

Adobe - Audition Fundamentals: An Introduction to Audition CC

Code: AUDITION-CC

Length: 3 days

URL: [View Online](#)

Adobe Audition CC software delivers the cross-platform tools that video and film professionals, broadcast engineers, and audio specialists need for recording, editing, mixing, creating soundtracks, and restoring audio. A new, high-performance audio playback engine drastically speeds up operation; enables work on multiple simultaneous audio and multitrack files; and allows effects, noise reduction, and audio sweetening processing in the background. Royalty-free content makes creating sound beds, scores, and soundscapes easy. Native 5.1 surround sound capability and roundtrip editing with Adobe Premiere® Pro CC software promote a smooth video production workflow, while Open Media Format (OMF) and XML support project exchange with Avid Pro Tools and third-party NLEs.

Who Can Benefit

This class is designed for those who want to learn music production and composition using Adobe Audition.

Prerequisites

- Practical working knowledge of Mac OS X or Windows
- Basic knowledge of audio terminology is recommended

Course Details

Audio Interfacing

- Audio interface basics
- Mac OS X audio setup
- Windows setup
- Testing inputs and outputs with Audition (Mac or Windows)
- Using external interfaces

The Audition Environment

- Audition's dual personality
- The Audition Workspace
- Navigation

Basic Editing

- Opening a file for editing
- Selecting a region for editing and changing its level

- Cutting, deleting, and pasting audio regions
- Cutting and pasting with multiple clipboards
- Extending and shortening musical selections
- Simultaneous mixing and pasting
- Repeating part of a waveform to create a loop
- Showing waveform data under the cursor
- Fading regions to reduce artifacts

Signal Processing

- Effects basics
- Using the Effects Rack
- Amplitude and Compression effects
- Delay and echo effects
- Filter and EQ effects
- Modulation effects
- Noise reduction/restoration
- Reverb effects
- Special effects
- Stereo imagery effects
- Time and Pitch effect
- Third-party effects (VST and AU)
- Using the Effects menu
- Managing presets

Audio Restoration

- About audio restoration
- Reducing hiss
- Reducing crackles
- Reducing pops and clicks
- Reducing broadband noise
- De-humming a file
- Removing artifacts
- Manual artifact removal
- Alternate click removal
- Sound removal

Mastering

- Mastering basics
- Step 1: equalization
- Step 2: dynamics
- Step 3: ambience

- Step 4: stereo imaging
- Step 5: "push" the drum hits; then apply the changes
- Mastering diagnostics

Sound Design

- About sound design
- Creating rain sounds
- Creating a babbling brook
- Creating insects at night
- Creating an alien choir
- Creating sci-fi machine effects
- Creating an alien drone flyby
- Extracting frequency bands

Creating and Recording Files

- Recording into the Waveform Editor
- Recording into the Multitrack Editor
- Checking remaining free space
- Drag-and-dropping into an Audition Editor
- Importing tracks as individual files from an audio CD
- Importing tracks as a single file from an audio CD
- Saving a template

Multitrack Editor Orientation

- About multitrack production
- Multitrack and Waveform Editor integration
- Changing track colors
- Loop selections for playback
- Track controls
- Channel mapping in the Multitrack Editor
- Side-chaining effects

The Multitrack Mixer View

- Mixer view basics

Editing Clips

- Creating a DJ-style continuous music mix (mixtape) with crossfading
- Mixing or exporting a collection of clips as a single file
- Selecting and merging all clips in a track into a single file
- Editing for length
- Clip edits: Split, Trim, Volume
- Extending a clip via looping

Creating Music with Sound Libraries

- About sound libraries
- Getting started
- Building a rhythm track
- Adding percussion
- Adding melodic elements
- Using loops with different pitch and tempo
- Adding effects

Recording in the Multitrack Editor

- Getting ready to record a track
- Setting up the metronome
- Recording a part in a track
- Recording an additional part (overdub)
- "Punching" over a mistake
- Composite recording

Automation

- About automation
- Clip automation
- Track automation

Mixing

- About mixing
- Testing your acoustics
- The mixing process
- Exporting a stereo mix of the song
- Burning an audio CD of the song
- Exporting to SoundCloud

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