

# Introducing SonicFoundry's Acid 1.0

Music is rhythm, melody, repetition, and variation. Also, music gives us an opportunity to directly experience dissonance, or musical discord, and resonance, musical harmony. SonicFoundry's Acid 1.0 is a convenient way to create music with rhythmic and melodic dissonance and resonance using a loop-based approach. With looped-based music, audio samples can be treated as small building blocks, or loops, then repeated, copied, and combined to create more complex audio projects. Not only does loop-based music provide an efficient means of creating original music, it also allows a novice or intermediate user, without any prior knowledge of music theory, a simple way of creating quality, original music.

A finished SonicFoundry Acid 1.0 project can be exported to several different types of audio formats, including .aif, .wav, or .asf. (These are the most common audio formats for both the MAC and PC platforms.) Finally, the audio file can be recorded on an audio CD for future playback using separate CD creation software. Acid 1.0 is especially useful for creating a basic drum pattern across several tracks. Audio events like the drum pattern can be easily copied or moved into other places in the project or exported as a .wav file into other applications.

One of the most important and interesting features of this software is that it allows the tempo of an audio event to be lengthened or shortened without affecting the pitch. Conversely, the pitch can be changed without affecting the tempo.

The following topics will guide you in the basic ways to view, zoom, arrange, play, and edit audio events in Acid 1.0. Also, an introduction to SonicFoundry's integrated editing package SoundForge is provided.

## ***Goals for the Introduction***

This section provides an introduction to the basic elements of the software that you will encounter in this tutorial. Use this section as a resource for becoming familiar with some basic concepts used in this powerful audio production software.

## **By the end of this section, you should be familiar with**









1. Playback Controls: Compare to the buttons on an audio CD player.
2. Audio Types: Three types of audio files are used in Acid 1.0. In certain situations, using one type is better than another.
3. Tools : Control the basic editing functions including Draw, Select, Paint, Erase, and Envelope.
4. Views: Used to write, edit, move, and import new audio events.

## Types of Playback Controls

Playback controls are used to start, stop, and pause the playback for an audio project. These controls appear in the center of the toolbar above the Track View and Track List:



View the button, name, and function below to understand the basic application of each tool:

Button	Name	Function
	Record	Records a new event within an existing project. Each recorded event will be created on a new track.
	Play Looped	Starts playback of all events within the loop region defined by the Loop Region bar above the Beat Rule scale (see below).
	Play All	Begins the playback from the start of the project regardless of the current position of the cursor.
	Play	Begins the playback from the current position of the cursor.
	Stop	Stops the playback of the audio project.
	Pause	Pauses the playback of the audio project.
	Go to Start	Rewinds the cursor to the beginning of the project.
	Go to End	Forwards the cursor to the end of the project.

The Loop Region bar is found above Track View. This feature is important for mixing two or more events to a single track:



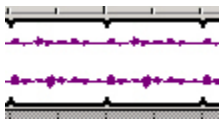
In addition, there are three important buttons for controlling the playback of individual tracks. These buttons appear above the Multi-Purpose Fader in Track List view after an event is created in the Track View.

1	Playback Device Selector	Controls the playback device designated in Options > Preferences > Default playback device.
	Mute	Mutes the playback for an individual track.
	Solo	Plays an individual track exclusively.

## Types of Audio

Three types of audio files are used in Acid 1.0. In certain situations, using one audio type is more desirable than another. Audio samples are available online—or you can create your own!

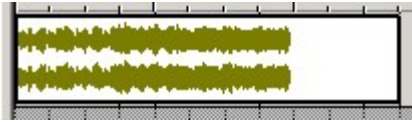
**Loop:** Small "chunks" of audio that will make a continuous rhythm when looped or played repeatedly. Loops are especially useful for drum loops or breakbeats. With loops, it is possible to change the number of beats in a given loop.



**One-shot:** Single events that will play once without being repeated continuously. One-shot events are good for cymbals or crashes.



**Disc-based:** Longer events that are played directly from the hard drive of the computer. Disc-based events are good for vocals or instrument solos. With Disc-based events, it is possible to lengthen or shorten the tempo of an event when a small adjustment is needed.









Each one of these types of audio can be written into a track, which is the linear time line for an audio project shown in Track View. Changing the audio type is discussed more in “Changing the Audio Properties.”

## Types of Tools

Tools in Acid 1.0 are used to control the basic editing functions including Draw, Select, Paint, Erase, Zoom, and Envelope. Tools are found in the center of the toolbar above the Track View:



View the button, name, and function below to understand the basic application of each tool:

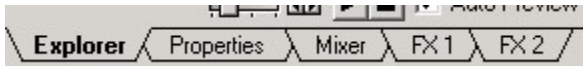
BUTTON	NAME	FUNCTION
	Draw	Adds, shortens, lengthens, or moves an event.
	Select	Selects multiple events across several tracks, for example to copy-and-paste more than one event at once.
	Paint	Inserts events across multiple tracks.
	Erase	Removes partial or whole events across one or more tracks.
	Zoom	Magnifies a specific region of the Track View.
	Envelope	Allows a more dynamic playback control for an event, including volume, pan, and effects.

	Help	Identifies many points, regions, and processes on the screen.
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## Types of Views

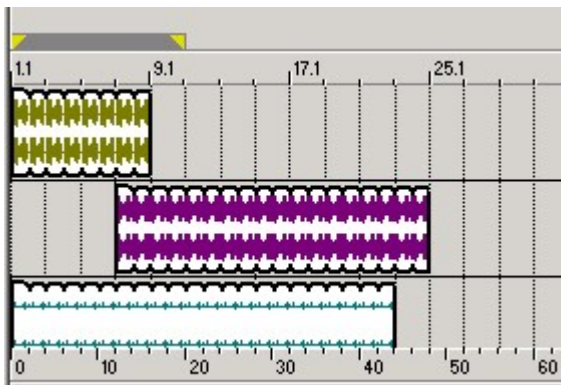
Views are one of the most powerful features for audio production and editing. For example, zooming Track View when the Explorer tab is active, which allows an expanded perspective and gives more precise editing capability.

Tabs to change views are found at the bottom right corner of the screen:

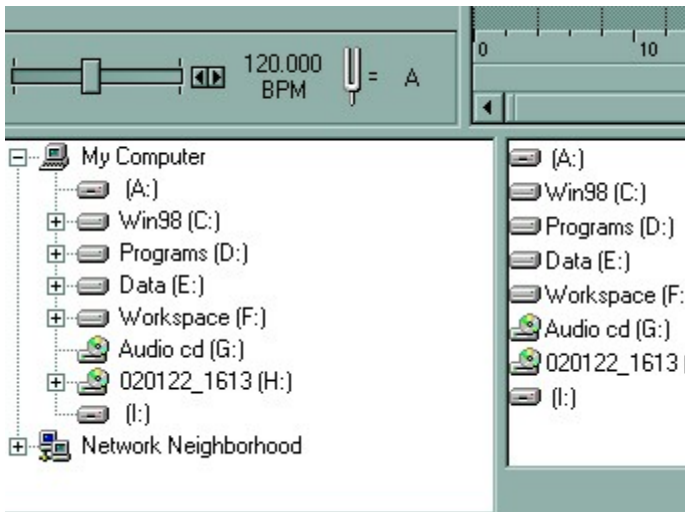


Below is a list of the types of views we will use in this tutorial:

1. **Track View** is the basic view and is similar to a blank page in Word or blank cells in Excel. Here we can write, copy, paste, and edit events. Track View can always be seen, no matter which tab is selected.



2. **Explorer View** is the lower left corner of the screen when the Explorer tab is selected. It is a short cut for importing new audio files and tracks.



Explorer View is made of two different panels: a) Tree View and b) List View.

- **Tree View** is the left panel of Explorer View, which displays all available folders and drives.
- **List View** is the right panel of Explorer View, which displays folders and audio files that can be loaded as events into Track View.

3. **Properties View** is used to modify the track type, number of beats, and pitch of the event.

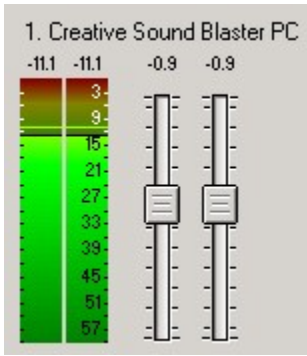


When the Track tab is selected within Properties View, we can change the following attributes for the event:

- **Track type:** Shows the different ways that an event can be represented (e.g. Loop, One-shot, or Disc-based).
- **Number of Beats:** Shows the number of beats in a particular loop.
- **Root note for transposing:** Shows the pitch for the particular event.

Stretch and Event tabs are not used in this tutorial.

4. **Mixer View** shows the output levels for the entire project. For most projects, keep the output level in the green portion of the monitor.



5. **FX View:** FX View is not used in this tutorial.