Adobe
Audition

CC 2023 **BASICS** Tutorial

Table **of** Contents

Adobe Audition is a powerful audio editor.

You can edit audio for standalone audio projects. You can also use Audition in conjunction with Adobe Premiere to fix or improve the audio in your Premiere video projects.

This **tutorial** is designed as a get-started tutorial NOT a complete Everything You Always Wanted To Know About Audition And Were Afraid To Ask tutorial. IT is specifically written for Adobe Audition CC 2023

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There are two kinds of people. Those with messy sock drawers and those who organize their socks. Multimedia requires you to organize your socks or pay the price later.
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GET READY
### Preparing yourself and Audition

Before you open the program it is extremely important to get organized. Multimedia projects get very complicated. There are many files and folders and it is very easy to 'lose' stuff.

Get Organized. Stay Organized.
you will thank me later.

*Create a **Project Folder** for every, er, project.*

This folder will hold everything associated with your project. Here is a sample system - the exact naming convention is less important than being consistent and logical:

∨ 📁 2023_YourName_Protest
    📄 2023_YourName_Protest.sesx
  > 📁 Audio
  > 📁 Backup
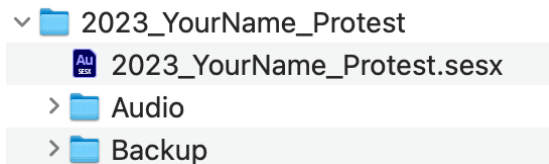
FOLDER NAME: It should include your name and a one-word description of your story. I use the year at the front to make it easy to find and sort.

Tips & Tricks

TIP

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Audition has two 'modes'
Waveform and Multitrack.
ONLY MULTITRACK projects
can be saved and reopened.

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A simple **audio project** may only have a your original audio files and the Audition .sesx project file.

You MUST have the original audio files to work on a project. Do NOT work off your SD card or recorder. FIRST copy the files into your project folder. Then put away your SD card or recorder.

DO THIS And your project will exist in a single place. You can copy it to another drive, give it to another person to edit.

DON'T DO THIS and files will get lost. Projects won't work, your hard drive will fill up and you will go crazy.

Project Workflow

This is for creating an audio project. For fixing audio from Premiere go page 19

1. Create project folder and subfolder for ALL your assets.

2. Copy your audio and other assets into your project folder (eject and put away your SD card, recorder, etc.)

3. Launch Adobe Audition and set up your project. Save the Multitrack project file to the same folder you just created.

4. Import audio into Premiere (for video projects only)

5. Edit your assignment.

6. Add any effects, make any audio fixes

7 Export your audio - use mp3 if going straight to the web. Use .wav if you'll be editing it further in Premiere for example.

PREPARING AUDITION

Tips & Tricks

TIP

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REMEMBER only Multitrack projects can be saved and re-edited later. **Work in Multitrack.** Use waveform to look at individual tracks, if necessary.
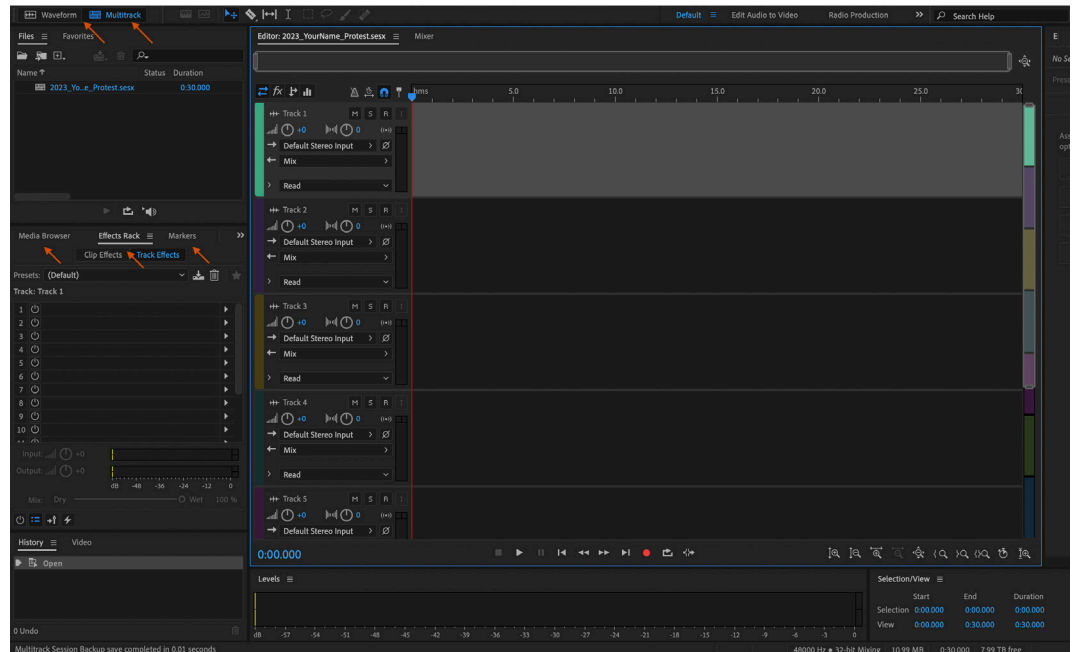
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IMPORTANT!

Changes made in the Waveform mode are permanent. Editing done in Multitrack mode are non-destructive and can be undone at a later point.

Open Adobe Audition

Note the Waveform/Multitrack tabs at the top left. This screenshot shows the **Multitrack** option which allows you to edit multiple tracks in a project.

Any imported audio is shown in the **Files** window top left.

The **Media Browser,** lower left, allows you to look at your harddrive(s) for other audio.

Important TABS next to Media Browser
Effects Rack – allow you at add various effects and filters to clips and tracks
Marker – keeps track of markers that you apply to a track
Properties – gives you information about a track including it's location. You can also apply colors to different clips and tracks to stay organized.

Tips & Tricks

TIP

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Basic Terminology

Frequency equals the pitch. The higher the frequency, measured in hertz(Hz) or kilohertz,(kHz) the higher the tone.

Amplitude, usually measured in decibels (dB), equals loudness. (There is actually a loudness scale that is also used by some). Higher decibels equals louder sound

Sample Rate is how many times per second the digital file has captured the sound. The same way that in video we capture a series of still images that when played back create motion. Audio sample rates are measured in hertz or kilohertz. A typical rate for video applications is 48kHz (48,000 hertz)

Because video cameras typically record audio at 48kHz, we use that setting when recording audio as well.
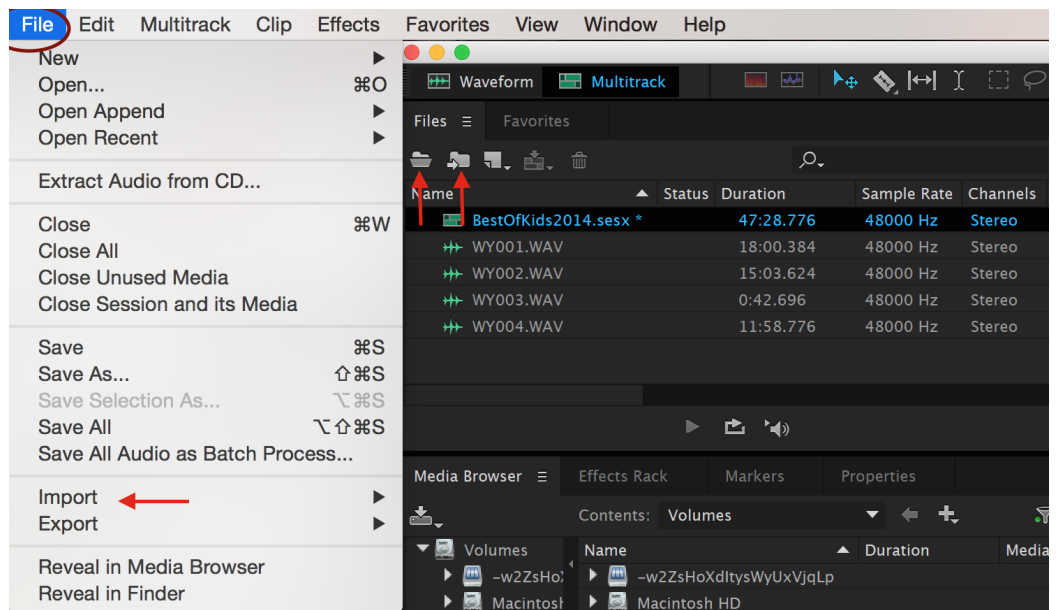
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Importing Files

Note: Just as with Premiere, you are not actually importing files into the program. You need the original files at all times. Audition (like Premiere) simply remembers where the file is and points to it.

There are multiple ways to import your audio into Audition.

1. File>Import>File
2. Click the Import Files button at top left.
3. Keyboard shortcut - command I
4. Double click or right click in blank space in File Pane to bring up import window
These will all place the audio file(s) in the Files folder at top left.
5. Click the Open File button (command O)
This will import the audio AND open it in the Waveform editor

TIP

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Basic Terminology (cont)

Bit Depth determines the dynamic range of the audio. High bit depth allows a wider range of sound from quietest to loudest. 8 bit depth is low, allows only 48dB, which is not enough for most sounds. 16 bit, allows for 96dB and so on. Record at higher bit depths to allow you to capture a wider range of volume.

File Format is the file type you record and save. Mp3 files are quite small, but that compression severely degrades audio quality. NEVER record in mp3. Record in .wav or .aiff. Export as mp3 for the web. Export as .wav or .aiff if you plan to re-edit that file in Premiere for example.

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Importing Files

A final way to import is to use the Media Browser

You can search your harddrive(s) and then browse files and even listen to them BEFORE you import them.

A great trick is to use the 'autoplay' button at the bottom of the browser. (circled in red).

Click this and then each time you click on a file it will start to play. You can quickly go through a list of audio files until you find the one you want.

The more shortcuts you use while editing, the less time you'll spend on the computer - a good thing.
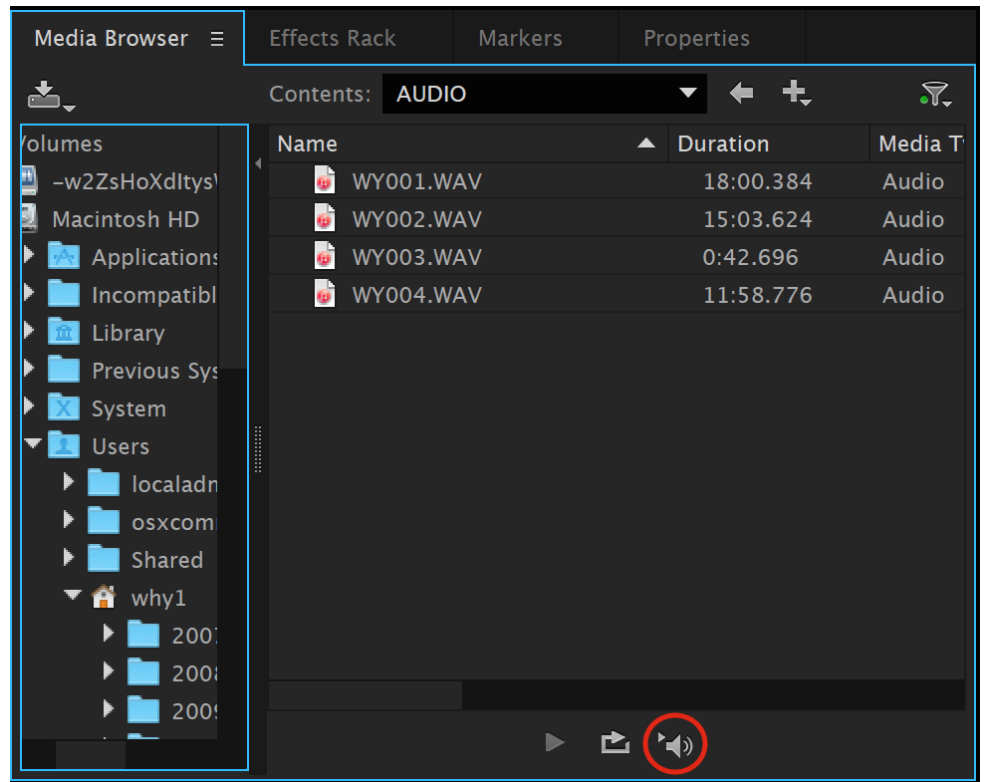
Tips & Tricks

- Multitrack sessions are the only way to save a project. You cannot save your work in the Waveform mode.

  For basic audio editing - cutting, copying, pasting, of audio tracks, you'll work primarily in the Multitrack mode.
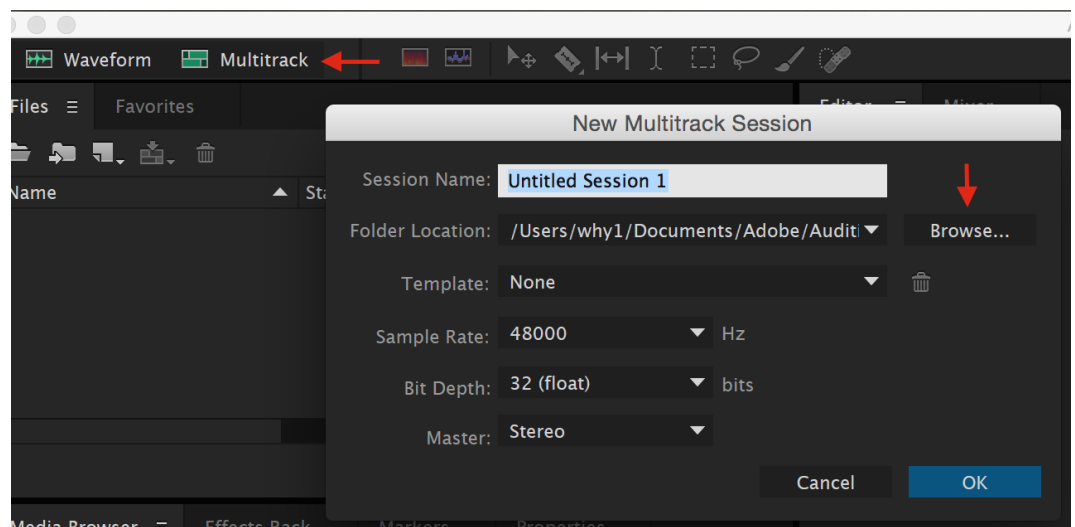
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Multitrack Sessions

Multitrack sessions are where you will edit multiple tracks of audio.

Create a Multitrack Session
As with most functions in Audition, there are multiple ways to do create a session.
File>New>Multitrack Session (command+N)
or **click on the Multitrack tab**

Name your session. Use the settings above.
MAKE SURE TO SAVE YOUR SESSION IN THE PROJECT FOLDER FOR THAT ASSIGNMENT.

Tips & Tricks

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When you're playing back your work, you might want to speed things up, literally, so you can edit more quickly.

Use the **JKL keys** to quickly play your work forward and backward. Hit J twice and it plays backwards faster. Hit L twice and it plays forward faster.

By default, it will play at 2x, then 3x. But the audio quickly sounds like chipmunks arguing and isn't very useful.

In the settings, you can change this.

Settings>Playback and Recording>JKL Shuttle Speed will let you change the increments.

I like the 0.1 setting. I can hit L multiple times and it will slowly speed up the track to make it fast, but still understandable.
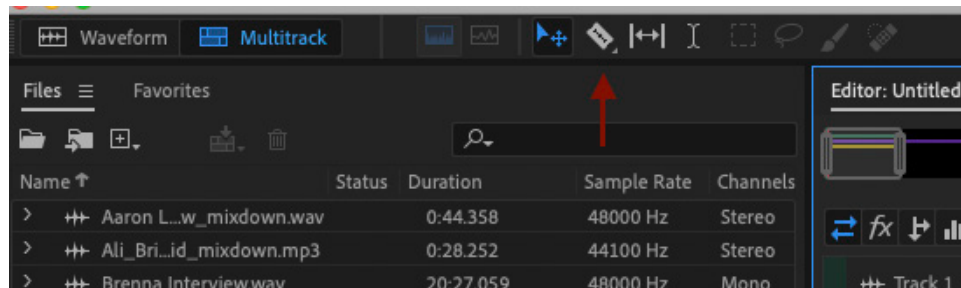
Import your audio into the Files pane.

Drag clips onto the Multitrack Session. I generally place each audio file on its own track.

You're now ready to begin editing.

TOOLS

Audition is a very powerful audio editor. We will focus on basic editing skills.

The tool bar is located at the top of the screen

Rollover a tool to learn the quick key for faster editing.

We will primarily use the first two tools.
The **Move Tool** lets you move clips along the timeline and drag them onto a different track. It also lets you shorten or lengthen (trim) a clip by clicking on a edge and dragging.
The **Razor Tool** lets you cut a track by clicking where you want to cut.

The greyed out tools to the right are only available in Waveform editing (discussed later in this tutorial)

Tips & Tricks

- Oddly the keyboard shortcut for The Razor Tool is 'R' in Audtion but 'C' in Premiere.

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- If you have multiple tracks and you want to cut between all of them, hold down the Shift Key when selecting the Razor Tool.

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The Move Tool (quick key 'V')

The Move Tool allows you to slide clips along a track, drag them to a new track, and 'trim' a clip. It can also be used to adjust the volume and panning of the sound.

Trimming is shortening or lengthening a clip by dragging the edge. Note that as you roll over a clip the the cursor changes from a black arrow to a red bracket. as you approach the edge.
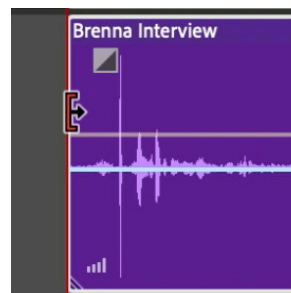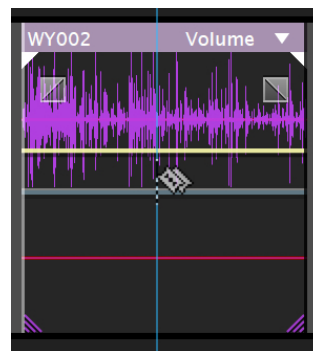

Drag the red bracket to shorten or lengthen the clip.

[Watch a 1:21 second video on using the Move Tool](#)

The Razor Tool (quick key 'R')

The Razor Tool allows you to cut a clip, dividing it into multiple pieces. You can cut out a section by cutting twice and hitting the delete key. You can cut a clip and move a piece of it by returning to The Move Tool.
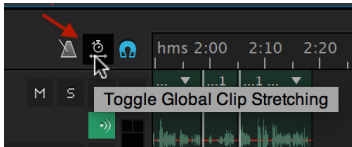

[Watch a 1:01 second video on using the Razor Tool](#)

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Turn off the Toggle Global ClipStretching Tool.

When on, it allows you to change the duration of a clip, slowing down or speeding it up. Not something you'll use very often.

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The Time Selection Tool (quick key 'T')

The Time Selection Tool allows you to move the playhead (also called the scrubber) by clicking inside a clip. The playhead will move to where you click. If you are in the Move Tool and want to move the playhead you need to click above the clip.


The Slip Tool (quick key 'S')

The Slip Tool allows you to change which part of a clip you use on the timeline. If you'e editing a project, you might have a clip that is a perfect length of time, but you want to use a different part of it. The Slip Tool makes this easy to adjust.

Watch a 2:31 video on using the Time Selection and Slip Tools

The Snapping Tool (quick key 'S')

When the snapping tool is on, and you move a clip it will 'snap' next to the closest clip. This make aligning clips very easy. If you want more precise control over where a clip goes, turn snapping off.


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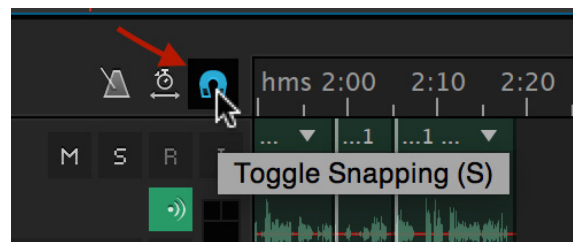
Tips & Tricks

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The last zoom tool on the right, Zoom Selected Track, will enlarge the track you're working on to fill the screen. Useful for getting a very close look at a clip.
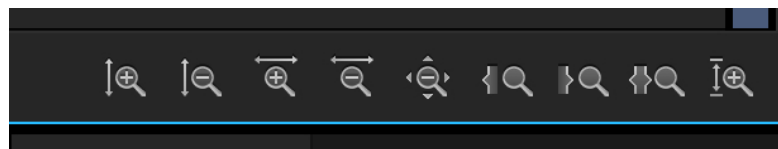

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Zooming

You WILL want to zoom in and out of your timeline. Zooming in allows you a closeup look at the waveform for precise cuts. You need to be able to see the waveform to cut between words for example.

There are multiple ways of zooming in:
Above the tracks, click on the zooming bar and drag the edge
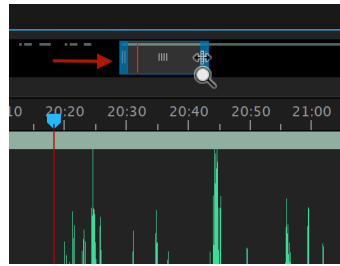
OR
Below the Tracks are a series of Zooming Tools:

The first set of + and - buttons change the height of the track.
The second set zooms in on the track.

Watch a 2:33 video on zooming tools

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Tips & Tricks

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Adjust Volume

There are multiple ways to adjust the volume (or amplitude) in Audition.

You can change the level of the entire project, of a specific track or of a clip within a track.

All tracks in a Multitrack Session are eventually output through the Master Track. So if you change the Master Track, those changes are applied everywhere.

The **Mix Track** is at the bottom. You can enter a volume or click and drag the blue box to raise or lower the volume for the entire project.
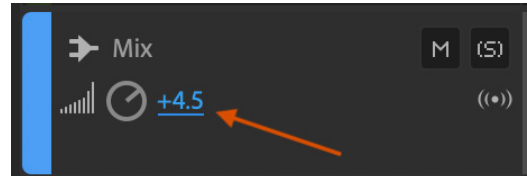
Apply volume changes to **individual tracks** in the same way.
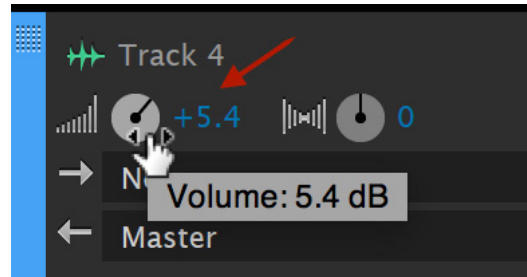
Adjust the volume of an individual clip by dragging the volume level up or down. You can also change the volume in the Properties Panel.

Watch a 4:05 video on controlling volume

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Tips & Tricks

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Adjusting Volume

Beyond simply making clips louder or softer, you'll want to learn how to fade audio, or create and 'envelope' that allows you modify the audio throughout a clip or track.

For example, you might have a natural sound in the background which is quieter than the interview, but during a break in the interview you want that sound to rise and then fade back again.

To **fade in or out** on a clip, Click and drag on the small grey box in the top left or right of the clip.
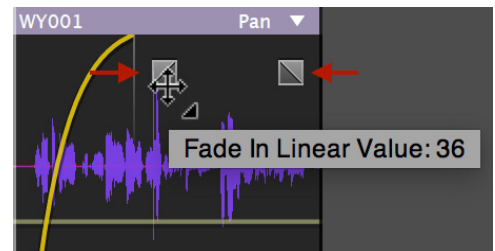
Cross fade two clips by overlapping them on a track. This ONLY works if your preferences are set to 'Automatically crossfade overlapping clips: Audition>Preferences>Multitrack Clip> select 'automatically crossfade overlapping clips.

The **Envelope tool** allows you to raise and lower the volume over time in a clip to, for example, create a rising and lowering of music or a natural sound.

Click on the volume to create keyframes. Then click and drag those to raise and lower the volume of a clip or track.
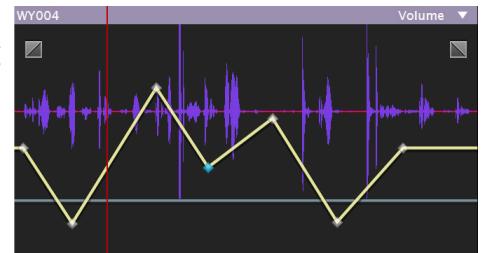
Watch a 3:46 Video on creating fades and using the Envelope tool

Editing With Adobe **Audition**

Tips & Tricks

- Mike Russell's [YouTube channel](#) is a gold mine for audio tips, tricks and advice.v

Editing

At this point you have the basic skills to edit audio.

1. Set up your project
2. Import your audio
3. Move, trim, cut and edit your video into a compelling story
4. Adjust the levels, create fades as necessary.

Audition is a powerful program that can do a LOT more than this of course. LinkedIn.com, YouTube or other online tutorials can help you if you can't figure something out.

Or of course, ask me.

When you've finished editing, you will want to export your project into a usable format.

The file created by Audition, that ends in .sesx will NOT be useful to anyone else.

You MUST export your project. This will create a file that someone can open who doesn't have your original material. The choice of export formats depends on the final use of your audio.

IF your audio will be posted online, MP3 is probably the best choice. It is a universal format, and files are compressed to be smaller for the web.

IF you plan to use your audio for some other project, adding it to video project in Premiere for example, use an uncompressed format for better quality such as .wav or .aif.

Exporting

BEFORE you export, make sure there is nothing extra on your timeline - no clips hiding at the end or on a track somewhere.
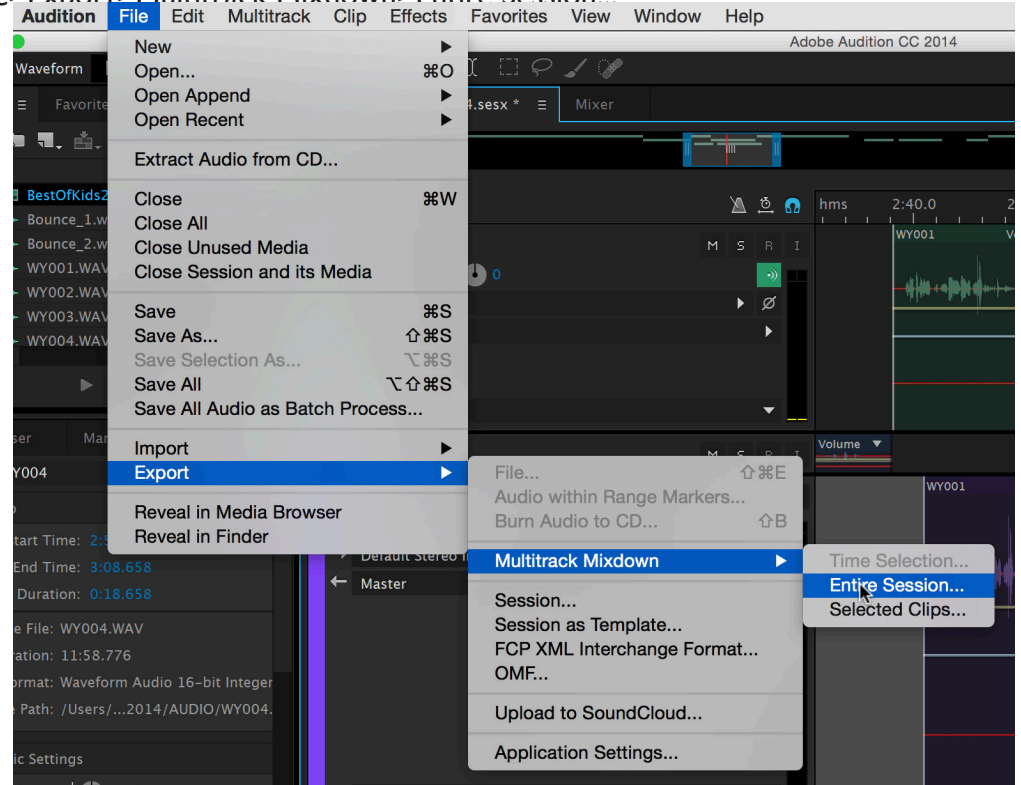
Tips & Tricks
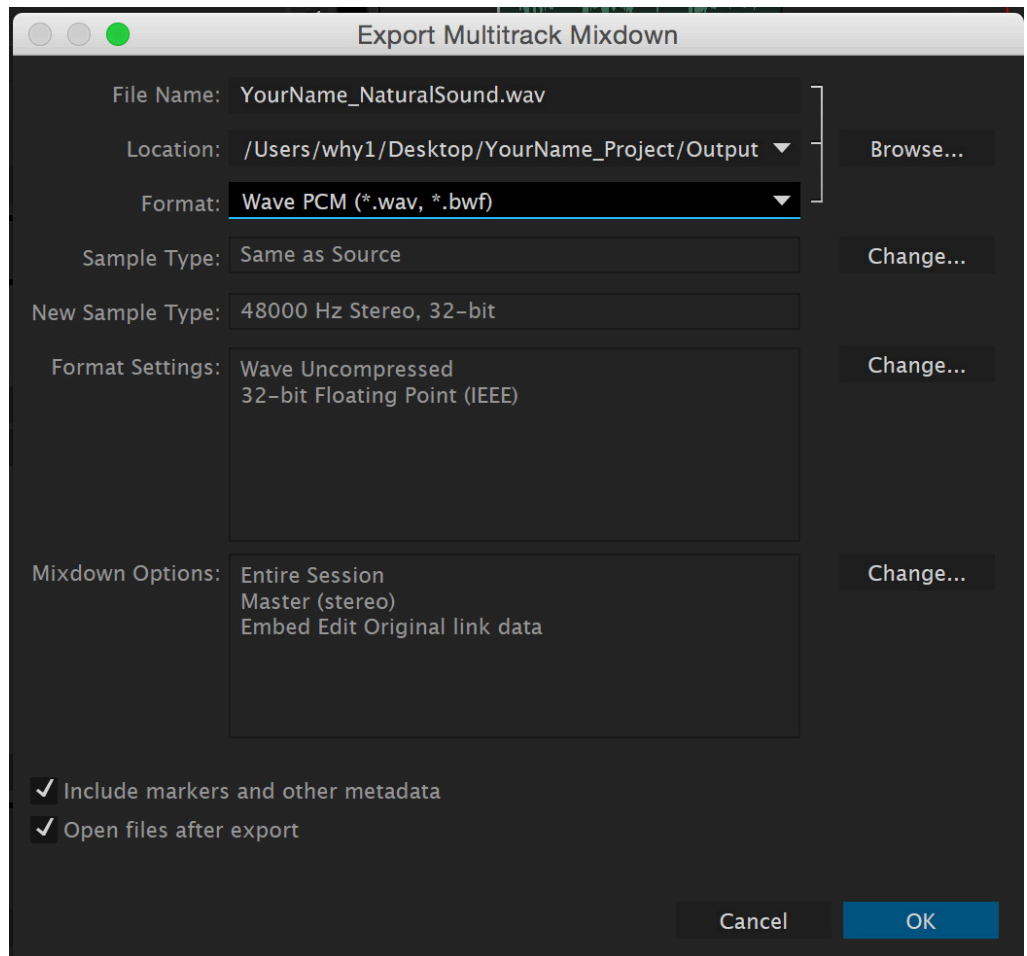
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To export:

File>Export>Multitrack Mixdown>Entire Session...

Then select the file type AND location. REMEMBER to name your file with your name and the name of the assignment.

Editing With Adobe **Audition**

Tips & Tricks

File Name: Your Name (first and last) and an assignment name NO SPACES

Location: Save it in your project folder for that assignment

Format: MP3 for the web, Wave for editing in other software

We generally record at 48000 Hz. This is ideal for video projects.
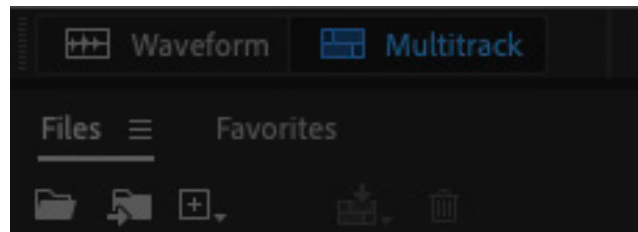
Format Settings: Leave at the default

Click OK

LISTEN TO YOUR PROJECT AFTER IT EXPORTS **BEFORE** YOU TURN IT IN

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Tips & Tricks

WaveForm

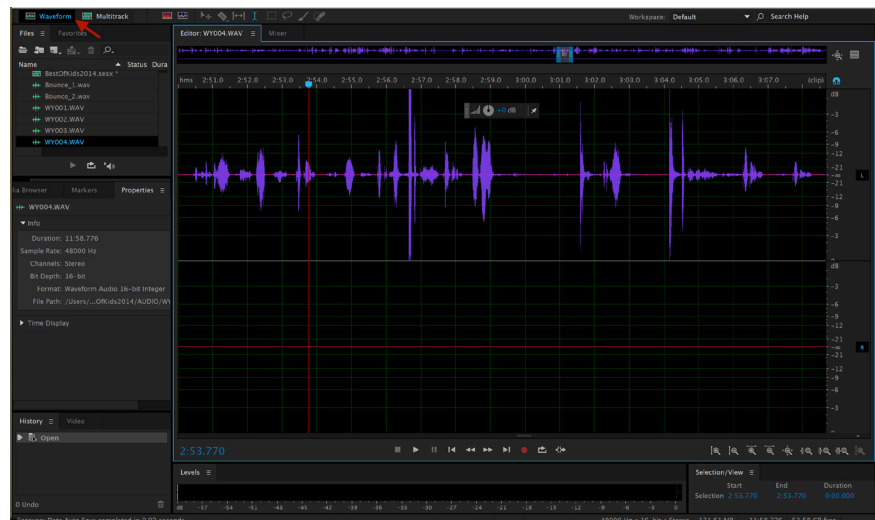Remember that everything to this point was in Audition's Multitrack mode

Multitrack allows you to save projects with multiple audio files. It is also **non-destructive**. So changes can be undone at a later date.

Waveform is for working on a single audio file. Changes are permanent and **can't be undone** at a later date.

So why use Waveform at all you may ask???

Audition has powerful tools for **fixing** imperfect audio and those changes are done in Waveform mode.

IF you are working on a project in Multitrack and want to 'fix' an audio clip - double click to bring it into Waveform mode.

FIXING MISTAKES

Let's be clear. Garbage in, Garbage out. If your original audio is badly done, you might be able to improve it in Audition, but you'll never make it great.

The only way to get good audio is to record good audio.

IF you're reading this part, you're probably trying to fix a mistake. If at all possible just go back and record the audio again.

BUT, if you're desperate, you may be able to improve your audio. REMEMBER that changes made in the WaveForm mode are NOT undoable later.

WaveForm can be used for many things. This tutorial will focus on just a couple of features.

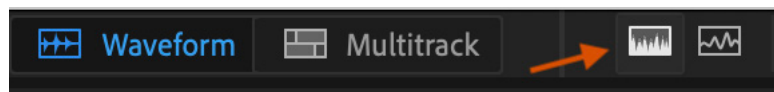Two kinds of problems you can try and fix in Audition.

1. **Background noise.** This can be the hum of a fan or fluorescent light, wind noise, the hiss of the recorder itself or a noisy location. Constant sounds, like a hum or hiss can sometimes be improved. Variable sounds like a crowd are usually impossible to improve.

2. **Pops and clicks.** Hard distracting sounds can sometimes be removed - the tapping of fingernails, the clank if someone drops something.
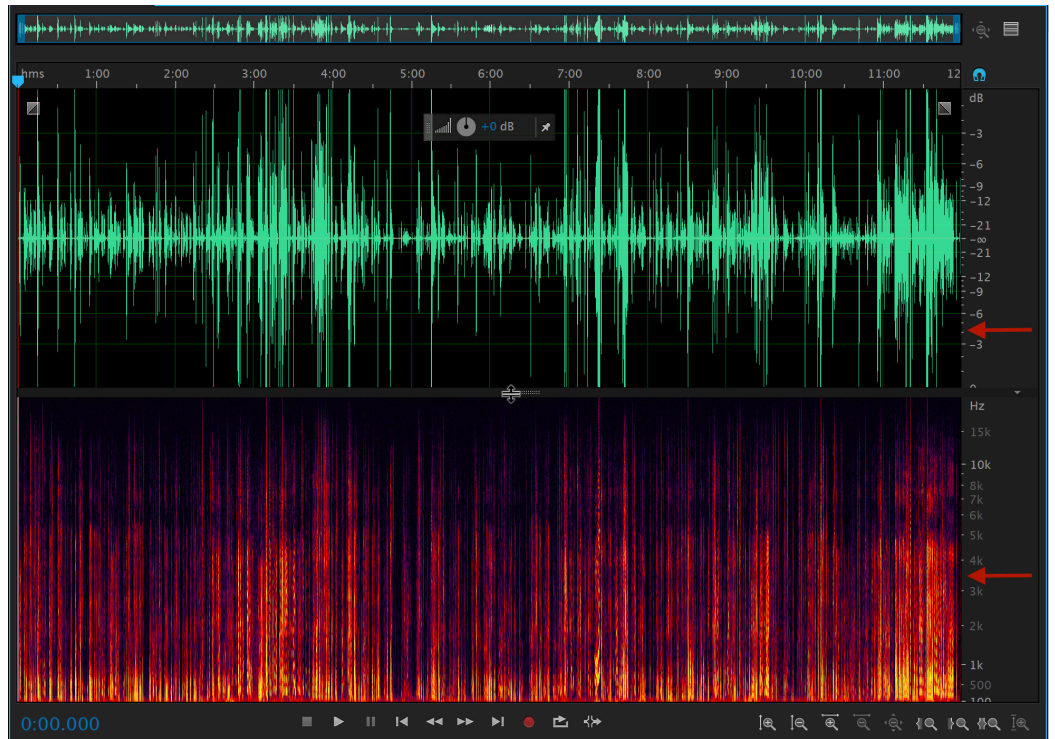
Spectral Frequency Display

The waveform view doesn't do a good job of showing you what frequencies are causing problems. Audition allows you to look at the Frequency display as well.

In WaveForm view, click the small button to display the Spectral Frequency

- Record '**room tone'** when out in the field. That means recording 30-60 seconds of any space you're in to get the baseline 'silence' of the room.

When you do an interview, ask the subject to sit quietly for 30 seconds and just record. You can use that 'silence' as a baseline to fix problems later.

-

Tips & Tricks

You can see the standard Waveform in green on top and the Spectral Display below.

Editing out a distinct sound

A bell, siren, banging a table, etc, can sometimes be removed. The more overlap with important sounds, the more difficult this is. But, you can use the **Spot Healing Brush** to literally remove unwanted sounds.

Notice the distinct vertical bands. The bell rang three times. If we select those, and paint over them with the healing brush, we remove the sound.
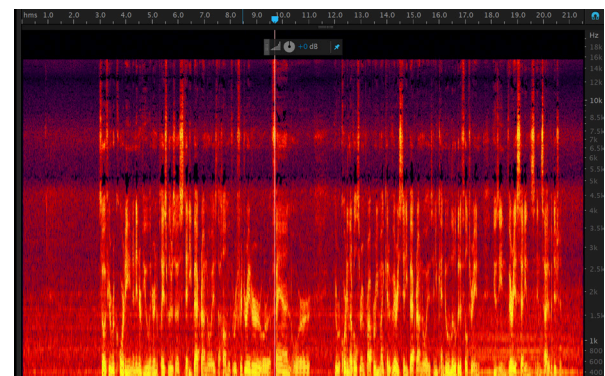
Tips & Tricks

The Spot Healing Brush is the best choice, most of the time, for removing a specific unwanted sound.

Noise Reduction

What if you have a noise in the background like a hum or hiss? You can't erase the whole thing without destroying the overall sound.

There are multiple ways to try and reduce unwanted background noise. I'll show you one. No method will be perfect. You can't remove a sound without effecting the overall quality of the audio.

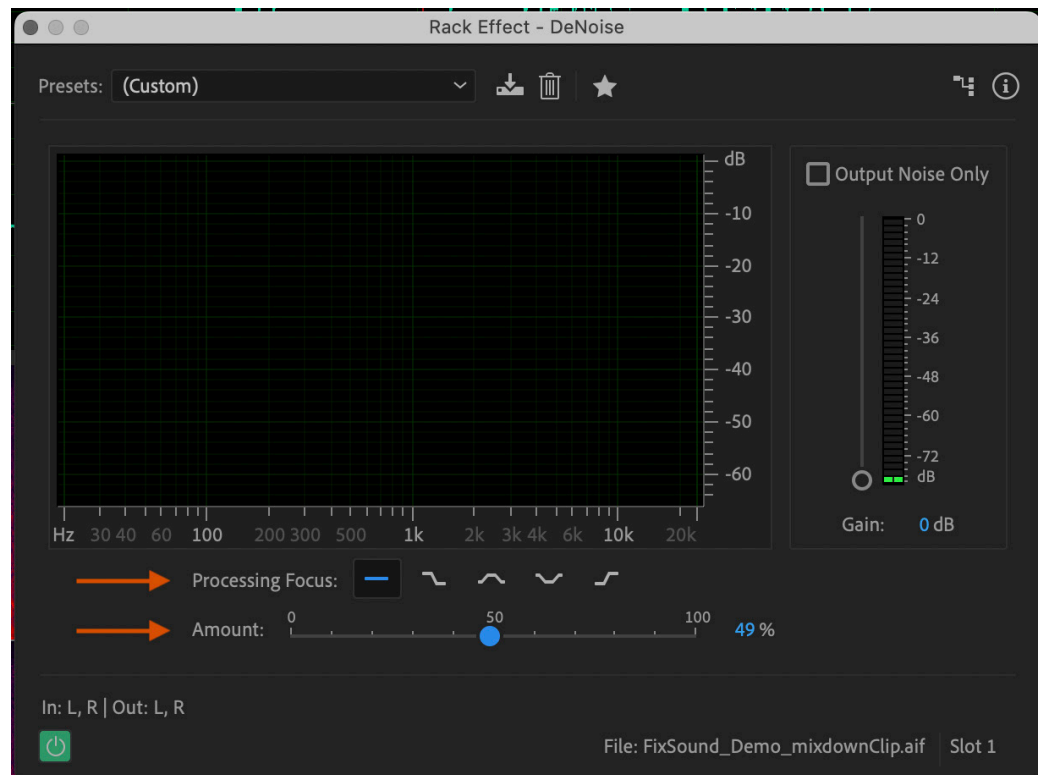The Denoise Filter is a good place to start for removing the hss or hum or light noise from wind.

Highlight the entire clip you want to adjust.

From the Effects Rack select Noise Reduction>Denoise

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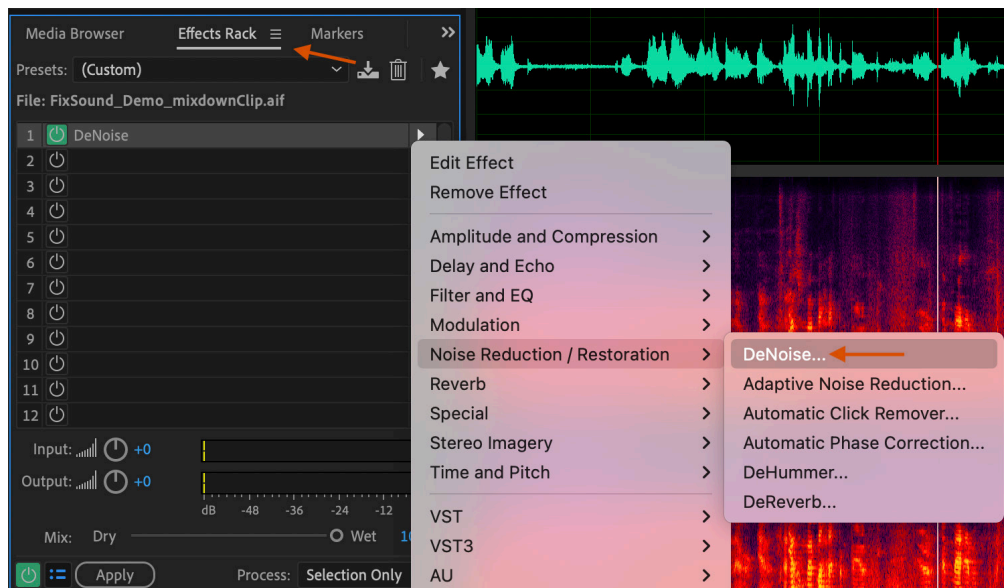
Tips & Tricks

You can adjust the **amount** from 0-100. Pay attention to the effect it has on the primary sound. Voices can quickly begin to sound robotic. Back off on the amount to reduce the impact on the voice or other important sounds.

Youcan also adjust the **Processing Focus** to concentrate on lower or higher frequencies.

Make adjustments, while carefully listening to the impact the changes have. You may have to compromise and leave in some background sounds to keep the primary sounds.

Watch a 7:21 video on removing an unwanted sound in the WaveForm editor