

Goals for Tutorial 4

By the end of this tutorial, you should know how to

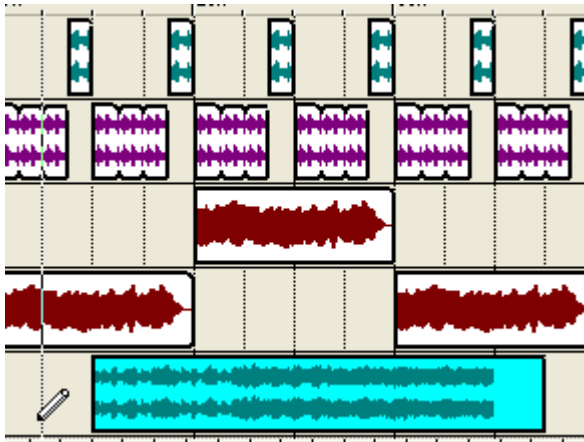
1. Match rhythms between two events.
2. Change the audio type of an event.
3. Edit an event in SoundForge and create an audio loop.
4. Mix two events to the same track.
5. Prepare an Acid project to be burned to a CD.

Matching Rhythms for Two Events

In this topic, we import a Disk-Based event and learn how to match the rhythms with the existing drum-and-bass track. This is, perhaps, one of the most important sections within this tutorial.

To change the audio type and match rhythms between events

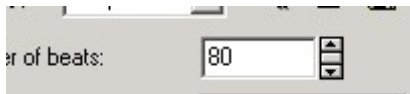
1. Double-click the track name *Oneills* in List View to create a new track in Track View. (This instrument track is an Irish war march on the highland bagpipes.)
2. Click the Draw tool and draw a complete loop of the *Oneills* event onto the track. This should take up about the same amount of space as 4 complete cycles of the drum loops. (The Oneill's event is shown at the bottom).



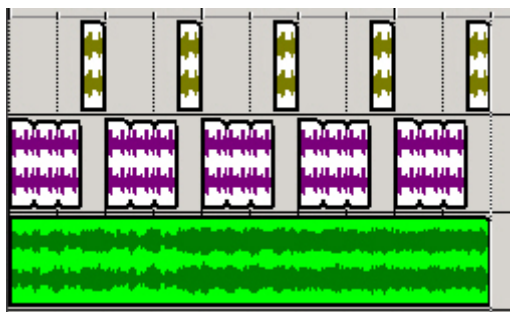
3. Click the track name *Oneills* in the Track List.
4. Click the Properties tab. In order to change the tempo of this event to match the existing rhythm of the drum loops, we will need to convert from a Disk-Based event to a Loop event in the Properties dialog box.



5. Using the drop-down arrow for Track type, select Loop. A dialog box will open reporting that the change will require 5.4 MB of RAM if you change it from a Disk-Based event. Click Yes.
6. Click Play All to preview the match. This will be rhythmically dissonant: the pipes play too fast for the cycles of drum loops.
7. In the Properties pane view, look at the number of beats for the *Oneills* track. Most likely, it is 64 or some multiple of 4. Acid has guessed about the best way to import the track and has gotten us “into the ballpark”, so to speak.
8. As the project is playing, click the up-arrow in the Number of beats box until 80 BPM is shown. (The magic number of beats to achieve rhythmic resonance with our drum sequence is 80, a multiple of 4.)



Now, we should have three events that look like this within the Track View:

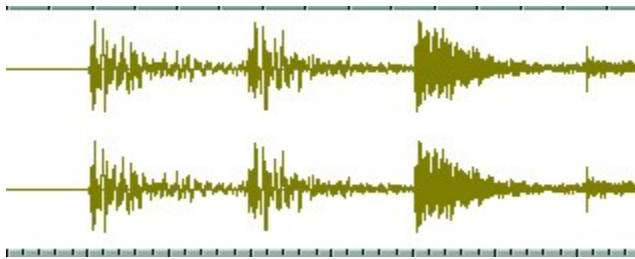






9. Notice that the instrumental track has taken up exactly 5 cycles of the drum loop sequence. This is because all the events are multiples of four. If the *Oneills* event does fill the same amount of space as the 5 drum sequences, simply redraw it using the Draw tool.
10. Click Play All and preview the project, especially listen to the rhythmic resonance between drum and instrument tracks.
11. From the File menu, click Save, name the project *MyTechnoCelt* and save to the desktop.

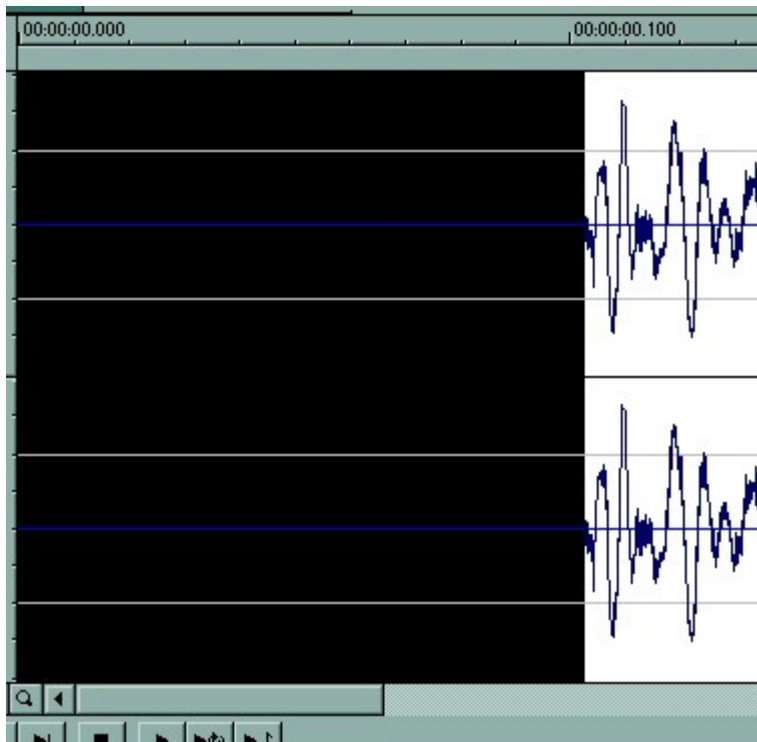
Creating an Audio Loop

Although the drum loops we will work with are already "loopable," this portion of the tutorial will offer some insight into editing audio files in SoundForge, a SonicFoundry audio editing package. (*Loopable* refers to the fact that an event can be played continuously—or looped—without breaks or silence in the looped event.)

1. From the Options menu, click Preferences.
2. Click the Audio tab at the top center of the window.
3. Click the Browse button and point to the location of the SoundForge application.
 4. In List View, double-click the file *amen1_org.wav* to create a new track within the Track View. We will not draw this event, but must create the track in order to load it into the audio editor.
5. Click the Properties tab. This will load the file into the Waveform view of the Properties dialog box.



6. Click the Play button  in the Properties dialog box to start playback for the track. Notice the blank space at the start of the loop. We will cut this portion of the event in the audio editor.
7. Click the Edit in Audio Editor button  in the Properties dialog box to open SoundForge. This will automatically load the *amen1_org.wav* into the editor.
8. Click the Magnify tool  on the SoundForge toolbar and select the region of the track at the beginning of the loop. (This will enlarge the waveform and allow for a more accurate edit.)
9. Click the Edit Tool  and click-and-drag to highlight this portion of blank space.

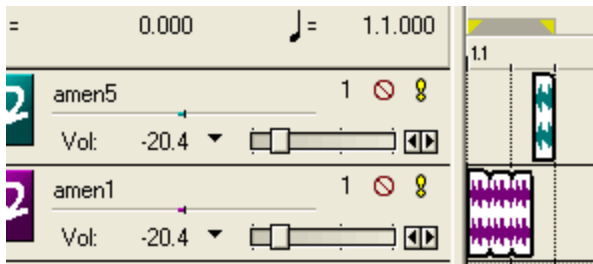


10. Right-click the highlighted area and select Cut from the shortcut menu.
11. Press the Play Looped button to hear whether the event is loopable.
12. Press the Stop button at the lower left corner of the window.
13. Click the Zoom tools to increase or decrease magnification of the event.
14. Zoom the end of the event using the Zoom tool and the scroll bar.
15. Repeat steps 9-11 until the event is looped seamlessly.
16. Save the file as *amen1_cut.wav* in the Audio folder.
17. Minimize SoundForge and maximize Acid 1.0.

Mixing Events to a New Track

Mixing events onto the same track can be useful for consolidating events onto one track. However, we will use this feature to recreate the basic drum loop.

1. On the File menu, click New. Open the basic drum loop *amen_loop.acd* by double-clicking the file in the List View of Explorer.
2. With the pointer, point to the edge of the Loop Region bar. The single arrow should change to a double-sided arrow.
3. Click-and-drag the yellow corner on the right side of the Loop Region bar over the 4 clusters of drum loops that we sequenced in Tutorial 2. This will specify the region of the tracks that will be mixed to a single new track.



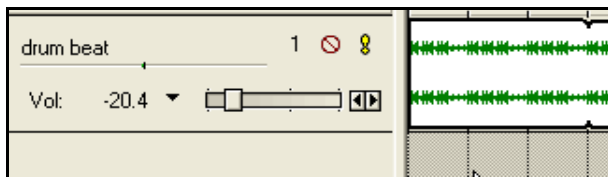
Note: The new track will contain only those events that are specified with the Loop Region bar.

4. From the Edit menu, click Mix to New Track.



5. Specify the name and location where you would like to save the new track (e.g. “drum loop” on the desktop). The only audio format available for this export feature is to create a .wav file.

6. After the new track is created in Track View, draw the track with the Draw tool.



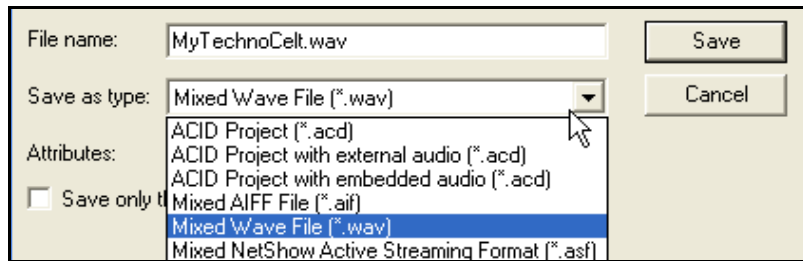
7. Click the Play All button and notice that the sequenced loop has been copied on one track.

There is one big advantage to mixing the drum loops onto a single track: the events take up less space within the Track View. However, there is also a disadvantage in that the events are not as easy to control during the playback when they are contained within a single track, for example controlling the volume or pan with an envelope is less precise when the drum loops exist on one track.

Finishing a Project

In this section, we are going to save our entire project as a .wav file, which is the last step before we burn the project to a CD.

1. Using List View of Acid 1.0, open *MyTechnoCelt.acd* from the desktop.
2. Click Play All and watch the monitor in the Mixer View for the entire project. If the monitor stays in the red, adjust the Playback Device Fader by clicking and sliding the fader down. (Keeping the output level around -3.0 should preserve the audio quality, yet also provide a dynamic output level.)
3. From File, click Save As, and Save as type Mixed Wave File (.wav).



4. Save the project to the desktop.
5. After the project is saved, minimize Acid and double-click the TechnoCelt project to play it in your default media player, such as Windows Media Player.

You now have the basic “recipe” for creating an audio project using SonicFoundry’s Acid 1.0. Your project may not sound like the original *TechnoCelt*, but you have the basic knowledge to recreate the project using both an audio and graphical approach.