



Adobe® SoundBooth CS5

ADOBE SOUNDBOOTH CS5 Course Outlines

Duration: 2 Day/s

Overview:

Adobe SoundBooth, Adobe's highly innovative audio editing software, gives web designers, video editors, and other creative professionals the tools to create and polish audio.

In SoundBooth you will learn how to repair audio clips, enhance audio recordings, create loops and scores using AutoComposer. Now in CS5, there are now more than 10,000 sound effects and 130 scores, many of which are both free to download and royalty-free to use!

Looped background scores are easily adjustable (just drag!) to the changes in your video timeline! You will also learn the invaluable use of Effects, Markers and Roundtrip Editing.

Pre Requisites:

A basic understanding of sound and audio technology is an advantage, but not a prerequisite. Students must have a good working knowledge of the System Platform and Computing Skills.

Understanding the Basics of Digital Audio

- Understanding Sound
- Sound waves
- Waveform measurements
- How sound waves interact
- Digitizing audio
- Analog and digital audio
- Sample rates
- Bit depths
- Audio File contents and size
- Soundbooth Audio Digitizing

Navigating the Workspace

- Exploring the user interface
- Opening sound Files
- Opening files from within Adobe Premier Pro or Adobe After Effects
- Using drag and drop to open files
- Using the Files panel
- CS5 Multi-track support, and editability
- Split Clip Command (CS5)
- Non-destructive ASND (Adobe Sound Document) multi-track files
- Understanding the Editor panel
- Adjusting rulers

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- Selecting channel view options
- Revealing the spectral frequency display
- Adjusting the spectral frequency display
- The Editor panel when using AutoComposer
- Positioning the current-time indicator
- Playing selections
- Zooming in and out
- Digitizing audio

Customizing the User Interface

- Selecting predefined workspaces
- Resizing panel groups
- Closing and opening panels
- Opening panels in floating windows
- Docking panels
- Grouping panels
- Saving customized workspaces

Repairing and Adjusting Audio Clips

- Getting started
- Noise reduction
- Removing clicks and pops
- Creating a noise print
- Removing noise
- Sound removal
- Removing sound in spectral frequency display
- Using Undo in History panel
- Visual healing of Audio Clips
- Match volume across several tracks
- Smoothing level differences of actors /interviewers' volume levels

Basic Editing

- Trimming
- Inserting silence
- Applying default Fade-In and Fade-Out
- Changing the fade duration and type
- Changing the default fade type

Editing and Enhancing Voiceover Recordings

- Getting started
- Recording from a microphone
- Adjusting the sound card's recording levels
- Recording a new file
- Identifying words in a voice recording
- Changing pitch and timing
- Vocal Enhancer
- Mastering
- Sibilants revisited
- Using effects rack presets

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Creating Background Music

Adding Background Scores

Customisable Scores via Resource Central (CS5)

Getting started Creating scores with AutoComposer

Selecting a score template

Score template Video clip referencing

Modifying length of AutoComposer score

Modifying overall character of the Autocomposer score

Animating scores with keyframes

Creating loops

Determine the length of a loop

Auto-Smooth Loop Point Option

SoundBooth And Premiere Pro CS5 (by request only!)

Import Soundbooth ASND files directly into Premiere Pro CS5

Test soundtracks against visual components

Once tested: loaded from the timeline back into Soundbooth for adjustment.