

# Lab 6: Real World Dialog Editing

Create a new Pro Tools Session from the *FV Edit [23.976fps]* template on a local drive. Use your name as part of the session name.

Go to our class server folder and drag the *AM\_Car\_Edit* folder into the session folder you just created.

Import the *AM\_Car\_Edit.AAF* file into your session like we did in our Media Composer exercise.

Import the *AM\_Car\_Edit.mov* file into your session.

It should look something like this:

The sound editing is pretty rough. We need to pick the best mic or mics for each shot, and then blend those shots with with the ones on either side.

There are four scratch tracks to work with. Listen to each track of each shot, and pick the best recording(s).

Then *Control-Option-Drag* your selects with the Grabber (hand) tool to drag a copy to a scratch track.



How you edit the sound is up to you. Use the methods we discussed in class (delayed cut, crossfade, extend one side, backfill) to smooth the cuts. Then you can use other tricks (volume, muting, EQ, compression, etc.) to make the dialog as clean as you can. We don't care about ambiance or sound effects yet. Just dialog.

When you're all done, and it sounds great, drag the folder with your name to my **Depositbox**.