

TRAINING MATERIALS

SonicStudio for Post - Serving Suggestions

Focus of Post Audio

This guide will suggest some a specific approach to using the SonicStudio™ for Audio Post.

What We Promise

When you complete this tutorial, you will know how to:

- Set up your system to record and edit sound for the post environment
- Record and synchronize Sonic Video

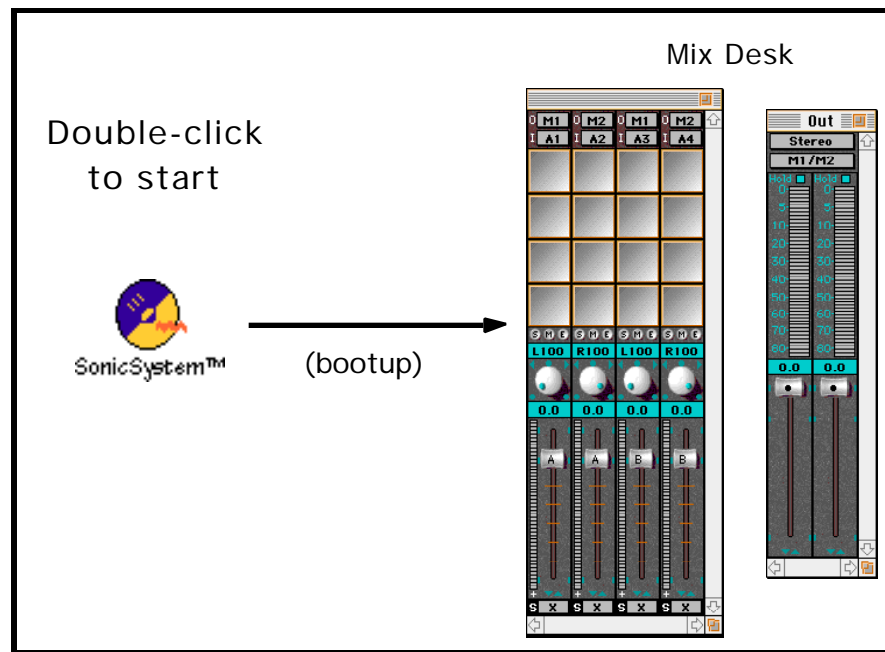
What We Assume

This tutorial assumes that the SonicStudio hardware and software is already installed, working, and connected to suitable audio source and monitoring system. It is also assumed that you are familiar with basic Macintosh operations such as click and drag, selecting menu commands, etc. Lastly, it is expected that you have gone through the 12 step “Zero to Sixty” basic Sonic tutorial.

Step 1 Start the Sonic System

To start the system, locate the Sonic System application and double-click on the icon.

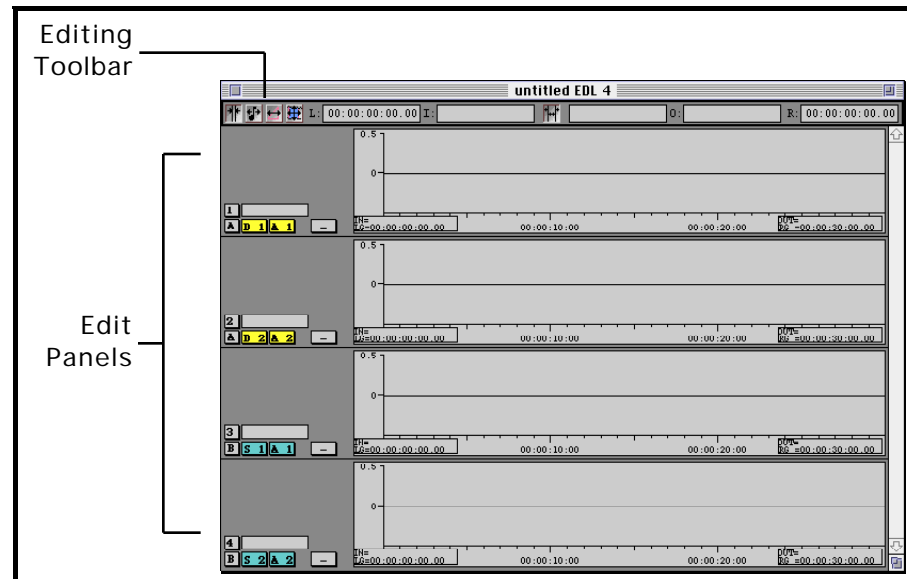
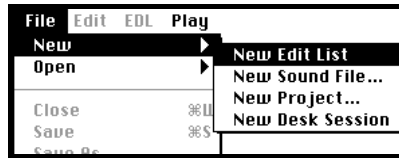
Startup will take a few moments. As the Sonic System starts up, it displays a graphic startup screen and a series of messages in the "Status Window" at bottom. When the Sonic finishes starting up, the Mix Desk windows will show the following on your screen:



The number of channels on the mixing desk may vary with the configuration of the system you are using. Use of the mixing desk is described in Step 12 of this tutorial.

Step 2 Make a New EDL

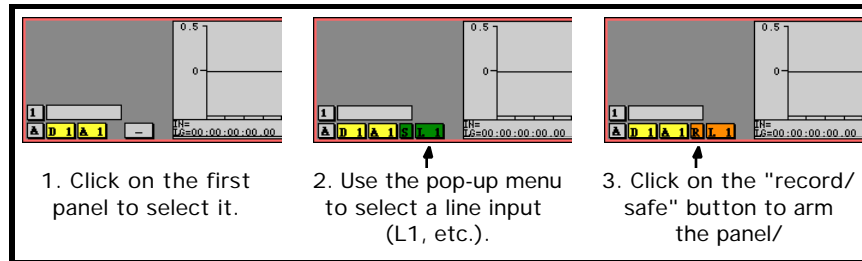
The window in which you edit audio on the Sonic System is called an *Edit Decision List*, or EDL. To open a new EDL, go to the **File** menu and choose the command **New...**, then select **New Edit List** from the pull-right submenu.



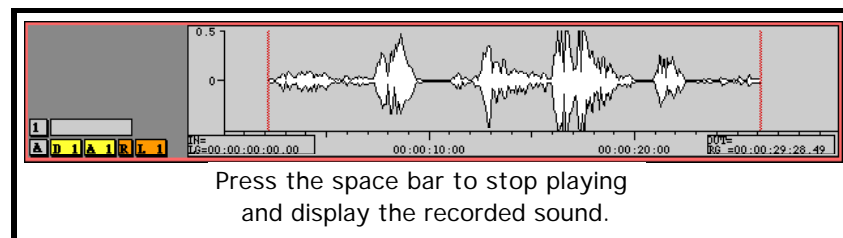
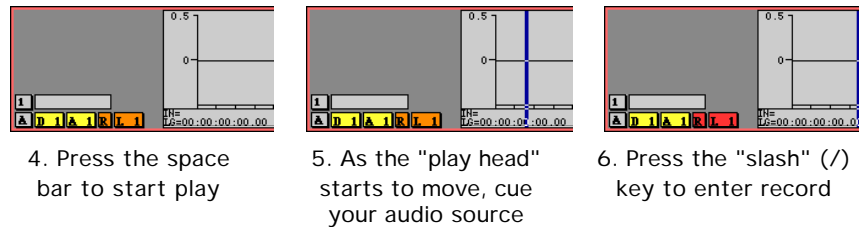
With the "Icon-It" toolbar on your system, you can use the "New" button to make a new EDL, or you can use the "QuickKeys" keyboard command [⌘-N].

Step 3 Record a Sound

You can record directly into any panel or group of panels in the EDL. Before recording, you must assign an input and arm the panel to record.

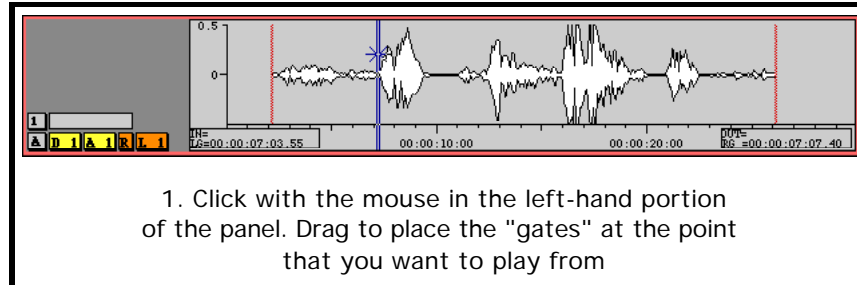


You can record to more than one panel at a time, the exact number depending on the configuration of your system.

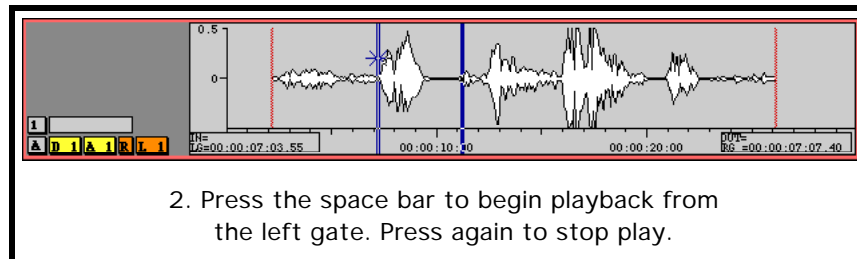


Step 4 Play the Sound

Once a sound has been opened into the EDL panel, you can play from any point in the panel by using the keyboard space bar.



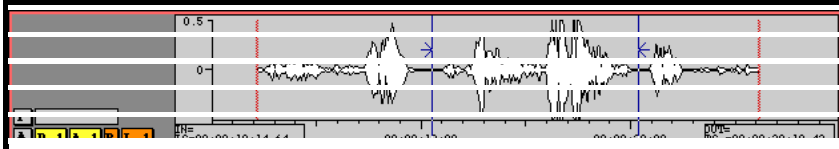
The left and right "gates" are the pointers used to mark points and regions in the waveform display. You can place them as desired by dragging with the mouse.



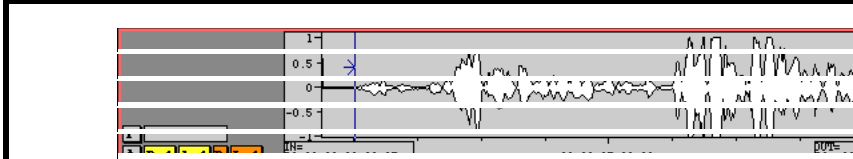
Although the space bar is the most convenient way to start and stop playback, the Play menu provides a variety of commands to play defined portions of the panel. The "Transport Panel" (accessed from the File menu) can also be used control playback of the Sonic System as well as external transports.

Step 5 Divide Sound into Segments

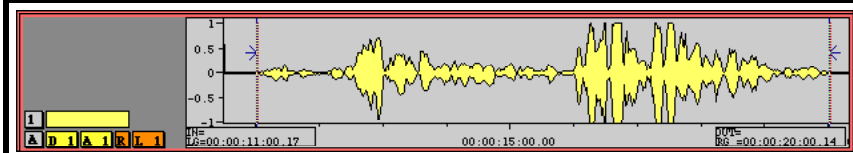
You can divide your original recording into pieces, or “segments” of any length. Segments can be rearranged and modified as desired.




1. Use the mouse to place left and right gates around a section of sound you would like to “clip” out as an audio segment.



2. From the **View** menu, select **Zoom to Gates** (⌘ -G from keyboard or **Gates**-It button). Place the gates to more

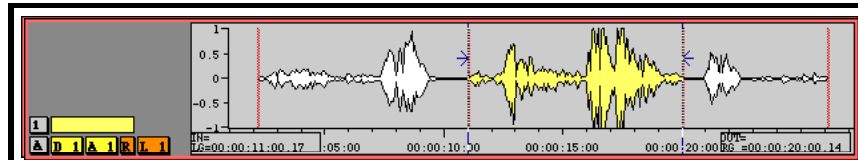


3. From the **Edit** menu, select **Create Segments, From Gates** (option-G from keyboard or Icon-It  button).

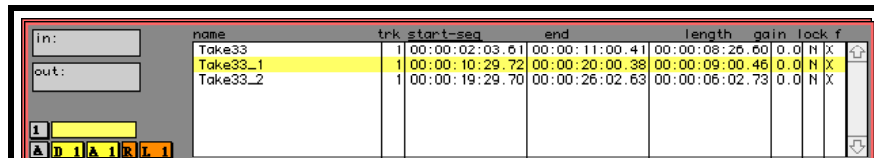
The "Create Segments" command places "cuts" (shown as vertical pink lines) at the positions of the gates, and highlights the section of audio in between. Repeat the operation to create additional audio segments.

Step 6 Name the Segments

An edit panel can be viewed as a text-based playlist, as well as in waveform or bar mode. The text display shows each segment (the one you created as well as those before and after it) as line of text with a name, start time, etc.



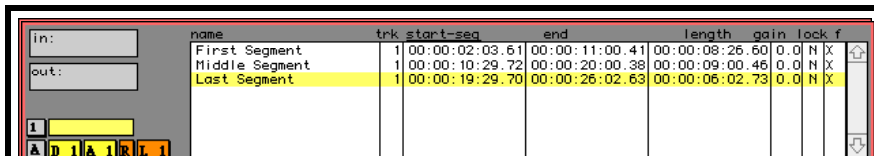
1. Select **Zoom to Entire** (⌘ -E, or **List** button) from the **View** menu to see the entire file again.



The screenshot shows the 'Display Panel As.....' dialog box. The 'Text' option is selected. The table below lists the segments in the project.

in:	name	trk	start-sec	end	length	gain	lock	f
	Take33	1	00:00:02:03.61	00:00:11:00.41	00:00:08:26.60	0.0	N	X
	Take33_1	1	00:00:10:29.72	00:00:20:00.38	00:00:09:00.46	0.0	N	X
	Take33_2	1	00:00:19:29.70	00:00:26:02.63	00:00:06:02.73	0.0	N	X

2. From the EDL menu command **Display Panel As.....**, select the option **Text** (⌘ -T, or **T** button) to show the contents of the panel in textual form.



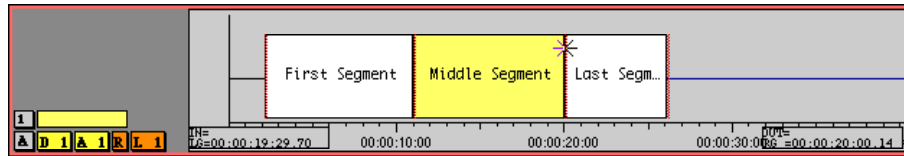
The screenshot shows the 'Display Panel As.....' dialog box. The 'Text' option is selected. The table below lists the segments in the project, now with meaningful names.


in:	name	trk	start-sec	end	length	gain	lock	f
	First Segment	1	00:00:02:03.61	00:00:11:00.41	00:00:08:26.60	0.0	N	X
	Middle Segment	1	00:00:10:29.72	00:00:20:00.38	00:00:09:00.46	0.0	N	X
	Last Segment	1	00:00:19:29.70	00:00:26:02.63	00:00:06:02.73	0.0	N	X

3. Select, then double-click on the "name" field for each segment and assign that segment a meaningful name

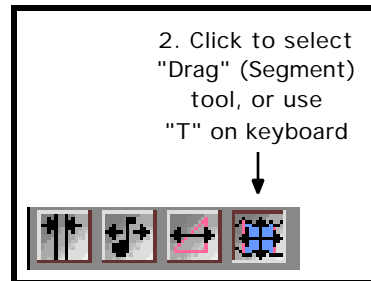
Step 7 Rearrange the Segments

You can also view a panel in Bar mode, and rearrange the order of segments using the "Drag" tool.

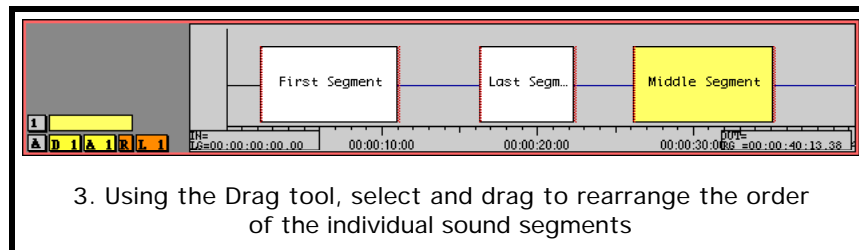


1. From the **EDL** menu command **Display Panels As...**, select the option **Bars** (⌘ -B or  button). Use **Zoom Out** (⌘ -O) from the View menu to open up space to rearrange the segments

The toolbar at upper left of the EDL window is used to select the "Drag" tool used to move audio segments.



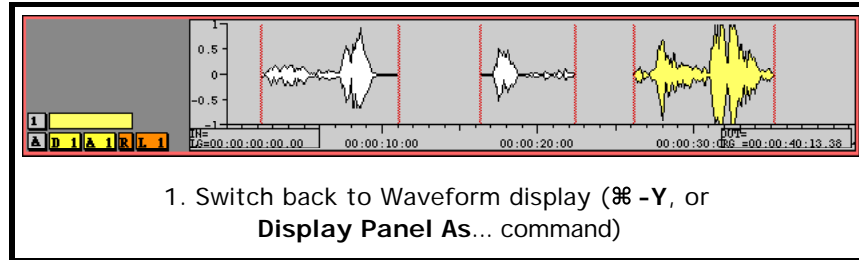
With this tool, click to select a segment and drag to move it.



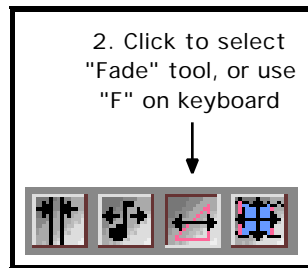
3. Using the Drag tool, select and drag to rearrange the order of the individual sound segments

Step 8 Adjust Segment Length

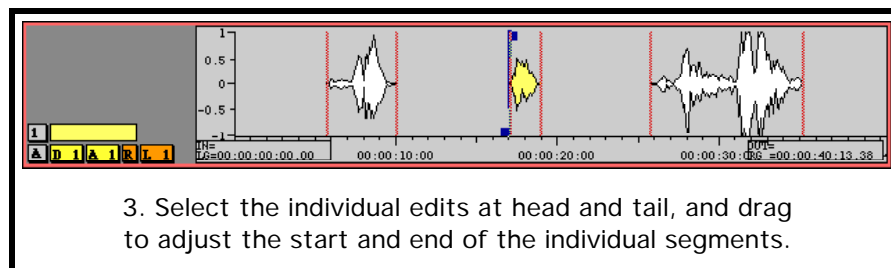
From the editing toolbar, you can also select the Fade tool and use it to adjust the start and end of any segment



The Fade tool lets you adjust the start and end points, as well as fade time, for each segment

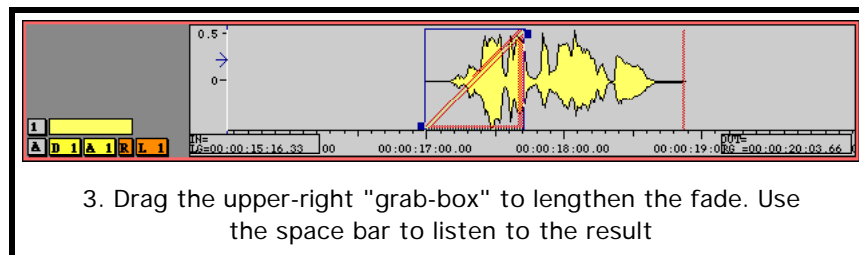
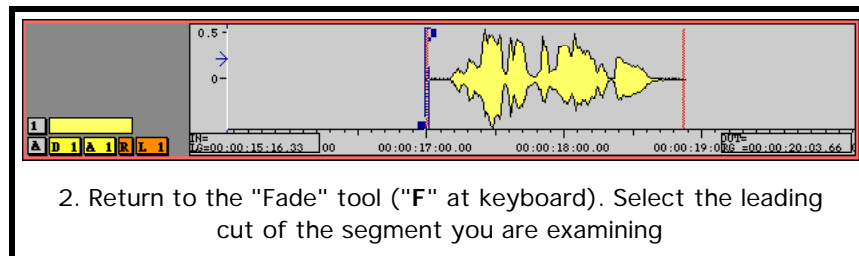
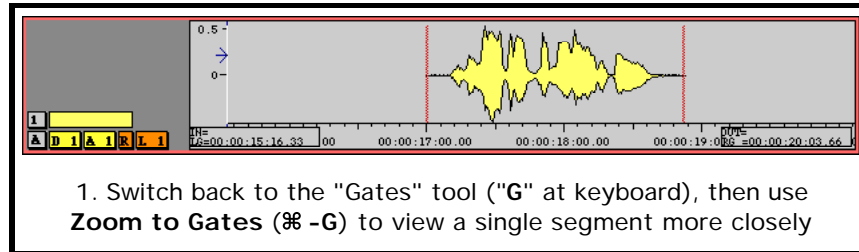


When you drag a fade, the underlying audio remains so that you can shorten or lengthen the segment as desired.



Step 9 Adjust Fade In and Fade Out

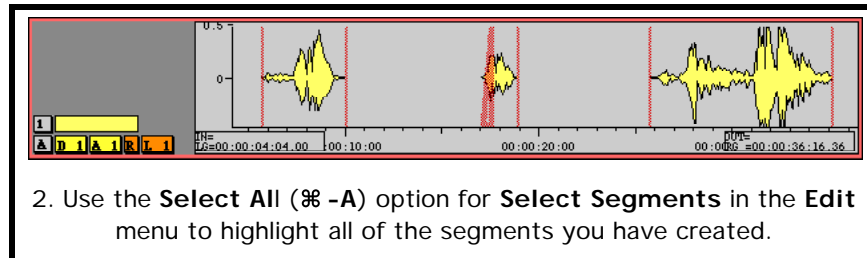
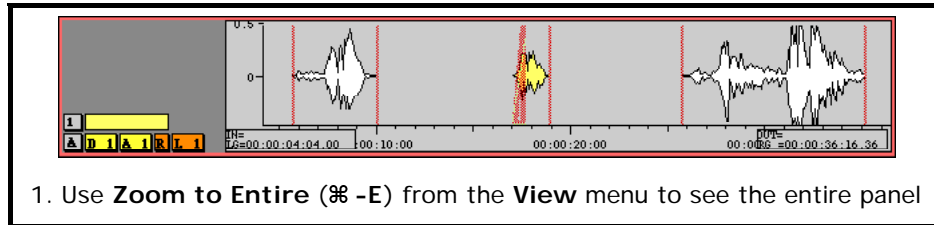
The Fade tool is a fast and effective way to adjust fade time.



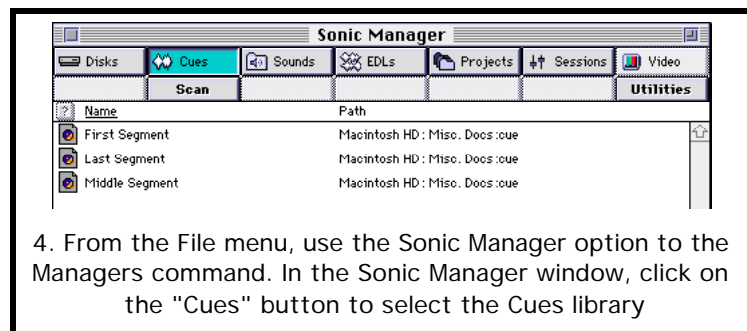
The Fade tool is a very fast way to adjust fades, but for complete control of every aspect of an audio edit, use the Edit Fade window as described in the 2.2 Installation and Reference Manual.

Step 10 Save Segments as Cues

The edited segments you have created can be saved permanently as audio elements, called "Cues" that can be used in any EDL you create.



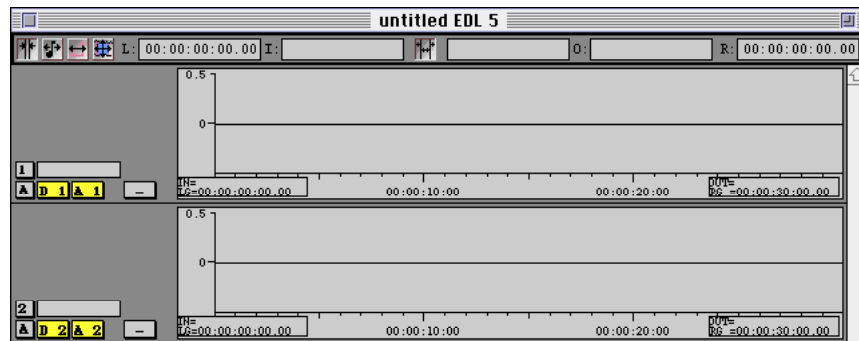
3. Select **Make Cue Files** (**Cues** button) from the **EDL** menu to turn segments into elements that can be used in other EDLs.



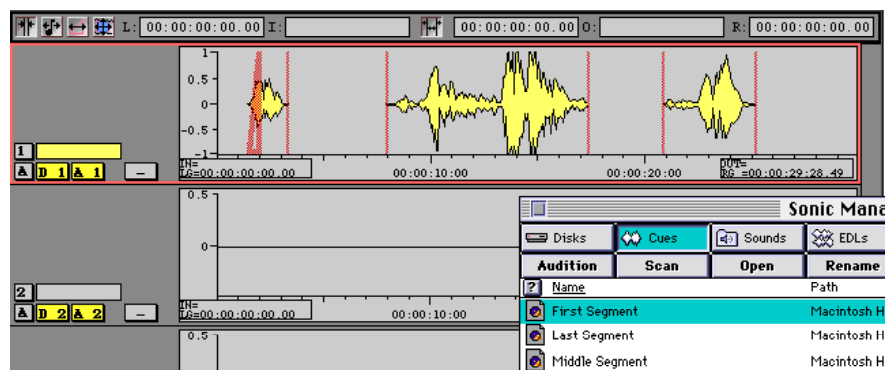
The names of the segments you created will appear in the window, along with those of any preexisting Cue files.

Step 11 Use the Cues Library

Cues provide a very effective a flexible way to organize the elements of an audio production.



1. Create a new EDL, as in Step 1 of the tutorial

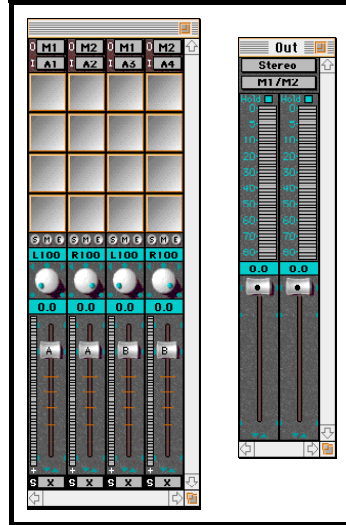


2. Using the mouse, drag Cues one at a time from the Sonic Manager into the newly created EDL

If screen space doesn't permit dragging, you can open cues by double-clicking or using the Open button.

Step 12 Mix with Automation

The Sonic Mix Desk provides a multichannel digital console with extensive equalization and automation.



2. Select the New Desk Session option from the File menu New command to open an automation file.

3. Begin playback by hitting the space bar

4. As audio plays, adjust level and other parameters of the desk.

5. Stop then restart playback by hitting the space bar twice

The faders and other controls of the desk will move as recorded. You can update as they and all new moves will be reflect on the next playback.

Congratulations!

You've completed the Sonic 12-Step Tutorial. Now you know everything you need to be able to record, edit, mix, and deliver sound to the output. With these tools, you can do lots of real-world work quickly and effectively. Of course, there's lots more you can do with the Sonic System, and all of it is described in the Installation and Reference manual delivered with your system. Dive in and Good Editing!

Key Commands Used in the Tutorial

⌘-N	New EDL
spacebar	Start play from left Gate/stop play
/	While playing, punch armed panels into record
⌘-G	Zoom to Gates
option-G	Create Segments from Gates
⌘-E	Zoom to Entire Panel
⌘-T	Switch panel to Text display mode
⌘-B	Switch panel to Bar display mode
⌘-Y	Switch panel to Waveform display mode
⌘-O	Zoom Out
T	Select Drag (Segment) tool
F	Select Fade tool
G	Select Gates tool
⌘-A	Select All (Segments)
option-S	Open Sonic Manager window