

Adobe Audition CC

Detailed Video Training Outline

Chapter 1 - Overview

- 01.01 Welcome
 - An overview of this entire training
- 01.02 What This Training Covers
 - What this training covers
 - How to use this training
 - A list of all chapters
- 01.03 New Features in the CC Release
 - A list of key new features
- 01.04 Audio Definitions
 - Define key terms
 - Explain key audio concepts
 - Build the foundation for this training series

Chapter 2 - Learning the Interface

- 02.01 Chapter Introduction
 - An overview of the material covered in this chapter
- 02.02 Workspaces and Customization
 - Define panels and workspaces
 - How to change workspaces
 - Create a new workspace
 - Display all panels and add to a workspace
 - Access existing panels
 - Resize, move, and hide panels
 - Delete unneeded workspaces
 - Reset a workspace back to its default setting
- 02.03 Navigation and Zooming
 - Navigate within the Waveform Editor
 - Navigate within the Multitrack View
- 02.04 Multitrack View
 - Learn how to use the fly-out panel menus
 - Move the playhead inside the Timeline
 - Find and use track header features
 - Change track and clip colors
 - Customize the audio meters
 - Understand all the numbers in the lower right corner
- 02.05 Waveform Editor
 - Display a clip in the Waveform Editor
 - Move between the Waveform Editor and Multitrack Editor
 - Scroll inside the Waveform Editor

- Display waveform, frequency and pitch data
 - Toggle the new Preview editor on or off
 - Change the dB display
 - Toggle individual channels on or off
- 02.06 Reviewing and Setting Preferences
- Open and modify preference settings
 - Discover preferences that are new with this release
 - Optimize your system by changing key preference settings
- 02.07 Customizing Keyboard Shortcuts
- Optimize your editing by finding, creating, and modifying keyboard shortcuts.
- 02.08 Keyboard Shortcuts for this Chapter
- A table listing relevant keyboard shortcuts for material covered in this chapter

Chapter 3 - Recording Audio

- 03.01 Chapter Introduction
- An overview of the material covered in this chapter
- 03.02 Recording Overview
- Configure audio hardware preference settings
 - Create a new Multitrack session
 - Arm tracks and enable recording
 - Set the audio input and enable monitoring
 - Record to a new track
 - Stop recording and listen to the playback
- 03.03 Recording Inside an Existing Session
- Add a new recording section to an existing track
 - Add a new track in the Multitrack View
 - Configure a track for recording
 - Move tracks up or down in the Multitrack Editor
 - Record to a selection
- 03.04 Using Templates
- Define Multitrack templates
 - Select a template
 - Save a custom template
 - Show where templates are stored
 - Show how to delete a template
- 03.05 Keyboard Shortcuts for this Chapter
- A table listing relevant keyboard shortcuts for material covered in this chapter

Chapter 4 - Importing Files

- 04.01 Chapter Introduction
- An overview of the material covered in this chapter

- 04.02 Overview - Media Browser
 - Use the Media Browser to locate a clip on your hard disk
 - Import a file using the Media Browser
 - Show how to use the Auto-play button
 - Show how to create a location shortcut
 - Show how to use the contextual menu to import clips
- 04.03 Other Ways to Import
 - Import a file using the File menu
 - Import a file using the Files panel
 - Import a file using keyboard shortcuts
 - Import a file by dragging from the Finder
- 04.04 Import Projects
 - Send a sequence from Premiere Pro CC to Audition CC
 - Open an OMF file to load a project from another editor
 - Open an XML files to load a project from another editor
- 04.05 Import a Video Clip
 - Import a video clip using the File menu, Files pane, or Media Browser
 - How to place a video clip in the Timeline
 - How to move a video clip in the Timeline
- 04.06 Relinking Missing Media
 - Relink missing media using the Link Media command
- 04.07 Keyboard Shortcuts for this Chapter
 - A table listing relevant keyboard shortcuts for material covered in this chapter

Chapter 5 - Waveform Editing

- 05.01 Chapter Introduction
 - An overview of the material covered in this chapter
- 05.02 Overview
 - Load a clip into the Waveform Editor
 - Disable individual audio channels
 - Create separate files for each audio channel
 - Select and trim regions
 - Use the HUD to make audio gain adjustments
 - Add fades to the beginning and ending of a clip
 - Save changes with the clip
- 05.03 Markers and Ranges
 - Create and move a marker
 - Navigate between markers
 - Rename a marker
 - Convert a marker into a range
 - Use the Marker panel to adjust markers
 - Move a selected range into a Multitrack edit
 - Display all the markers in a project

- 05.04 Playlists
 - Create, modify and play a playlist
 - Export a marker range as a separate audio file
- 05.05 Keyboard Shortcuts for this Chapter
 - A table listing relevant keyboard shortcuts for material covered in this chapter

Chapter 6 - Multitrack Editing

- 06.01 Chapter Introduction
 - An overview of the material covered in this chapter
- 06.02 Overview
 - Edit a clip from the Files panel into the Timeline
 - Select, move, and delete a clip
 - Trim the edges of a clip
 - Select a range within a clip, then delete it
 - Add a fade to the end of a clip
 - Locate the source of a Timeline clip in the Files panel
 - Use the History panel to track changes during editing
- 06.03 Move, Position, and Merge Clips
 - Move a clip manually
 - Move a clip using the Properties panel
 - Overlap clips
 - Change the stacking order of overlapped clips
 - Determine how over-lapped clips play in a stack by changing preference settings
 - Merge two or more clips to create a new clip
- 06.04 Trim Clips
 - Trim (adjust) the In and Out of a Clip
 - Select a range within a clip, or between clips
 - Delete a range within or between clips
 - Use Skip Selection to preview an edit
 - Select and use the Skip tool
 - Use keyboard shortcuts to trim a clip
- 06.05 Add Fades and Change Fade Shapes
 - Add a fade to a clip
 - Add a fade between two clips
 - Change the fade shape for a single clip
 - Change the fade shape between two clips
 - Modify preferences to change the default fade shape
- 06.06 Other Clip Settings
 - Rename a clip
 - Loop a short clip to extend the audio
 - Copy a clip
 - Create a group, then ungroup clips
 - Reposition and trim a group
 - Add a fade to a group
 - Examine the properties of a clip

- 06.07 Markers, Subclips, and the Markers Panel
 - Add a marker
 - Change a marker type
 - Rename a marker
 - Move or remove a marker
 - Jump the playhead to a marker location
 - Use the Markers panel
 - Display all markers in all open sessions or clips
- 06.08 Split a Multi-channel Audio Clip
 - Split a multi-channel audio clip into separate mono channels for editing
- 06.09 Automatic Speech Alignment
 - Align to audio clips and get the dialog timing to match between them
- 06.10 An Audio Editing Example
 - This is an illustration of how I would edit a simple interview in the Multitrack View, using the tools discussed in this chapter.
- 06.11 Keyboard Shortcuts for this Chapter
 - A table listing relevant keyboard shortcuts for material covered in this chapter

Chapter 7 - Working with Video

- 07.01 Chapter Introduction
 - Provide an overview of the material covered in this chapter
- 07.02 Overview
 - Send a project from Premiere Pro CC to Audition CC
 - Send a completed mix from Audition back to Premiere Pro
- 07.03 Maintain Sync Between Clips
 - Import a video clip
 - Edit the video clip to the Timeline
 - Change the workspace to display the video clip
 - Lock the audio to the video so it remains in sync using “Lock in Time”
 - Group audio clips with the video clip to maintain sync
- 07.04 Send Projects From Premiere Pro CS6
 - Export audio files from Premiere Pro CS6 using OMF
 - Export a video file from Premiere
 - After the mix is complete, export the mix for import back into Premiere Pro
- 07.05 Sending Files From Final Cut Pro 7 (or earlier versions)
 - Export files from Final Cut Pro 7 to Audition using XML
 - Export files from Final Cut Pro 7 to Audition using OMF
 - Export a video mix from Final Cut
 - Export the final audio mix from Audition for import back into FCP
- 07.06 Exporting Files From Final Cut Pro X
 - Export an XML file from Final Cut Pro X to Audition
 - Export a video mix from Final Cut Pro X
 - Convert the XML file for import into Audition

- Import both the XML and video files into Audition
 - Export the final audio mix for import back into Final Cut
- 07.07 Keyboard Shortcuts for this Chapter
- A table listing relevant keyboard shortcuts for material covered in this chapter

Chapter 8 - Repairing Audio in the Waveform Editor

- 08.01 Introduction
- Provide an overview of the material covered in this chapter
- 08.02 Edit Plosives, Adding Silence
- Open a clip in the Waveform Editor
 - Remove an exploded “P”
 - Add silence to maintain video sync
 - Save the file to retain changes, without losing the original file
- 08.03 Remove Hum
- Remove hum from a clip
 - Adjust harmonics to improve voice quality
- 08.04 Repair Clips Sent From Premiere Pro CC
- Send a clip from Premiere Pro CC to Audition CC
 - Repair it
 - Send it back from Audition to Premiere Pro
- 08.05 Reduce Noise
- Learn which tools don’t work well
 - Capture a noise print
 - Reduce noise
 - Adjust the amount of reduction
- 08.06 Sound Remover
- The new feature removes sounds which vary in frequency
 - Reduce, or remove sounds which vary in frequency
- 08.07 Repair Clipped Levels
- Clipped levels are often caused by bad AGC circuits or poor recording
 - Fix an audio clip containing clipped levels
- 08.08 Remove Clicks and Pops
- Use the Automatic Click Remover effect to decrease clicks
 - Use the Declicker diagnostic tool to decrease clicks and pops
 - Edit a click manually
- 08.09 Clean-up frequencies
- Display the spectral view
 - Select a range of frequencies and remove them
 - Paint over an offending sound and reduce it without destroying other audio
 - Reduce the same sound using Sound Remover
- 08.10 Keyboard Shortcuts for this Chapter
- A table listing relevant keyboard shortcuts for material covered in this chapter

Chapter 9 - Levels and Mixing

- 09.01 Introduction
 - Provide an overview of the material covered in this chapter
- 09.02 Overview of Setting Levels
 - Where to set audio levels and pan
 - Customize the audio meters
 - Set audio levels for a track
 - Set audio levels for a clip
 - Set pan the a track
 - Set pan for a clip
 - Use the Clip Gain feature in the Properties panel
 - Show how to override snapping when adjusting levels
- 09.03 Envelopes, Keyframes, and Automation
 - Create, modify, move and delete keyframes with the mouse
 - Create keyframes using automation
 - Once keyframes are created, you use the mouse to change them
 - Convert an envelop from linear to splines
- 09.04 A Mixing Example
 - Watch over my shoulder as I create a project mix for a fairly simple project
- 09.05 The ITU Loudness Radar
 - Apply the ITU Loudness Radar to the master track output
 - View the results of the ITU Loudness Radar and understand what to watch for
- 09.06 Using Match Volume
 - Match Volumes between clips in the Timeline
 - Use the Match Volume panel for batch processing
- 09.07 Introduction to the Mixer
 - Display the mixer in Audition
 - Understand the controls in a channel strip
 - Learn how all the channel strips flow into the Master output
- 09.08 Sends and Busses
 - Create a Bus
 - Create a Send
 - Create a sound effects submix
 - Create a reverb effect using a bus
- 09.09 Analyze Amplitude
 - Automatically analyze a clip for loudness, using several different criteria
 - Provide a general explanation of key measurements to review
- 09.10 Analyze Frequencies
 - Display the Frequency Analysis window
 - Isolate the range of a clip to review to focus on specific frequencies
- 09.11 Keyboard Shortcuts for this Chapter
 - A table listing relevant keyboard shortcuts for material covered in this chapter

Chapter 10 - Effects

- 10.01 Chapter Introduction
 - Provide an overview of the material covered in this chapter
- 10.02 An Overview of Effects
 - Display effects in the Effects menu
 - Organize effects in the Effects Rack
 - Add, modify, disable, reset, and remove an effect
 - Pre-render an effect
 - Show how to access effects from the Multitrack Timeline
- 10.03 Level (Dynamic) Effects
 - Apply and modify the Multiband Compressor
 - Apply and modify the Hard Limiter
 - Why using the Speech Volume Leveler is a bad idea
- 10.04 EQ Effects
 - Analyze frequencies using the Frequency Analysis window
 - Find, apply, and modify the Parametric EQ filter
- 10.05 Time-Stretch and Speed Effects
 - Change the duration and pitch of a clip
- 10.06 Reverb Effects
 - Find and apply a reverb effect
 - Adjust the effect to find the right room size and the correct amount of the effect for your talent
- 10.07 Real-time Repair
 - Remove hum
 - Remove/reduce clicks
 - Reduce noise
- 10.08 Using Effects Presets
 - Review existing presets
 - Apply an existing preset to a track
 - Create a new preset
 - Delete a preset
 - Access Favorites
 - Record, playback, and delete a Favorite
- 10.09 Tones and Metronome
 - Create a metronome beat.
 - Generate a variety of useful, and not so useful, tones
- 10.10 Keyboard Shortcuts for this Chapter
 - A table listing relevant keyboard shortcuts for material covered in this chapter

Chapter 11 - Saving and Exporting

- 11.01 Introduction
 - Provide an overview of the material covered in this chapter

- 11.02 Overview
 - Show how to save a single file
 - Send a file between Premiere Pro CC and Audition CC
 - Send a completed mix from Audition to Premiere Pro CS6
 - Export a completed mix as a stand-alone WAV file
 - Analyze a completed mix to make sure it meets technical specs
- 11.03 Ranges and Stems
 - Export a range from a mix
 - Export stems (submixes)
- 11.04 Batch Processing and Export
 - Open the Batch Process window
 - Load files into it
 - Create a Favorite
 - Apply a Favorite to a batch
 - Modify export settings
 - Select between exporting files or loading them into the Files panel
- 11.05 Keyboard Shortcuts for this Chapter
 - A table listing relevant keyboard shortcuts for material covered in this chapter

Chapter 12 - Closing

- 12.01 It's a Wrap!
 - Concluding thoughts for this training