

Music Creation Using Audacity - Activity 4

Audio Loops or Samples are short recordings of musical phrases, often one or two bars long. By using simple editing processes such as cutting and pasting we can assemble a much longer musical piece.

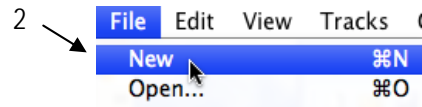
1A Creating a Click Track and Importing Audio Loop

A click track provides a tempo reference for a recording. In our example it will provide both an aural and a visual aid for aligning samples.

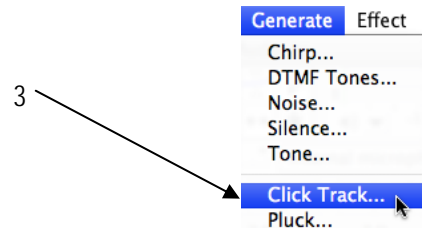
1. Start the Audacity program.
Move your pointer to the dock and check for a shortcut to open Audacity. If there is a shortcut click on it. If there isn't a shortcut, open a new Finder window and locate the Applications folder. Locate the Audacity folder and click to open it. A grey project desktop will open.



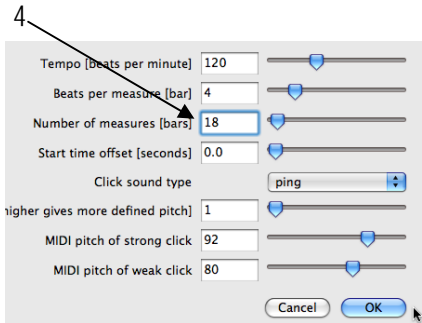
2. File Menu>New.
Move the pointer to the File menu and select New. (If an empty Project window is already open, you may use this or close it by moving the pointer to the File Menu and select Close. A new window will open asking you to Save Changes, click No)



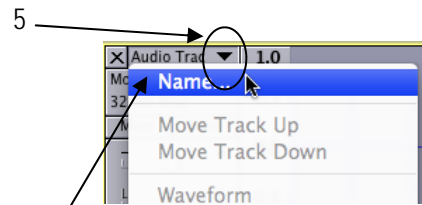
3. Generate Menu>Click Track.
Move the pointer to the Generate menu and select Click Track.. A new window will open.



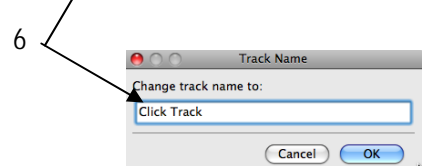
4. Type in the values as shown and then click OK.



5. Open the Track menu for the Audio track.
Move the pointer to the far left side of the project window and click on the inverted triangle. A track menu will open.

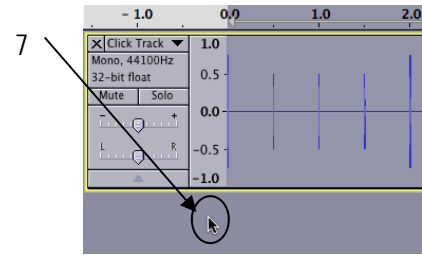


6. Click on the heading Name and rename the track 'Click Track'.
Move the pointer to the heading Name and click. A Track Name window will open. Type the name Click Track then click OK.

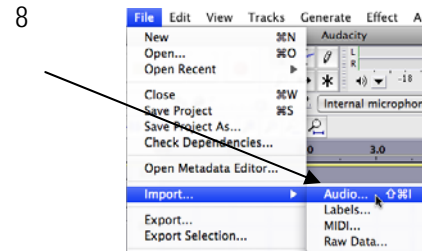


1A Creating a Click Track and Importing Audio Loop

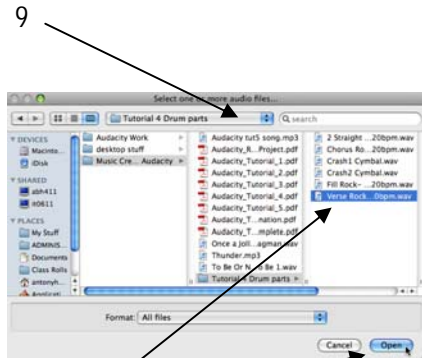
7. Deselect the click track by clicking on the grey project window desktop.



8. File Menu>Import>Audio.
Move the pointer to the File menu, then to Import, then click on Audio.. A new finder window will open.



9. Locate the Music Creation using Audacity resource folder.
Use the finder window navigation browser and follow your teachers directions.



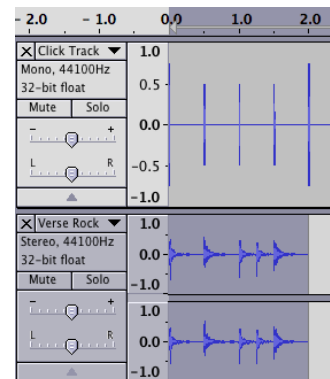
10. Click on the folder titled 'Tutorial 4 Drum Parts' and click on 'Verse Rock -1 Bar-120bpm.wav'. Then click Open.



11. Click play and listen to your efforts. The drum rhythm should be in time with the reference click track



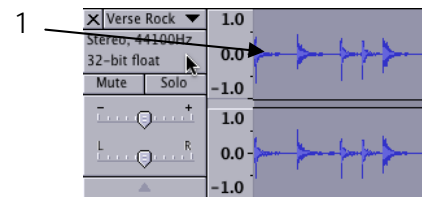
12. The project window should resemble this.



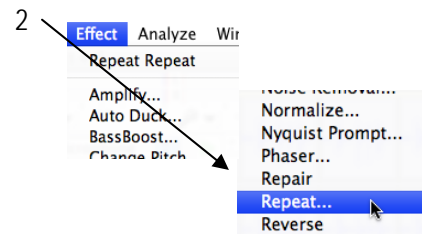
1B Repeating the Loop

Repetition and variation are important structural devices in Rock and Popular Music. You will repeat the loop twice so that there will be three 1 bar drum loops playing in time with the click track.

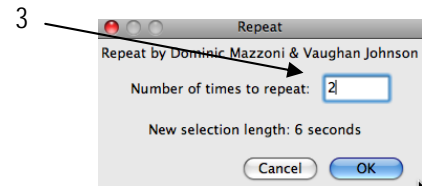
1. Select the track titled 'Verse Rock'.
Move the pointer to just above the Solo button (not on the Solo button though) and click.. The track will turn a dark grey.



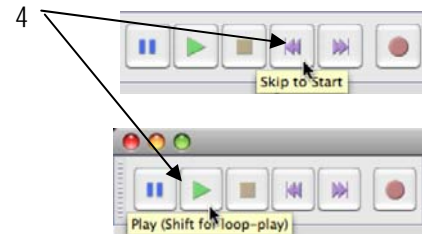
2. Effect Menu>Repeat
Move the pointer to the Effect menu and select Repeat. A new window will open.



3. Type in the values as shown and then click OK.



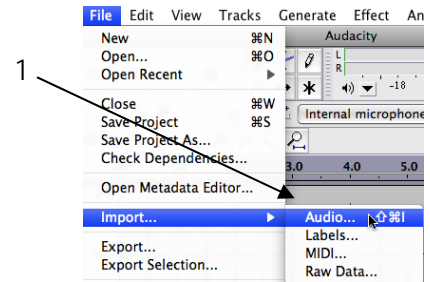
4. Reset the Playhead, click Play and listen to your efforts.
Move the pointer to the Control Toolbar and click on Skip to Start, then click Play.



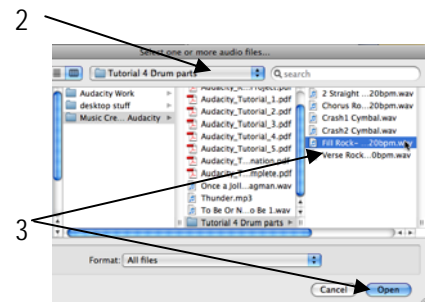
1C Variation Drum Fill

You will now add a drum fill pattern so that there is some variation every four measures.

1. File Menu>Import>Audio.
Move the pointer to the File menu, then to Import, then click on Audio.. A new finder window will open.



2. Locate the Music Creation using Audacity resource folder.
Use the finder window navigation browser and follow your teachers directions.

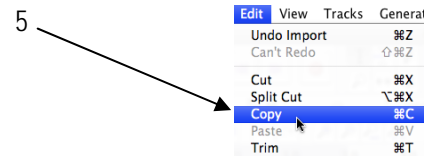


3. Click on the folder titled 'Tutorial 4 Drum Parts' and click on 'Fill Rock-120bpm.wav'. Then click Open.

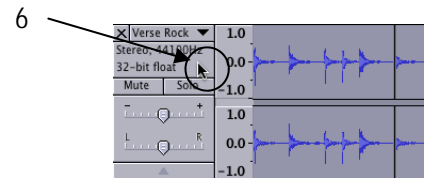
4. Select the track titled 'Fill Rock'.
Move the pointer to just above the Solo button (not on the Solo button though) and click.. The track will turn a dark grey.



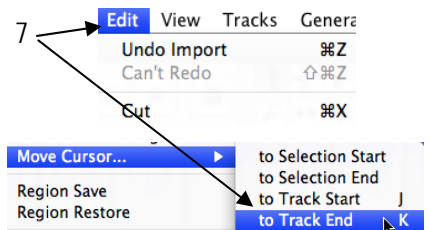
5. Edit Menu>Copy.
Move the pointer to the Edit menu and select Copy.



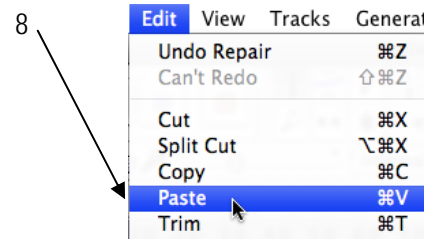
6. Select the track titled 'Verse Rock'.
Move the pointer to just above the Solo button (not on the Solo button though) and click.. The track will turn a dark grey.



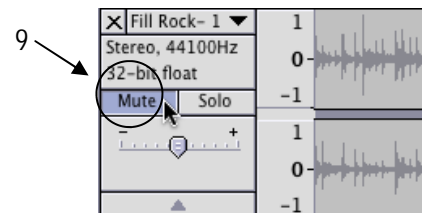
7. Edit Menu>Move Cursor>to Track End.
Move the pointer to the Edit menu, then to Move Cursor, then click on to Track End.



- 1C** 8. Edit Menu>Paste.
Move the pointer to the Edit menu and select Paste.

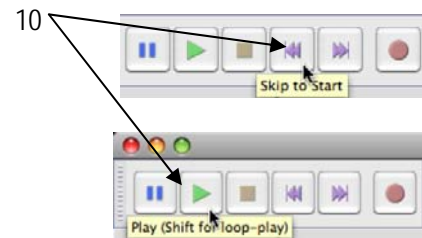


9. Mute the track titled 'Fill Rock'.
Move the pointer to the bottom track and click on the Mute button. The waveform picture on that track changes colour to a light grey



10. Reset the Playhead, click Play and listen to your efforts.
Move the pointer to the Control Toolbar and click on Skip to Start, then click Play.

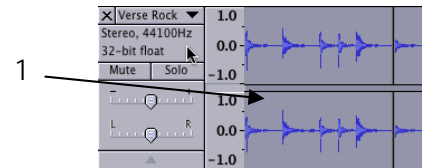
The four drum rhythms should be in time with the reference click track



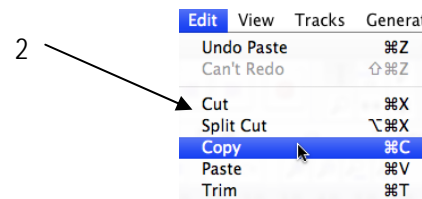
1D Extending the Drums. Repeating Multiple Patterns

You will now copy and paste the four measures of drums so that they become a phrase of eight measures.

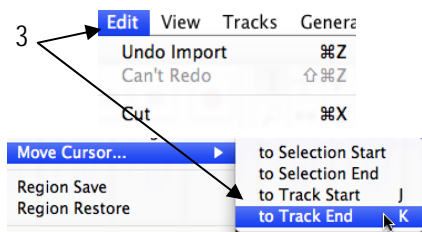
1. Select the track titled 'Verse Rock'.
Move the pointer to just above the Solo button (not on the Solo button though) and click.. The track will turn a dark grey.



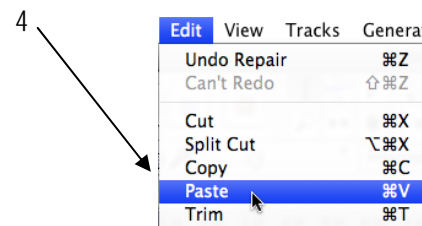
2. Edit Menu>Copy.
Move the pointer to the Edit menu and select Copy.



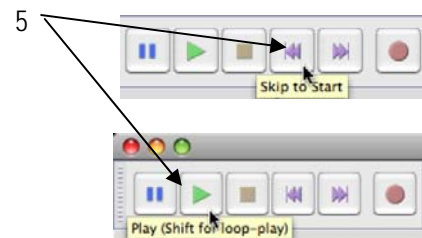
3. Edit Menu>Move Cursor>to Track End.
Move the pointer to the Edit menu, then to Move Cursor, then click on to Track End.



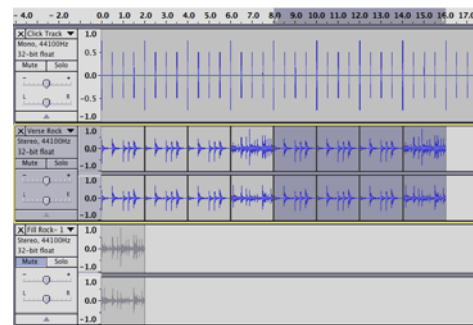
4. Edit Menu>Paste.
Move the pointer to the Edit menu and select Paste.



5. Reset the Playhead, click Play and listen to your efforts.



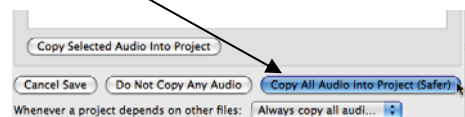
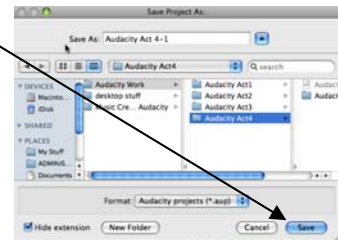
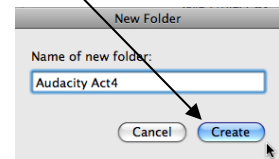
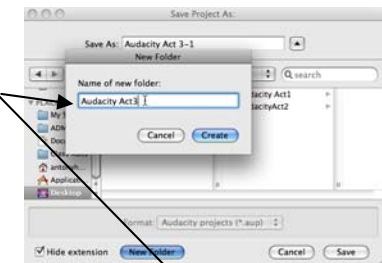
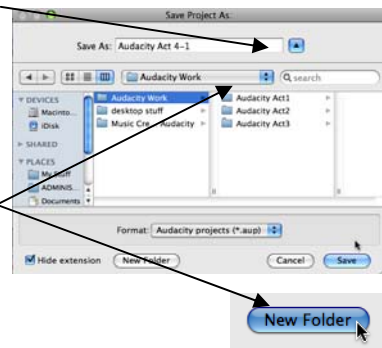
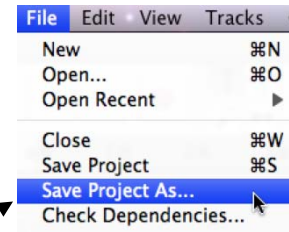
The eight drum rhythms should be in time with the reference click track



1E Saving Your Work

This allows your audio project with all of its various sounds and edits to be saved for later editing. This is a large file size so make sure you have enough storage space in your personal storage area or USB memory stick.

1. File Menu>Save Project As.
Move the pointer to the file menu, then select Save Project As.
2. Should a warning window open, read it, then click 'Don't show this warning again.' Then click OK. A Save Project As window will open.
3. Name the Project 'Audacity Act 4-1'.
Move the pointer to the Save As text area and type the name 'Audacity Act 4-1'.
4. Locate the 'Audacity Work' folder you created in Activity 1
Move the pointer to the column view and then navigate to the 'Audacity Work' area.
5. Within the 'Audacity Work' folder create another new folder and title it 'Audacity Act 4'. This will be where the first Music Creation using Audacity tutorial will be saved.
Move the pointer to the New Folder button in the Save Project As window and click.. A New Folder dialogue window opens and type the name 'Audacity Act 4'. Then click Create.
6. Click Save.
7. Should a warning window open, move the pointer to 'Copy All Audio into Project (Safer)' and click..

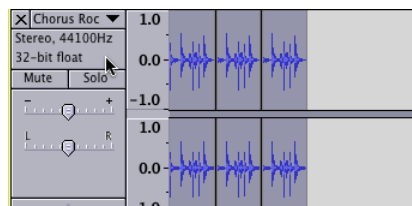
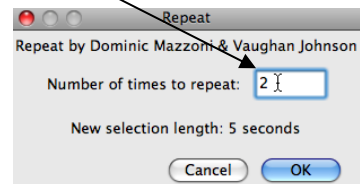
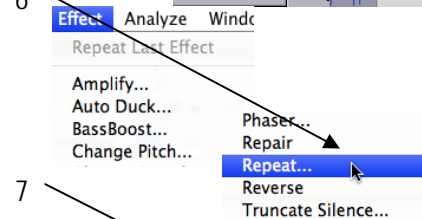
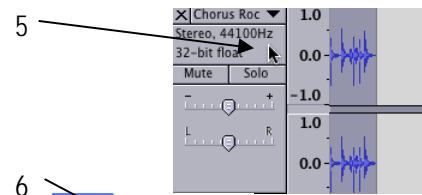
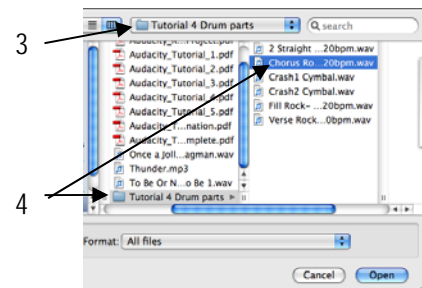
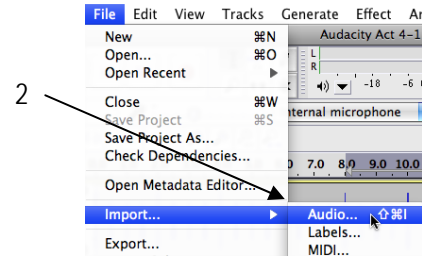
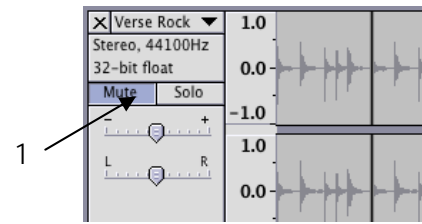


2A Chorus Drum Pattern

Drummers will often vary their style of playing between the Verse and Chorus section of songs. To emulate this, you will use the copy and paste techniques from the previous activity and add a further eight measures of chorus drum pattern to the Verse Rock track.

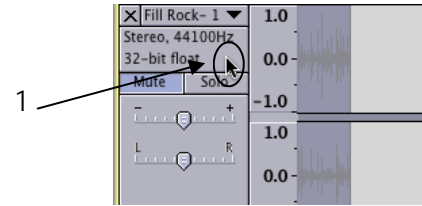
Please Note: This activity is a continuation of Activity 4, Part 1. Please have open the project that you saved as 'Audacity Act 4-1'

1. Mute the track titled 'Verse Rock'.
Move the pointer to the 'Verse Rock' track and click on the Mute button. The waveform picture on that track changes colour to a light grey.
2. File Menu>Import>Audio.
Move the pointer to the File menu, then to Import, then click on Audio.. A new finder window will open.
3. Locate the Music Creation using Audacity resource folder.
Use the finder window navigation browser and follow your teachers directions.
4. Click on the folder titled 'Tutorial 4 Drum Parts' and click on 'Chorus Rock-120bpm.wav'. Then click Open.
5. Select the track titled 'Chorus Rock'.
Move the pointer to just above the Solo button (not on the Solo button though) and click.. The track will turn a dark grey.
6. Effect Menu>Repeat
Move the pointer to the Effect menu and select Repeat. A new window will open.
7. Type in the values as shown and then click OK.
 - Number of times to repeat = 2

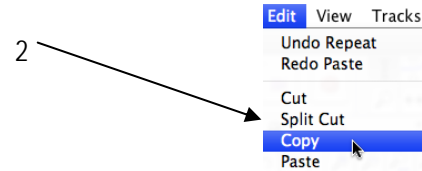


2B Chorus Fill Pattern

1. Select the track titled 'Fill Rock'.
Move the pointer to just above the Solo button (not on the Solo button though) and click.. The track will turn a dark grey. (The track should already be muted)



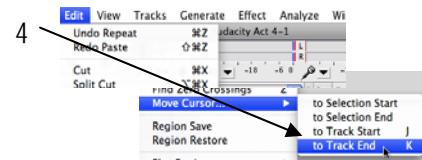
2. Edit Menu>Copy.
Move the pointer to the Edit menu and select Copy.



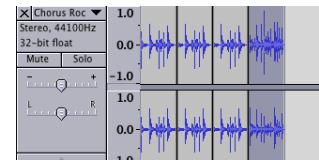
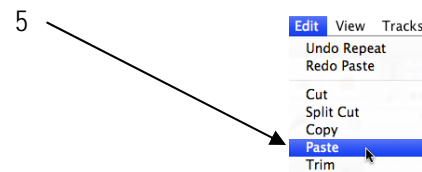
3. Select the track titled 'Chorus Rock'.
Move the pointer to just above the Solo button (not on the Solo button though) and click.. The track will turn a dark grey.



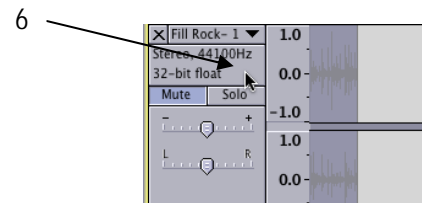
4. Edit Menu>Move Cursor>to Track End.
Move the pointer to the Edit menu, then to Move Cursor, then click on to Track End.



5. Edit Menu>Paste.
Move the pointer to the Edit menu and select Paste.



6. Mute the track titled 'Fill Rock'.
Move the pointer to the bottom track and click on the Mute button. The waveform picture on that track changes colour to a light grey.



7. Reset the Playhead, click Play and listen to your efforts.



The four drum rhythms should be in time with the reference click track

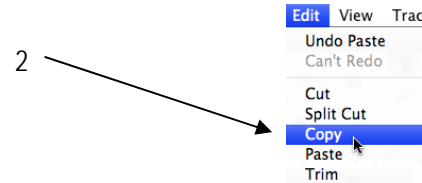
2C Extending the Chorus Drums

You will now copy and paste the four measures of Chorus drums so that they become a phrase of eight measures.

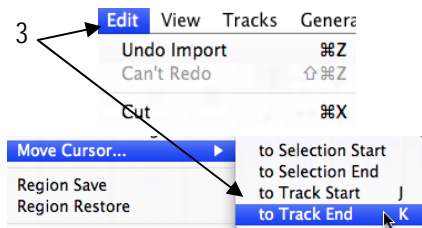
1. Select the track titled 'Chorus Rock'.
Move the pointer to just above the Solo button (not on the Solo button though) and click.. The track will turn a dark grey.



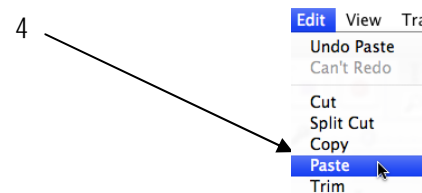
2. Edit Menu>Copy. *Move the pointer to the Edit menu and select Copy.*



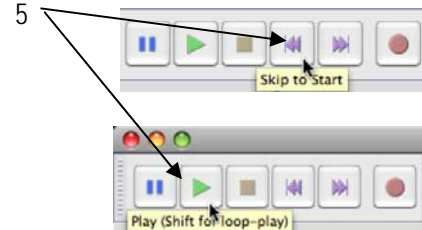
3. Edit Menu>Move Cursor>to Track End.
Move the pointer to the Edit menu, then to Move Cursor, then click on to Track End.



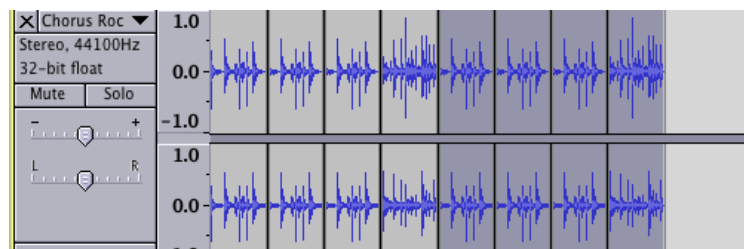
4. Edit Menu>Paste.
Move the pointer to the Edit menu and select Paste.



5. Reset the Playhead, click play and listen to your efforts



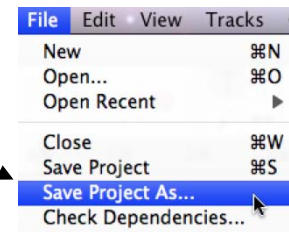
The eight drum measures should be in time with the reference click track



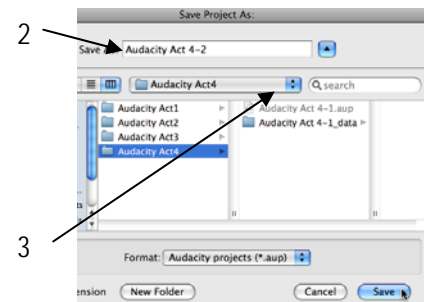
2D Saving Your Work

This allows your audio project with all of its various sounds and edits to be saved for later editing. This is a large file size so make sure you have enough storage space in your personal storage area or USB memory stick.

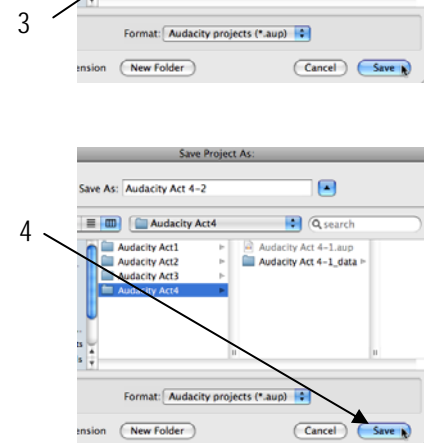
1. File Menu>Save Project As.
Move the pointer to the file menu, then select Save Project As.



2. Name the Project 'Audacity Act 4-2'.
Move the pointer to the Save As text area and type the name 'Audacity Act 4-2'.



3. Locate the 'Audacity Work' folder created in Activity 4 Part 1E. to save your work.
Move the pointer to the column view and then navigate to the 'Audacity Work' folder created in Activity 4 Part 1E



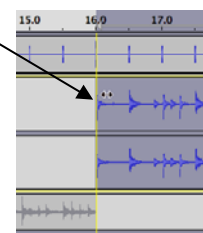
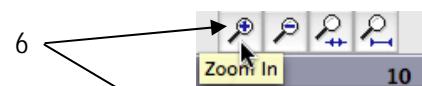
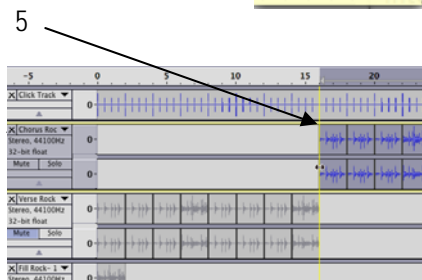
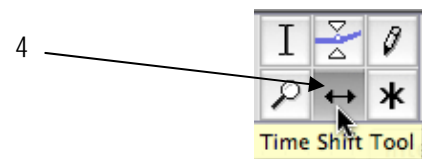
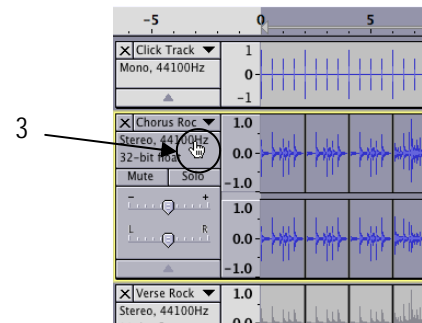
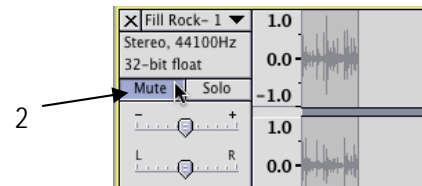
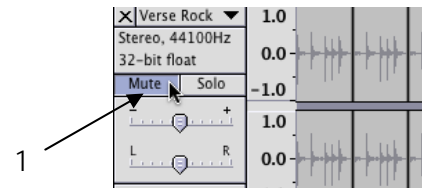
4. Click Save.

3A Joining the Verse and Chorus Patterns

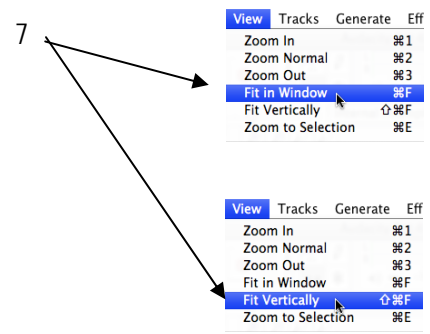
Long repeated loop patterns of more than 8 bars often begin to drift away from the click track due to inaccurate editing or loop length. To solve this problem we simply realign a copy of the phrase every 4 or 8 measures on a new track matching it visually and aurally with the reference click track.

Please Note: This activity is a continuation of Activity 4, Part 2.
Please have open the project that you saved as 'Audacity Tute 4-2'

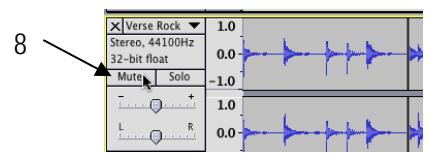
1. Mute the track titled 'Verse Rock'.
Move the pointer to the 'Verse Rock' track and click on the Mute button. The waveform picture on that track changes colour to a light grey.
2. Mute the track titled 'Fill Rock'.
Move the pointer to the 'Verse Rock' track and click on the Mute button. The waveform picture on that track changes colour to a light grey.
3. Move the 'Chorus Rock' track beneath the 'Click Track'.
Move the pointer to the final track titled "Chorus Rock" and click-hold on the text "Stereo, 44100Hz". The track will turn dark grey and the pointer will become a pointing hand. Drag the track upwards until it is beneath the "Click Track".
4. Activate the Time Shift Tool.
Move the pointer to the Tools Toolbox and select the two arrows \longleftrightarrow located in the lower middle.
5. Move the Chorus Rock track to the right so that it begins at approximately the 16 second mark.
Move the Time Shift Tool pointer to the second track titled Pitch change. Click-Hold and drag the waveform to the right until the first word starts at approximately the 16 second mark (indicated by the timeline ruler).
6. To be more exact with the positioning, use the Zoom In and Zoom Out tools to enlarge the tracks so that you can clearly align the 'Chorus Rock' track with the 16 second ruler marker.
Move the pointer to the Edit Toolbar and click on the magnifying glass with the + several times. Use the horizontal and vertical scrollbars to locate the 16 second mark. Click the Time Shift Tool on the Chorus Rock track and gently slide to exactly alongside the 16 second ruler mark.



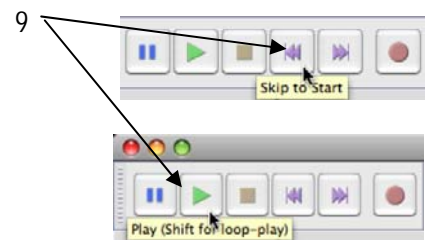
- 3A** 7. Resize the Project Window using View Menu>Fit in Window and View Menu>Fit Vertically so that all of the three tracks are visible.
Move the pointer to the View Menu and select Fit in Window. Again, move the pointer to the View Menu and select Fit Vertically.



8. Unmute the track titled 'Verse Rock'.
Move the pointer to the 'Verse Rock' track and click on the Mute button. The waveform picture on that track changes colour from a light grey to a blue.



9. Reset the Playhead to the start of the project, click play and listen to your efforts.



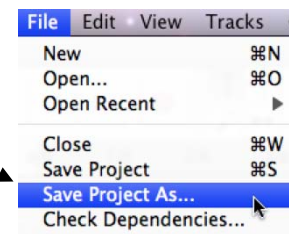
The sixteen measures of drum rhythms should be in time with the reference click track

10. Should the Verse and Chorus tracks not be in time with the Click Track, use the Time Shift Tool and repeat steps 4, 5 and 6.

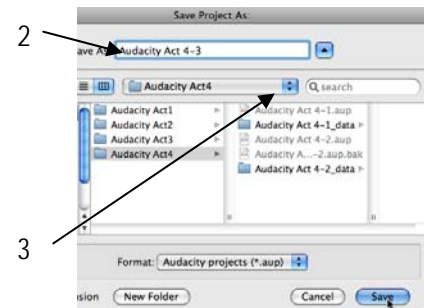
3B Saving Your Work

This allows your audio project with all of its various sounds and edits to be saved for later editing. This is a large file size so make sure you have enough storage space in your personal storage area or USB memory stick.

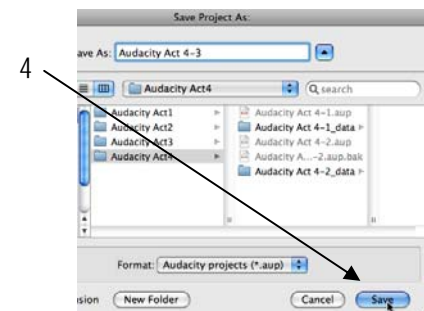
1. File Menu>Save Project As.
Move the pointer to the file menu, then select Save Project As.



2. Name the Project 'Audacity Act 4-3'.
Move the pointer to the Save As text area and type the name 'Audacity Act 4-3'.



3. Locate the 'Audacity Work' folder created in Activity 4 Part 1E. to save your work.
Move the pointer to the column view and then navigate to the 'Audacity Work' folder created in Activity 4 Part 1E

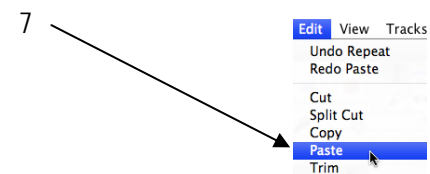
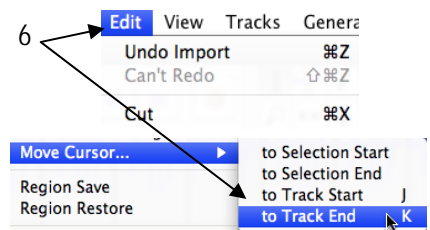
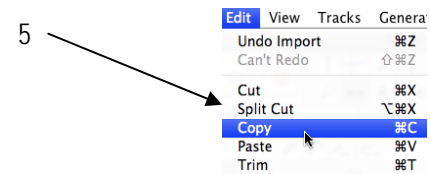
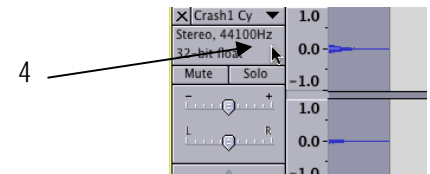
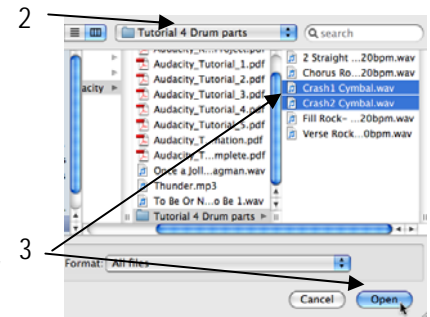
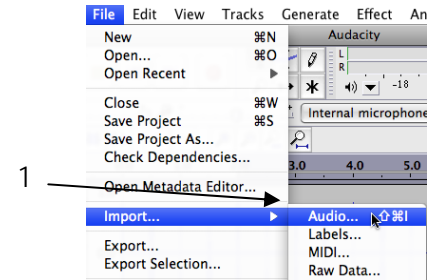


4. Click Save.

4A Inserting and Copying the Crash Cymbal

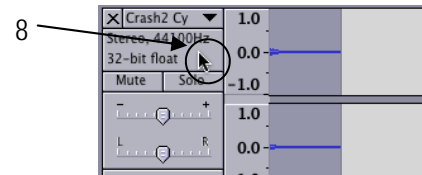
Drummers use crash cymbals to add accents and extra colour to their playing and these generally occur at the verse start, chorus start and end of the song. You will import two crash cymbal sounds, duplicate them and then use the time shift tool to position them at the start of each four measure drum phrase.

1. File Menu>Import>Audio.
Move the pointer to the File menu, then to Import, then click on Audio.. A new finder window will open.
2. Locate the Music Creation using Audacity resource folder.
Use the finder window navigation browser and follow your teachers directions.
3. Click on the folder titled 'Tutorial 4 Drum Parts' and click on 'Crash1 Cymbal.wav'. Then Press-Hold the computer Shift Key and click on 'Crash2 Cymbal.wav'. Two files will be highlighted. Then click Open.
4. Select the track titled 'Crash1 Cymbal'. *Move the pointer to just above the Solo button (not on the Solo button though) and click.. The track will turn a dark grey.*
5. Edit Menu>Copy.
Move the pointer to the Edit menu and select Copy.
6. Edit Menu>Move Cursor>to Track End.
Move the pointer to the Edit menu, then to Move Cursor, then click on to Track End.
7. Edit Menu>Paste.
Move the pointer to the Edit menu and select Paste.

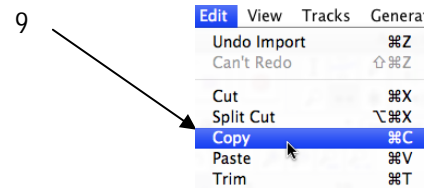


4A

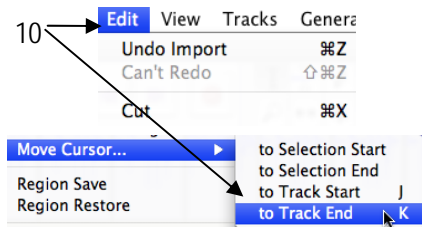
8. Select the track titled 'Crash2 Cymbal'.
Move the pointer to just above the Solo button (not on the Solo button though) and click.. The track will turn a dark grey.



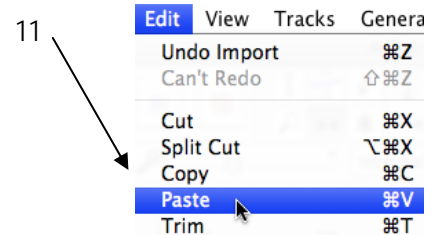
9. Edit Menu>Copy.
Move the pointer to the Edit menu and select Copy.



10. Edit Menu>Move Cursor>to Track End.
Move the pointer to the Edit menu, then to Move Cursor, then click on to Track End.

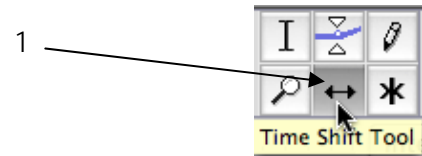


11. Edit Menu>Paste.
Move the pointer to the Edit menu and select Paste.

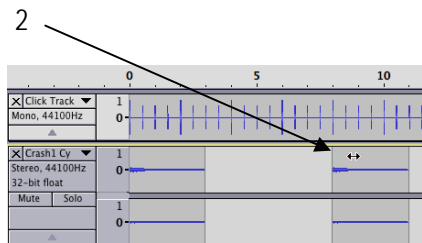


4B Positioning the Crash Cymbals

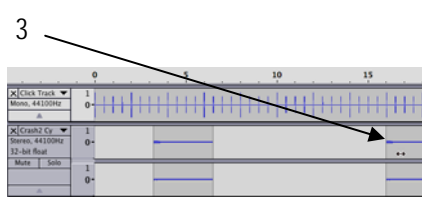
1. Activate the Time Shift Tool.
Move the pointer to the Tools Toolbox and select the two arrows \leftrightarrow located in the lower middle.



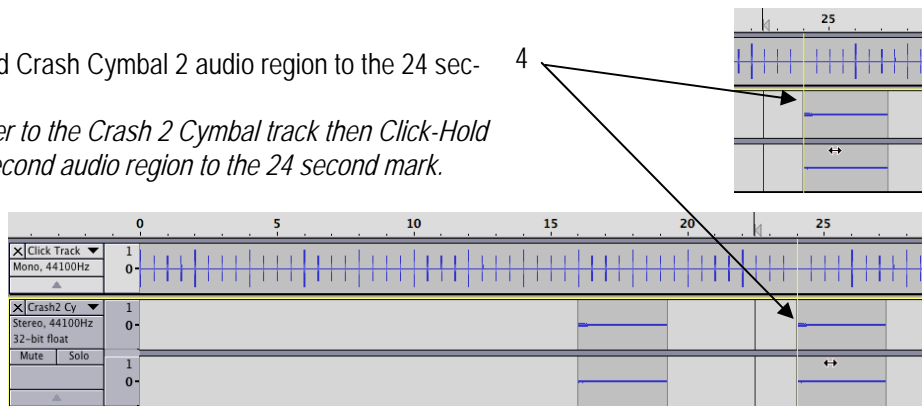
2. Drag the second Crash Cymbal 1 audio region to the 8 second mark.
Move the pointer to the Crash 1 Cymbal track then Click-Hold and drag the second audio region to the 8 second mark.



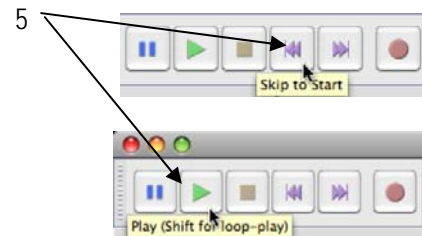
3. Drag the first Crash Cymbal 2 audio region to the 16 second mark.
Move the pointer to the Crash 2 Cymbal track then Click-Hold and drag the second audio region to the 16 second mark.



4. Drag the second Crash Cymbal 2 audio region to the 24 second mark.
Move the pointer to the Crash 2 Cymbal track then Click-Hold and drag the second audio region to the 24 second mark.



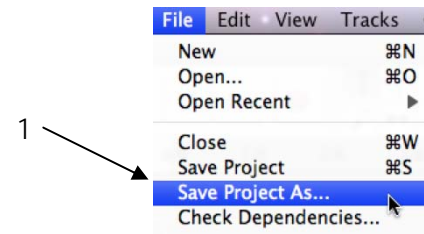
5. Reset the Playhead to the start of the project, click play and listen to your efforts.



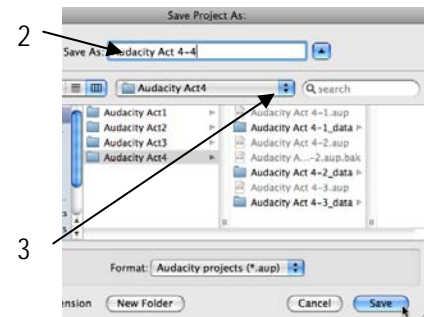
4C Saving Your Work

This allows your audio project with all of its various sounds and edits to be saved for later editing. This is a large file size so make sure you have enough storage space in your personal storage area or USB memory stick.

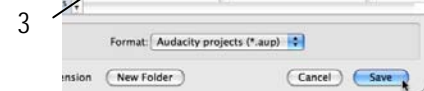
1. File Menu>Save Project As.
Move the pointer to the file menu, then select Save Project As.



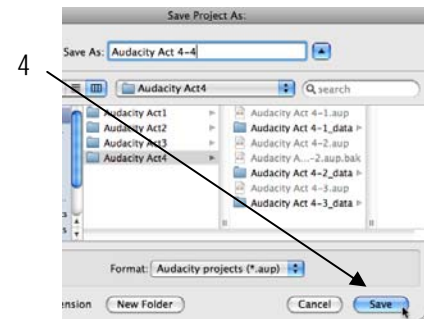
2. Name the Project 'Audacity Act 4-4'.
Move the pointer to the Save As text area and type the name 'Audacity Act 4-4'.



3. Locate the 'Audacity Work' folder created in Activity 4 Part 1E. to save your work.
Move the pointer to the column view and then navigate to the 'Audacity Work' folder created in Activity 4 Part 1E



4. Click Save.



Volume Envelopes

Each audio track has a master gain volume that is used to balance the relative volumes of various tracks. Sometimes though we need a volume to get louder and softer on the same track and to do this we use an **Envelope Tool**. You will resize the Verse Rock track and create a gradual volume fade over two measures and then a gradual volume increase over two measures.

5A Resizing and Positioning Tracks

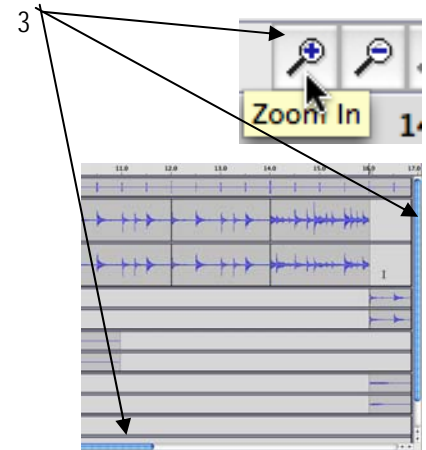
1. View>Fit Vertically.
Move the pointer to the View menu and select Fit Vertically.
2. View>Fit in Window.
Move the pointer to the View menu and select Fit in Window.
3. Use the Zoom and Vertical/Horizontal scroll bars to position the Verse Rock audio track at the 8 and 16 second mark in the centre of the project window
4. Activate the Selection Tool.
Move the pointer to the Tools Toolbox and select the capital I located in the upper left corner.
5. Move the Selection Tool to the lower edge of the 'Verse Rock' track in the Project Window region. It will change into a resize arrow.
6. Click-Hold and drag downwards enlarging the region until the track Pan slider control is visible. (This slider is on the far left of the Project Window)



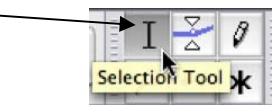
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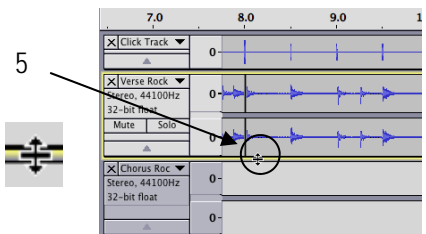
2



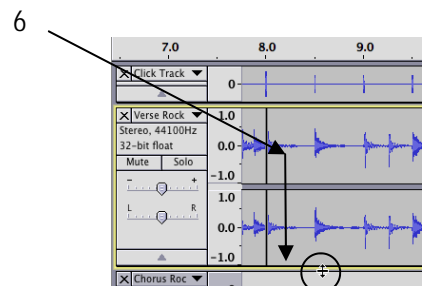
3



4



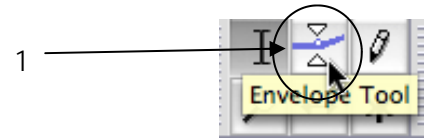
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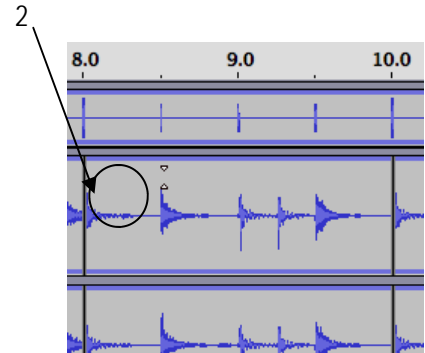
6

5B Volume Envelope Fade Out

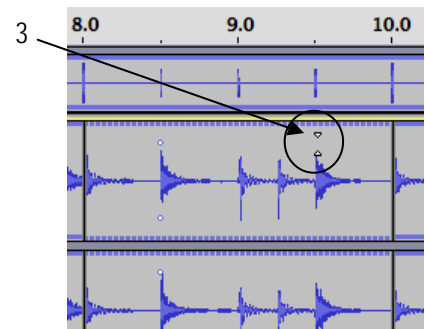
1. Activate the Envelope Tool.
Move the pointer to the Tools Toolbox and select the envelope tool located in the upper middle section.



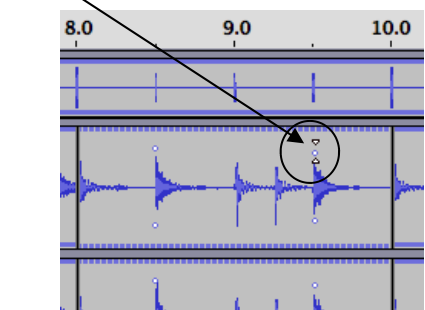
2. Position the envelope tool on the Upper Audio region of the Verse Rock track at the 8.5 second mark and click. The track will contain two white dots and blue dotted lines.



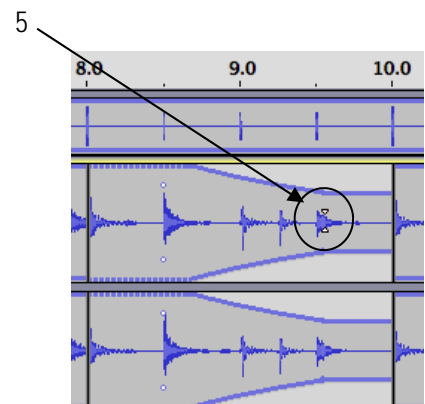
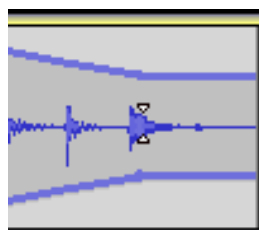
3. Position the envelope tool on the Upper Audio region of the Verse Rock track at the 9.5 second mark and click. The track will contain two white dots and blue dotted lines.



4. Position the two envelope tool markers to surround the upper white dot at the 9.5 second mark of the Verse Rock track.

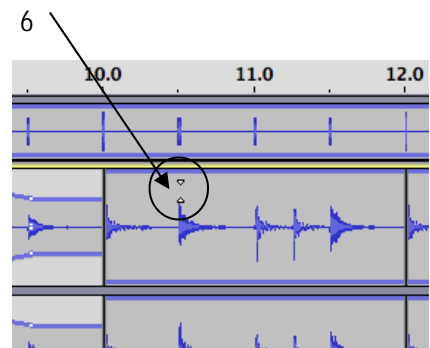
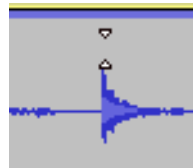


5. Click- Hold and gently drag down until the audio region resembles the picture

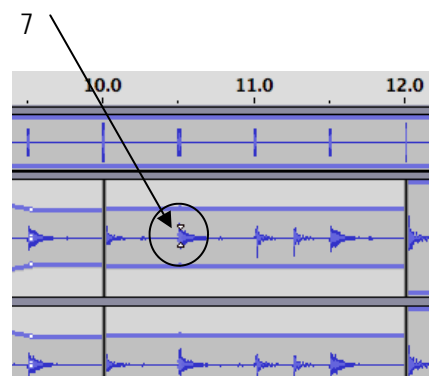
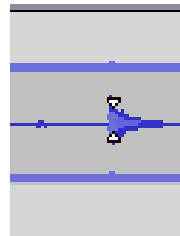


5B Volume Envelope Fade Out

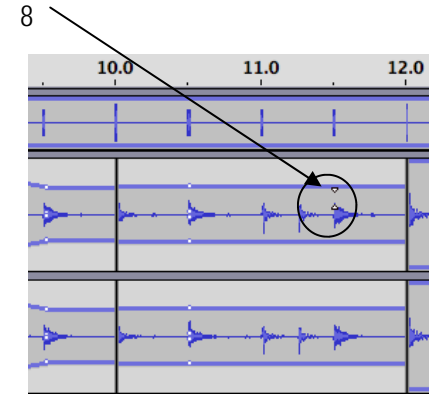
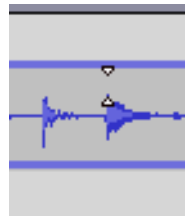
- Position the envelope tool on the Upper Audio region of the Verse Rock track at the 10.5 second mark and click. The track will contain two white dots and blue dotted lines.



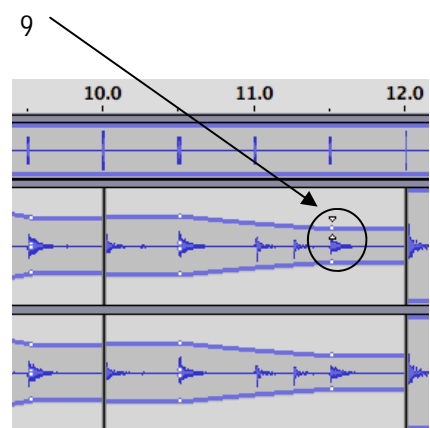
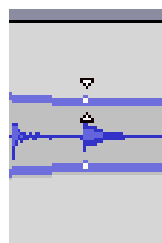
- Click- Hold and gently drag down until the audio region resembles the picture.



- Position the envelope tool on the Upper Audio region of the Verse Rock track at the 11.5 second mark and click. The track will contain two white dots and blue dotted lines.

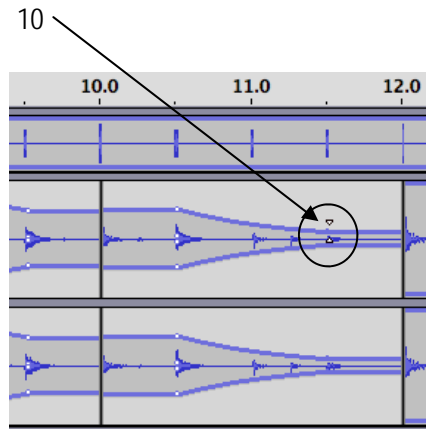


- Position the two envelope tool markers to surround the upper white dot at the 11.5 second mark of the Verse Rock track.

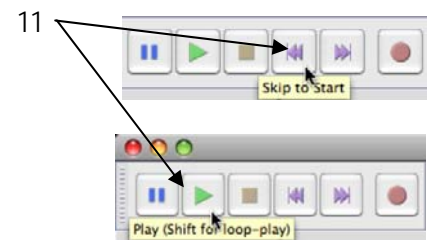


5B Volume Envelope Fade Out

- 10. Click- Hold and gently drag down until the audio region resembles the picture

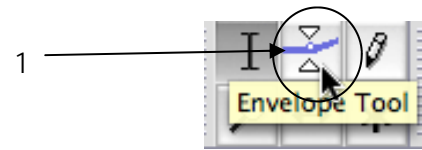


- 11. Reset the Playhead to the start of the project, click play and listen to your efforts.

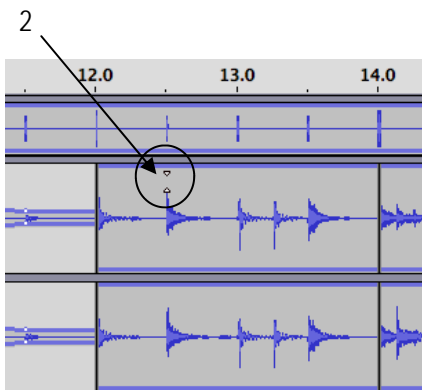
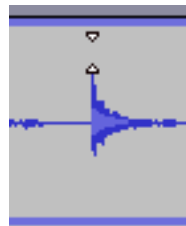


5C Volume Envelope Fade In

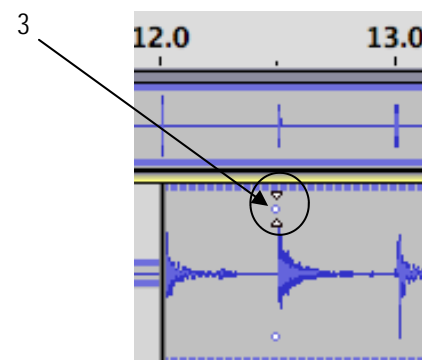
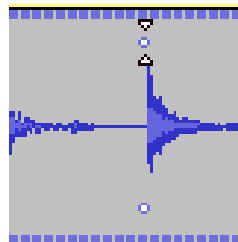
1. Activate the Envelope Tool.
Move the pointer to the Tools Toolbox and select the envelope tool located in the upper middle section.



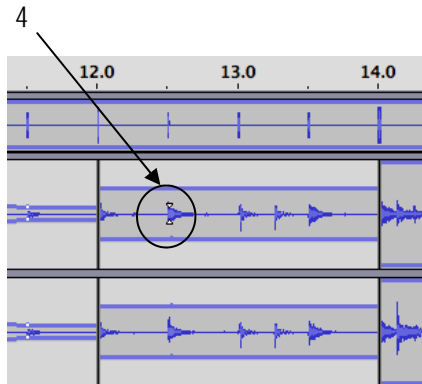
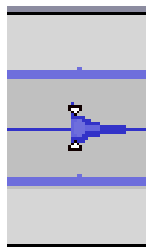
2. Position the envelope tool on the Upper Audio region of the Verse Rock track at the 12.5 second mark and click. The track will contain two white dots and blue dotted lines.



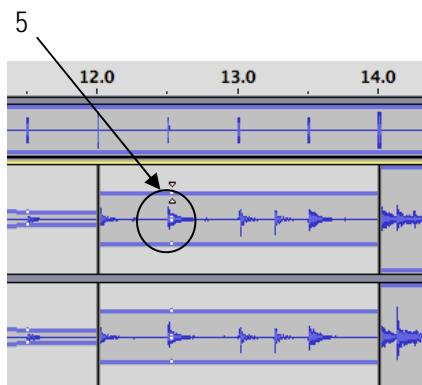
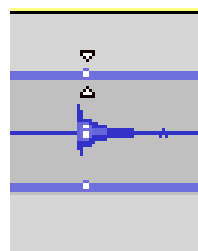
3. Position the two envelope tool markers to surround the upper white dot at the 12.5 second mark of the Verse Rock track.



4. Click- Hold and gently drag down until the audio region is at half its size and release.

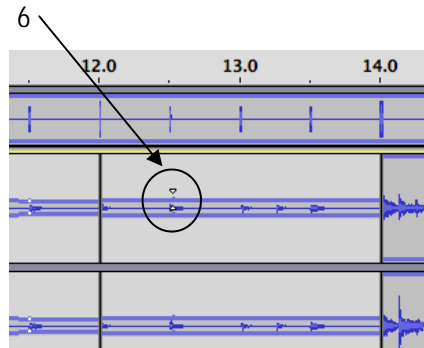
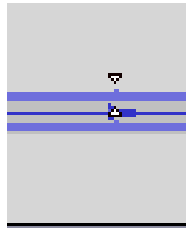


5. Again position the two envelope tool markers to surround the upper white dot at the 12.5 second mark of the Verse Rock track.

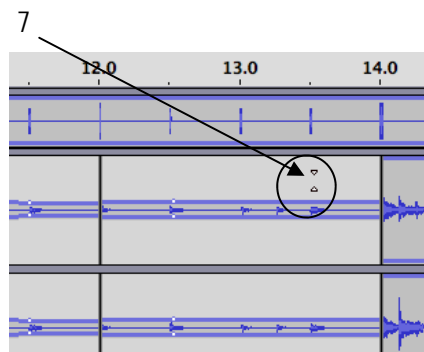


5C Volume Envelope Fade In

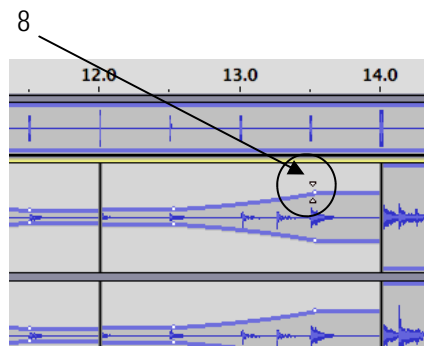
6. Click- Hold and gently drag down until the audio region resembles the picture.



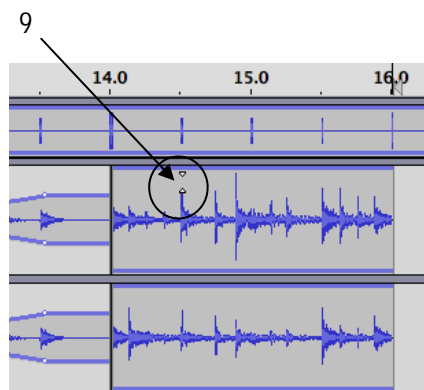
7. Position the envelope tool on the Upper Audio region of the Verse Rock track at the 13.5 second mark and click. The track will contain two white dots and blue dotted lines.



8. Click- Hold and gently drag down until the audio region resembles the picture.

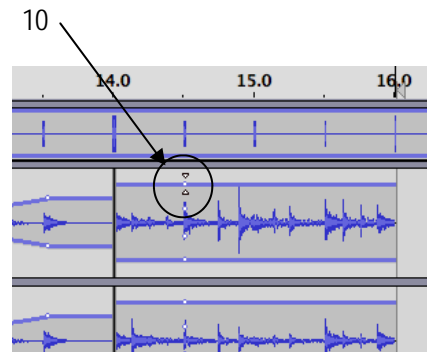
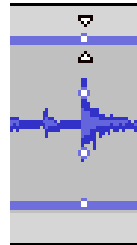


9. Position the envelope tool on the Upper Audio region of the Verse Rock track at the 14.5 second mark and click. The track will contain two white dots and blue dotted lines.

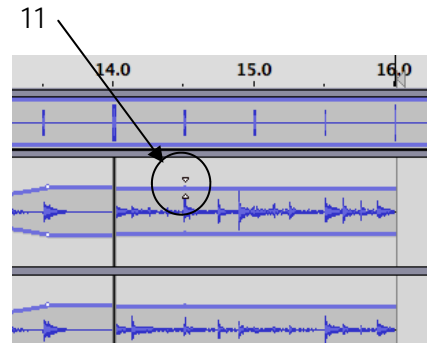
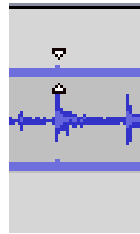


5C Volume Envelope Fade In

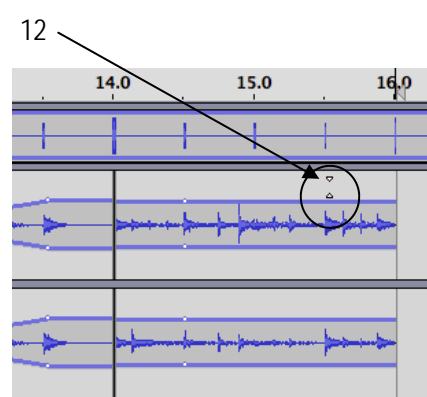
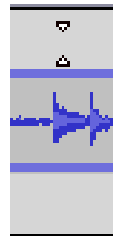
10. Position the two envelope tool markers to surround the upper white dot at the 14.5 second mark of the Verse Rock track.



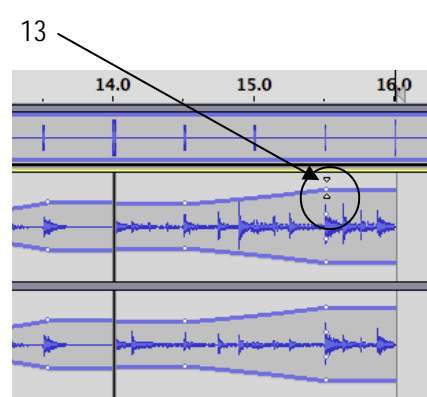
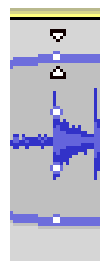
11. Click- Hold and gently drag down until the audio region resembles the picture



12. Position the envelope tool on the Upper Audio region of the Verse Rock track at the 15.5 second mark and click. The track will contain two white dots and blue dotted lines.

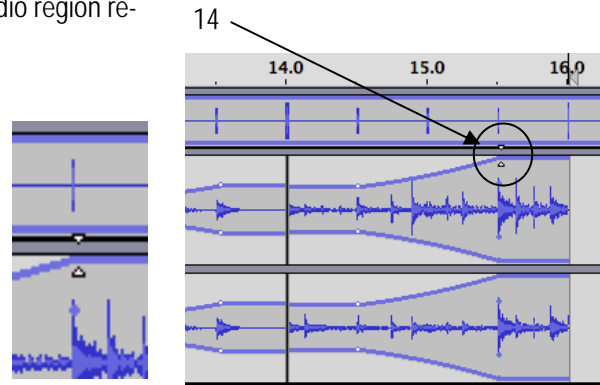


13. Position the two envelope tool markers to surround the upper white dot at the 15.5 second mark of the Verse Rock track.

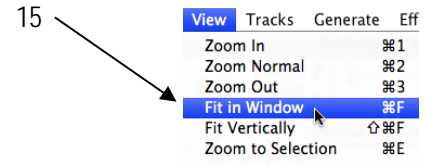


5C Volume Envelope Fade In

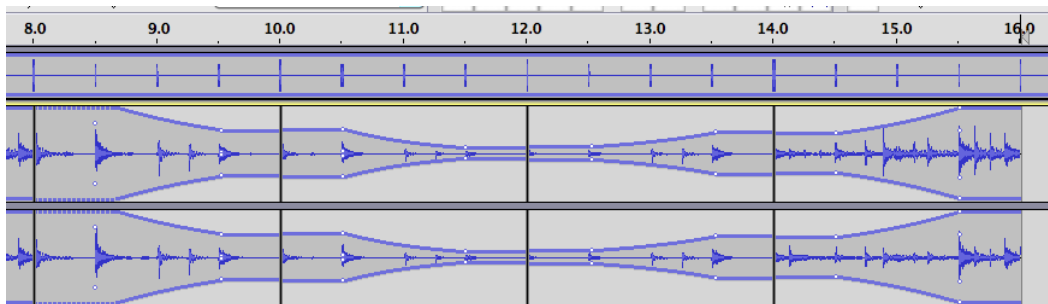
14. Click- Hold and gently drag down until the audio region resembles the picture



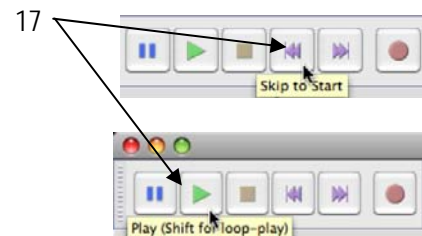
15. View>Fit in Window.
Move the pointer to the View menu and select Fit in Window.



16. The 4 measures of Verse Rock drums should now resemble this picture.



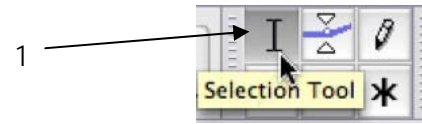
17. Reset the Playhead to the start of the project, click play and listen to your efforts.



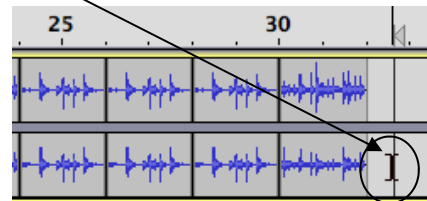
5D Effect Fade Out

When a piece of music has no definite ending, a fade out is often used to finish the recording. You will use a Fade Out effect on the final 3 measures of the Chorus Rock track to create an ending for the rock drum song.

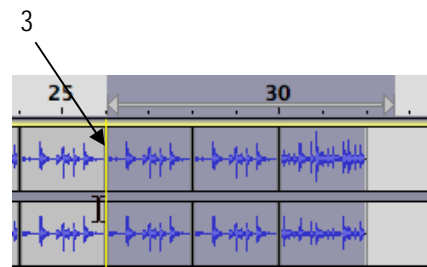
1. Activate the Selection Tool.
Move the pointer to the Tools Toolbox and select the capital I located in the upper left corner.



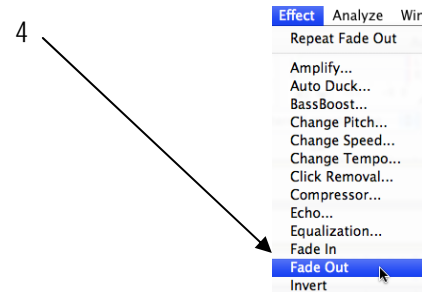
2. Position the Selection tool on the Verse Rock track at the 33 second mark and click.



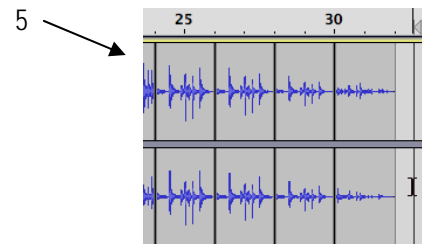
3. Click-Hold and drag towards the left of the screen selecting the final 3 audio regions of the Chorus Rock track (stop at the 26 second mark). The three selected regions will become dark grey.



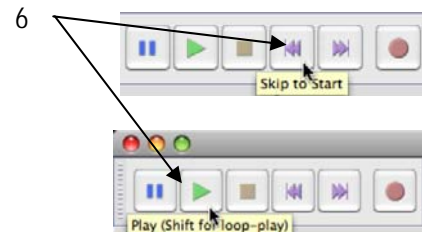
4. Effect>Fade Out
Move the pointer to the Effect menu and select Fade Out from the dropdown list.



5. The Chorus Rock track should now look something like this picture.



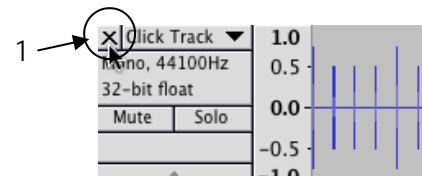
6. Reset the Playhead to the start of the project, click play and listen to your efforts.



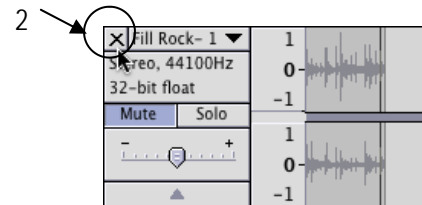
5E Deleting Tracks

When you listened to your song you will have noticed the steady click track that has been used as a timing reference for this activity. As the activity is now complete you will delete the reference click and Fill Rock tracks in preparation for exporting your final MP3 mix.

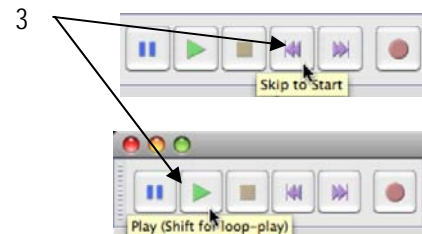
1. Delete the Click Track.
Move the pointer to the upper left corner of the Click Track menu and click on the X.



2. Delete the Fill Rock track.
Move the pointer to the upper left corner of the Fill Rock track menu and click on the X.



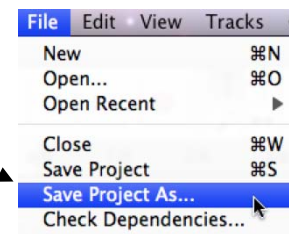
3. Reset the Playhead to the start of the project, click play and listen to the difference.



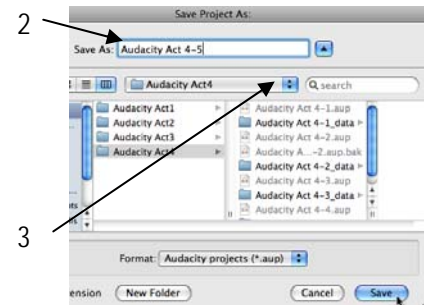
5F Saving Your Work

This allows your audio project with all of its various sounds and edits to be saved for later editing. This is a large file size so make sure you have enough storage space in your personal storage area or USB memory stick.

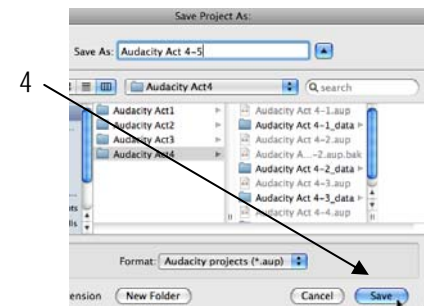
1. File Menu>Save Project As.
Move the pointer to the file menu, then select Save Project As.



2. Name the Project 'Audacity Act 4-5'.
Move the pointer to the Save As text area and type the name 'Audacity Act 4-5'.



3. Locate the 'Audacity Work' folder created in Activity 4 Part 1E. to save your work.
Move the pointer to the column view and then navigate to the 'Audacity Work' folder created in Activity 4 Part 1E



4. Click Save.

6A The Mix-Down - exporting to a MP3 stereo sound file

Your current song will only playback using the Audacity program. To make your song accessible to other people you will export the song in a stereo format. This becomes a two track mix containing a left and right channel. Audacity supports a number of sound export formats. You will use the MP3 format that compresses an audio waveform so that it becomes a much smaller file size. This is good for internet distribution and iPod style MP3 players. There is a loss of audio quality in this format and this is determined by the bit rate value you select. Above 128 and it should sound fine.

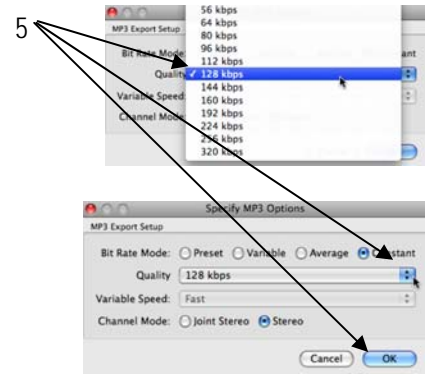
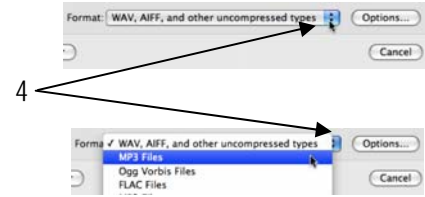
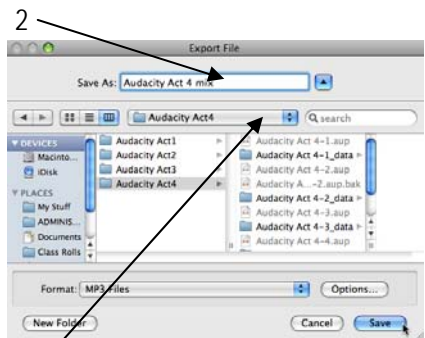
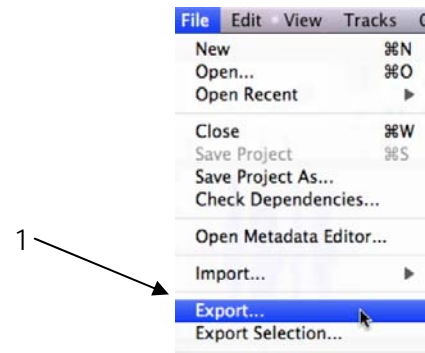
1. File Menu>Export
Move the pointer to the file menu, then select Export..

2. Name the Project 'Your Name Act 4 mix'.
Move the pointer to the Save As text area and type the name 'Your Name Act 4 mix'. (Your Name refers to your first name and surname or an abbreviation that clearly indicates that it is your work.)

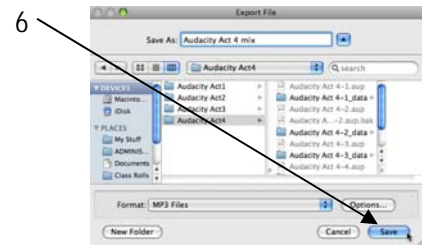
3. Check that storage location is within the following folders, 'Audacity Work>Audacity Act 4'.
If the location is not correct, navigate using the finder until you locate or create the correct folder path.

4. In the Format window, select MP3 Files.
Move the pointer to the Format window scroll arrows, click and select MP3 files from the pop down list..

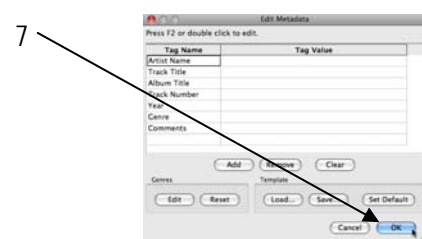
5. In the Format Options menu, select the Bit Rate Mode to be constant, the Quality to be 128 kbps and the Channel Mode to be Stereo.
Move the pointer to the Format window Options menu and click. A new window titled Specify MP3 Options opens. Select the Bit Rate Mode to be constant, the Quality to be 128 kbps and the Channel Mode to be Stereo. Then click OK.



6A 6. The Export File Window is visible and active, click Save.



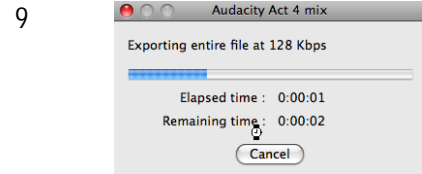
7. A new window titled Edit Metadata opens. Leave these fields blank. Click OK (Metadata information for MP3's is useful for providing further details about the history of the file.)



8. A warning window may appear. Click OK.



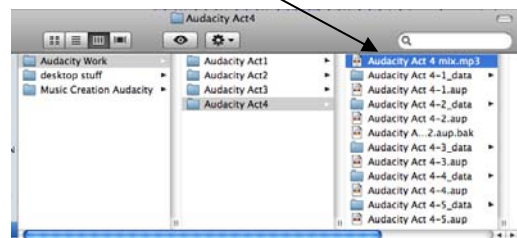
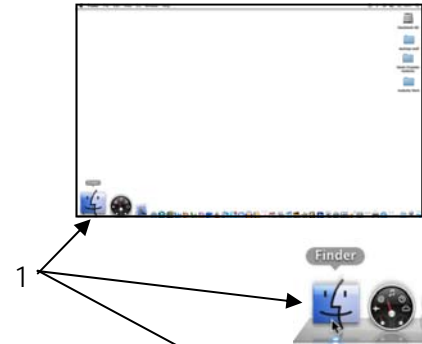
9. The file is now exported as an MP3 stereo mix.



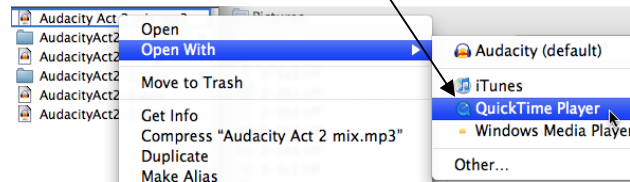
6B Playback file in iTunes or QuickTime player

To check that your completed Activity 4 MP3 mix has been saved correctly, we will play the file within another audio program.

1. Open a finder window and navigate to the location of the file that you saved in Part 6A 'Your Name Act 4 mix.mp3'.
Move the pointer to the finder menu in your dock, navigate to the location of the file that you saved in Part 6A 'Your Name Act 4 mix.mp3'.



2. Control click once on the file name and select Open With and choose either QuickTime Player or iTunes.
Press-Hold the keyboard Control key (ctrl) and click on the 'Your Name Act 4 mix'. A pop-menu opens and move the pointer to the Open With menu and then click on QuickTime Player. A new QuickTime player window will open

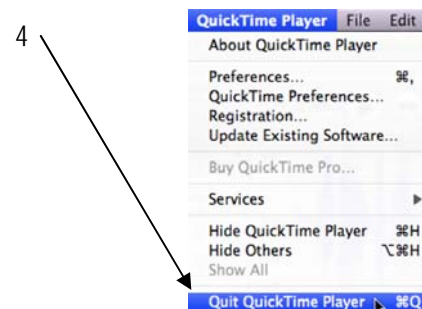


3. Click on the QuickTime play control and listen to your Audacity Activity 4 mix.



You are listening to check that all tracks are audible in the mix and that they are correctly panned and balanced with each other. If you have found some problems, return to Activity 3A and repeat the Arrange and Mix steps. Then re-export and check that it is now correct.

4. Quit QuickTime. QuickTime Player Menu>Quit QuickTime Player
Move the pointer to the QuickTime Player Menu and click. From the drop-down menu click on Quit QuickTime Player.



6C Submit Completed Work for Evaluation

Your completed Audacity Activity 4 MP3 is now ready for evaluation. Follow your teachers directions for submitting this MP3 file. Try to arrange for your family and friends to hear your work. This could involve sending the file as an email attachment or downloading it into a personal MP3 player.

Evaluation Criteria

Completion and Accuracy of:

• Verse Loop Repetition	5
• Verse Fill	5
• Verse Extending Phrase	5
• Chorus Loop Repetition	5
• Chorus Fill	5
• Chorus Extending Phrase	5
• Joining Verse and Chorus	5
• Crash Cymbal Placement	5
• Envelope Fade Out	5
• Envelope Fade In	5
• Effect Fade Out (Ending)	5
• MP3 export	5
• Correct submission of activity	5

Total	65
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