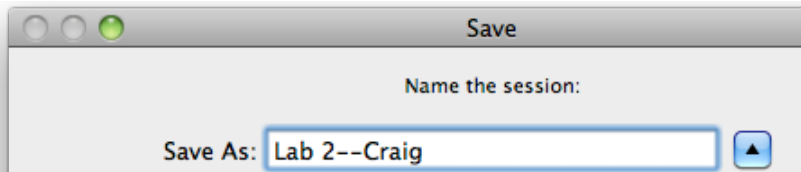
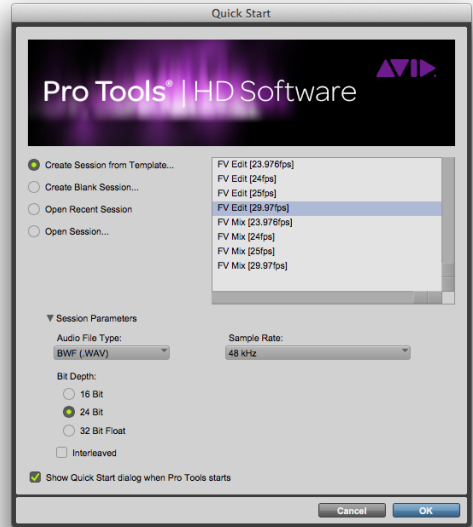


FPFV-586 Spring 2015 -- Lab 2

Copy the *Materials for Lab 2* folder from our section's folder to your hard drive, or a folder on the local media drive.

In the **Quick Start** dialog, Select **Create Session from Template**, and **FV Edit [29.97]**

Check the Session Parameters.
CalArts' "house standards" are
BWF (.WAV)
48kHz
24 Bit



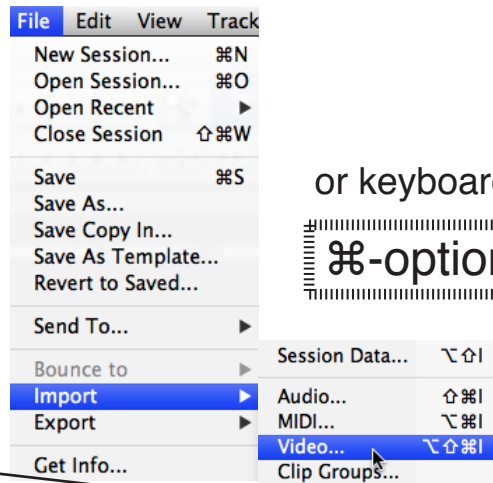
Name the session: *Lab 2 [your name]*.

Navigate to a folder on a local drive (the scratch drive or your personal drive) and click **Save**.

Now that we have a new session ready to go, we need to put some stuff into it. The first thing is to import the QuickTime movie.

File menu -> Import -> Video

Navigate to the local *Materials for Lab 2* folder, and select *Factory Life 2015* or *DowTao*. You will get this box:



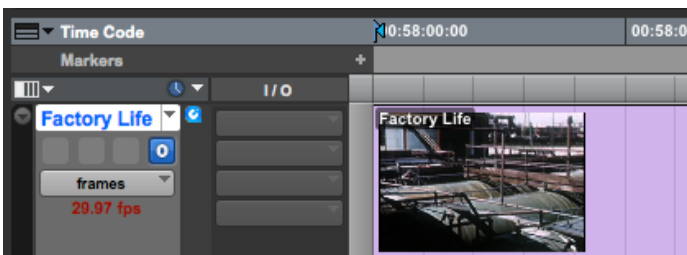
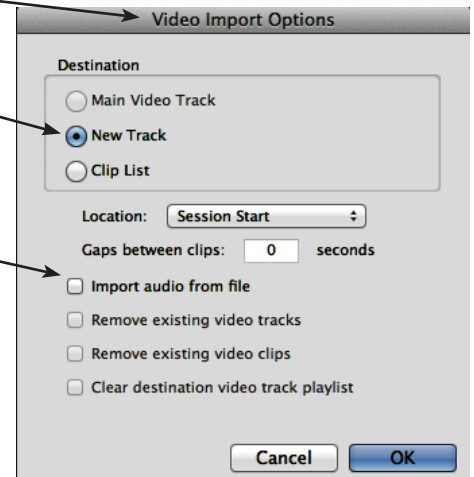
or keyboard shortcut

⌘-option-shift-i

The Destination should be **New Track**, and the Location should be **Session Start**.

This movie has no sound, but if it did, you would still not usually import the audio. QuickTime movies with sound can slow Pro Tools.

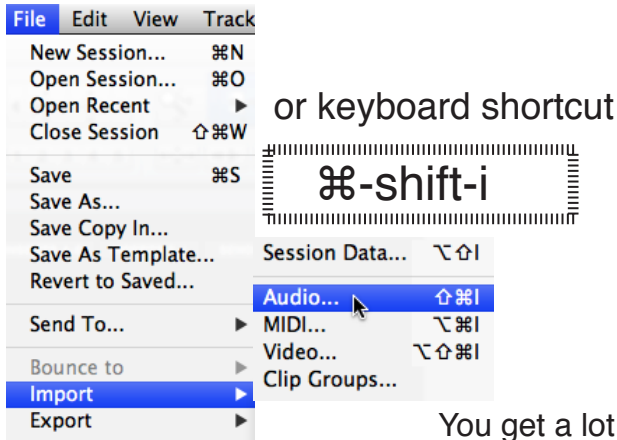
You should now have a video track.



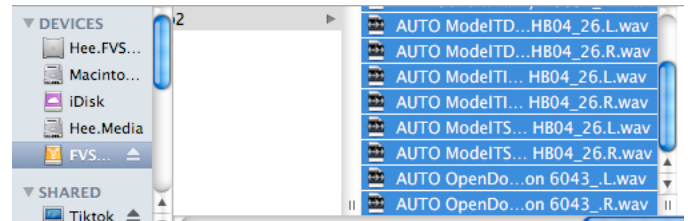
Now watch the movie and make a list of all the sound effects that you think you'll need. It might help to create markers for each effect. You'll want at least one effect per scene, and more if there are multiple actions in the shot. Once you have your list, **save** your session and **quit** Pro Tools.

See **"Soundminer 4.0 Introduction"** *handout* for how to search for, audition, and transfer sound effects.

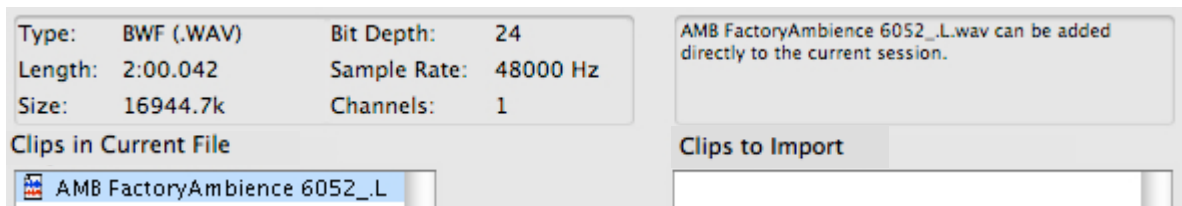
Now the sound effects that you have downloaded need to be imported into your session. Launch Pro Tools and open your session. Then select **File menu -> Import -> Audio**.



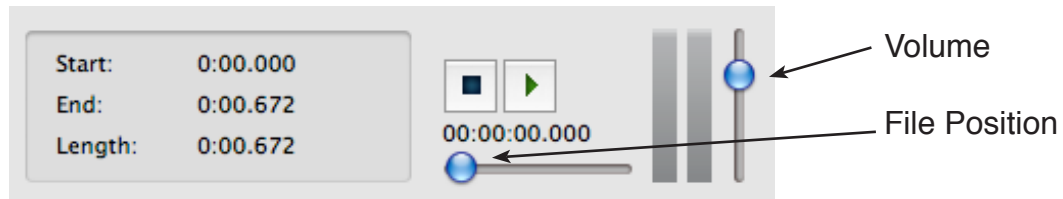
Navigate to the folder where you transferred your sound effects from Soundminer.



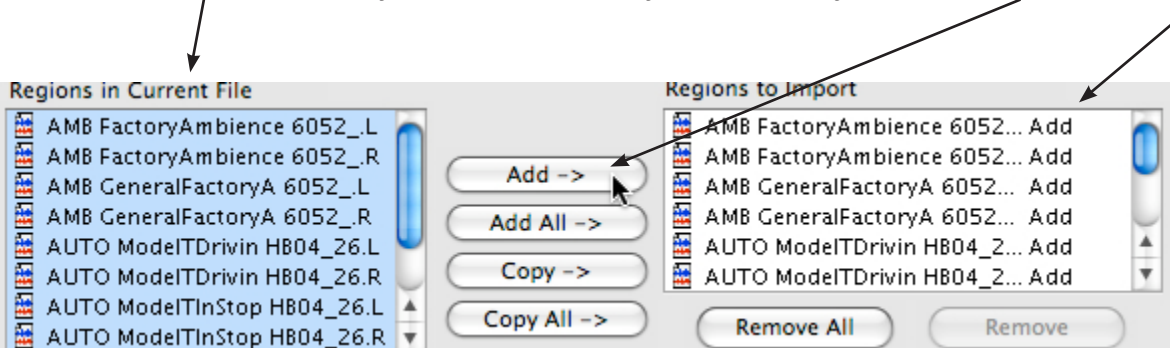
You get a lot of info about each file:



You can audition files:



Anything in the *Current File* list that you want to use in your session you need to **add** to the *Import* list.



Add puts the effect into your session. **Copy** puts a copy into your *Audio Files* folder. **Convert** makes a new file that matches your session's parameters. Then click **Done**.

Select **Clip list**. (If you select *New Track*, you will get a new track for every sound effect that you're importing!)



Your imported audio files are now in the Clips list.



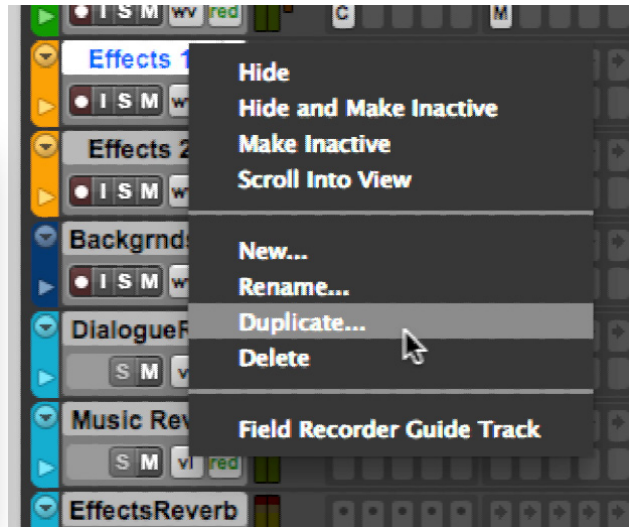
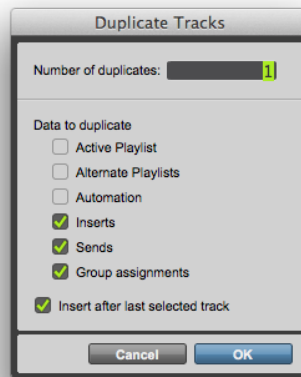
The little triangle means it's a stereo file.

Remember: *stereo* clips go on *stereo* tracks. *Mono* clips go on *mono* tracks.

If you need to make more tracks, Right-Click on a track and select Duplicate.

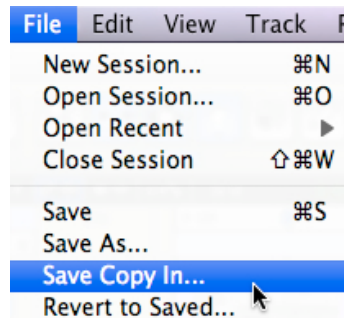
You can make as many copies as you need.

If there is sound on the track you're duplicating, deselect *Active Playlist*, *Alternate Playlists*, and *Automation*.



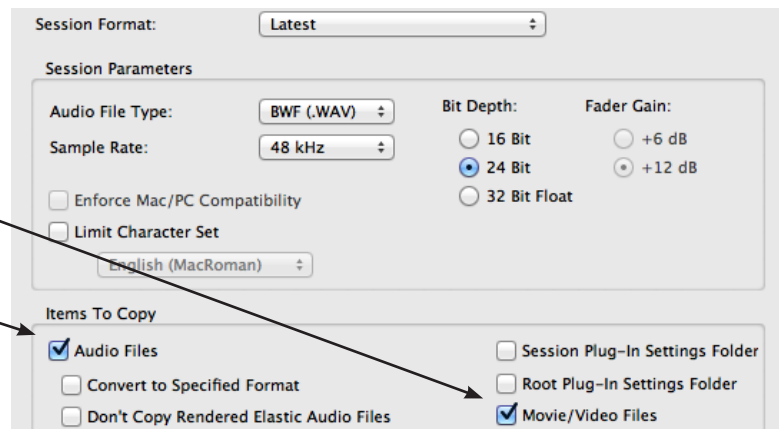
Fill your tracks with sound. Set appropriate volume levels.

When ready to hand in your assignment, in order to make sure that all of the media get to the server's *Put Labs Here!* folder, use **File menu -> Save Copy In...**



MAKE SURE that in **Items To Copy**, **All Audio Files** and **Movie/Video Files** are selected.

Then you can **Save**.



Save to a local drive, Then drag the entire copy folder to my Depositbox.