

Music Tech Pro Tools 10 Recording and MIDI guide for Mac

For HSC Stage 6 and Tertiary students

Tutorial 8 Import Music to Video, Pro Tools 10

Objective - to explain how to import a pre-recorded music track to a Pro Tools session, which already contains video and location audio, mixdown, and export soundtrack

Outcomes - by following this tutorial, students will gain an understanding of how to;

- navigate to a pre-recorded music clip
- import the music to a session
- convert the music clip to suit session
- mix the imported music with the pre-existing location audio
- export mixed soundtrack

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1. Open previously saved Pro Tools session
2. Download music clip
3. Import music clip to session
4. Convert sample rate of music clip to correct rate for session
5. Save the imported music clip
6. Mixdown music clip with location audio
7. Export final soundtrack

1. Open previous session

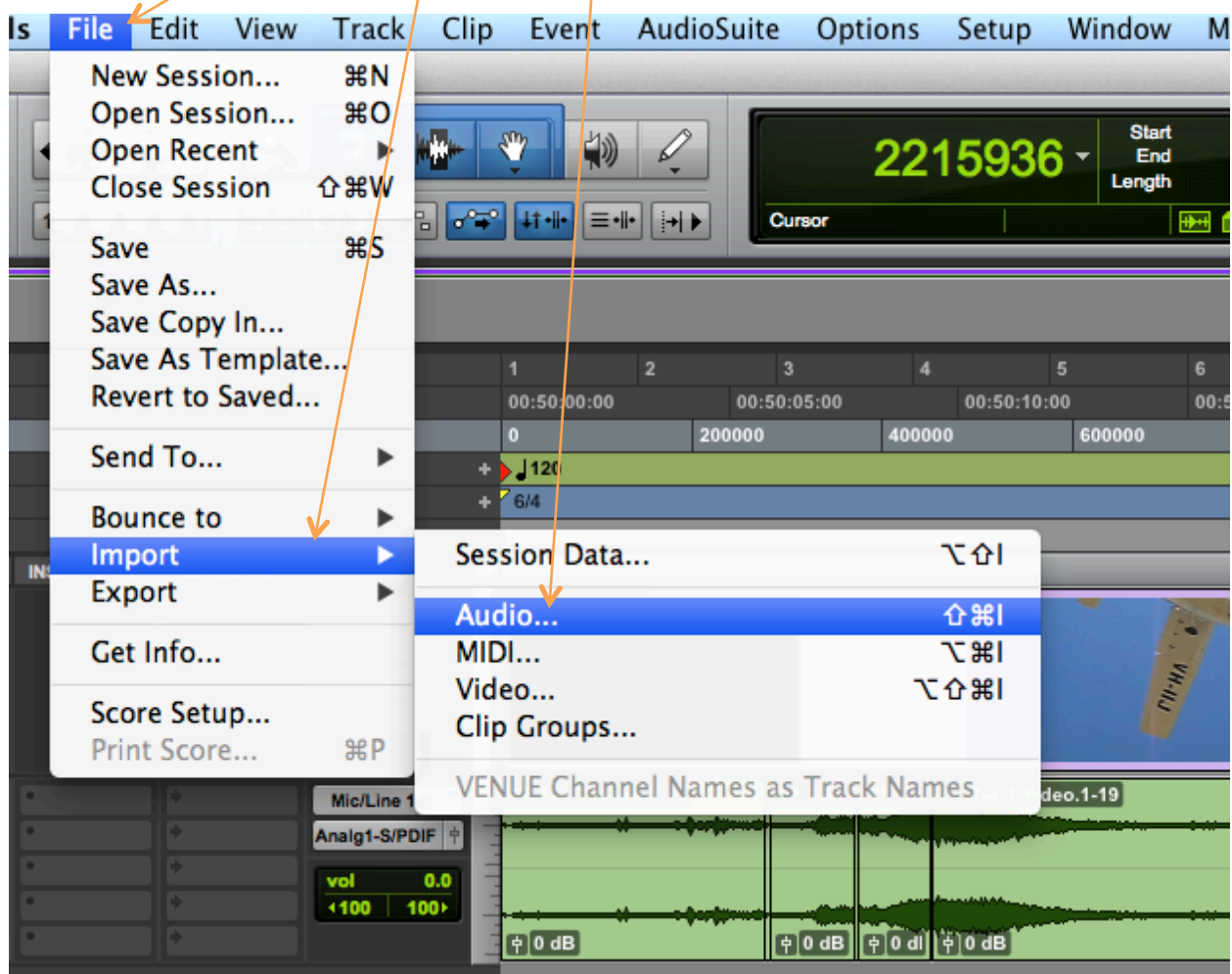
1a. Open session from previous tutorial, 'PT Tutorial 7 Import video'.

1b. Save session as 'PT Tutorial 8 Import Music to Video session'

1c. From website download music MP3 file 'Joey Waterskiing guitar.2.mp3' and save it to a folder in your new session.

2. Navigate to music clip

2a. Mouse over File, Import, Audio and navigate to where you filed the music clip.

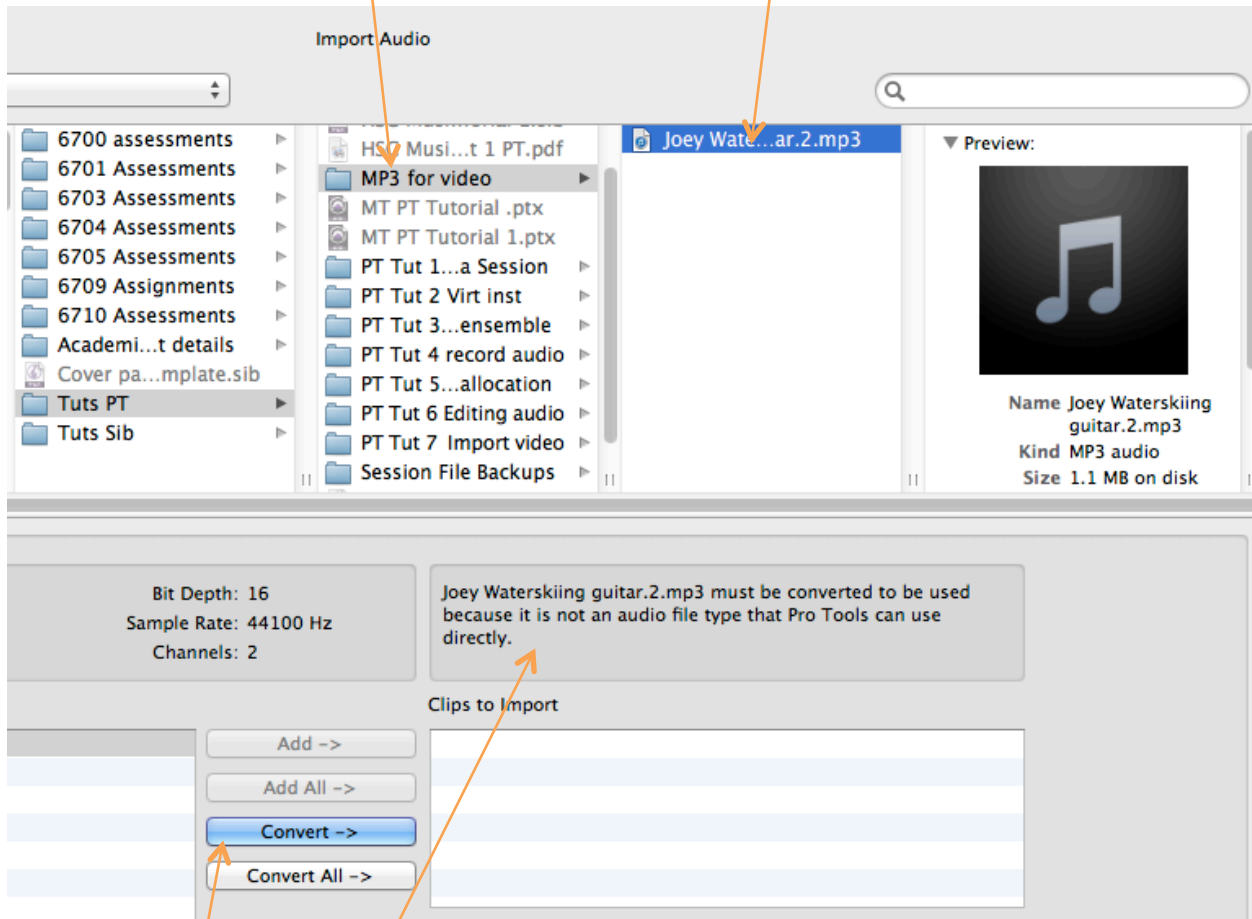


2b. Alternatively *Shift/Command + I* is the keyboard shortcut.

3. Import music to session

3a. The window below will open.

3b. Click on your folder and select the music clip.



3c. Note this message, which tells you that the music clip file type is incompatible with the session, and must be converted to a format which Pro Tools can process, which in this case means converting from MP3 to Wav file.

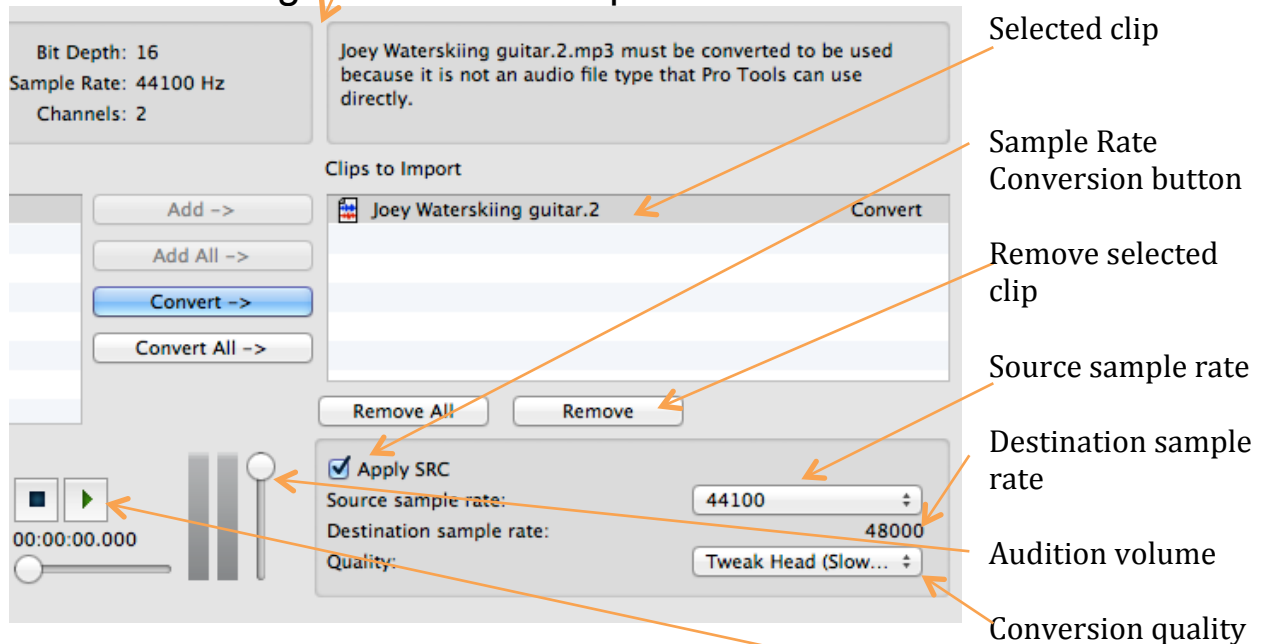
3d. Click 'Convert'

4. Converting format and sample rate

4a. A window similar to this will open.

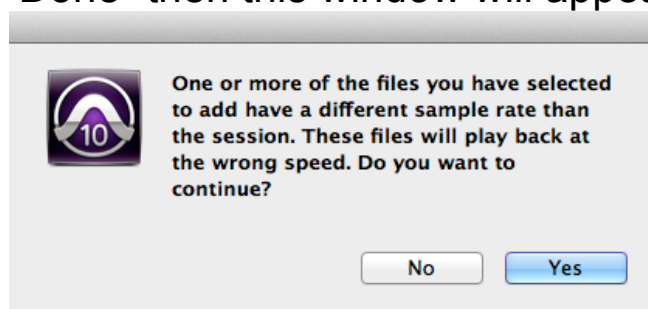
4b. The selected music clip appears in the 'Clips to Import' window. If you accidentally select the wrong clip or file, simply click remove to remove it from this window.

4c. When you have selected the clip you can audition it. This feature is extremely useful if you want to listen to multiple clips before deciding which one to import.



4d. Note that the source sample rate is different from the destination sample rate. If you were to import the clip at the original sample rate of 44.1kHz into a session of 48kHz, the clip will play sounding faster and higher in pitch than the original, and it would be shorter.

To avoid this it is necessary to make sure the SRC (Sample Rate Conversion) button is ticked to automatically convert the imported file to the session sample rate. If it is not ticked, and you click 'Done' then this window will appear to warn you.

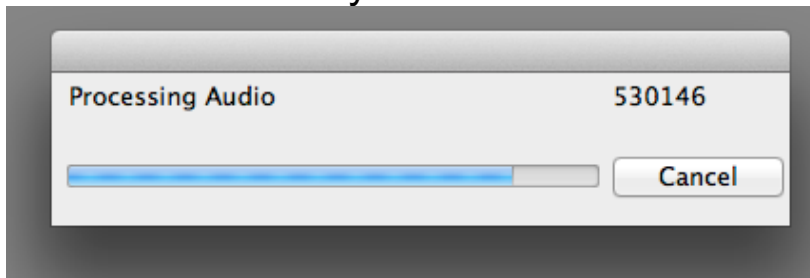


4e. Select 'Tweak Head' for the highest conversion quality.

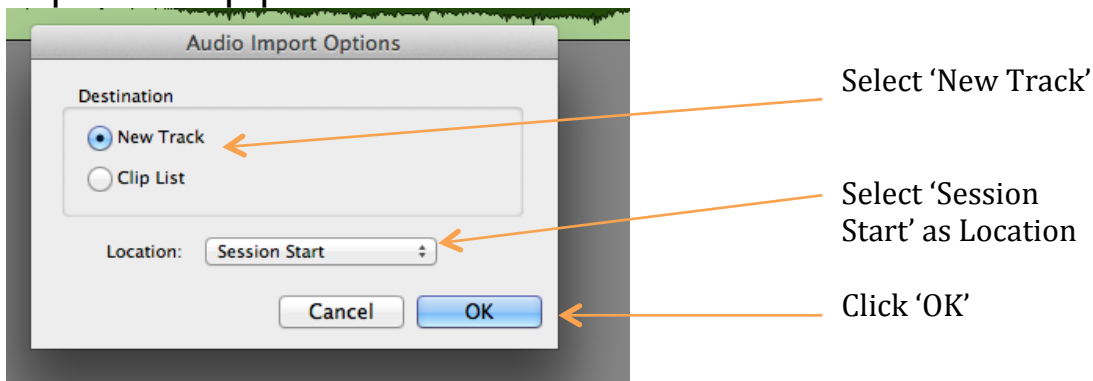
5. Saving the imported music clip.

5a. Click 'Done' and the navigation window will open asking you where you wish to place the imported audio. Select the Audio Files folder for this session and click 'Open'.

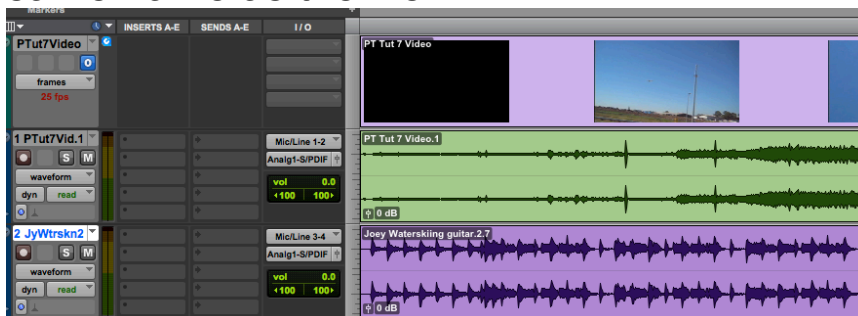
5b. The Processing Audio window will open, with a progress bar as the file is converted to the appropriate format and saved in the Audio Files folder you selected.



5c. When the conversion is complete you will see this Audio Import Options window, asking if you would like to create a new audio track or place the audio in the Clip List, to be dragged into the session later. Click 'OK' to create a New Track with the imported clip positioned at the start of the session.



5d. A new audio track will be automatically created and given the same name as the file.



5e. Click Play and listen to the music playing along with the video!

6. Mixing the soundtrack

The next step is to combine the location audio of the video with the imported music to create a soundtrack.

6a. Refer to Tutorial 4 “Record and Mix Virtual Orchestra” sections 4, 5 and 6 for the basics of how to set up a session for a mixdown.

6b. Create a new Stereo Audio Track and name it ‘Soundtrack’. Assign its output to Analog 1-2 out.

6c. Set the outputs of Track 1 and 2 to Bus 3 & 4.

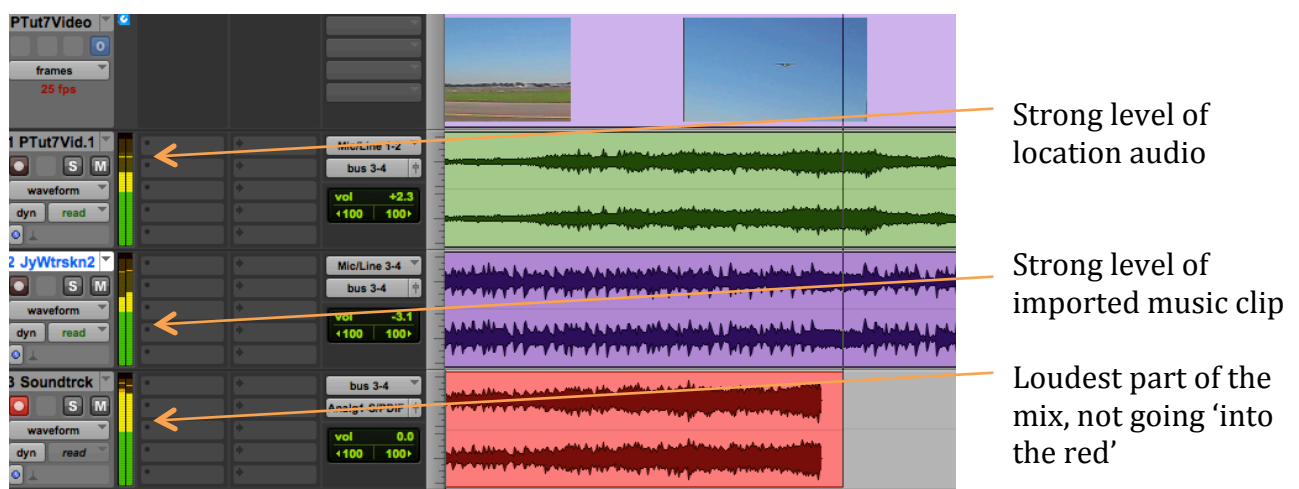
6d. Set the approx. volume of Trk 1 to +2.3 and Trk 2 to -3.1.

6e. Click the Track Record Enable button in Track 3 so that it flashes red.

6h. Play the track to listen to the balance. If you can’t hear anything go to the Menu bar at the top, click ‘Track’ then “Input Only Monitoring”

It’s important that the loudest part of the mix doesn’t drive the meters “into the red”, so as to avoid distortion.

6i. If you’re happy with the balance go back to the start and record the mix (*Command + Spacebar*)



Strong level of location audio

Strong level of imported music clip

Loudest part of the mix, not going 'into the red'

6j. At the end of the video click *Spacebar* to stop the recording.

7. Exporting the soundtrack

The final step is to export the mixed soundtrack so that it can be laid back into the video. This combining of sound and vision is generally done in a video-editing program such as Final Cut Pro or Media Composer.

To export, refer to Tutorial 3, Section 6, “Exporting your mix”.