

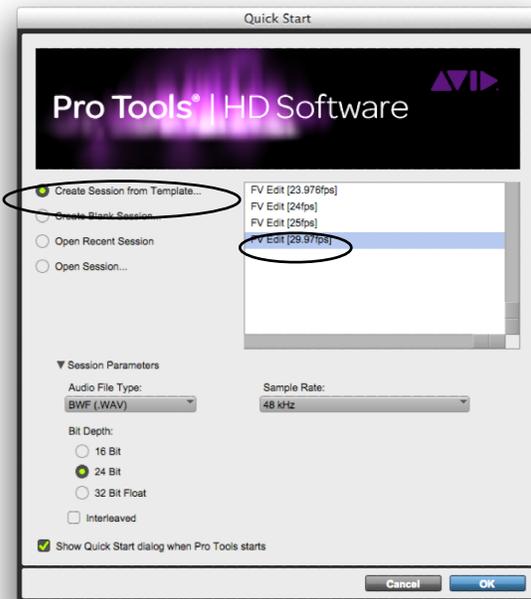
# FPFV586 Post Production Sound – Lab 3 – 5 Feb. 2014

Now that we've got the most important basics of Pro Tools under our proverbial belt, let's see what we can do with them creatively. We'll take a three minute piece of Buster Keaton's *Sherlock Jr.*, and create a new soundscape for it.

First, select **Create Session from Template** on the Quick Start screen. Select **CIA Edit [29.97fps]**.

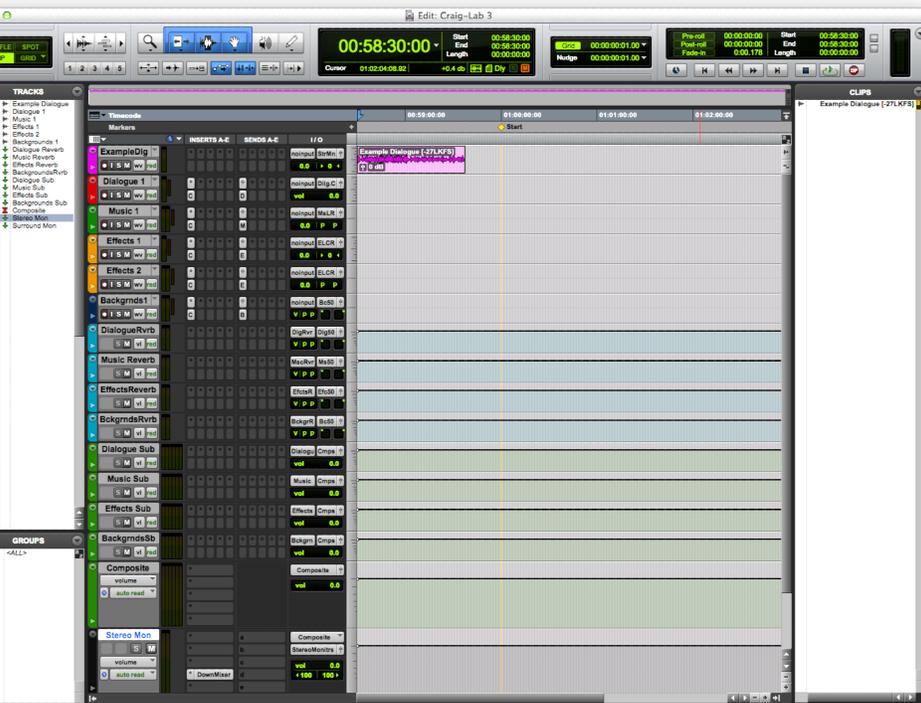
Name the new session [*your name*] **Lab 3** and save it to a local drive.

A new session will open that has audio tracks, reverb tracks, sub-masters, and a monitor track. Different types of sounds are usually categorized by category: *dialog*, *music*, *effects*, and *backgrounds*. This session has a sample audio track for each category that can be duplicated and used, without having to go through the hassle of routing of inputs and outputs.



Since this editing template can be used for surround mixes, we have a *Monitors* track, at the bottom, to downmix all sounds to stereo for your headphones.

You should now play the *Example Dialog* track, and adjust the computer's volume so that it is comfortable. All other clip & track volumes can then be adjusted without changing the computer's volume.



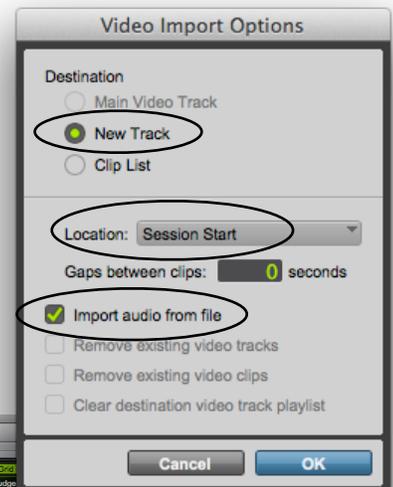
Now it's time to import the video.

Copy the movie called **Keaton\_2014** from **Bishop->Groups->Craig Smith->F381 Lab Materials->Lab 3** from the server to your Lab 3 session folder on a local drive. Put it into the **Video Files** folder.

In Pro Tools go to **File->Import->Video**. Navigate to the video file that you just copied. Use the settings to the right. Although it's a silent movie, it does have an audio track with a sync pop.

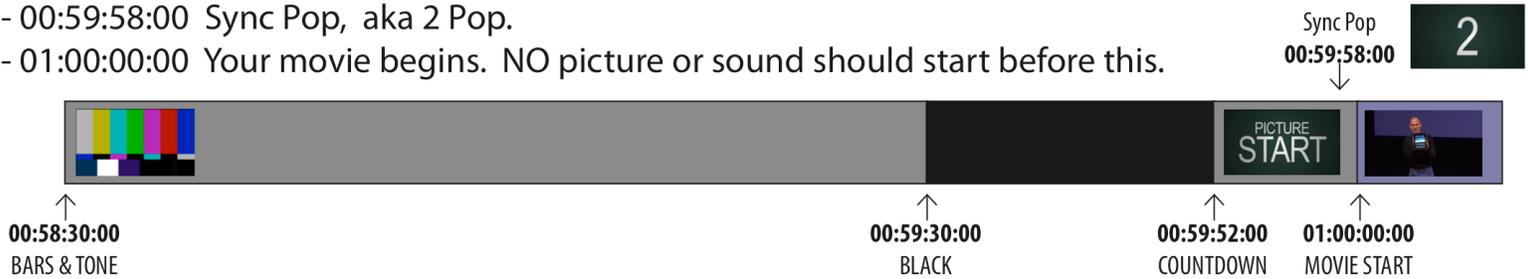
Your session should look something like this. If the video and pop tracks aren't at the top, drag them up by their names.

Your 2-pop will be at **00:59:58:00**.



Leaders, pops and time code numbers are very important to real projects because they give us a way to check sync between multiple timelines and programs. Standard timelines include:

- 00:58:30:00 One minute BARS & TONE.
- 00:59:52:00 Countdown begins.
- 00:59:58:00 Sync Pop, aka 2 Pop.
- 01:00:00:00 Your movie begins. NO picture or sound should start before this.



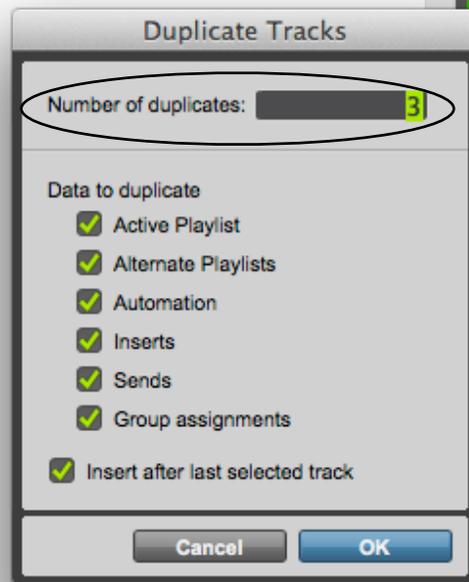
This session has four reverb tracks that we won't need for this lab. **Highlight** their names, **right-click** on a name and select **Hide**. Now we don't have to look at them.

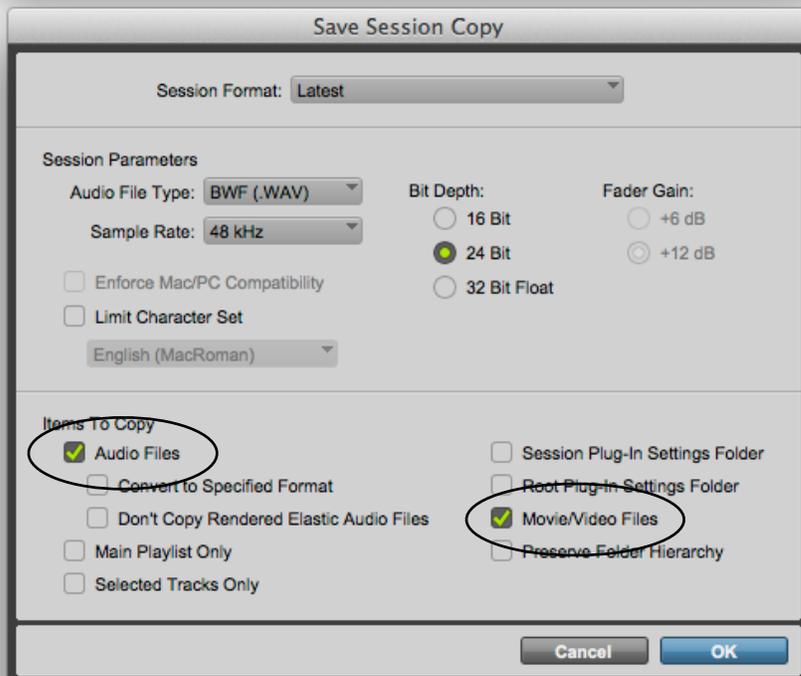
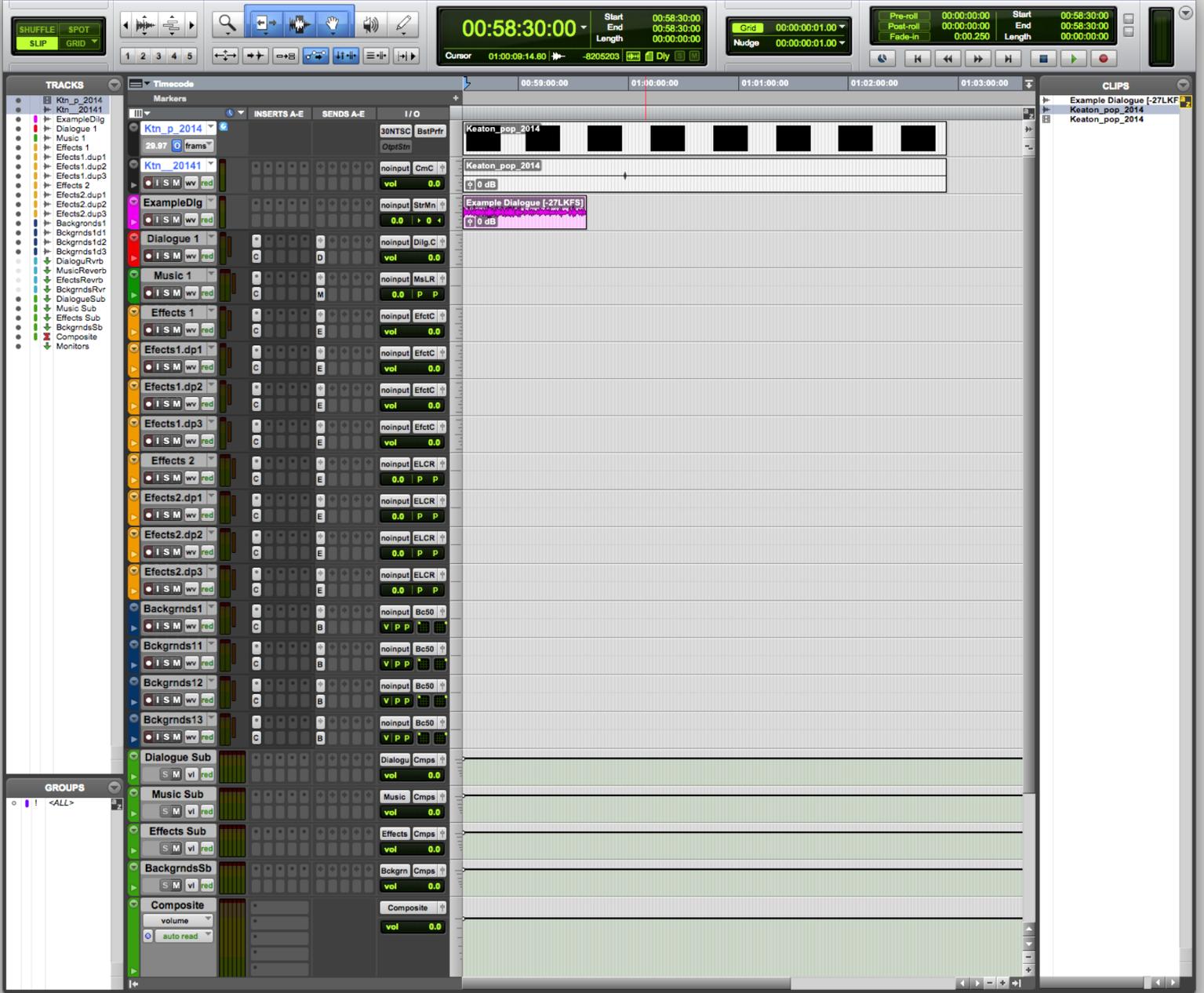


We're going to need more than four tracks for our exciting sound design. **Right-click** on the mono effects track (*Effects 1*), And select **Duplicate**.

Lets make **3** more mono effects tracks. Then do the same for the stereo effects (*effects 2*), and the backgrounds. If you think you'll need more music or dialog tracks, you can duplicate those, too.

The reason we create more tracks this way instead of using the file menu is that the settings for the tracks are already set correctly for mixing.





The rest (fun part) of this Lab is much like what we did for Lab 2. We're going to fill in those empty tracks.

Find sounds for Buster in the booth, the theater, and each of the nine mini-scenes on screen. You can use whatever you want, but it should make some kind of sense to you. Music is fine, but shouldn't be the only element.

Be sure to use **Save Copy In...**, check the **Audio Files & Movie/Video Files** boxes, and save it to the server.

This is a two week assignment. It is due on February 19th.