

RECORDING AUDIO Using Adobe Audition CS6

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<http://www.artech.com.pg/>

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Introduction

Adobe Audition is a professional audio editing program that works well with other programs in the Adobe Creative Suite, such as Premiere Pro, a video editing program.

Adobe Audition gives you the ability to edit audio using the destructive and non-destructive edits. Depending on which mode you chose to work in; whether in Multitrack or Waveform, these two methods could be used.

For this demonstration, I will give you a quick rundown using the Multitrack and using the non-destructive editing technique.

In order for you to follow along with this tutorial, you should first have Adobe Audition CS6 installed on your computer.

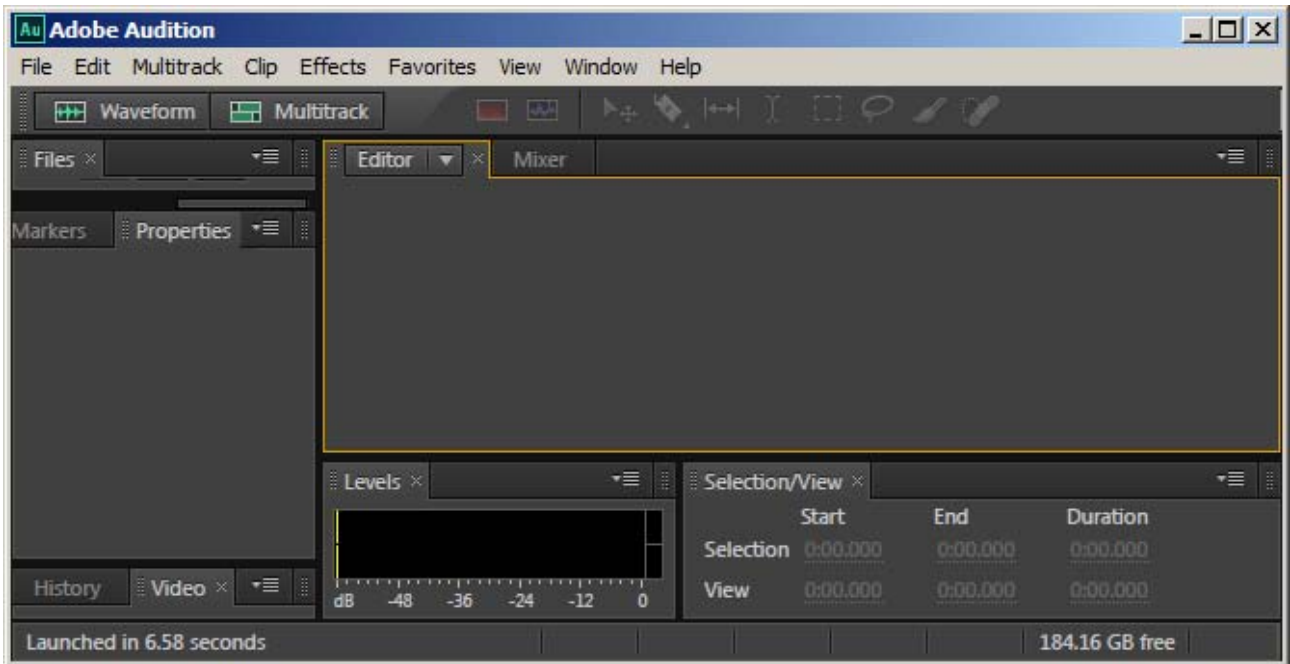
NOTE: Adobe Audition CS6 is a very powerful and professional audio recording, editing and mastering tool that gives you class in your audio career. It is a commercial application and you'll get it on Adobe's website via <http://www.adobe.com/>.

1 STARTING AUDITION:

To begin this tutorial, locate the Adobe Audition CS6 icon on the Desktop (1) or from the Programs (2) manager through the start menu. Then, double-click (*left mouse click*) the icon to start Adobe Audition.



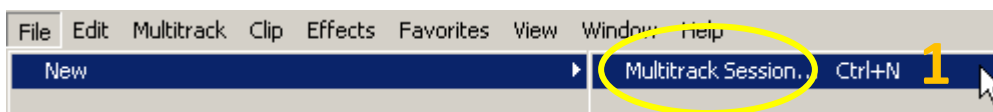
The time you start Adobe Audition CS6 you'll get the audition interface like the one shown below (*default workspace*).



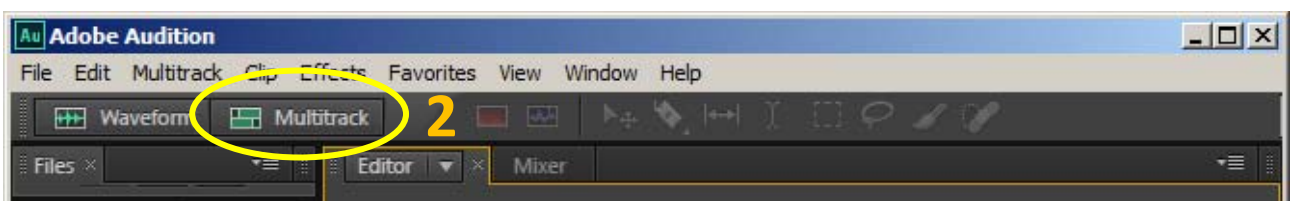
1 CREATING SESSIONS:

Before you begin working in Audition, you should first create a session. In this tutorial, I'll take you through few steps in creating a session using the Multitrack Session mode. There are two ways to create a Multisession.

- The first way is by going to the **File menu > New > Multitrack Session** (*Shortcut=Ctrl+N*);



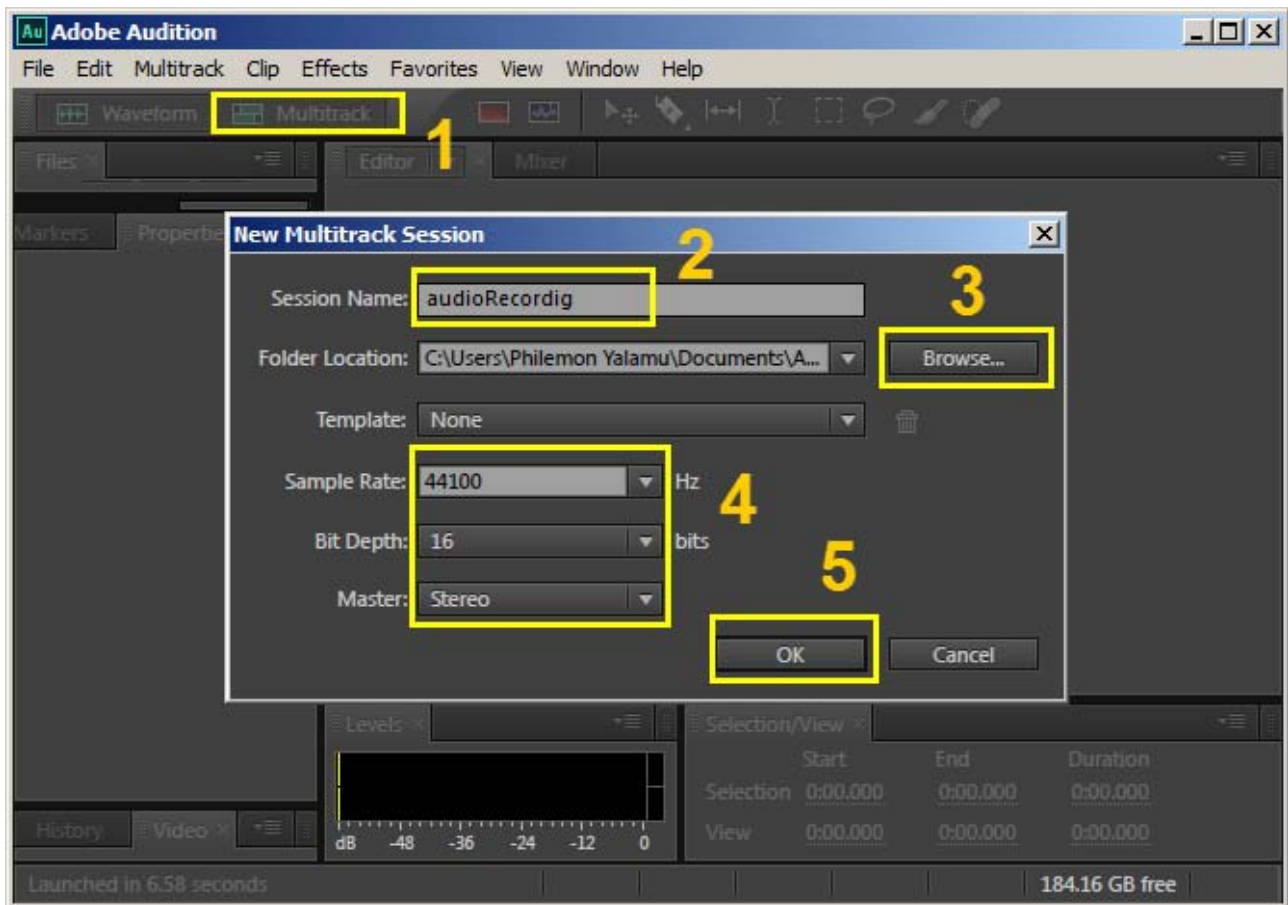
- The second way is through **Multitrack button** in upper left corner of the workspace;



As introduced earlier, I will show you how to record audio using the Multitrack mode and we are going to use the non-destructive editing method. Therefore, the second step above will be used to help us create our Multitrack session.

1.1 The Multitrack Session

Click the **Multitrack** button (1 below) to create a new multitrack session.



You'll get a pop-up window upon clicking the Multitrack button. Brief descriptions of each section of the pop-up window is given below;

- 2:** Name your project: e.g **audioRecording**
- 3:** Location where you want to save the file:
e.g **Save to Desktop, Documents or external hard drive**
- 4:** Sample Rate: **44.1**
- 5:** Bit Depth: **16**
- 6:** Master: **Stereo**

Click the **OK** Button to proceed to creating your *Multitrack session*

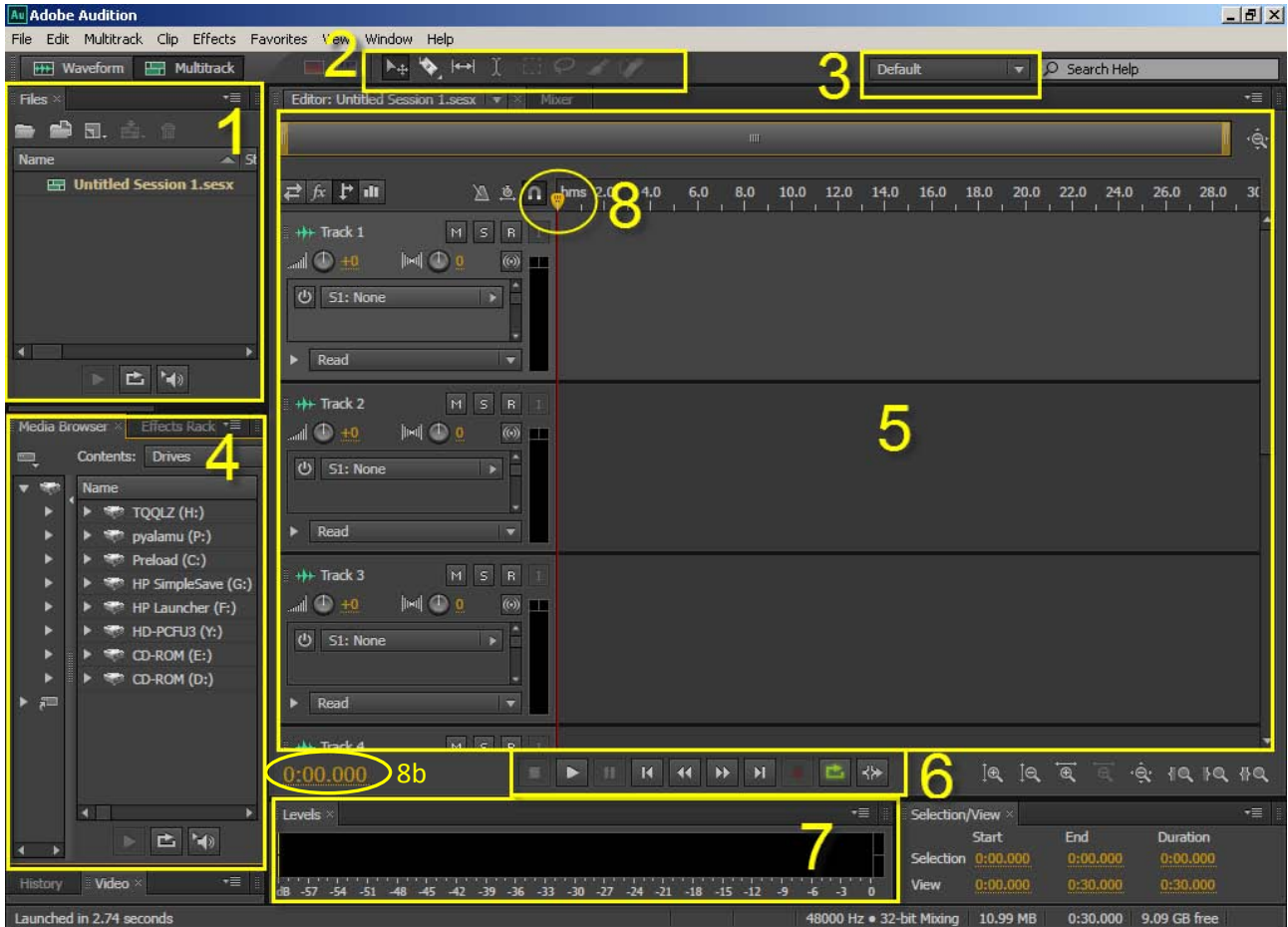
IMPORTANT:

When creating and saving your files, be sure to know where your files are saved. Keeping all files in one location is not an option but a requirement as it solves issues such as breaks in file linkages especially during times when moving files around. You'll definitely come across such as you go along during your projects.

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AUDITION CS6 INTERFACE:

Once your session is created, you will get a window like the one below. This is the Adobe Audition CS6 (Multitrack) interface.



Refer to the below specifications for respective windows above.

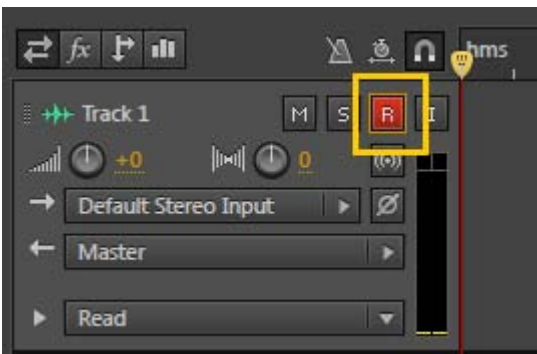
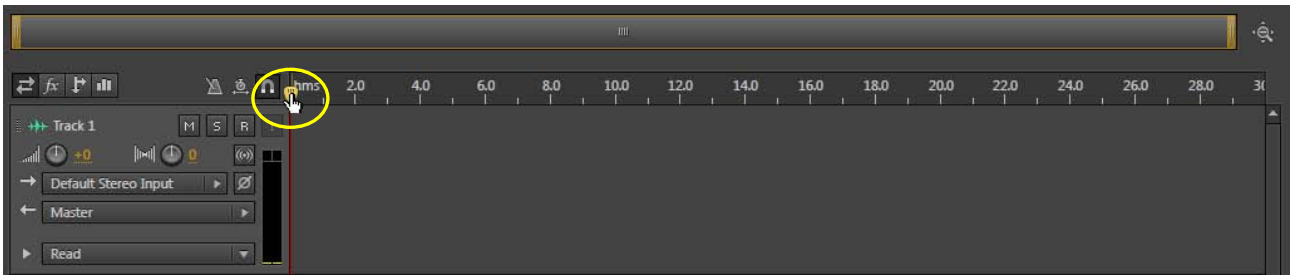
1. Files window – Contains all the files imported into the project. This is like your library.
2. Toolbar – Move tool, Razor blade tool, Time selection tool.
3. Workspace – These are the different workspace available for you to choose from or create.
4. Media Browsers – Contains all the drives for you to choose from when working.
5. Multitrack – This is where you will do all of the recording and editing.
6. Controls – Contains the control buttons to preview your edits.
7. Levels – Allow you to monitor the levels of your audio for all tracks.
8. Slider – Shows the current time the audio playback is at. The actual timestamp is at the bottom next to the controls (**figure 8b**)

There are many other windows and layouts to choose from. Using the selection 3 above, you can select from a wide range of workspace that suits your editing preference. Feel free to explore the program once you become comfortable with these essential tools.

In the next step, I'll show you how to arm your track(s) and get it ready for recording audio.

3 ARMING TRACKS:

In order for you to start recording audio signals, you should first arm your track(s). However, before you arm your track(s), you should confirm to make sure that the slider is positioned right at where you'd like to insert your audio. For the case here, I'd rather go to the start of the first track and leave my slider there. Do this by clicking the yellow knob/ button and dragging it to the (*left*) placing it at the beginning of the track.



Now, you're ready to arm your track.

On each track, there are four buttons (*though one wouldn't be active in most cases*). These buttons carry the initials **[M]** **[S]** **[R]** and **[I]**




Click the button **[R]** and it should turn red. This is called *arming* and the button is the **arm for record** button.

Your track is now ready to take in recorded audio. Confirm to make sure that you have a microphone connected to your computer before you start your recording.

The next step shows you which button does the recording.

4 RECORDING AUDIO:

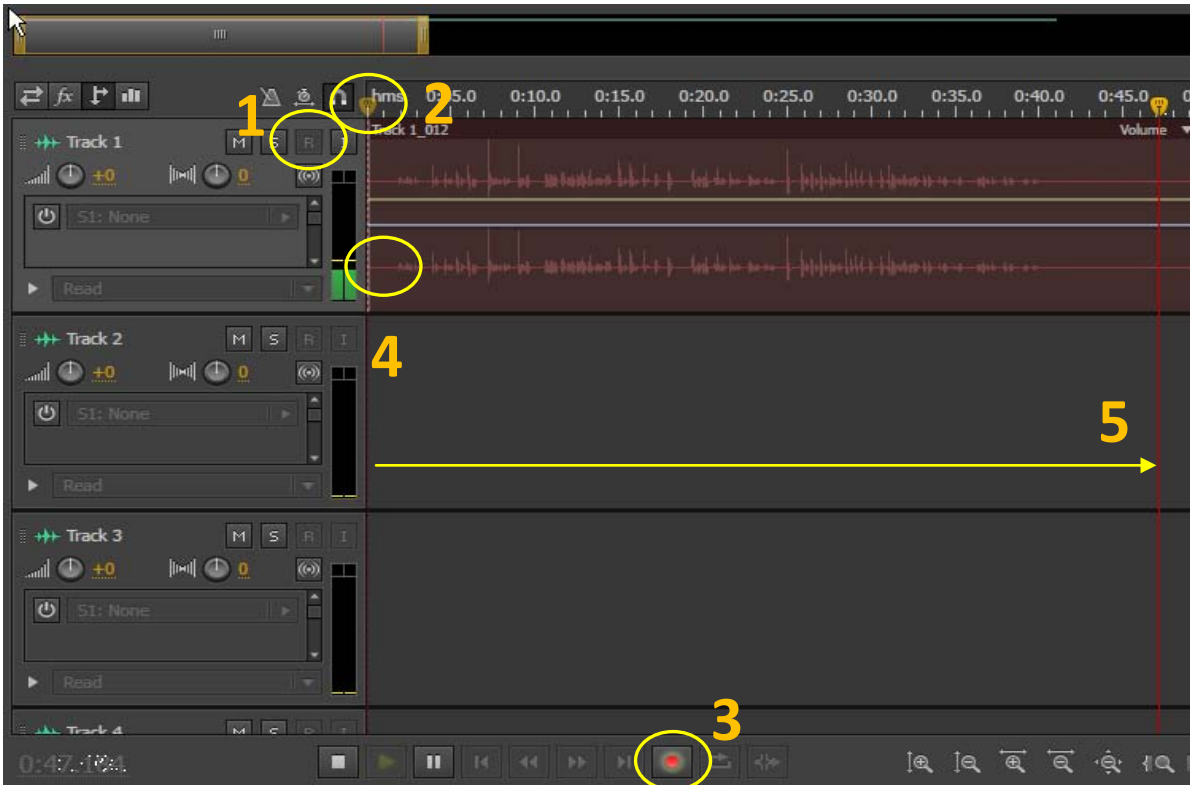
When you're ready to record your audio, press the record button, located at the bottom of the multitrack window (*diagram below, circled*). This button  allows you to record audio from the microphone.



Give .

4.1 Start Recording

Assuming, you are now ready to start recording. If you are recording voice, don't start recording straight away. Press the record button and allow a few seconds (*blank recording*) before you start speaking. You can later cut out any unwanted delays during your editing process.



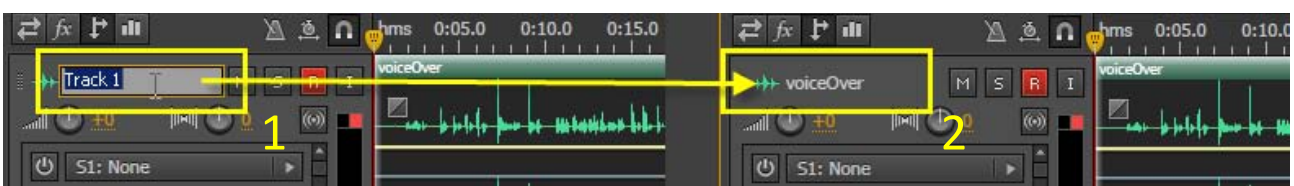
The process above is presented in the sequence;

- 1: You arm the selected track by pressing the R button of the chosen track (*track 1*)
- 2: Move the slider to where you want to start recording the audio
- 3: Press the Record button and the slider will move.
- 4: Give a few seconds break before you start speaking
- 5: Slider moves as you speak, capturing any data coming through the microphone

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NAMING TRACKS:

You probably would want to give names to your tracks. You can do this prior to recording or if you've already started recording and wanted to rename the default names to a specific name, simply click within the default name (**i.e: Track 1**) and type your desired name (**i.e: voiceOver**).

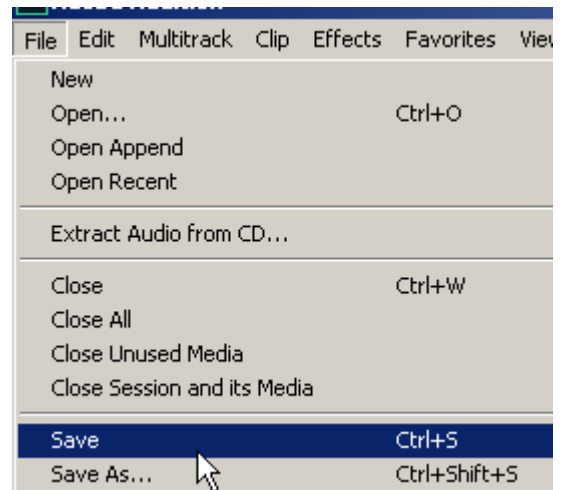


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SAVING SESSION:

Don't forget to save your session file. Use the File menu to do that. Because we already created the name of the file in section 1.1 and specified the file location, we can just click on Save to save the file.

Now go and click Save (*shortcut = Ctrl + S*)



Well, that brings us to the end of this tutorial on **Recording Audio using Adobe Audition CS6**. I would be grateful to go with you further however, I have to attend to some other matters. I'll leave you here and don't forget, there's a lot more free tutorials online via <http://www.artech.com.pg/pages/freeTutes.php>. I'm sure there'll be something useful for you to learn and there'll be lots more coming up.

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NOTE: This tutorial gives you the basics of Recording audio using Audition CS6. There are so many other amazing things this application can provide when it comes to editing and manipulating sound. If you need any specific lesson on audition CS6, do send an email via the links from our website; <http://www.artech.com.pg/> under contacts; get the address and send us your request using the email & phone.

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