio workstation), a separate audio file can be created every time you start and stop recording.




Normalise

Audio normalization is the application of a constant amount of gain to an audiorecording to bring the amplitude to a target level (the norm). ... Peak normalization adjusts the recording based on the highest signal level present in the recording.



Quantize

Quantizing audio is a quick way to tighten up the feel of an audio track. AudioSnap provides several ways to quantize audio: ... Method 1: Extract MIDI timing from the source track, then use Groove Quantize on the target track. For details, see To extract MIDI timing from an audio clip and To Groove Quantize an audio clip.



Digital Clip (peak)

Clipping is a form of waveform distortion that occurs when an amplifier is overdriven and attempts to deliver an output voltage or current beyond its maximum capability. Driving an amplifier into clipping may cause it to output power in excess of its power rating.

