

# **Music Tech Pro Tools 10 Recording and MIDI guide for Mac**

**For HSC Stage 6 and Tertiary students**

## **Tutorial 9 Basic Audio Sweetening, Pro Tools 10**

Objective - to explain how to sweeten location audio in a Pro Tools session

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

- expand the waveform
- identify problem audio and use Scrubber Tool
- replace problem audio with adjacent audio
- use Smart Tool to smooth edits by crossfading

### **Index**

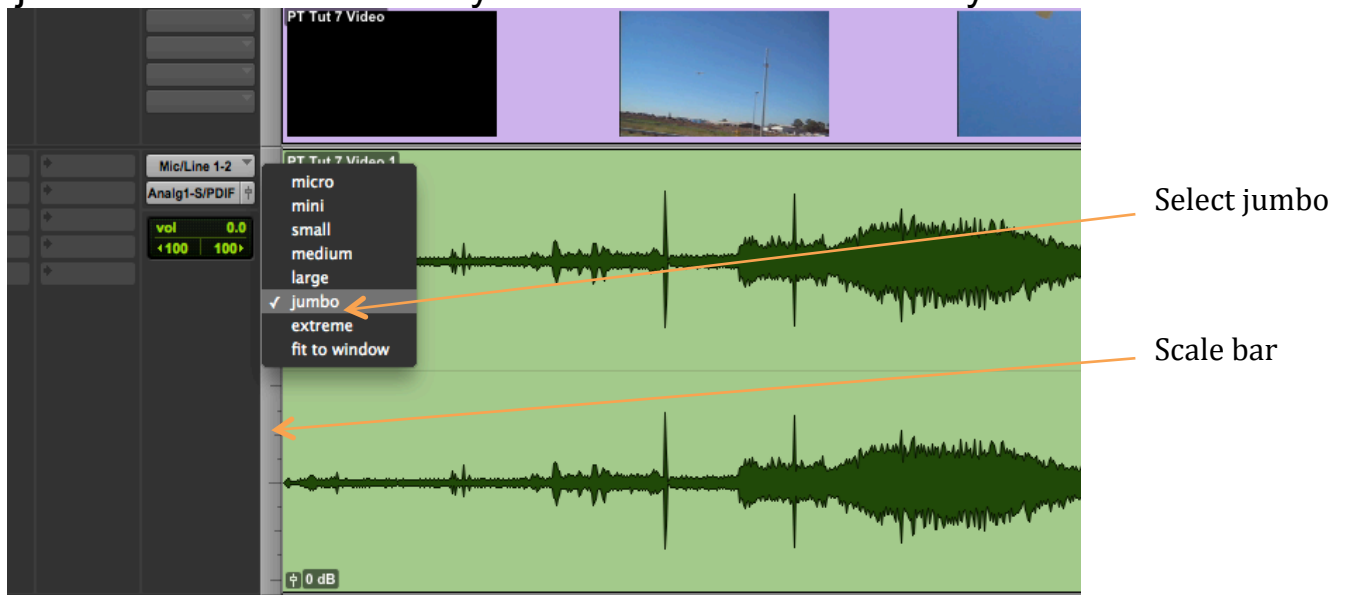
1. open session from Tutorial 7 and download reference MP3s
2. expand the waveform and identify spikes in audio
3. use the Scrubber Tool to confirm audio spikes
4. delete problem audio
5. replace problem audio, and crossfade in and out-points
6. eliminate unwanted dialogue
7. apply wide crossfades

## 1. Open session from Tutorial 7

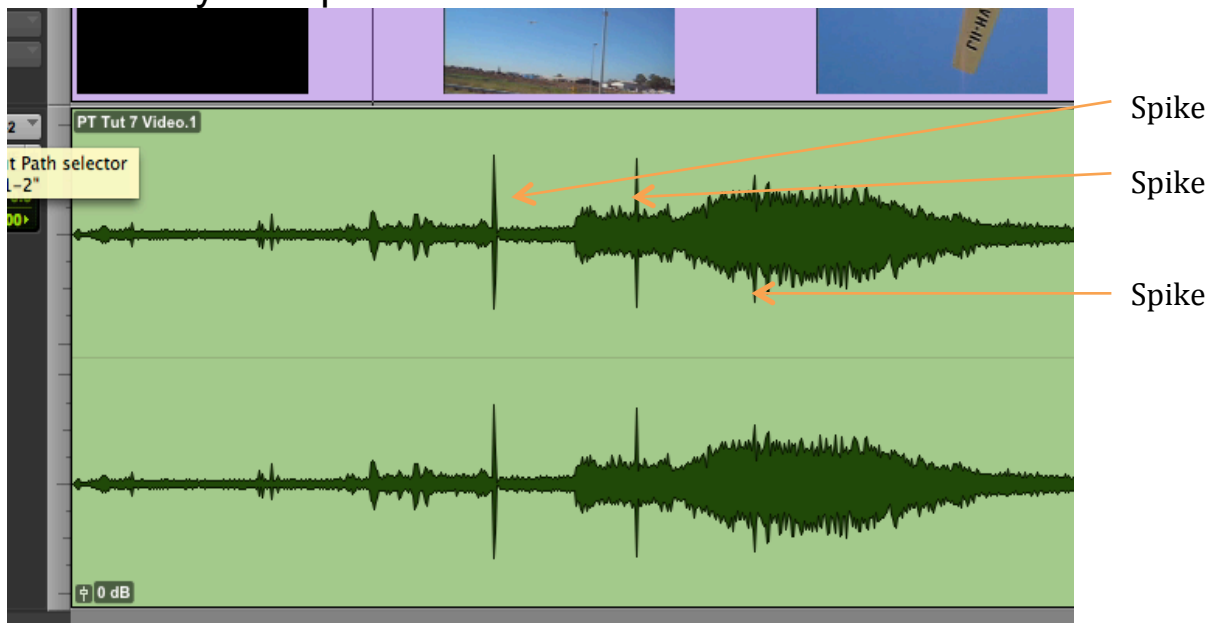
- 1a. Open session 'PT Tut 7 Import Video to Session' and save as 'PT Tutorial 9 Basic Audio Sweetening'.
- 1b. Download the four MP3 files from Tut 9 for later reference.
- 1c. Listen to the location audio. There are strong high frequency spikes at 5.8 secs, 7.8 secs and 9.5 secs.

## 2. Magnify the Waveform

2a. Click in the scale bar to the left of the waveform and select 'jumbo'. This will enable you to see the faults clearly.

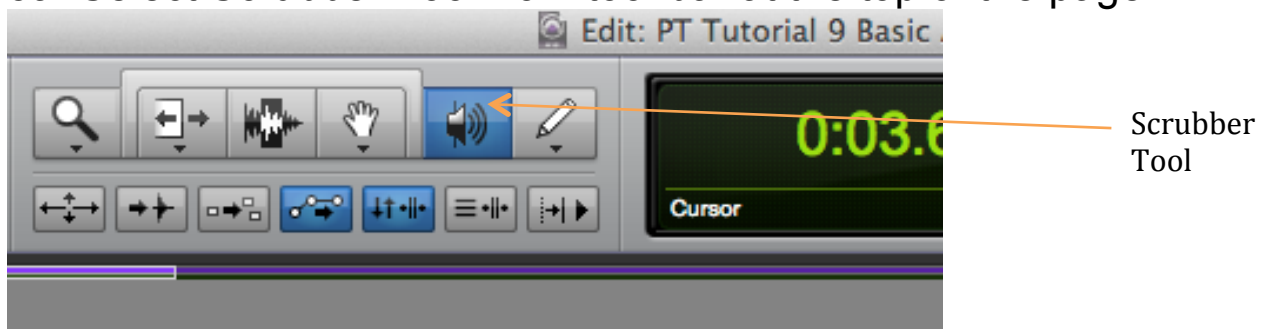


2b. Identify the spikes in the waveform.

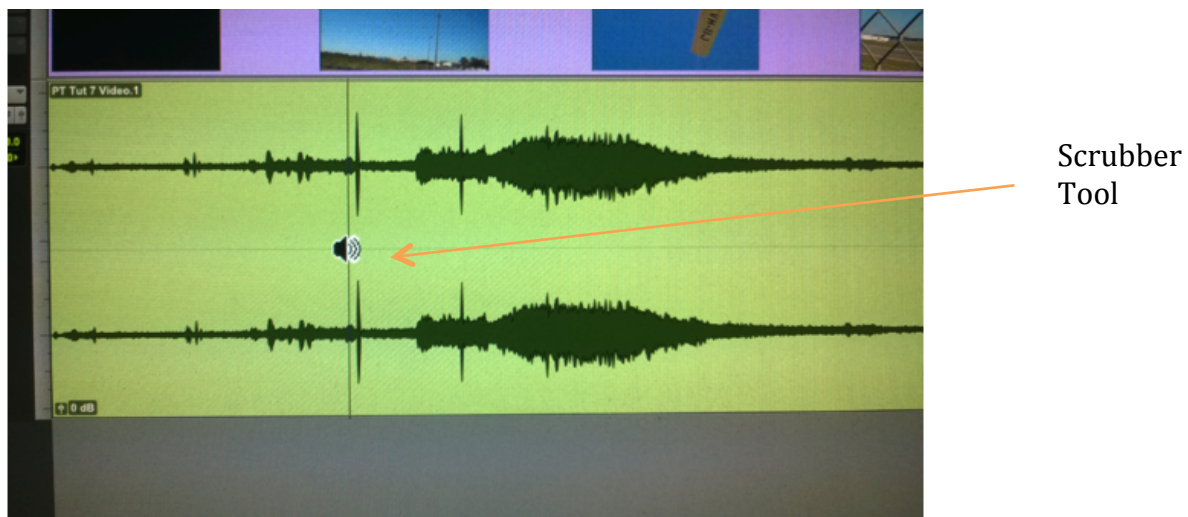


### 3. Confirm with Scrubber Tool

3a. Select Scrubber Tool from tool bar at the top of the page.

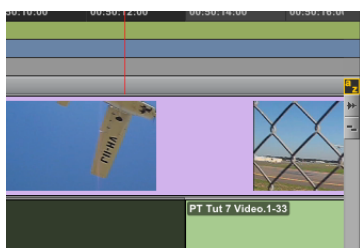


3b. Confirm that you have identified the spikes by moving the Scrubber Tool (speaker icon) over the spikes in the waveform. This is similar to rolling a reel-to-reel tape backwards and forwards over a playback head. The faster you move the Scrubber, the higher the pitch and vice versa.



3c. When you have confirmed the spikes, select the Smart Tool as described in Tutorial 6, Basic Audio Editing.

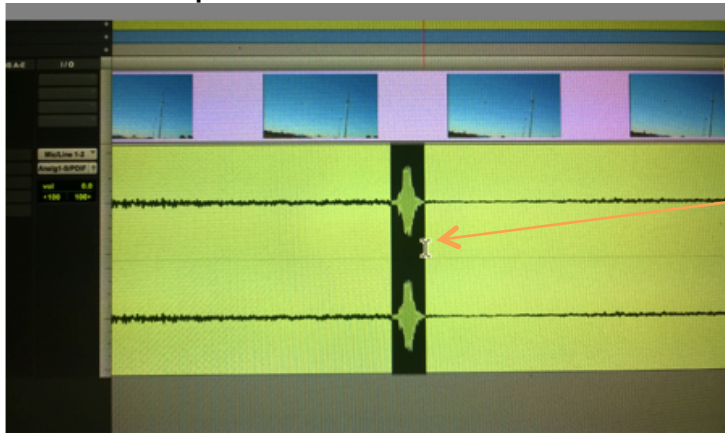
3d. Click near the first spike and zoom in on the waveform by typing *t*, or *Command +]*



To Zoom in by typing *t*, and out by typing *r*, make sure that this "a/z" box in the top right hand corner is ticked yellow. Otherwise *command +]*, or *command +[* will do the same job.

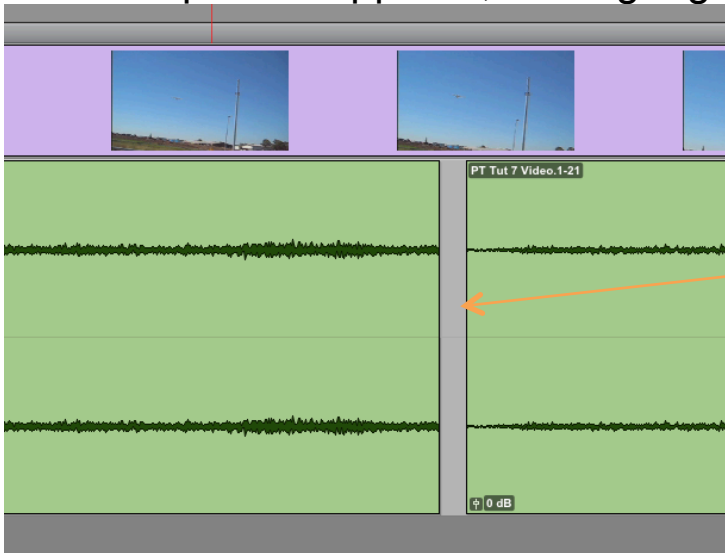
## 4. Deleting the problem audio

4a. Select the first spike by placing the Selector Tool slightly to the left of it and dragging slightly to the right.  
With the spike selected, hit *delete* on the keyboard.



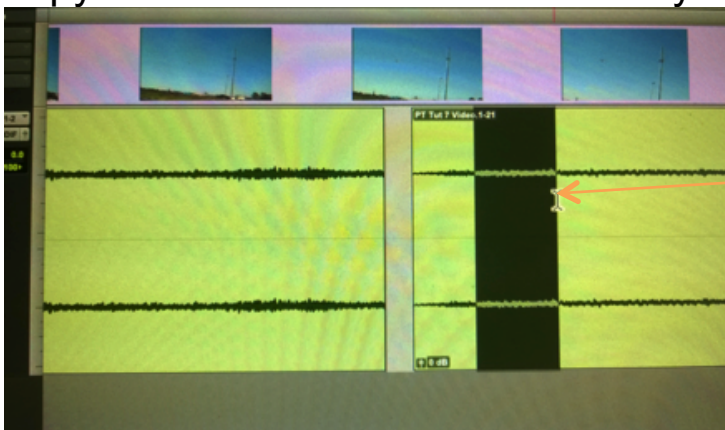
Selector Tool

4b. The spike disappears, leaving a gap.



Spike removed from here

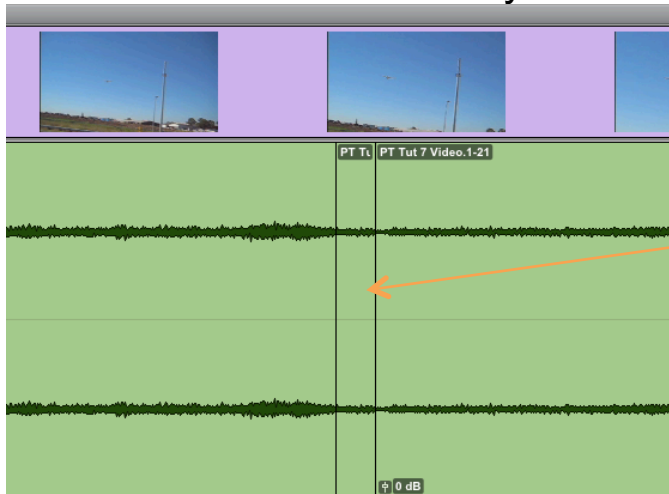
4c. Select an adjacent piece of audio larger than the gap, and copy it with *command + c* on the keyboard



Selector tool

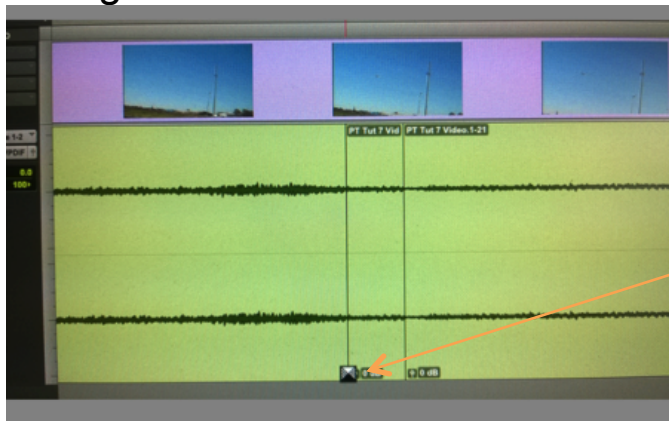
## 5. Replacing the problem audio

5a. Place the selector tool slightly to the left of the gap and paste it in with *command+v*. Play the track and listen to your repair.



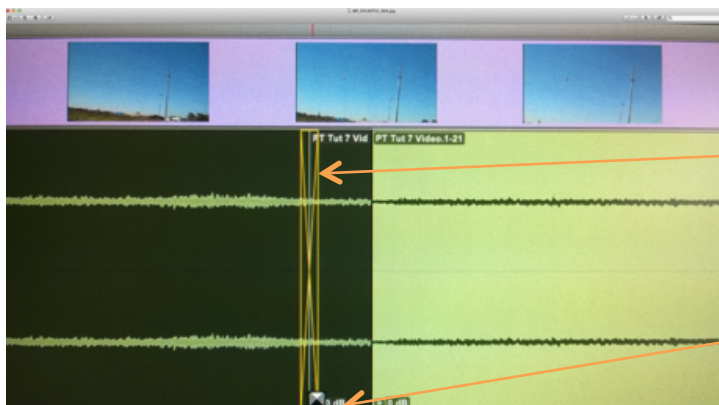
New audio  
pasted over gap

5b. There may be a bit of trial and error involved in getting the edits to sound natural. If necessary you can smooth out the edits by crossfading the in and out edit points with the Smart Tool. Place the cursor at the bottom of the in-point of the edit and it will change to a Crossfade Tool.



Crossfade tool

5c. Move the Crossfade Tool to the right to create a narrow crossfade.



Narrow crossfade created

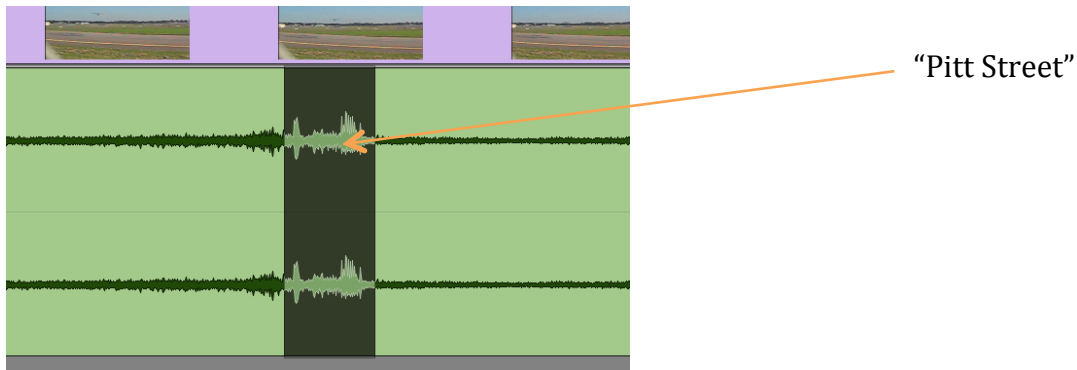
Crossfade tool moved to  
the right

5d. Continue in the same manner to eliminate the other spikes.

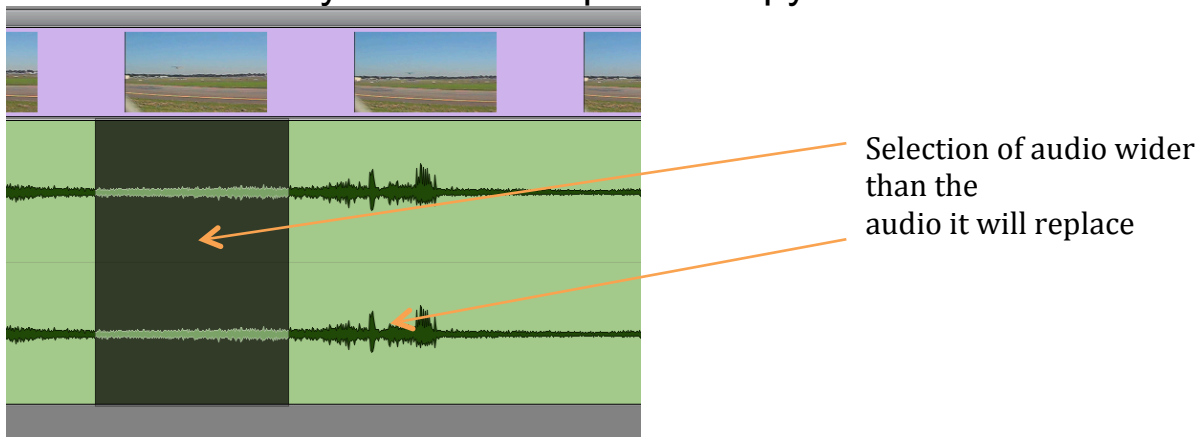
## 6. Eliminating unwanted dialogue

6a. As well as spikes and other audio glitches, you may need to delete extraneous dialogue.

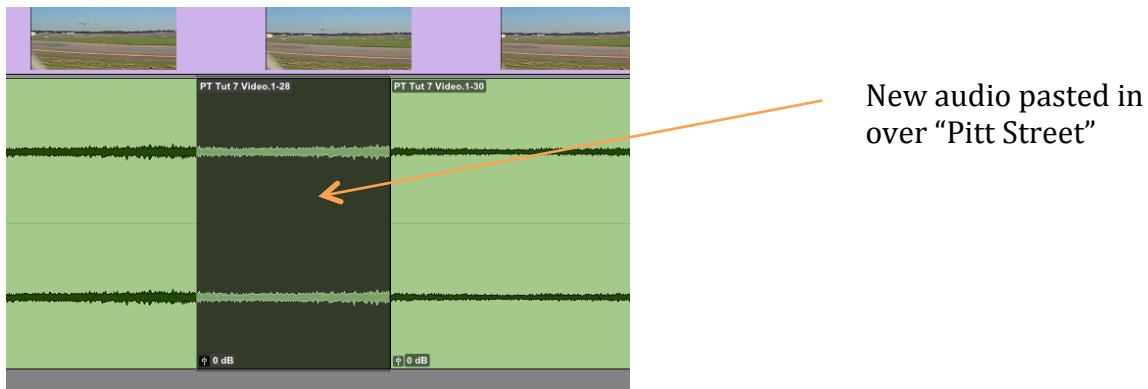
At about 55sec you will hear the words “Pitt Street”, no doubt referring to the very busy traffic in the air at Bankstown Airport. We will use a slightly different method to eliminate the words, which you can see selected below.



6b. Select a similar looking piece of audio before the words, wider than the section you wish to replace. Copy this with *command + c*



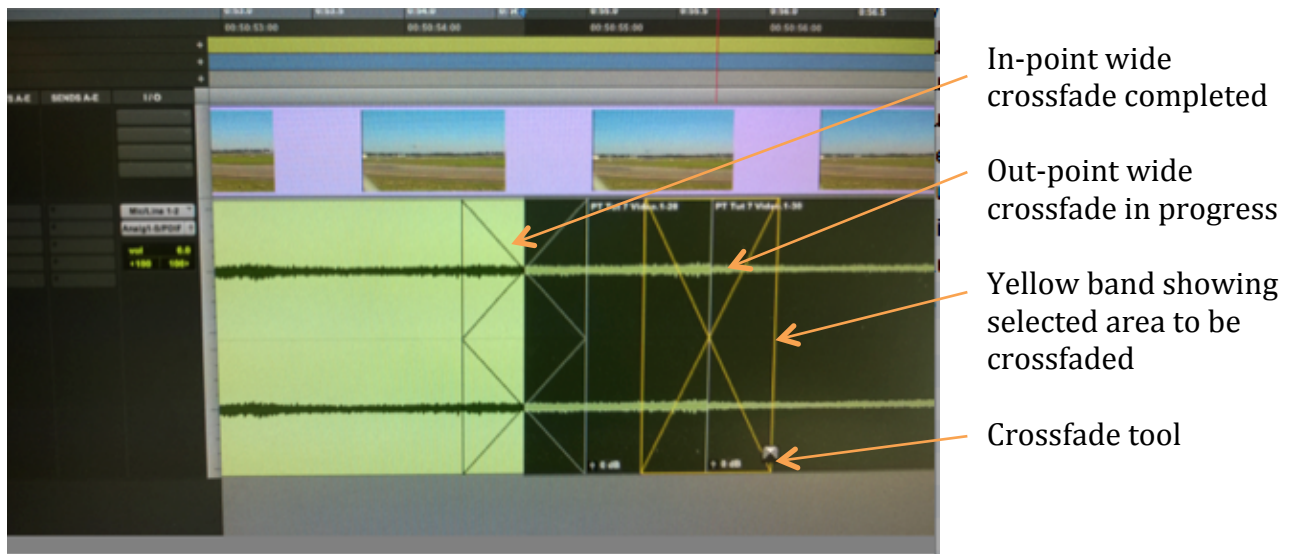
6c. Place the cursor just ahead of the word “Pitt” and paste it in with *command + v*



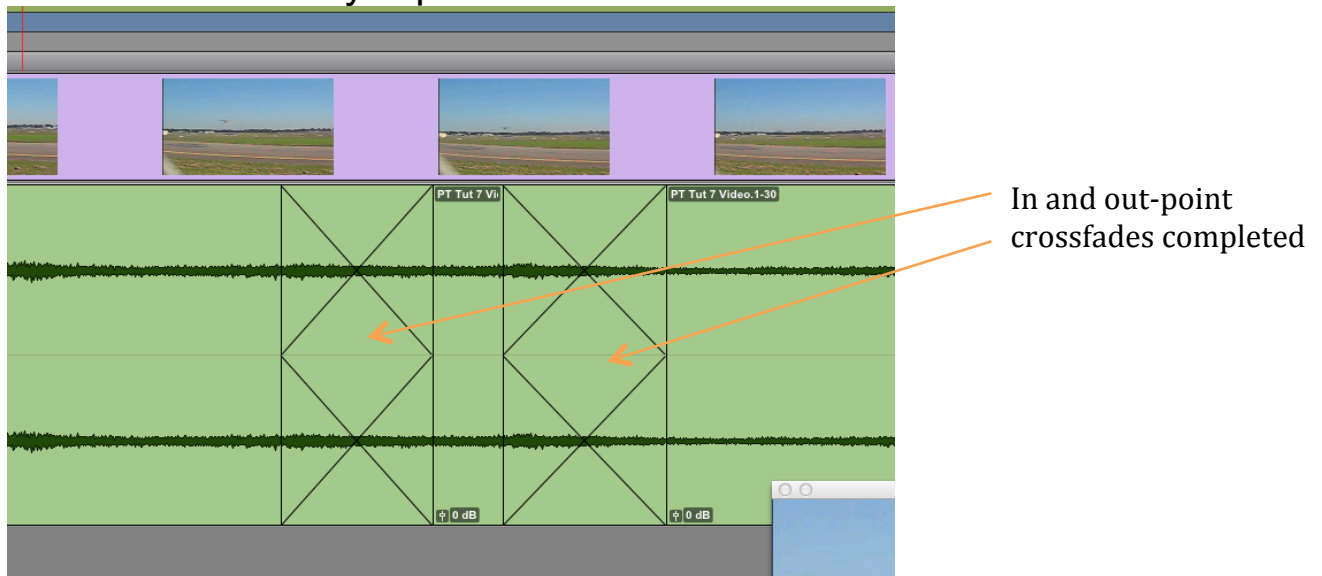


## 7. Wide crossfades

7a. This time we will make the crossfades quite wide, to smoothly replace the dialogue with the noise of the aircraft overhead.



7b. Wide crossfades are now completed, and unwanted dialogue has been smoothly replaced.



7c. This type of editing opens up a world of possibilities when sweetening location audio. Sections of audio can be removed, other sections copied from elsewhere and pasted in, and sections can easily be resized using the Trimmer Tool component of the Smart Tool. (see Section 4, Tut 6) This method also applies to editing glitches such as acoustic guitar finger squeaks.

7d. Finally, listen to the supplied MP3 files to hear corrections.