

POLK COUNTY SCHOOLS

INSTRUCTIONAL TELEVISION

5204 US Highway 98 South
Lakeland, FL 33813

David Yates, Instructional Television Manager

John Dittle, Technology Trainer Specialist

Michael Robertson, Teacher Resource Specialist Trainer

Justin Phillips, Technology Trainer Specialist



*647-4254 or 53329 (David and Michael) *647-4255 or 53330 (John) *647-4256 or 53331 (Justin)

*email: david.yates@polk-fl.net justin.phillips@polk-fl.net john.dittle@polk-fl.net michael.robertson@polk-fl.net

*ITV Web site: www.polk-fl.net/itv

Soundtrack Pro – October 10, 2009

I. Introduction to Soundtrack

A. Soundtrack Pro is audio composition program which can be used to produce simple or complicated copyright-free music tracks for digital editing programs like Final Cut Pro. Soundtrack Pro also has components for removing unwanted noise.

B. RAM, hard drive, Quick Time, operating system considerations

1. at least 1 GB of RAM
2. At least a 60 GB hard drive; preferably two drives; with all its loops installed, Soundtrack Pro takes up approximately 5 GB
3. QuickTime 7.6; FCP 7
4. MAC OS 10.5.8 (or later) running on a G4 or G5 processor
5. A DVD-ROM drive or a SuperDrive (DVD burner)

C. ITV recommends that you set your display resolution to 1280 X 1024 or higher

D. Each musical composition you create in Soundtrack Pro will have two files associated with it:

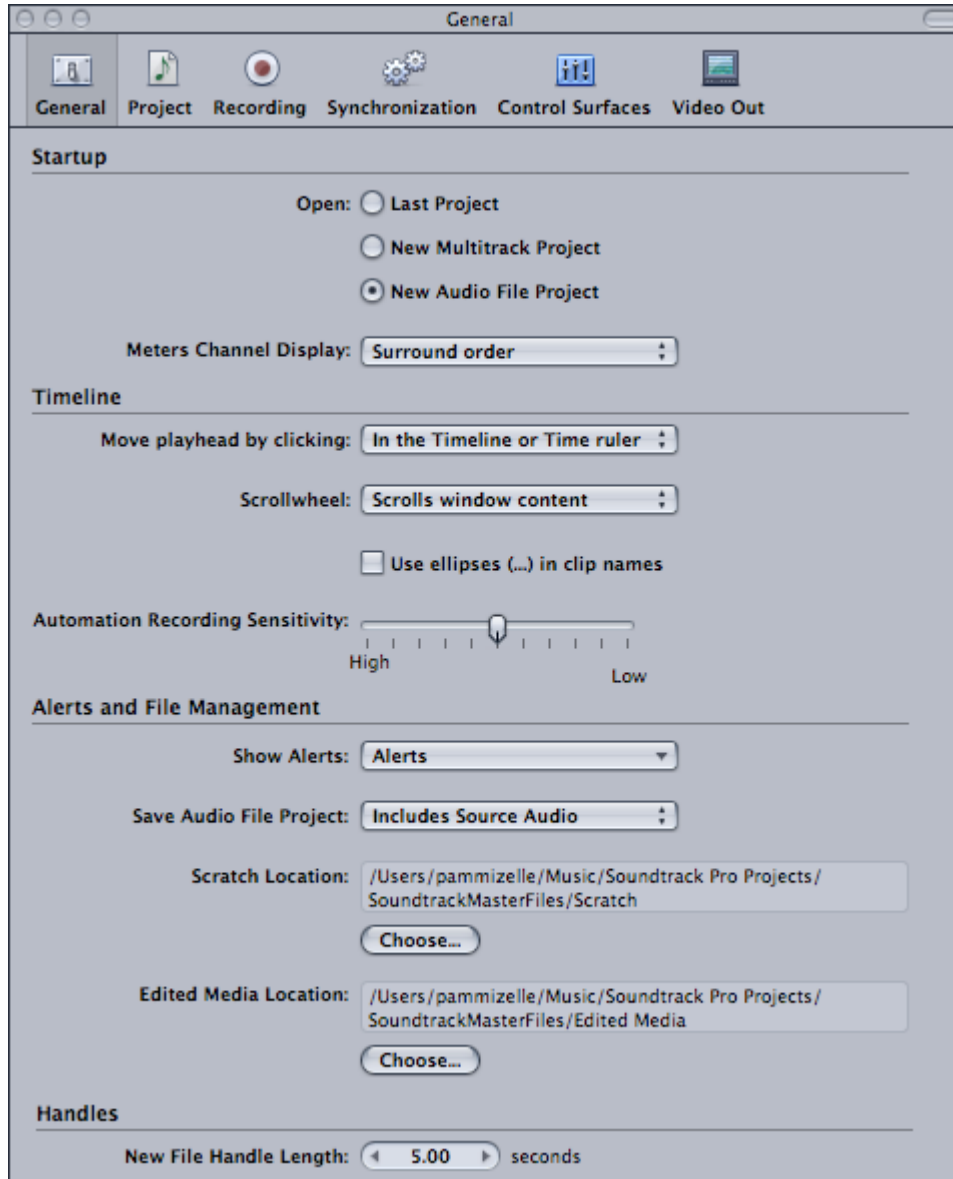
1. The original .stp Soundtrack composition file with which you created your music. It will be necessary to go back to this original composition to change most of its aspects.
2. The aiff music file you exported for use with digital editing programs

E. ITV recommends that you set up a permanent Soundtrack folder for both your original composition files and your exported aiff files

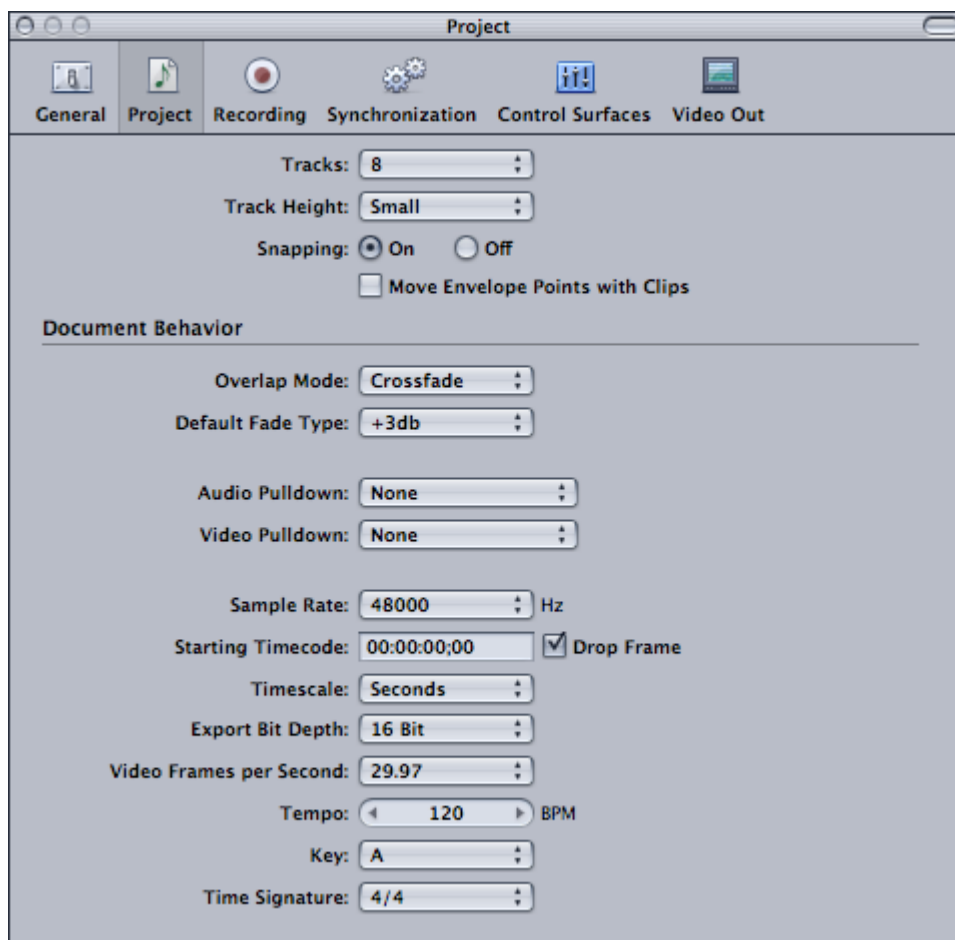
F. ITV also recommends that you also duplicate exported .aiff music tracks you wish to use with FCP and put those duplicates into your FCP project folders

G. Set User Preferences (located under Soundtrack menu) as shown below:

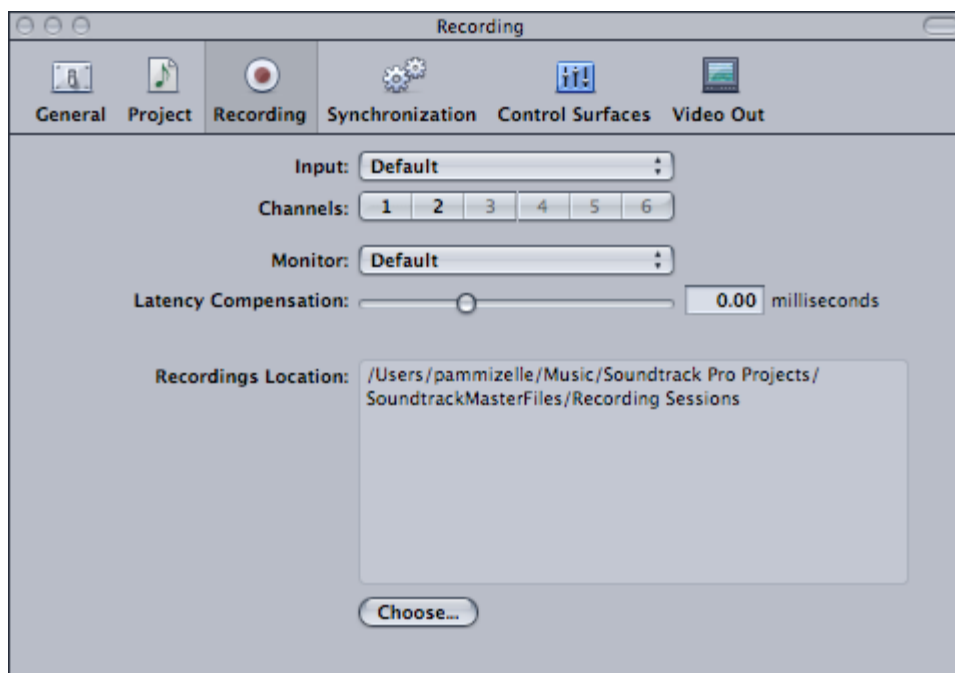
Recommended Soundtrack User Preferences



General Tab



Project Tab



Recording Tab

II. Soundtrack Pro Layout

A. Menu Bar

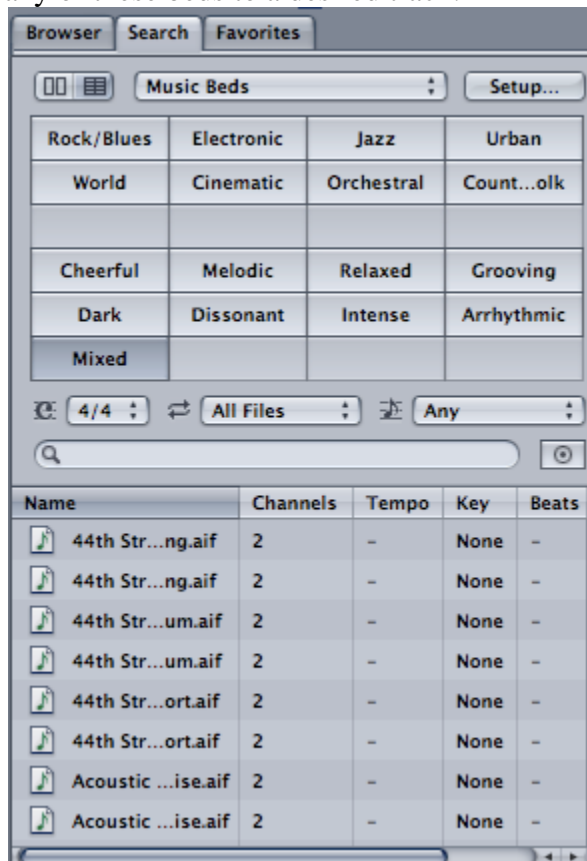
1. Soundtrack menu (*Preferences* set here)
2. File menu
 - a. *Open Recent* is a good way to find lost projects
 - b. *Export* options are located here (more detail later)
3. Edit menu (use common shortcuts for these functions)
4. Multitrack Menu (control/click on empty part of a track for these functions)
 - a. insert track before
 - b. insert track after
 - c. remove track
 - d. add send
 - e. lock selected tracks
 - f. track color
 - g. mute
 - h. solo
5. Clip Menu (control/click on a clip for these functions)
 - a. Channel select
 - o mono
 - o stereo
 - o surround
 - o all
 - b. recording take
 - c. lock clip
 - d. duplicate
6. Mark Menu (learn shortcuts to work faster)
 - a. add beat markers (option/B key)
 - b. add time markers (M key)
 - c. go to previous marker (option/M key)
 - d. go to next marker (shift/M key)
7. Process Menu (apply effects to clips, including noise reduction)
8. View menu (use buttons and sliders at bottom of timeline for most of these functions)
 - a. expanding or contracting timeline
 - b. changing track height
 - c. turning snapping on or off (hit N key, just like in FCP)
 - d. customize toolbar
9. Window menu
 - a. open, close, minimize, and arrange layout of windows
 - b. save your favorite layout by going to *Save Layout*
 - c. go to *Manage Layouts* to call up Soundtrack's three basic layouts
 - d. several functions in this menu can be enacted by just clicking on various tabs around the Soundtrack layout
10. Help menu (excellent 300-page searchable document)

B. The Media and Effects Manager (lower Inspector windows)

1. Tabs include Browser, Search, Favorites

- a. The *Browser* tab is used to import .aiff, .wav, MP3, and unprotected AAC audio files, as well as Quicktime video and audio files, into Soundtrack from locations on the main computer or from other drives. Drag any of these file types from the *File Browser* directly to your Soundtrack timeline. When you export your timeline, they will all be converted to the 48 KHZ, 16-bit .aiff files which FCP needs
- b. The *Favorites* tab is used to organize frequently used files. While you are in the File Browser, control/click on an item to add that item to your list of Favorites
- c. The *Search* tab is used to locate the thousands of instrumental and vocal loops that came with Soundtrack on the standalone DVD.
 1. Clicking on a drop-down category (like Instruments, Genres, Descriptors, Sound Effects, and Custom, etc.) at the top of the *Search* window will open up all the loops for that category in the middle of the *Search* window.
 2. There are three options below the categories, all of which enable you to refine searches according to beat (4/4, etc), file type (looping or non-looping, and key (Minor, Major, etc)
 3. You can also enter a search term in the box next to *the magnifying glass* and ask Soundtrack to look for loops matching your description by hitting the return key.
 4. Note that many of the categories have several hundred loops. The total number available is identified in the lower right corner of the Search window.
 5. These loops include an extensive sound effects library, including the famous Foley effects used on motion picture sound stages. There are also 181 spoken words or vocals under the *People* tab.
 6. To listen to one of the loops, click on it in the list. Stop the loop from playing by clicking on the Play/Pause button at the bottom of the Search window.

7. The volume slider near the Pause/Play button affects only the level of sound coming out of your computer's speakers.
8. The *Setup* button at the top of the *Search* window allows you to reconnect your Loops to the Search window and to index other aiff and wav audio files so that they will be search-enabled. Hit the plus sign in the upper right corner, navigate to the locations of the Loops or these other files and click Index Now. If the word *indexed* appears next to a folder containing sound files, the music in that folder has already been catalogued and is therefore searchable.
9. Click on the Grid View icon (just to the right of the List View icon) and you will see a dropdown menu which includes Music Beds. With Music Beds chosen, you will see moods in the grid named Cheerful, Melodic, Relaxed, etc. Choose a style of music at the top of the grid (like Electronic, Jazz, Urban, etc.) and then the mood (Cheerful, Melodic, Relaxed, and you will be rewarded with pre-made music beds of varying lengths in the lower window. Drag any of these beds to a desired track.



- d. The *track* tab lists all the files used in whatever project is open.

- e. The *Effects* tab offers a way to both list and apply effects. Be sure to choose the track you want to examine or apply these effects to, next to the word *Show*:
- f. Click on the *Details* tab to see information about any clip highlighted in the browser

C. The **Utility Window** (upper Inspector windows)

1. Tabs include Recording and Meters

- a. Click the *Recording* tab to see the parameters for recording audio from a keyboard or audio mixer directly into Soundtrack Pro.
- b. Click on the *Meters* tab to see a larger representation of the meters located in the far right side of the **Workspace** window

D. The **Project Window** includes the Timeline, where you arrange audio clips in a sequence.

- a. Click the *Video* tab and drag Quicktime video clips from the *File Browser* to the *Viewer* to time music tracks to video

III. Creating a musical composition

- A. Click on the *Search* tab in the Media Manager
- B. Click on any of the instruments, sound effects, or vocals buttons and a list of pertinent loops will appear below
- C. Double click on a selection from this list to preview the loop. Hit the *Stop* button at the bottom of the Media Manager to stop the preview
- D. Drag one of these selections to the timeline to start the track building process
- E. Once it is in the timeline, drag the right edge of a loop to the right to stretch it out longer or drag the same edge to the left to shorten the loop
- F. Click in the middle of a loop and drag the entire loop left or right to change its position in the timeline
- G. Control clicking on a loop reveals several modification options, including:
 - 1. The ability to change the key and the tempo
 - 2. The option to add that loop to your Favorites list
 - 3. The chance to open the Soundtrack Loop Utility
 - 4. Quick ways to duplicate the loop or split it at the playhead
 - 5. The opportunity to locate the loop on the hard drive

IV. Adjusting the loudness of audio tracks

- A. Click the pull down arrow or Control/click to the left of any track and choose *Show Track Envelopes* to reveal *Volume* and *Pan* envelopes will appear in purple below the track
- B. Click and drag on the circle at the start of the black line within the purple volume envelope to raise or lower the audio for that track. (You can also adjust the slider bar in the information section to the left of each track)
- C. Double click anywhere on the black volume line to establish a key frame at that part of the line. Raising or lowering a key frame will affect the

volume of a track at the point of the key frame. Click once and hit the delete key to remove an unwanted keyframe

D. Alternate method for adjusting volume: Moving the slider bar located to the left of the track name.

V. Applying tonal equalization and other audio effects to a track

- A. Click on the *Effects* tab in the lower left window
- B. Click on the + sign to apply that effect to your track
- C. Click on the triangle in the *Name* column to view specific parameters for each effect. Clicking on the *Advanced* button will bring up a visual interface for that particular effect
- D. Move the button for any parameter to alter the effect
- E. Each effect will have its own purple envelope in the timeline
- F. Effects can be toggled on or off by clicking on the *checkmark* button, next to each effect in the Name column.

VI. Each track in the timeline also includes a visual representation of the instrument involved, the name of the loop, slider bars for changing volume or panning, a mute button (speaker), which will toggle the sound for that loop off and on, and a solo button (headphones), which will mute all other tracks.

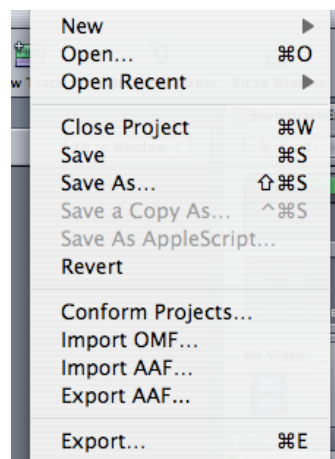
VII. Adjusting the volume of the entire composition

- A. Open the Mixer window by clicking on its icon in the upper right corner.
- B. Adjust the slider bar at the far right.

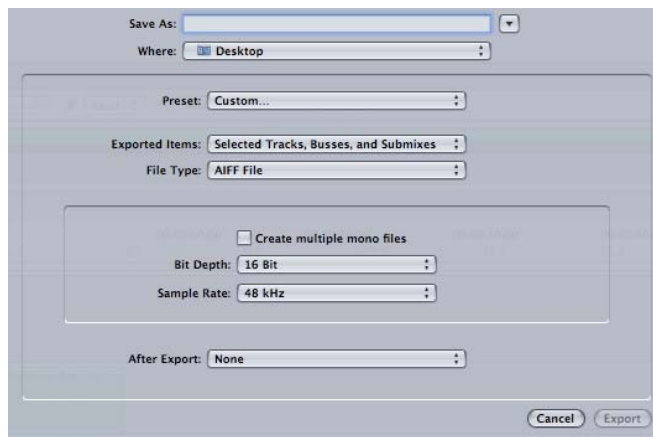
VIII. Exporting your music composition for use in digital editing programs

- A. First, save your Soundtrack file, preferably to a consistent folder for all of your Soundtrack projects. This file can be reopened in Soundtrack at a later date and altered track by track and effect by effect.
- B. If you wish to preserve the individuality of a track so it can be arranged or altered independently of other tracks in FCP, go File>Export. From the **Exported Items** dropdown men, choose *Selected Tracks, Track buses & Submixes*. Each track will be converted to its own aiff file. Once again, export these tracks to both your Soundtrack folder and any specific FCP project folders. You can then import the tracks from a project's folder right into the Browser for that project.

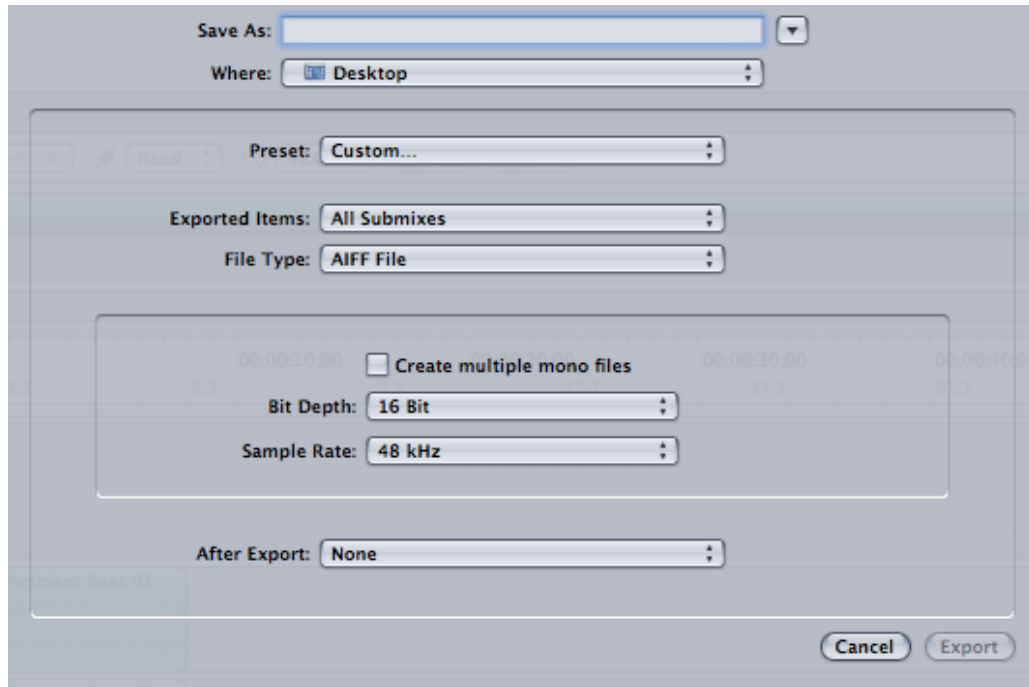
Soundtrack File Menu:



This box opens after choosing Export:



C. When you want to export the mix as a stereo mix with only two channels, Go to the Submix column (second column from the right) in the lower center window and change the 1-6 dropdown menu to *Stereo 1, 2*. Go to File>Export. From the **Exported Items** dropdown men, choose *All Submixes*.



- IX. Working in Reverse: Exporting video from FCP into Soundtrack so that video can have a unique Soundtrack composition created for it.
- A. Set markers along the FCP timeline by hitting the *M* key twice at specific positions of the playhead. This will bring up the *Edit Marker* dialogue box. Name the marker and then click on *Set Scoring Marker*.
 - B. Go to *File>Export>For Soundtrack*.
 - C. In the subsequent dialogue box, name your sequence, tell FCP whether you need to also export any audio (usually not), be sure that *Markers: Audio Scoring Markers* is showing, and choose a saving destination that can be quickly accessed by Soundtrack.
 - D. Go back to Soundtrack, open the File Browser, and navigate to the folder where you saved the exported FCP clip.
 - E. Drag the FCP clip to the *Video* window. It will appear as the upper track in the timeline and any scoring markers inserted in FCP will appear at the top as orange dots which have orange lines descending from them down through the tracks.
 - F. Loops can then be dragged to the Soundtrack timeline and positioned so that specific beats coincide with the scoring markers.
 - G. Go to *File>Export Sub Mix*. Export to both your Soundtrack folder and your specific FCP project folder. Also save the composition into your master Soundtrack folder so it can be edited later if need be.

- X. Noise Correction: Fixing audio problems within Soundtrack.
- A. Make a new sequence in FCP. Then insert the problematic audio clip onto the timeline.
 - A. Then export the audio clip to your folder, and into Soundtrack:
File > Export > For Soundtrack.
 - B. When you open Soundtrack: *File > Open > Find Your Clip > Open.*
 - C. When you have your audio clip finally open, make sure both tracks are selected before you start working.
 - D. Move your playhead to where your corrections to begin in the track, then by holding down the mouse, drag and highlight the section that you want to fix.
 - E. The go to: *Process > Reduce Noise > Set Noise Print.*
 - F. When done: *>deselect highlighted portion*
 - G. Go to *Process>Reduce noise>reduce noise* and listen and then apply
 - H. If you need to bring up audio *> adjust amplitude* and apply
 - J. When done: *Process > Adjust Amplitude.* This will help the rest of audio clip adjust to the change you made.
 - K. Save and your change will be transposed to FCP.