Audio Editing Tips: 3 Easy Steps to Better Voice Recordings

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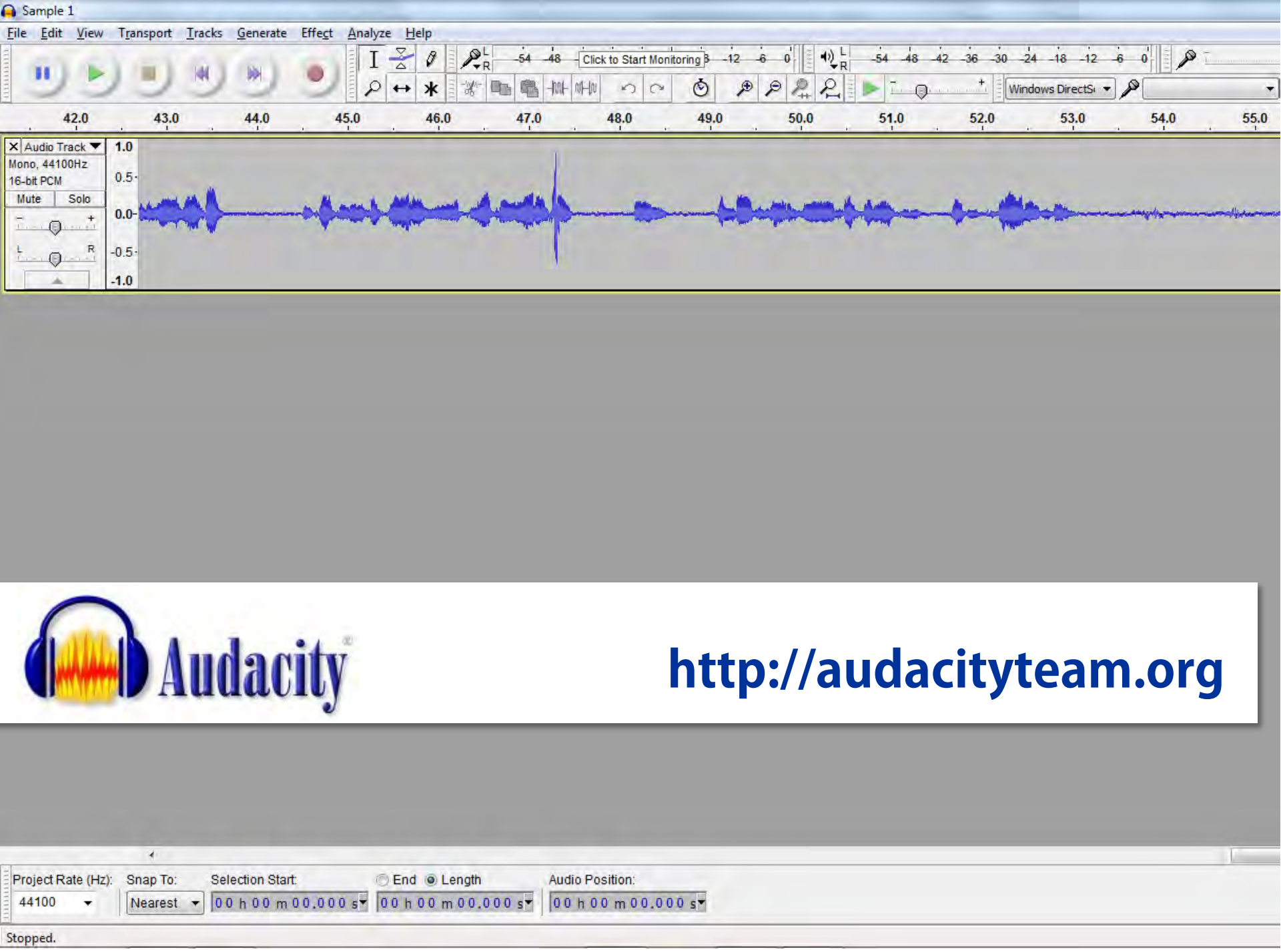
(510) 368-6355

Why edit?

Edit for better sound.

Edit to improve timing.

Edit for easier recording.


Sample 1
File Edit View Transport Tracks Generate Effect Analyze Help
Click to Start Monitoring
Windows DirectS
42.0 43.0 44.0 45.0 46.0 47.0 48.0 49.0 50.0 51.0 52.0 53.0 54.0 55.0
Audio Track
Mono, 44100Hz
16-bit PCM
Mute Solo
1.0 0.5 0.0 -0.5 -1.0
Audacity
http://audacityteam.org
Project Rate (Hz): Snap To: Selection Start: End Length Audio Position:
44100 Nearest 00 h 00 m 00.000 s 00 h 00 m 00.000 s 00 h 00 m 00.000 s
Stopped.

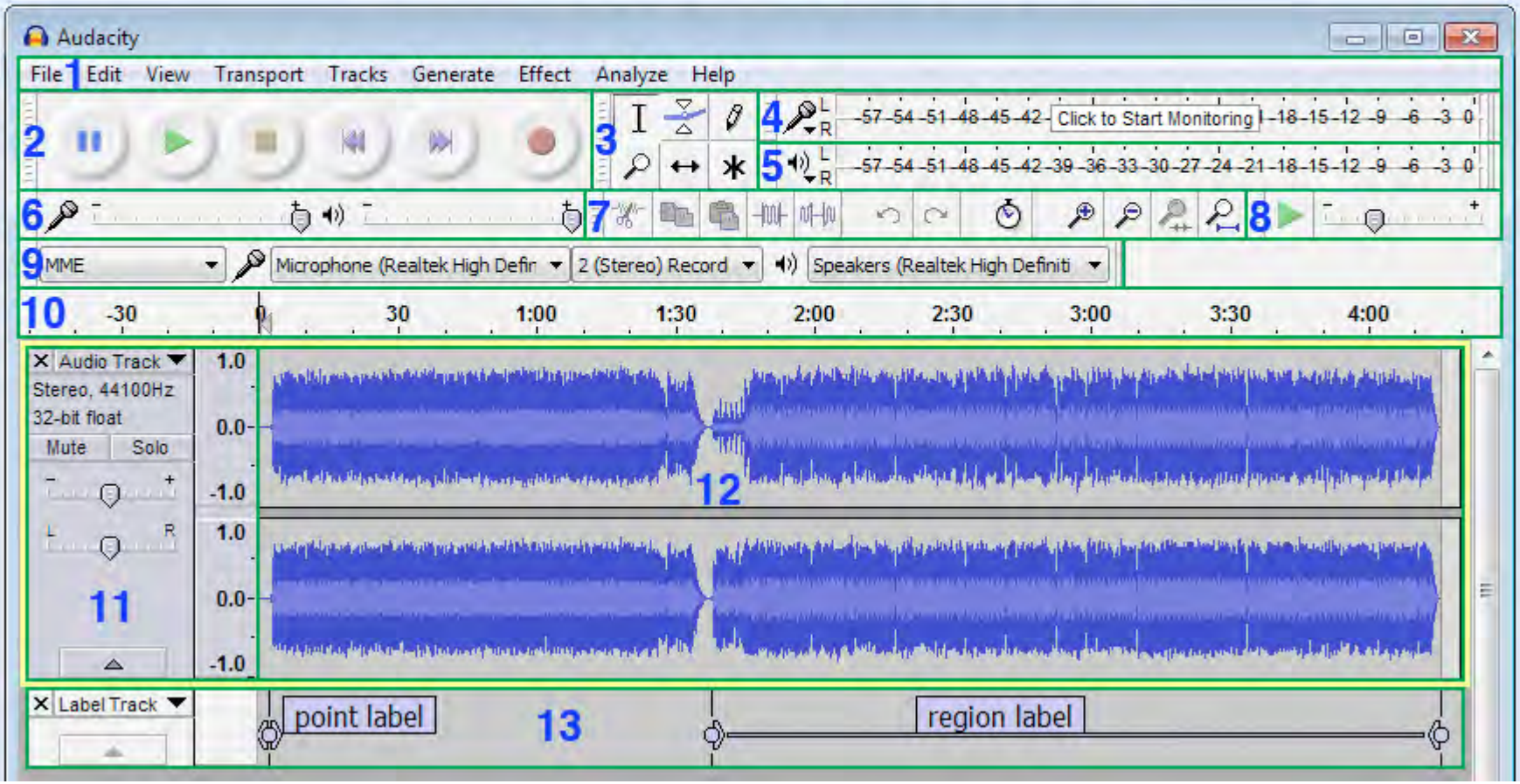
Audacity

http://audacityteam.org

Guide to the Audacity Project Window

1 Menu Bar 2 Transport Toolbar 3 Tools Toolbar 4 Recording Meter Toolbar 5 Playback Meter Toolbar 6 Mixer Toolbar
7 Edit Toolbar 8 Transcription Toolbar 9 Device Toolbar 10 Timeline 11 Track Control Panel
12 Audio Track 13 Label Track 14 Selection Toolbar 15 Status Bar

Hover over and click on the image to learn more. Skip the image



Audacity

http://audacityteam.org

Tutorials

- Editing an Audio File - Import the file, edit and export it
- Your First Recording - Record microphone, guitar, keyboard
- Mixing Voice with Background Music - For podcasts
- Recording Multi-track Overdubs - Record over other tracks
- Vocal Removal and Isolation
- Looping - make an audio loop with Audacity
- Making Ringtones - For your cellphone
- Recording streaming audio playing on the computer
- Copying tapes, LPs and other media to CD or computer
- Click and pop removal techniques
- Splitting a recording into separate tracks
- Burning Audio CDs and How to import CDs
- Exporting to iTunes and Importing from iTunes
- Sample workflow for LP digitization
- Sample workflow for exporting to iTunes
- Recording 78rpm records

Using Audacity

Quick Help

- Getting Started - Recording, Importing, Editing, Exporting...

Audacity Foundations

- Managing Audacity Projects - Audacity's internal workspace
- Audacity Setup and Configuration
  - Preferences - changing your settings and reset to default
- Toolbars Overview - including how to arrange Toolbars
- Audio Tracks, Waveform view and Spectrogram view
- Label Tracks
- Playing and Recording, Quick-Play and Scrubbing
- Importing audio and Exporting audio files - For use in other programs
  - LAME MP3 export and FFmpeg import/export libraries for more formats
  - On-Demand Loading of uncompressed files
  - Metadata Editor
- Navigation Tips, Playback Tips and Audio Alignment Tips
- Keyboard shortcuts

Editing with Audacity

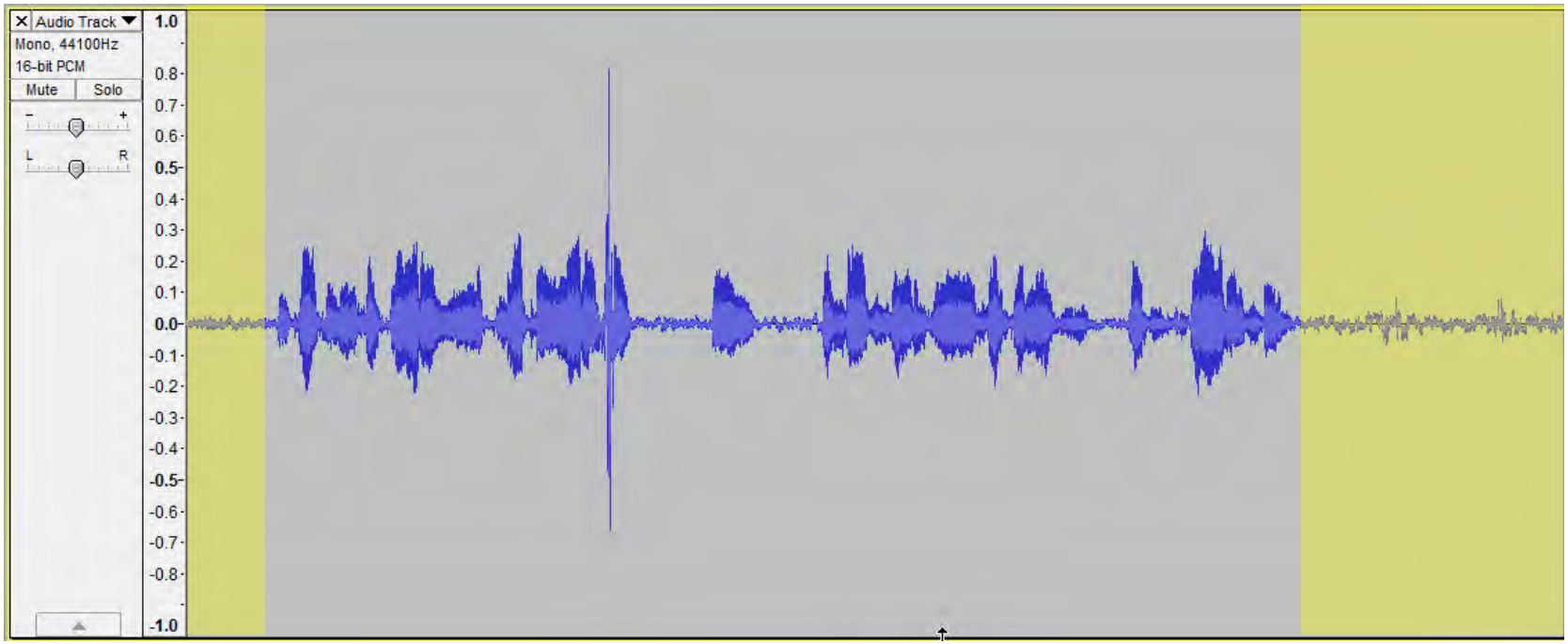
- Selecting audio and Spectral Selection
- Clips - individual sections within an audio track
- Splitting and Joining Stereo Tracks
- Zooming
- Effects, Generators and Analyzers
- Creating a Crossfade
- Mixing Audio Tracks
- Undo, Redo and History

Help with Advanced Topics

- Sync-Locked Track Groups
- Accessibility - Audacity for the visually impaired
- Latency when recording overdubs
- Chains - for batch processing and effects automation
- Crash Recovery
- Customizing Audacity, Scripting and Simplifying Menus

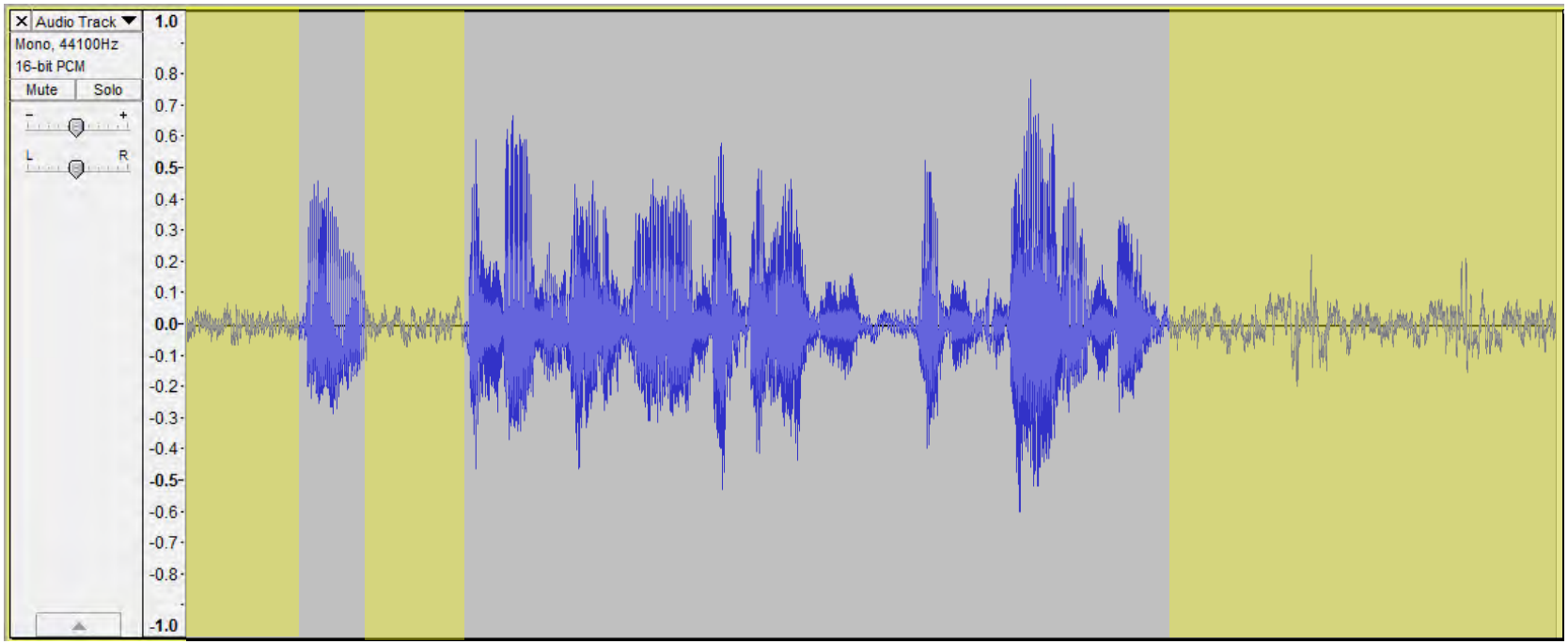
Big Steps

Big Step 1



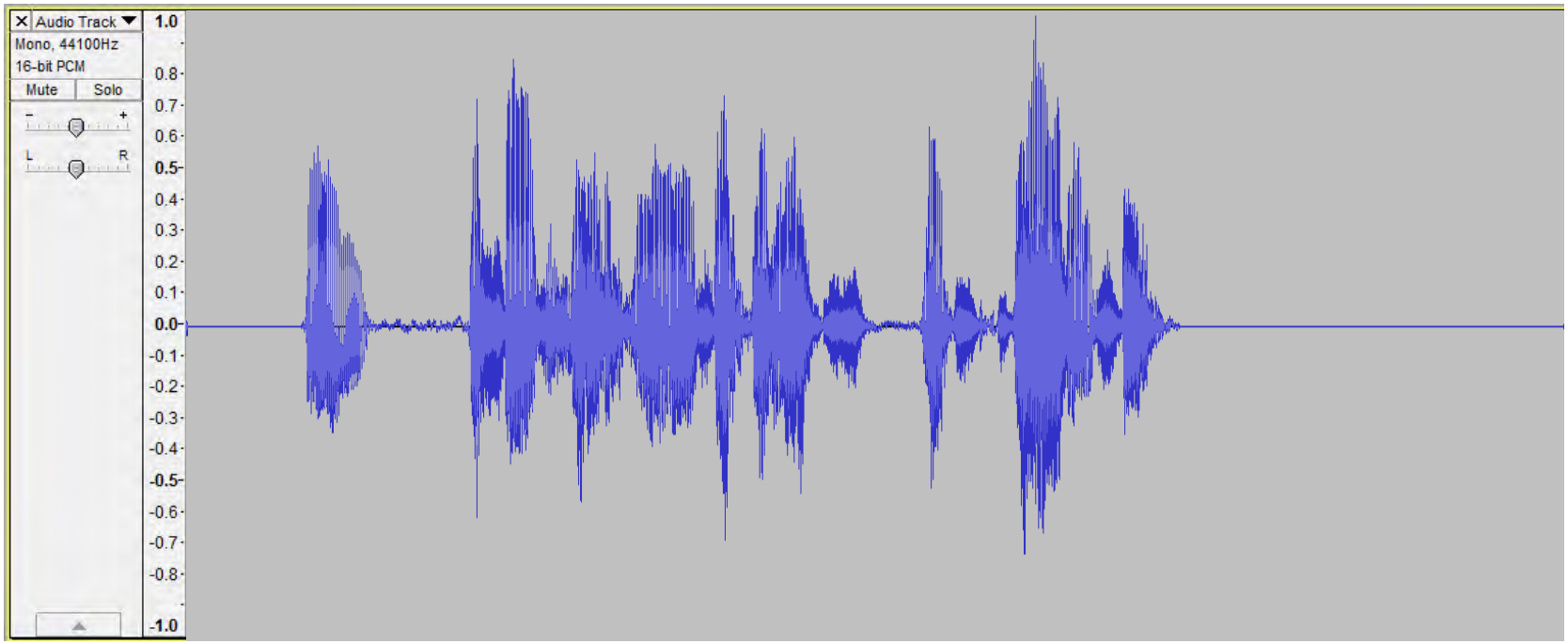
Trim Excess Material

Big Step 2



Reduce Noise

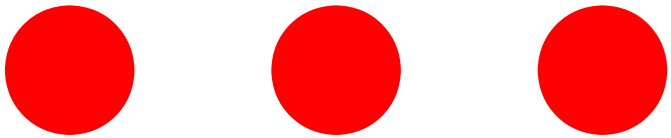
Big Step 3

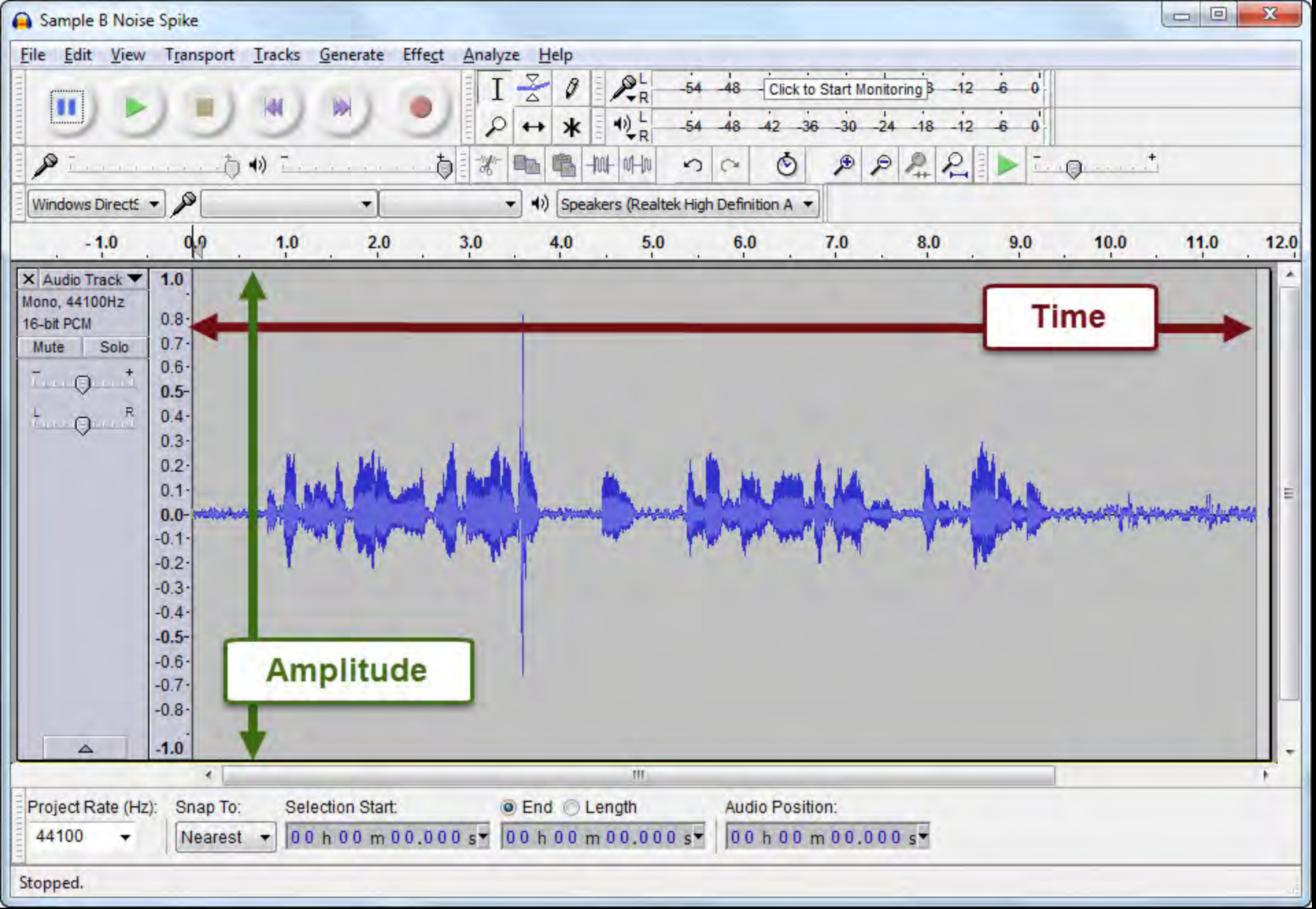


Optimize

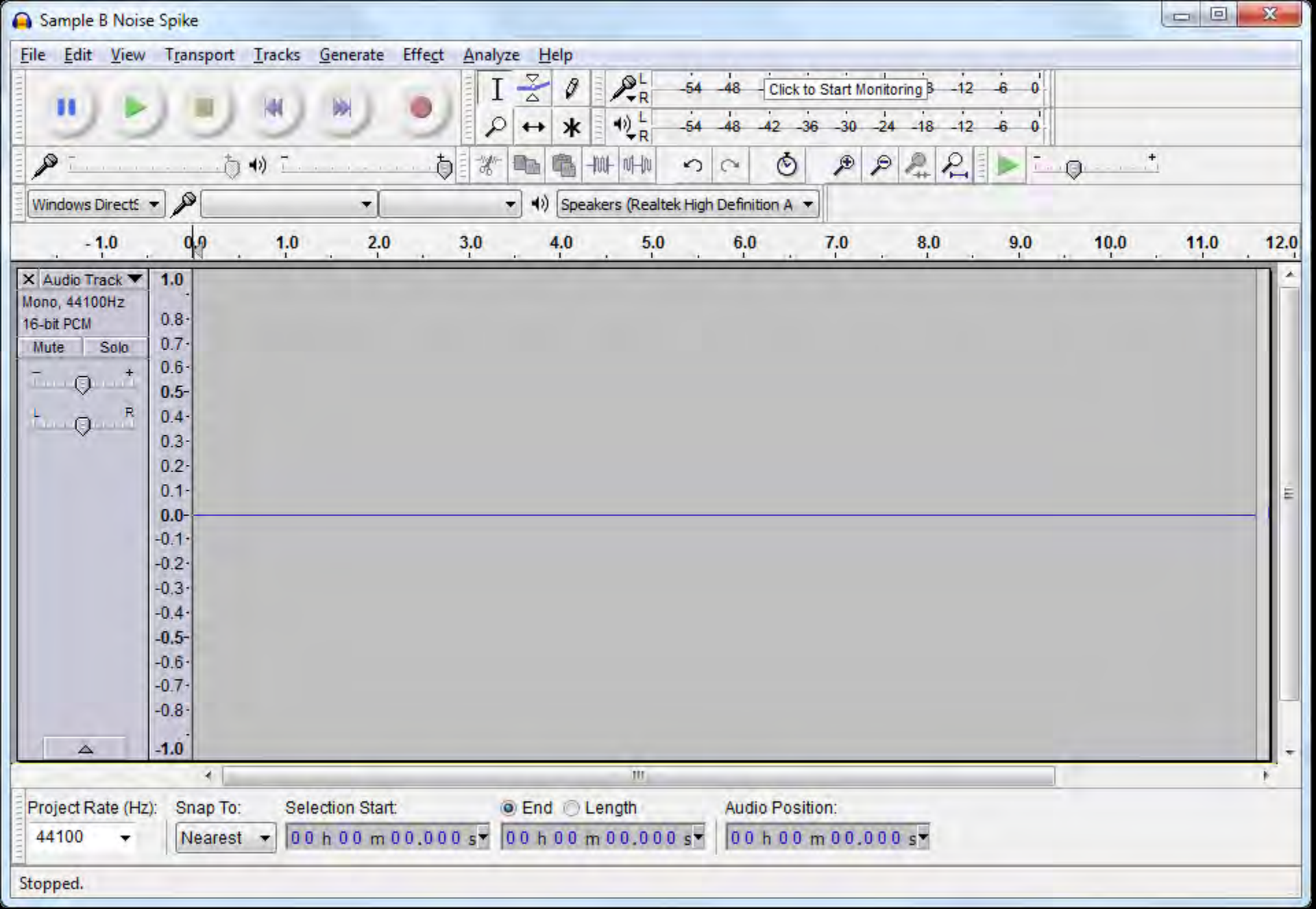
4

- Cut, Copy, Paste
- Generate Silence
- Adjust EQ




Sample B Noise Spike
File Edit View Transport Tracks Generate Effect Analyze Help
Click to Start Monitoring
Windows Direct
Speakers (Realtek High Definition A
Audio Track
Mono, 44100Hz
16-bit PCM
Mute Solo
Time
Amplitude
Project Rate (Hz):
44100
Snap To:
Nearest
Selection Start:
End Length
Audio Position:
00 h 00 m 00.000 s
Stopped.

waveform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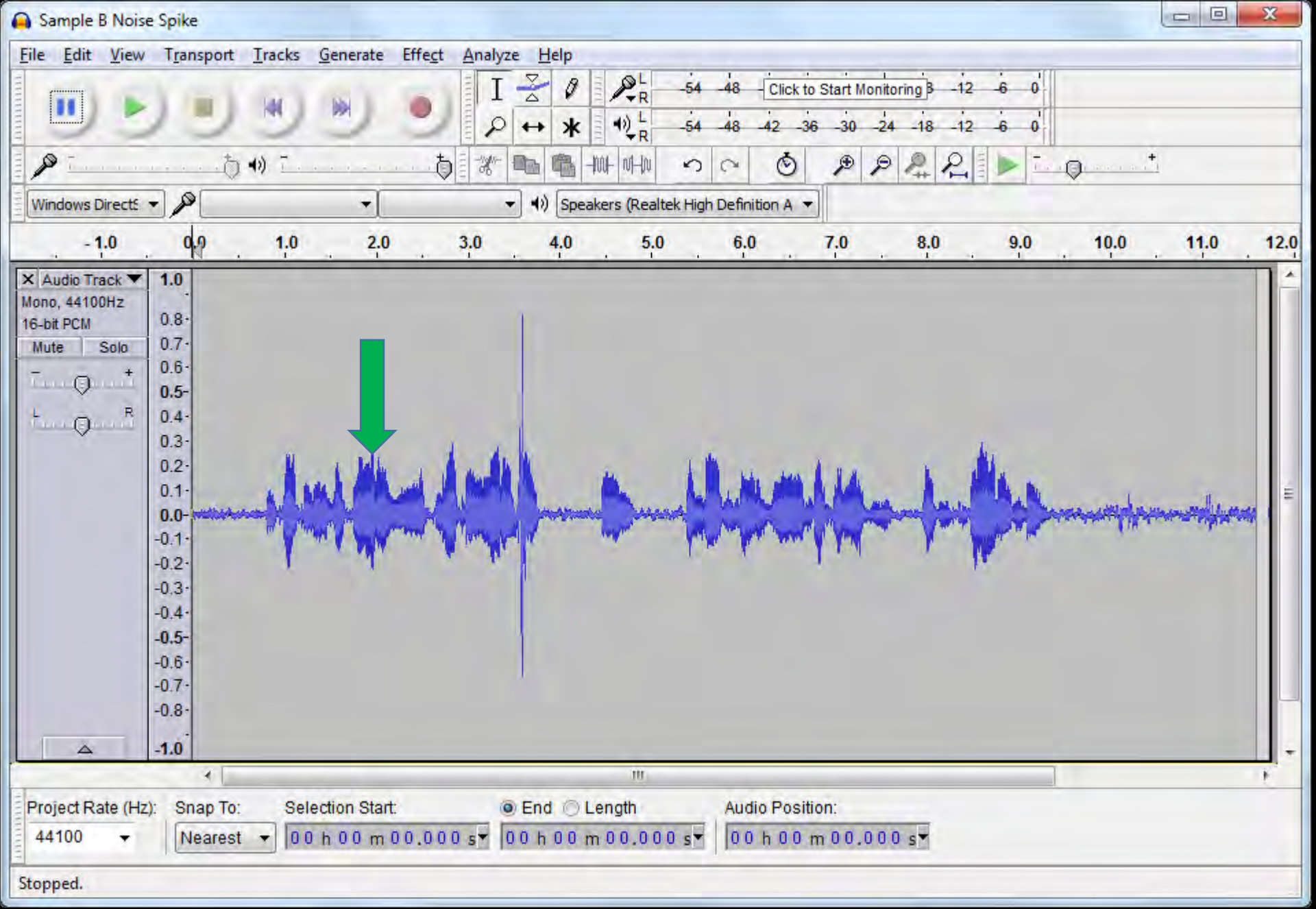
Mono, 44100Hz
16-bit PCM
Mute Solo
Project Rate (Hz):
44100
Snap To:
Nearest
Selection Start:
End Length
Audio Position:
Stopped.

silence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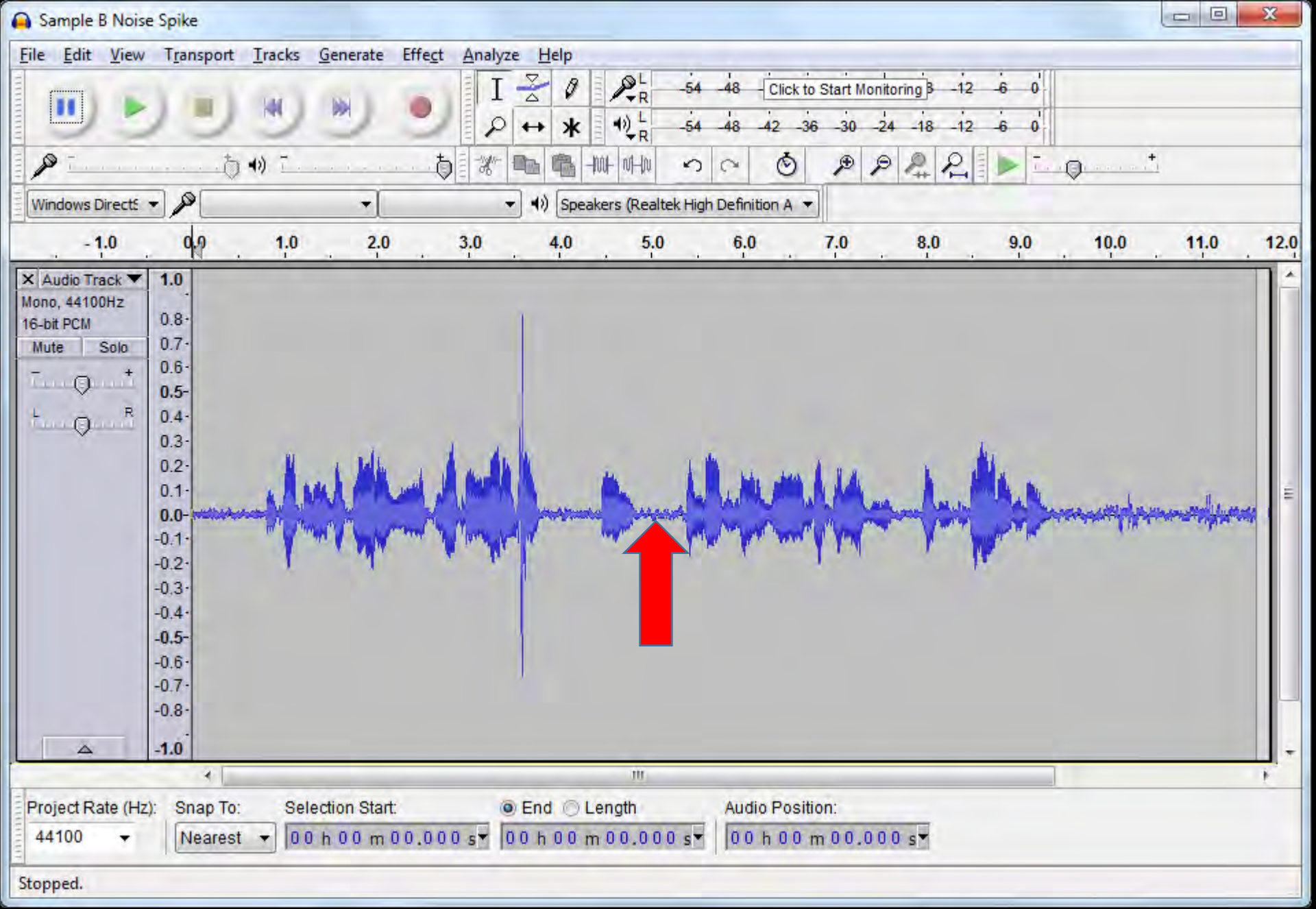
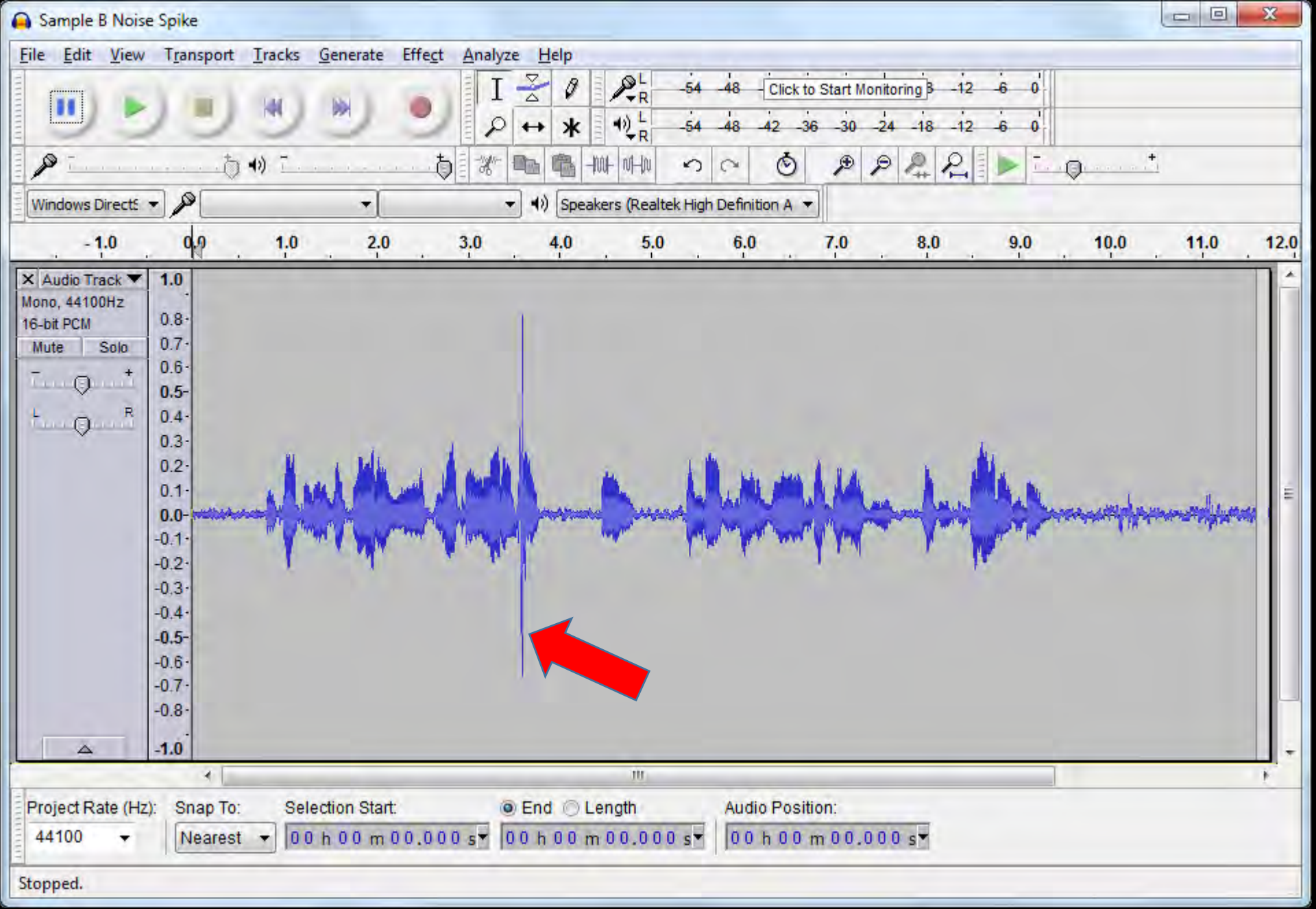
Mute Solo
Project Rate (Hz):
44100
Snap To:
Nearest
Selection Start:
End
Length
Audio Position:
00 h 00 m 00.000 s
Stopped.

my voice



ambient noise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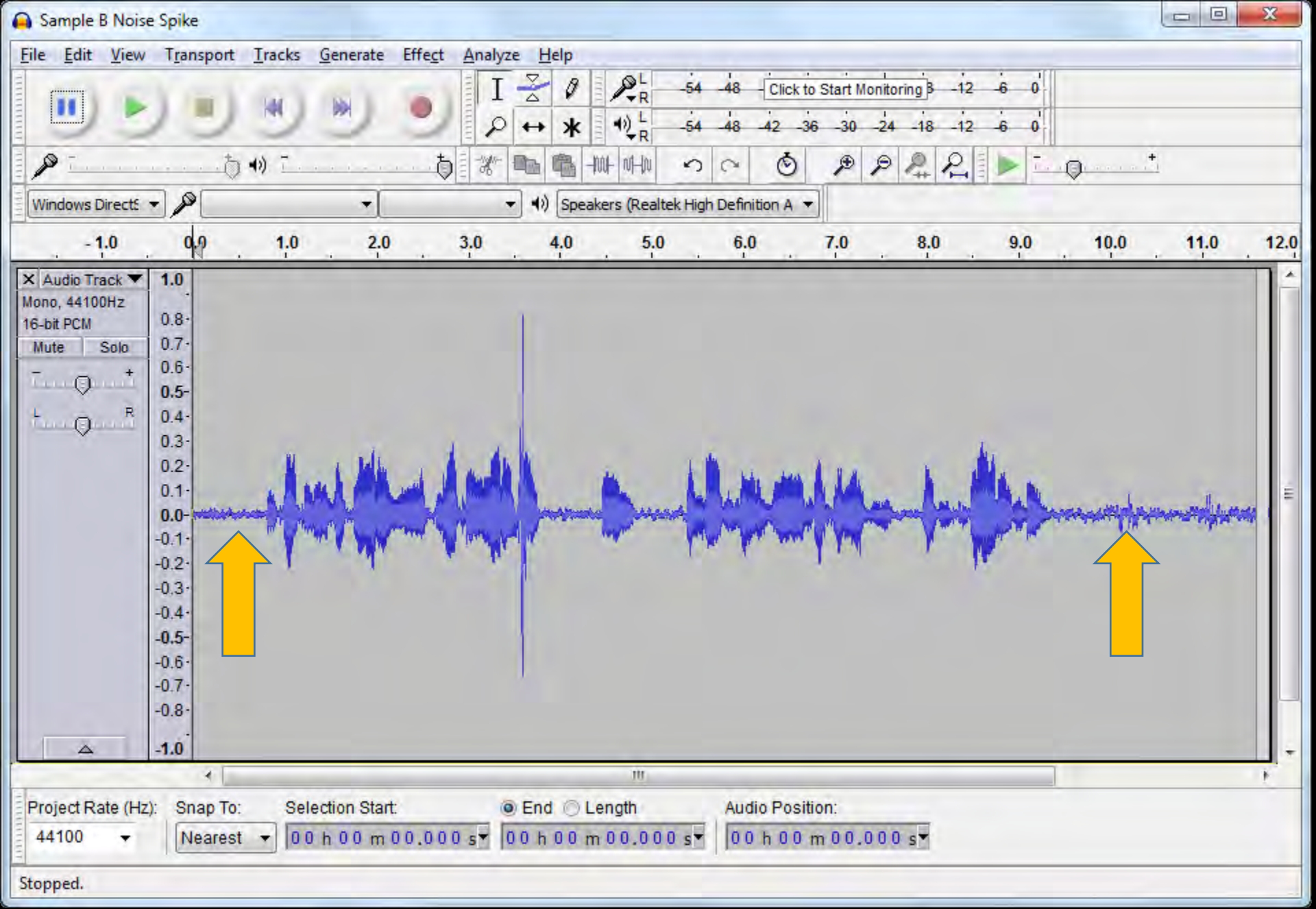
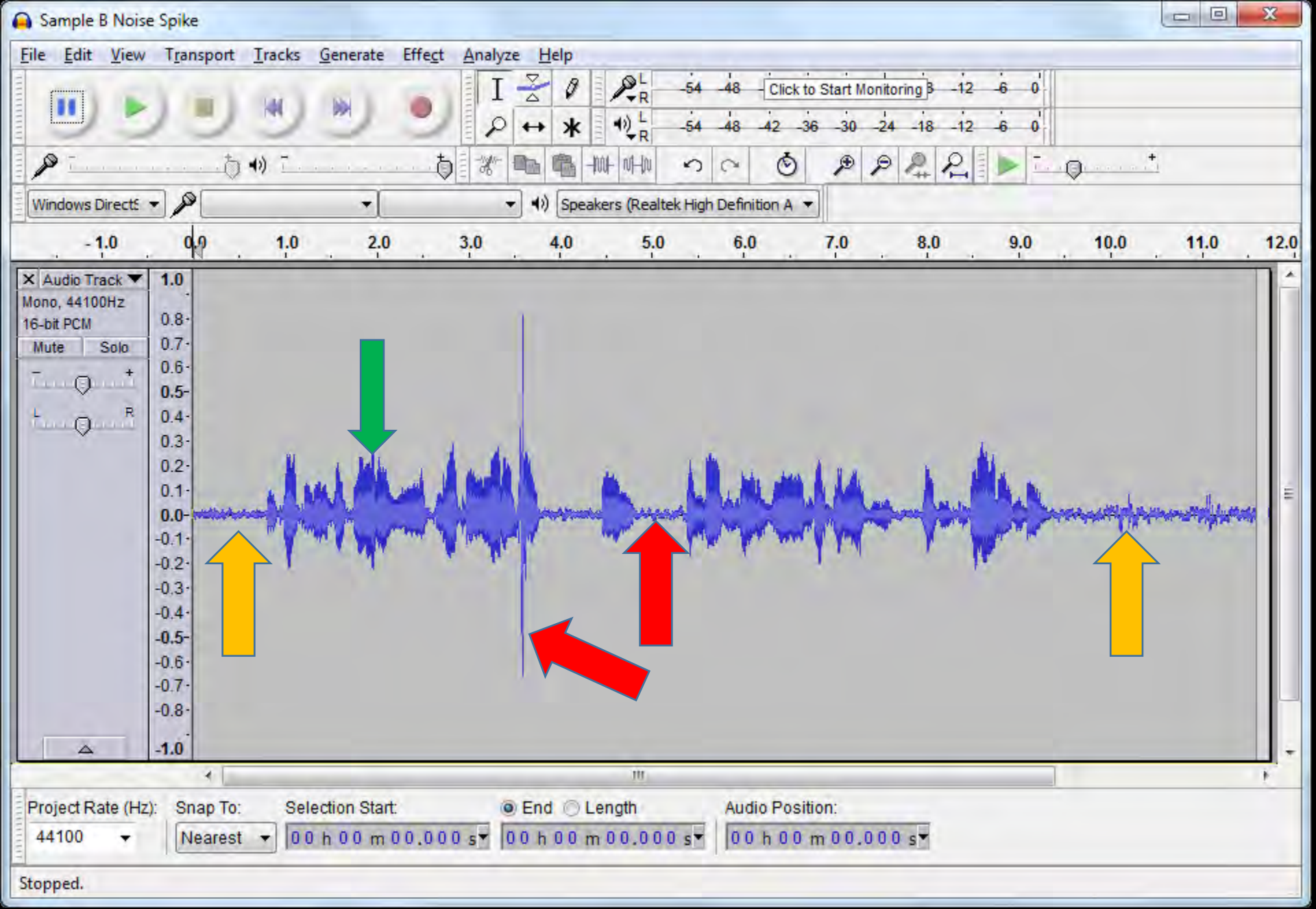
Audio Track
Mono, 44100Hz
16-bit PCM
Mute Solo
Project Rate (Hz):
44100
Snap To:
Nearest
Selection Start:
End
Length
Audio Position:
00 h 00 m 00.000 s
Stopped.

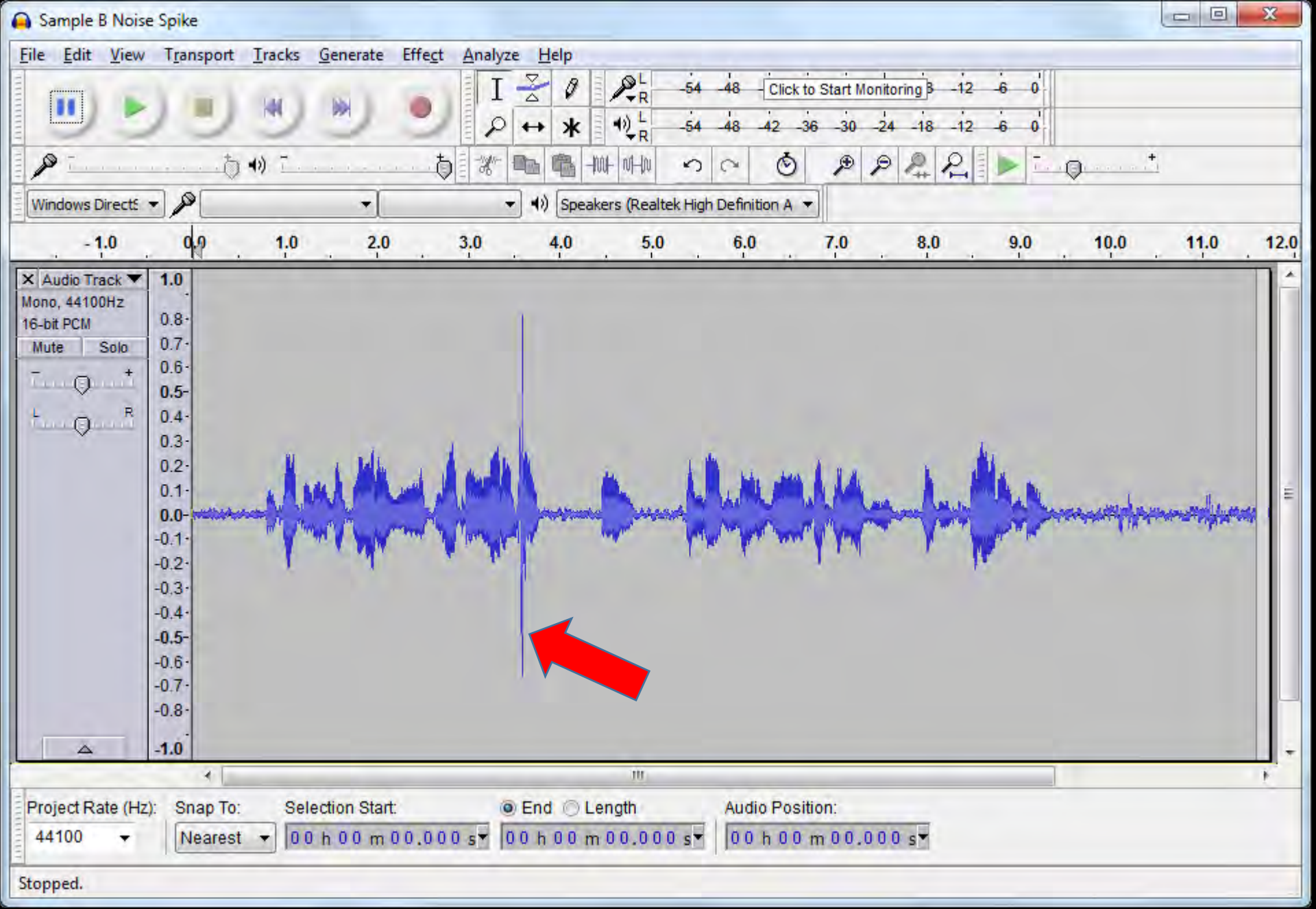
noise spike



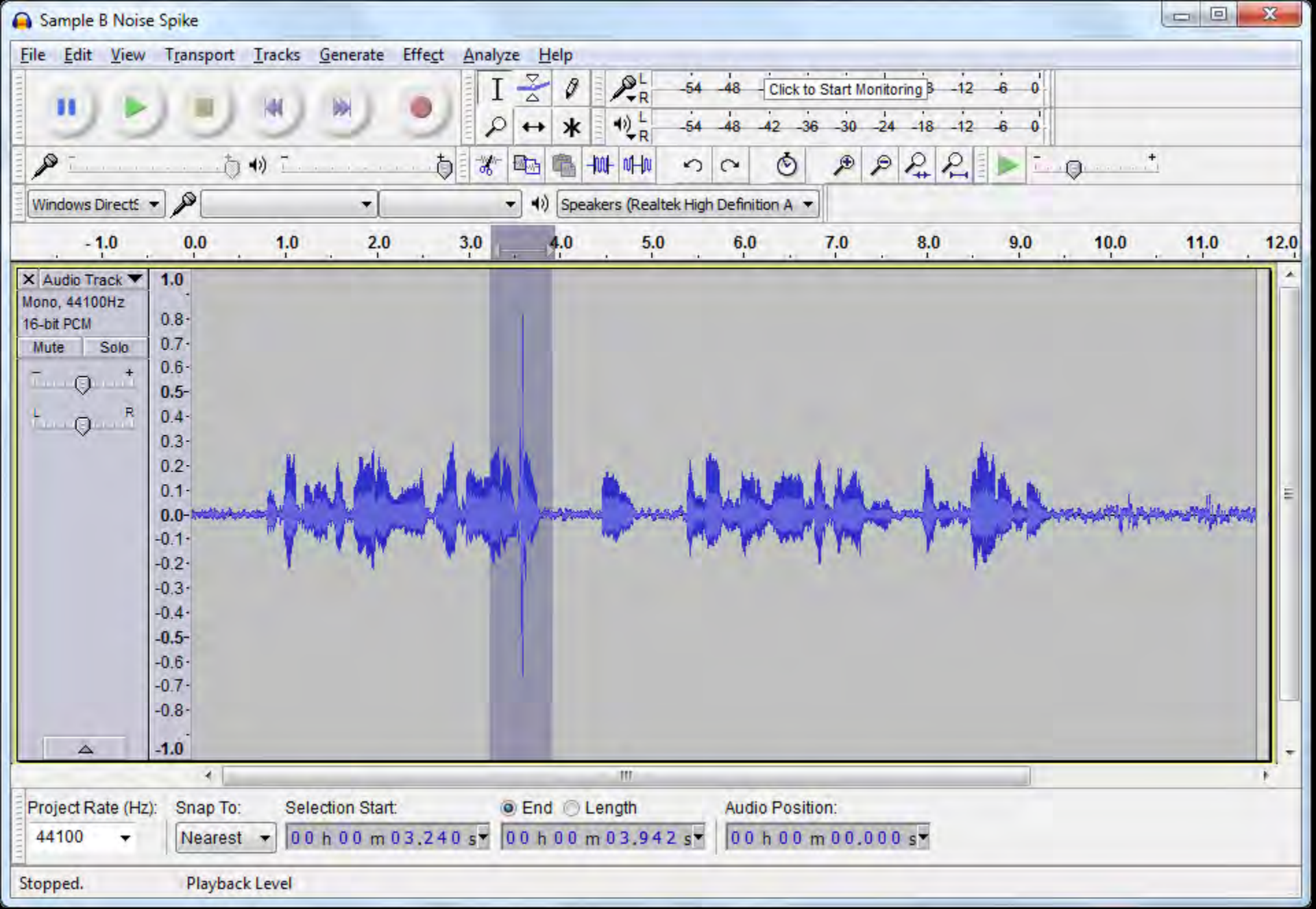
excess material



trim excess, reduce noise, optimize voice

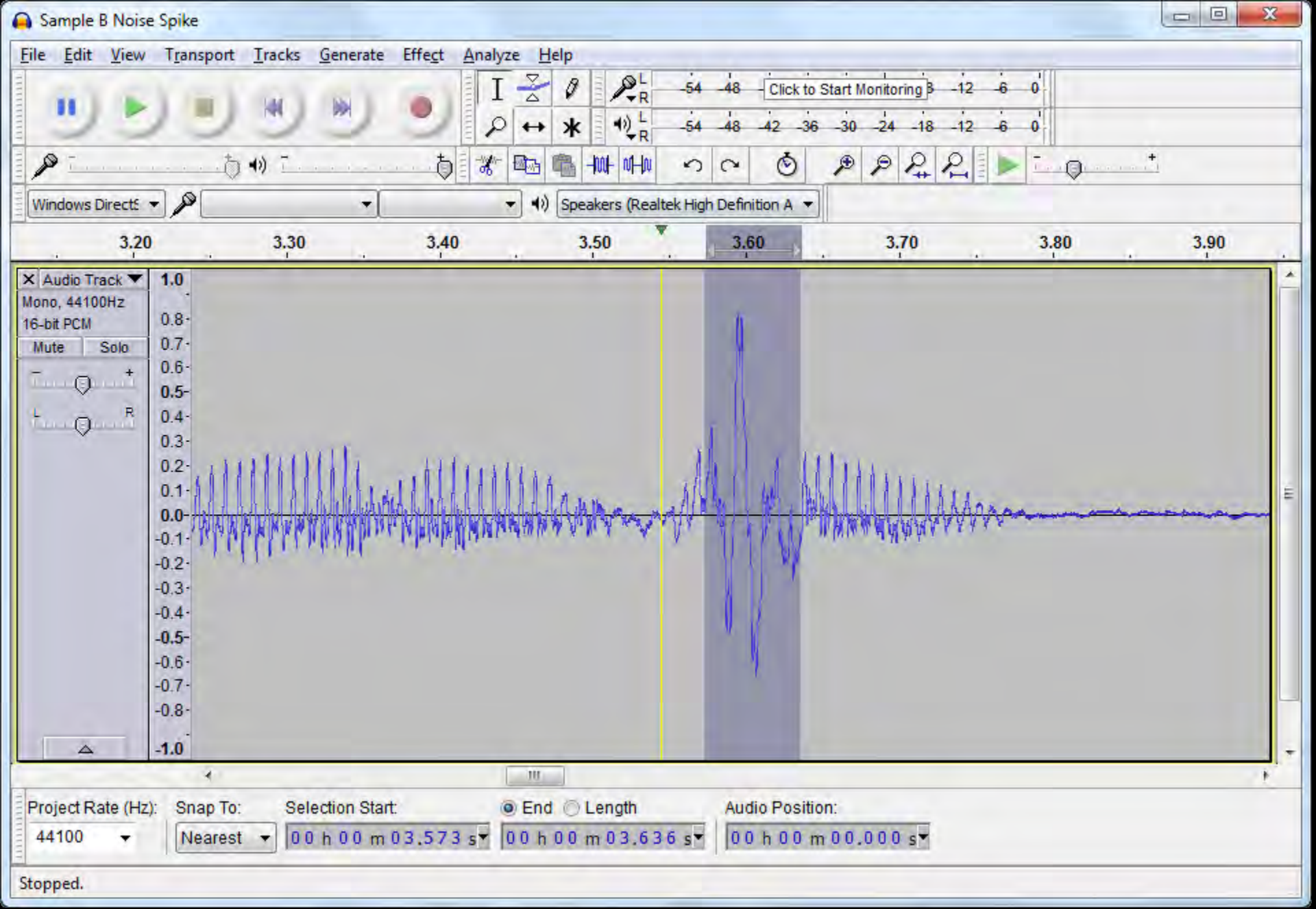


but first, this noise spike…

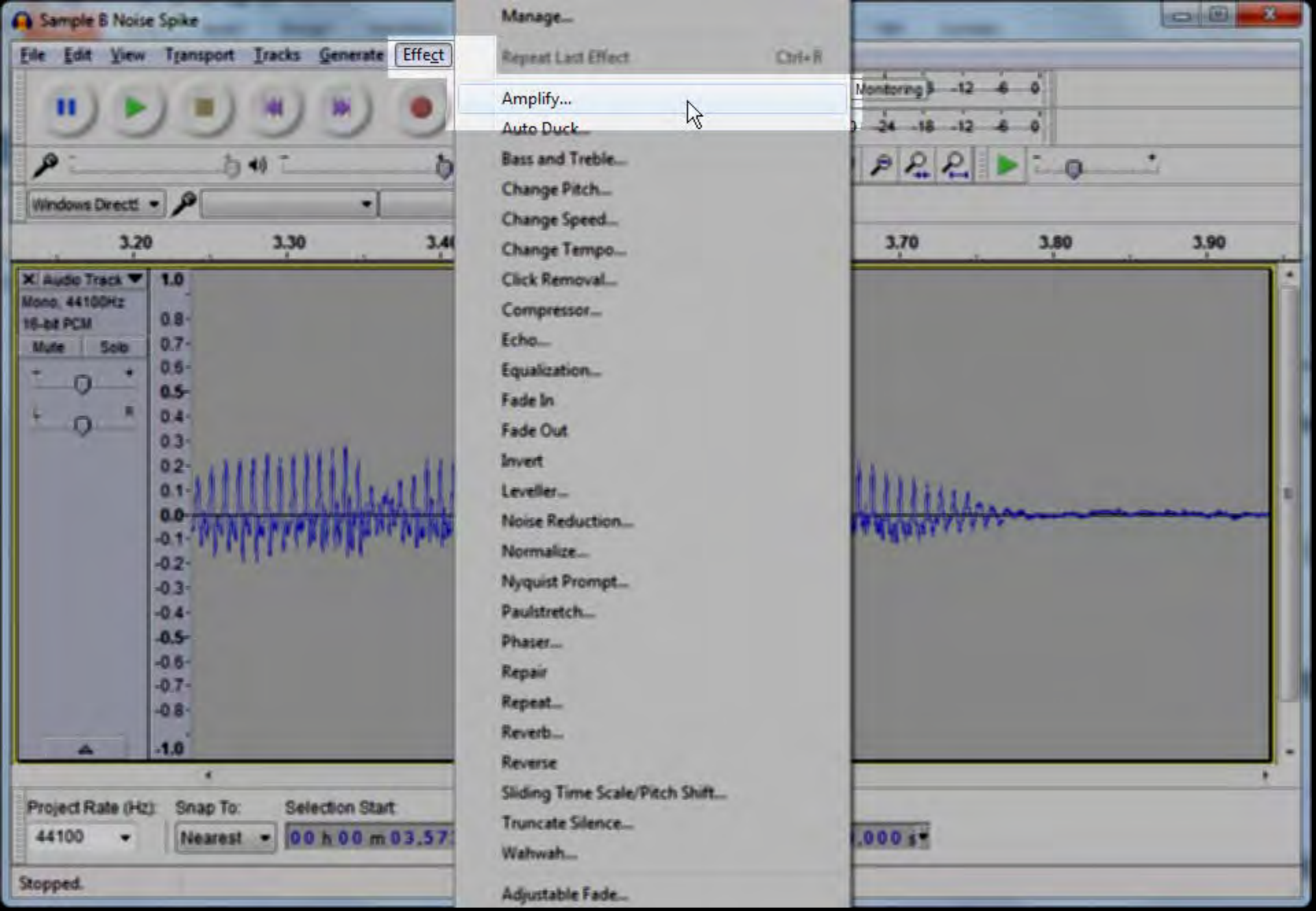


select the area (click & drag)

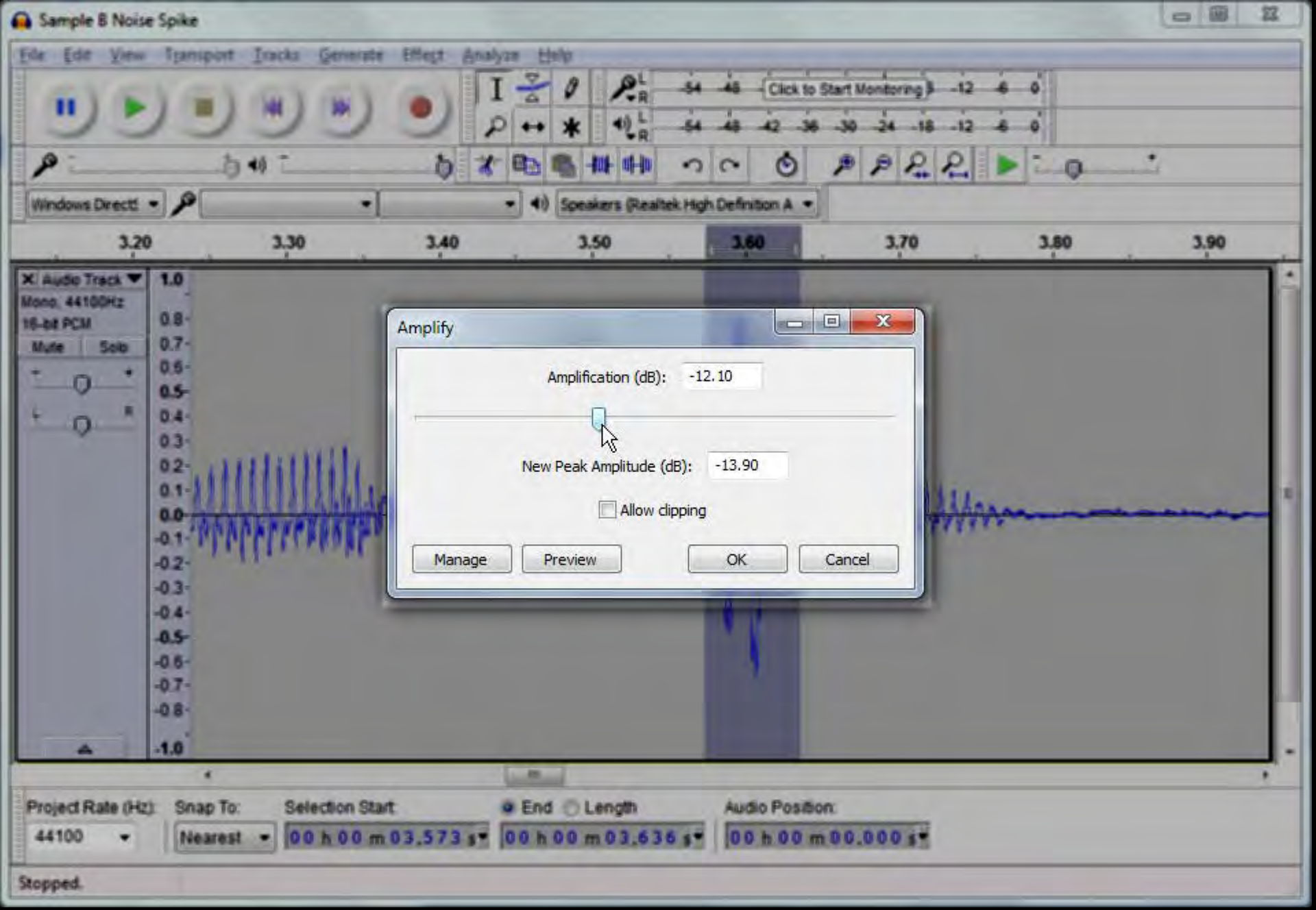
view the selected area



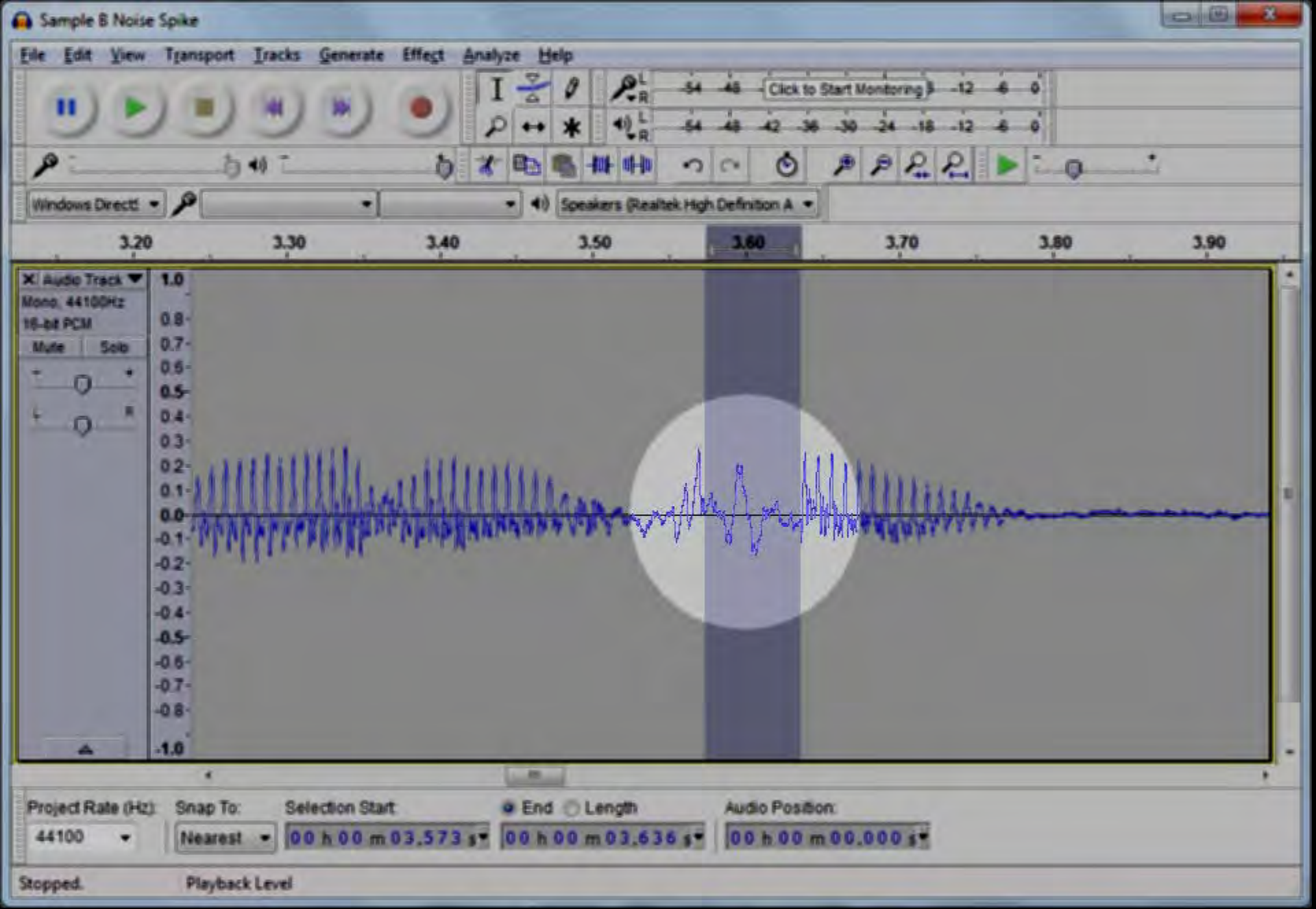
refine the selection



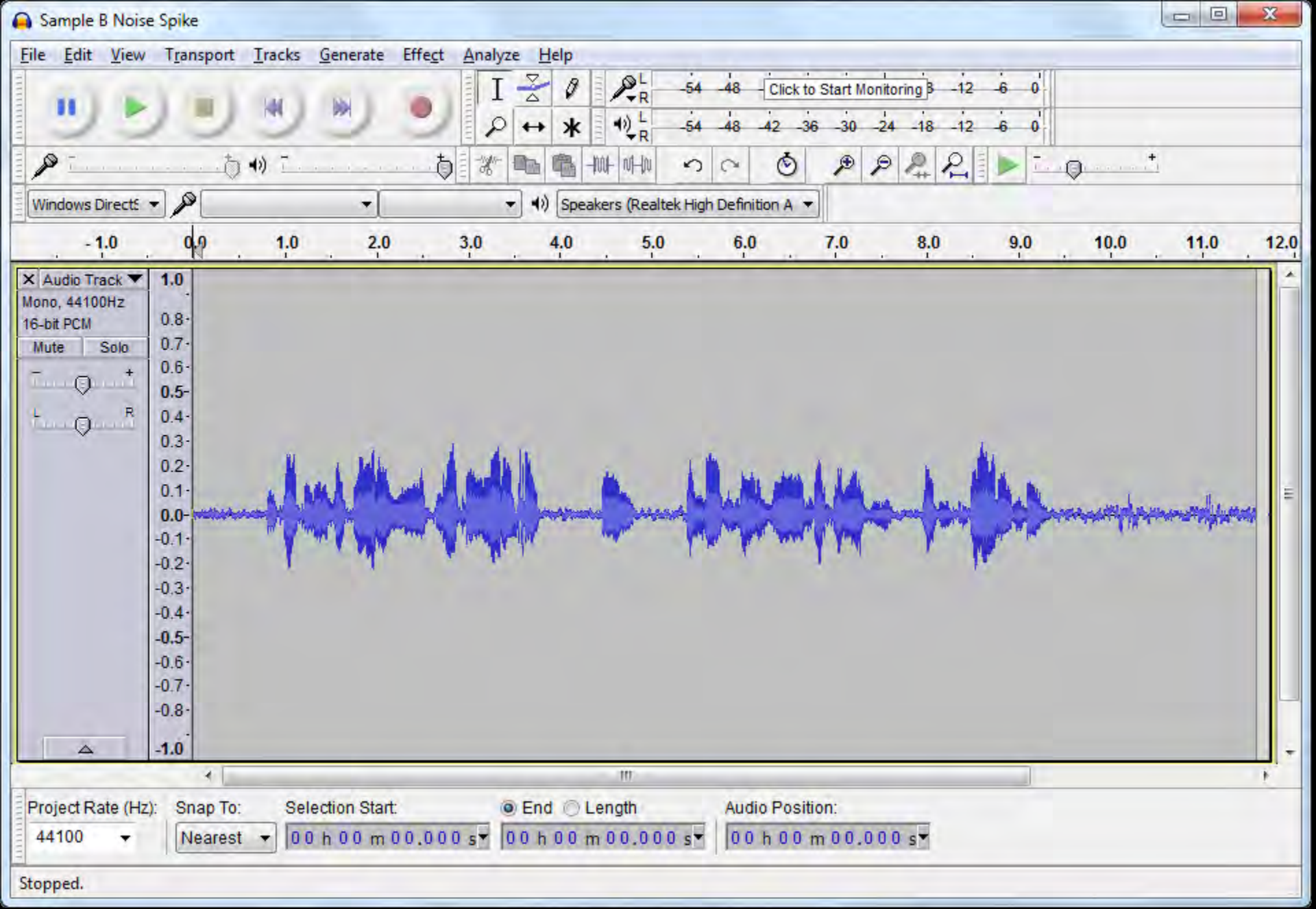
use the “Amplify” effect…



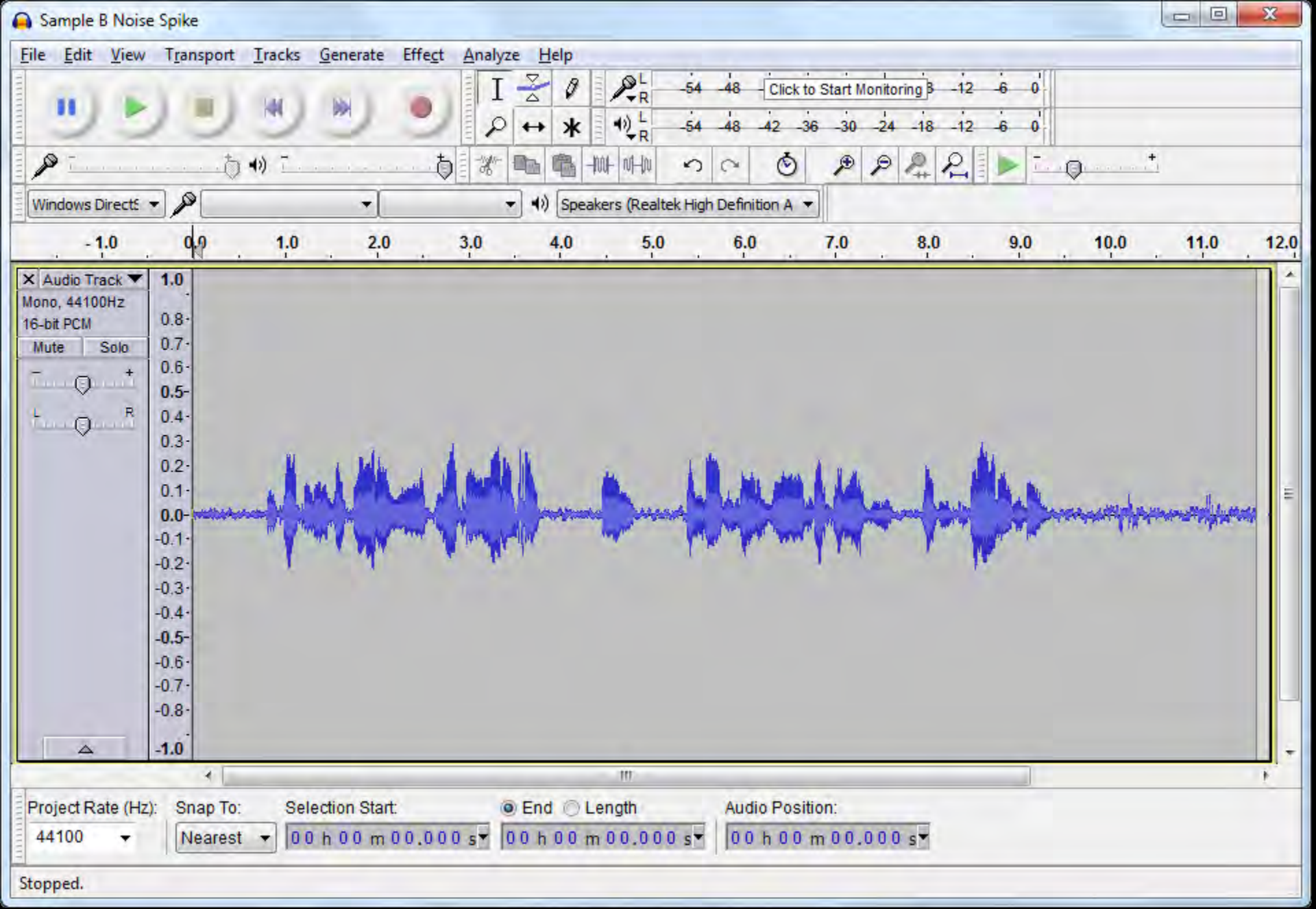
…to reduce the amplitude



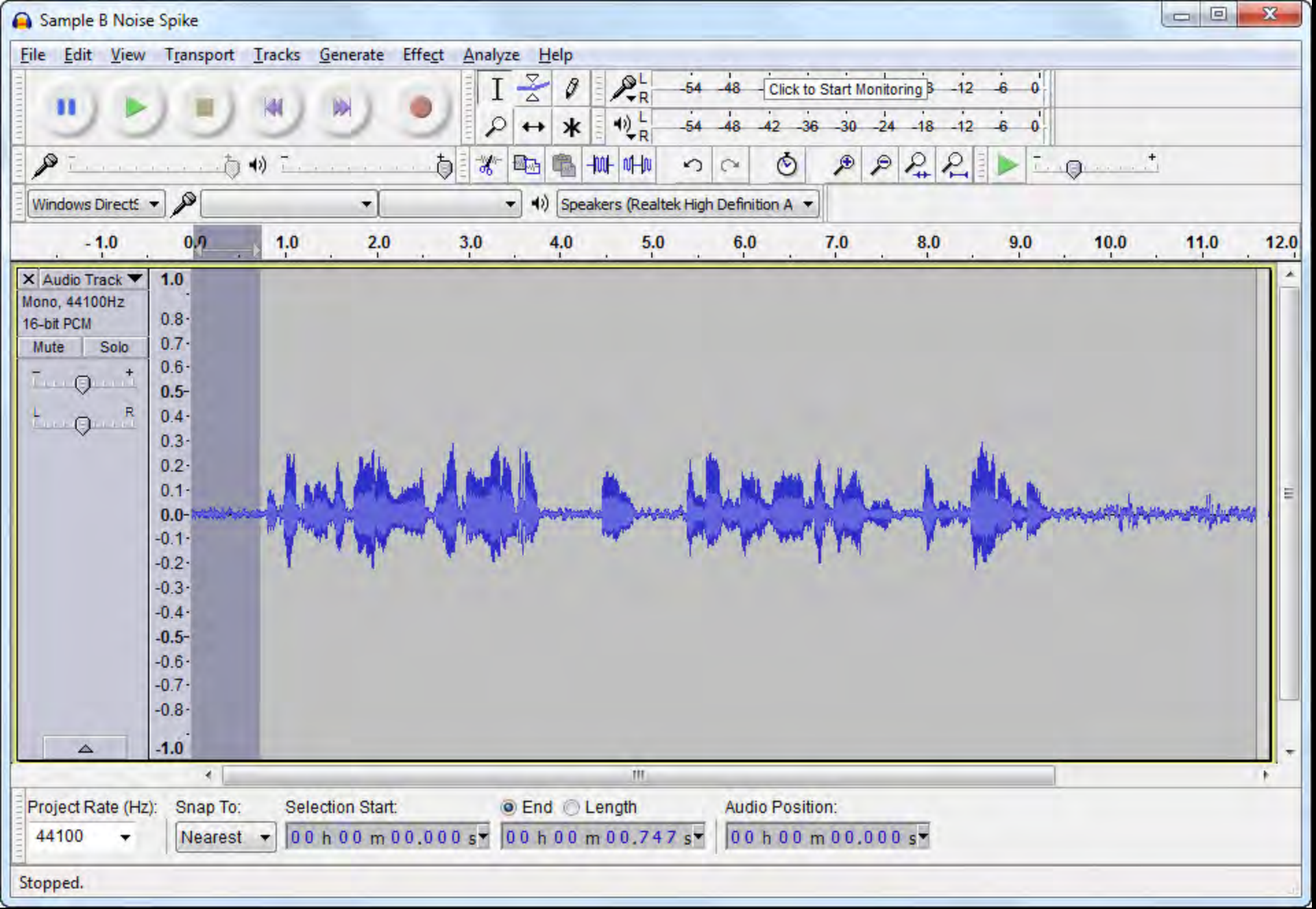
goodbye spike



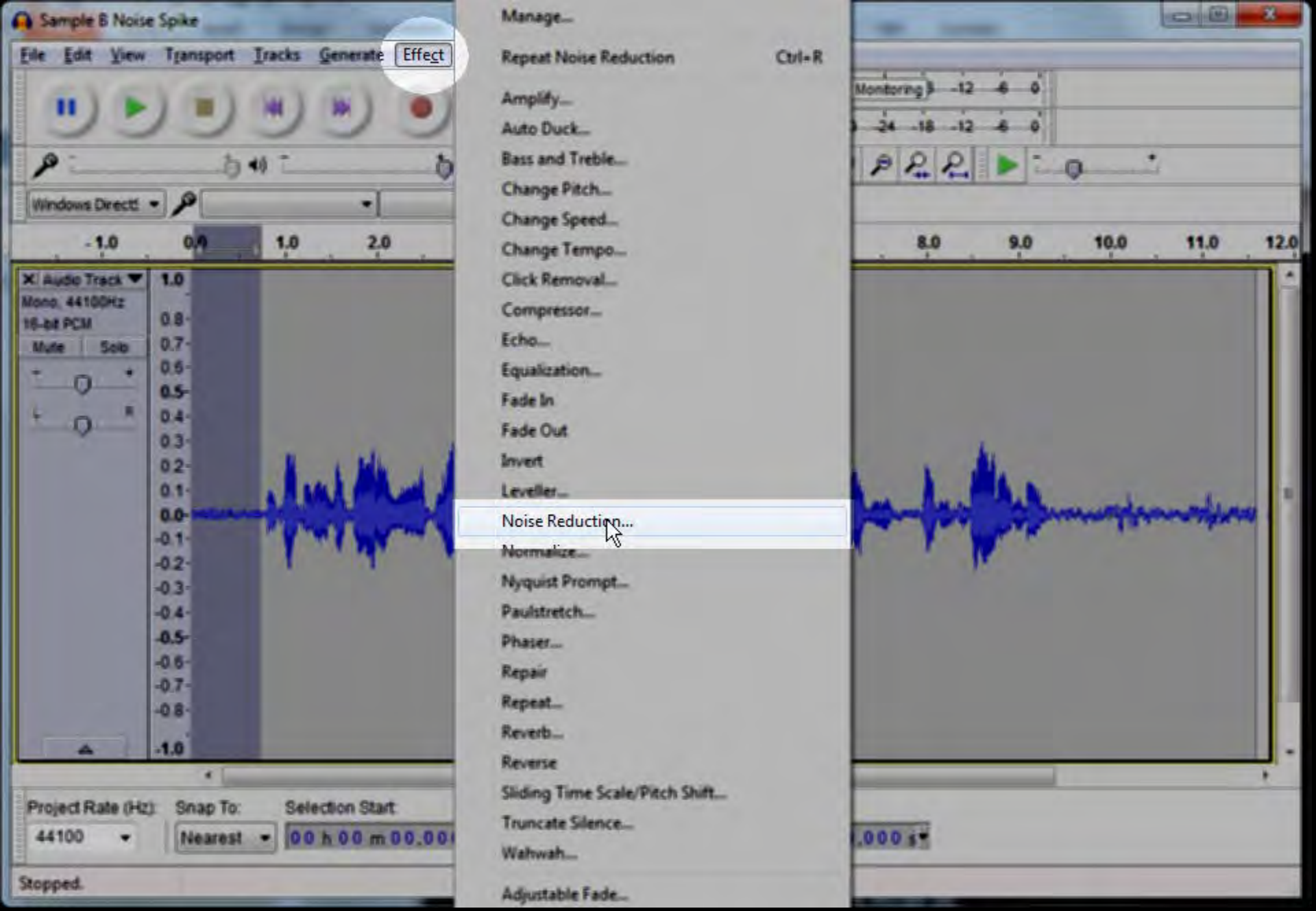
goodbye spike



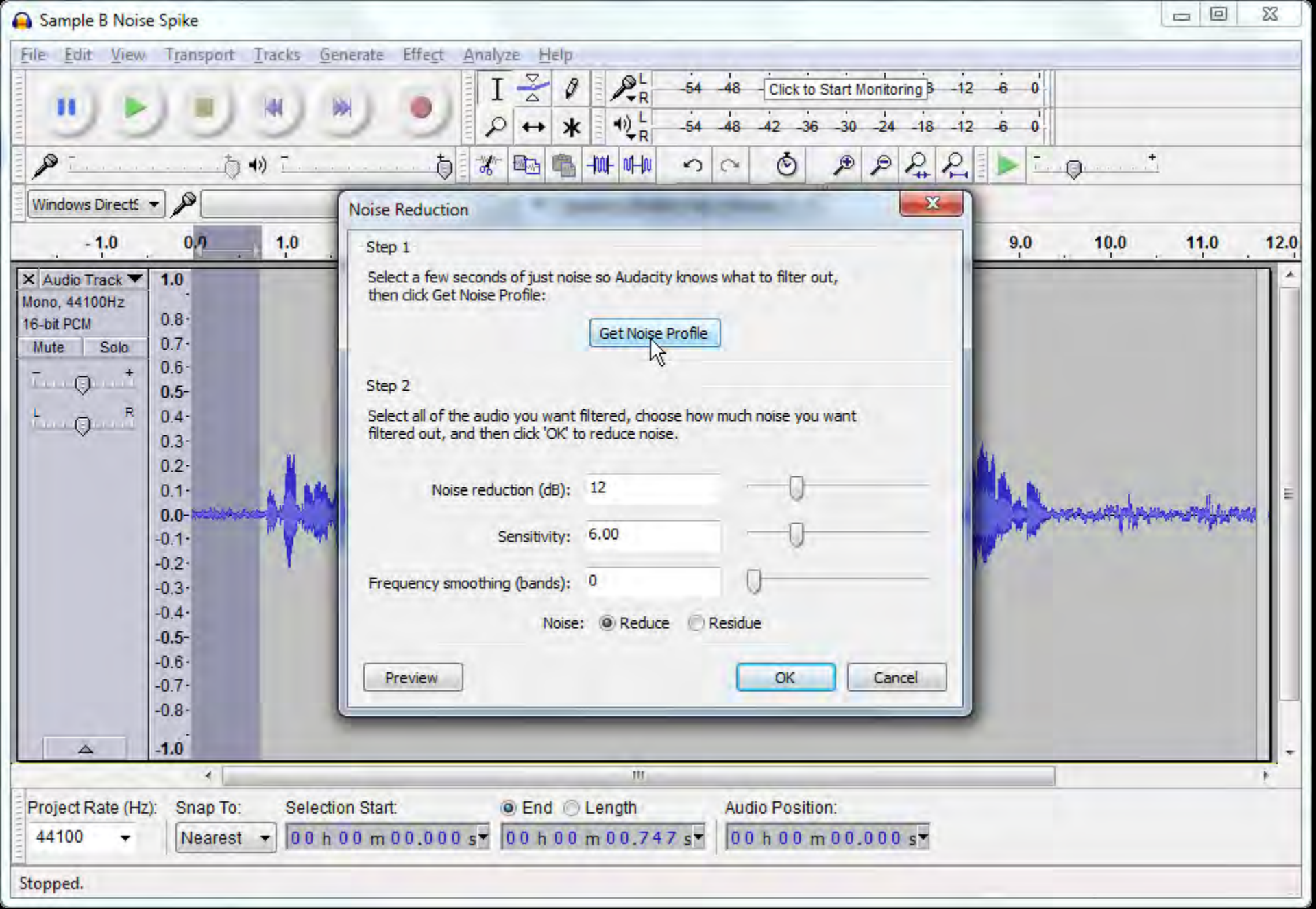
now, reduce the ambient noise



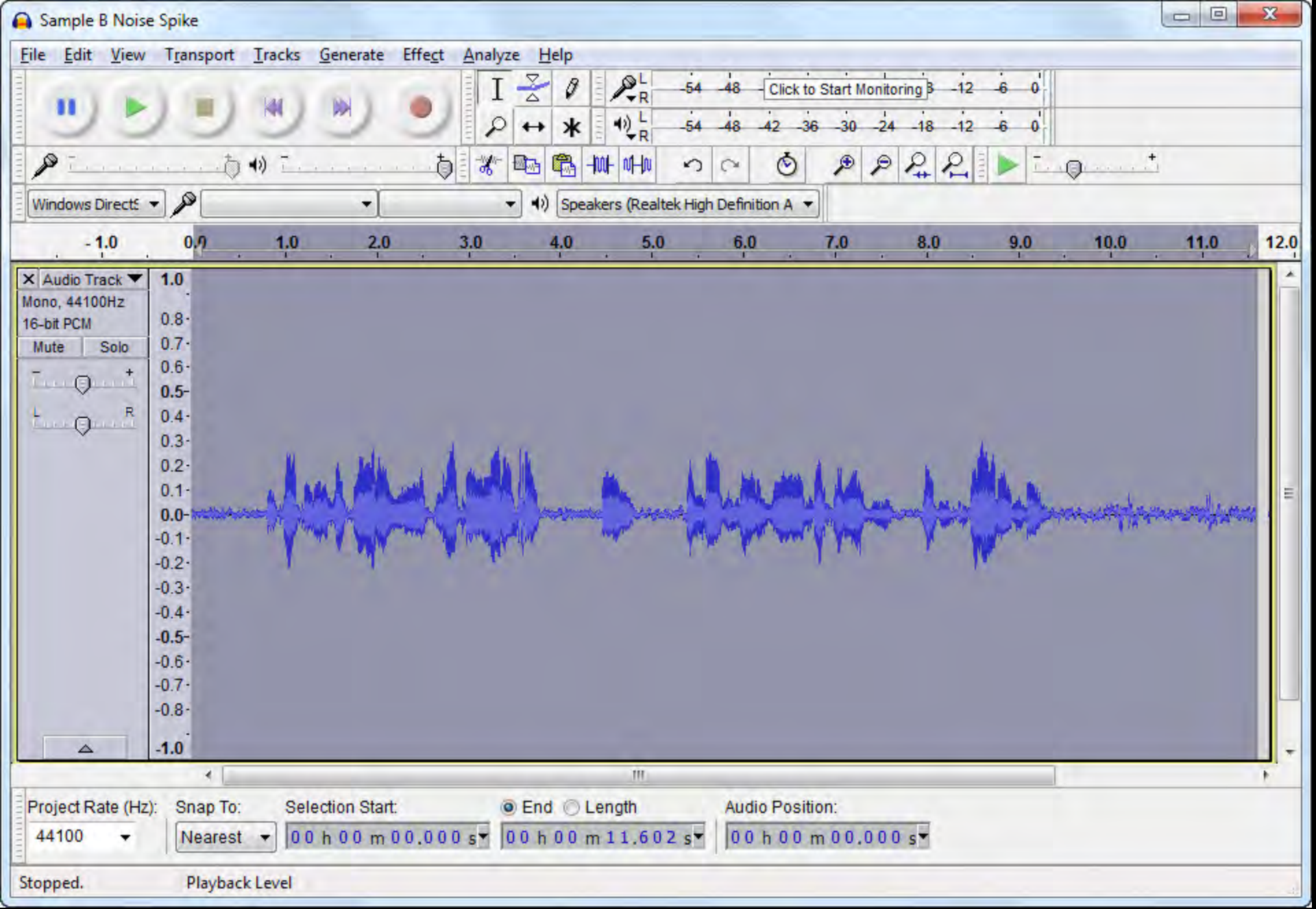
select a noise sample



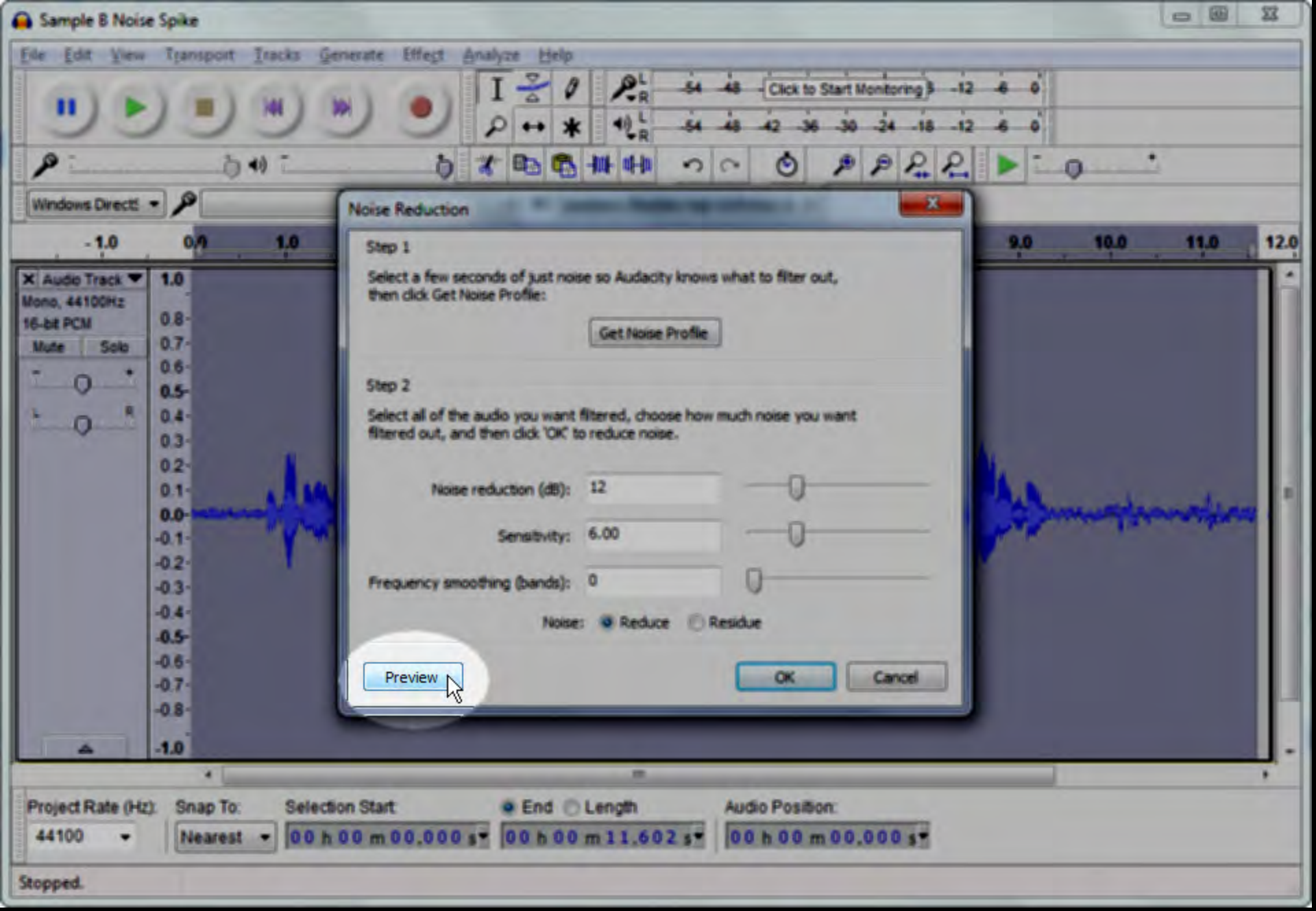
select “Noise Reduction” effect



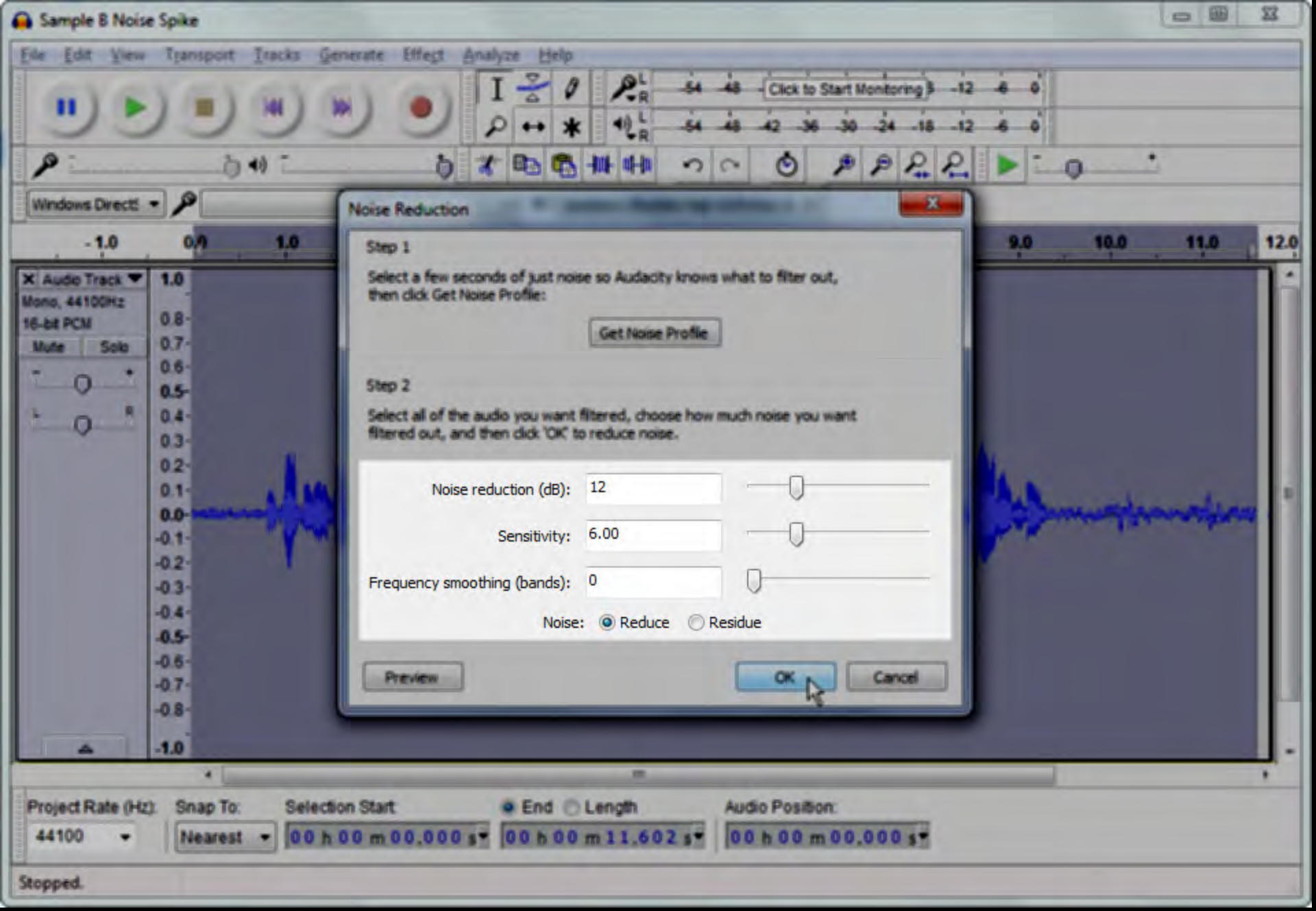
get Noise Profile



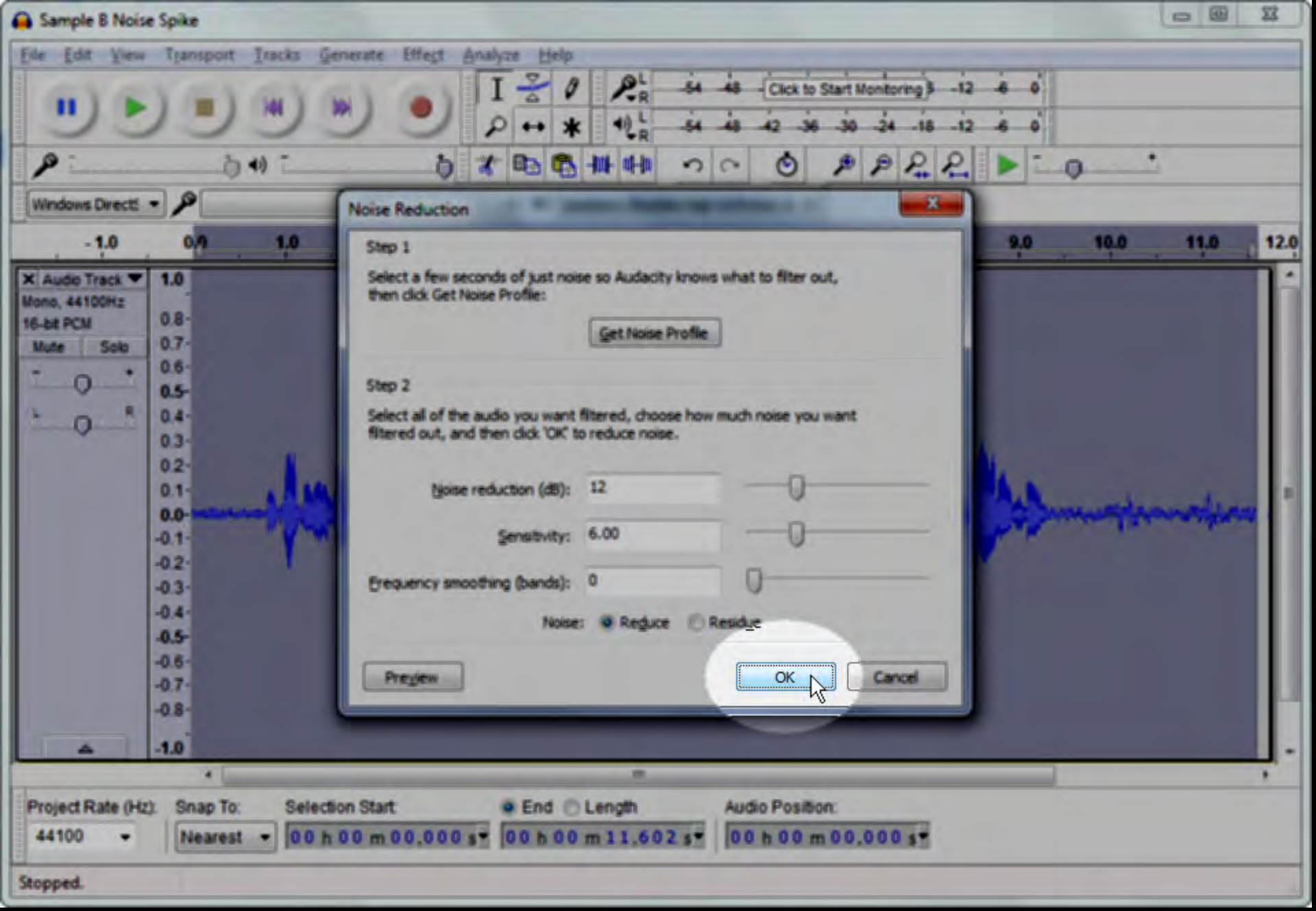
select entire waveform



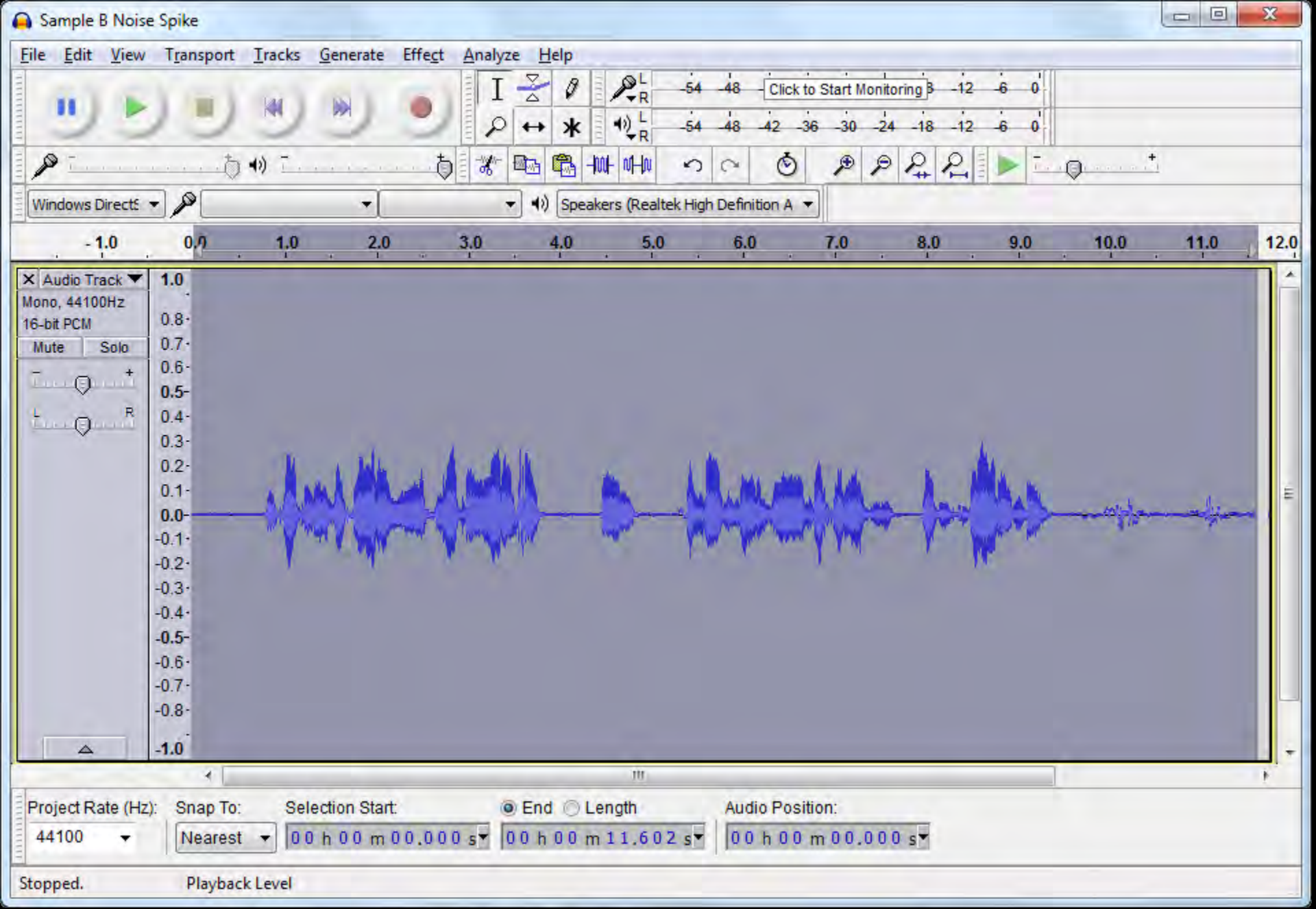
preview the change (listen)



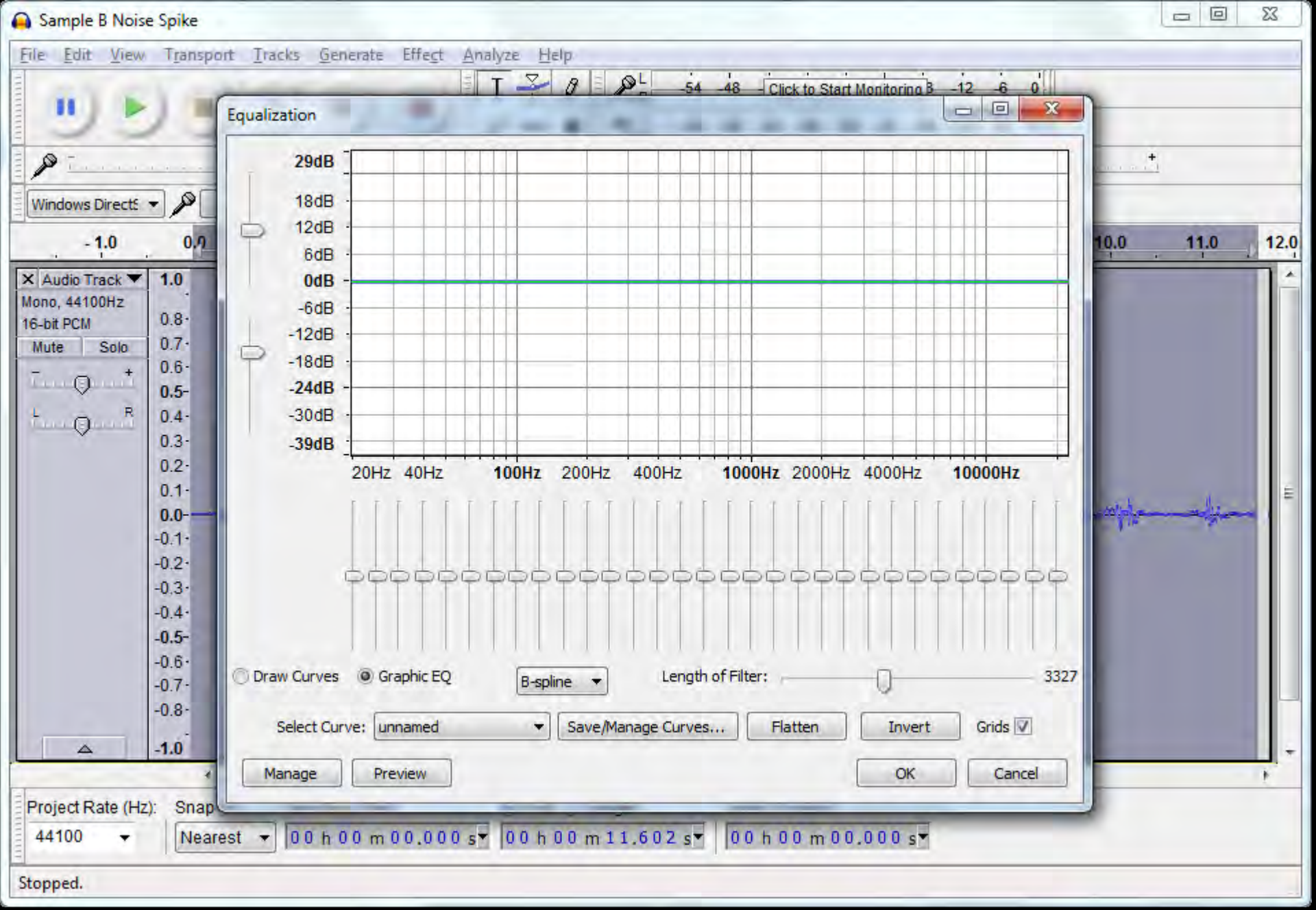
adjust parameters, or…


Sample B Noise Spike
File Edit View Transport Tracks Generate Effect Analyze Help
Click to Start Monitoring
Noise Reduction
Step 1
Select a few seconds of just noise so Audacity knows what to filter out, then click Get Noise Profile:
Get Noise Profile
Step 2
Select all of the audio you want filtered, choose how much noise you want filtered out, and then click 'OK' to reduce noise.
Noise reduction (dB): 12
Sensitivity: 6.00
Frequency smoothing (bands): 0
Noise: Reduce Residue
Preview
OK
Cancel
Audio Track
Mono, 44100Hz
16-bit PCM
Mute Solo
Project Rate (Hz): 44100
Snap To: Nearest
Selection Start
End Length
Audio Position
00 h 00 m 00.000 s
00 h 00 m 11.602 s
Stopped.

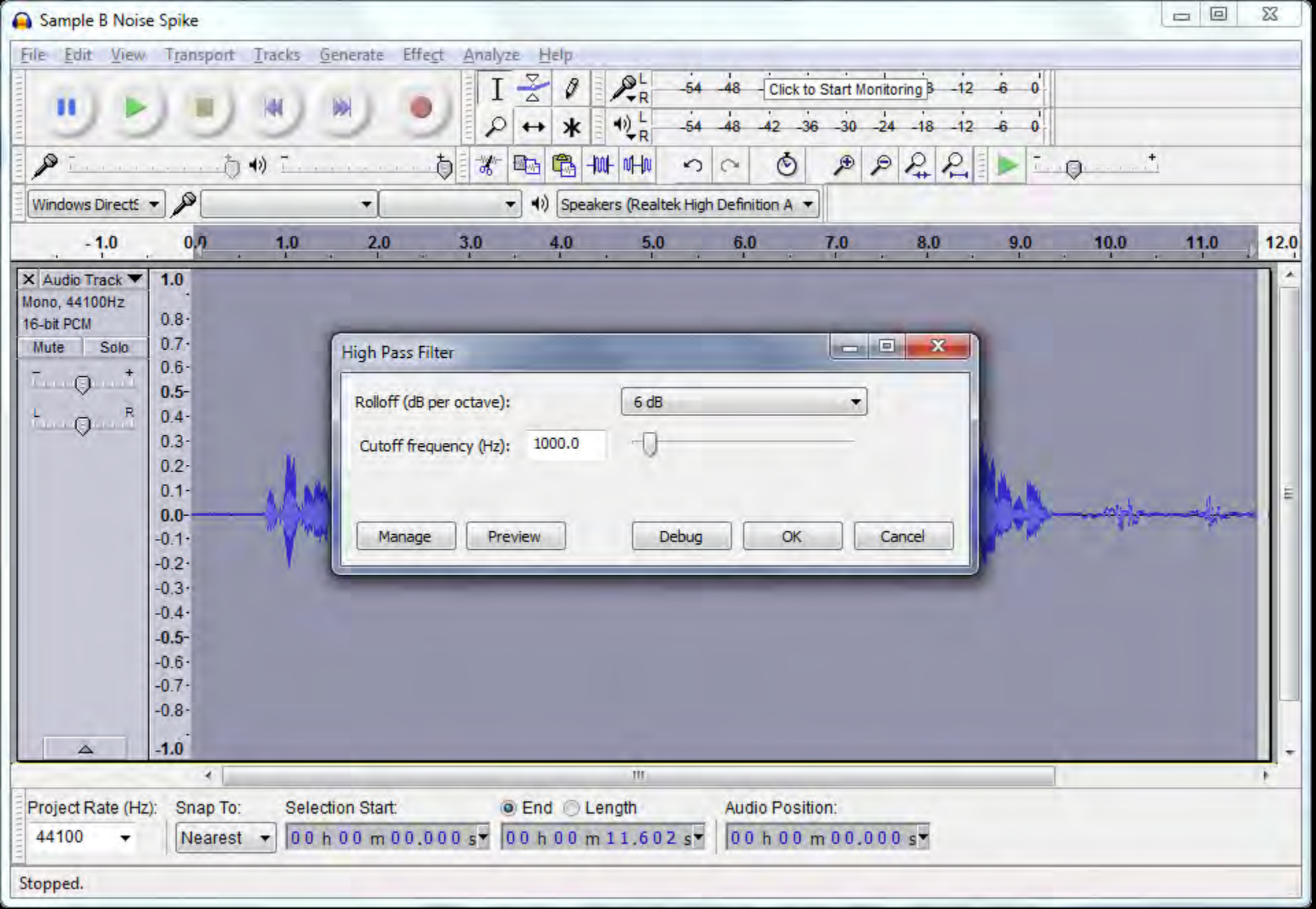
click OK



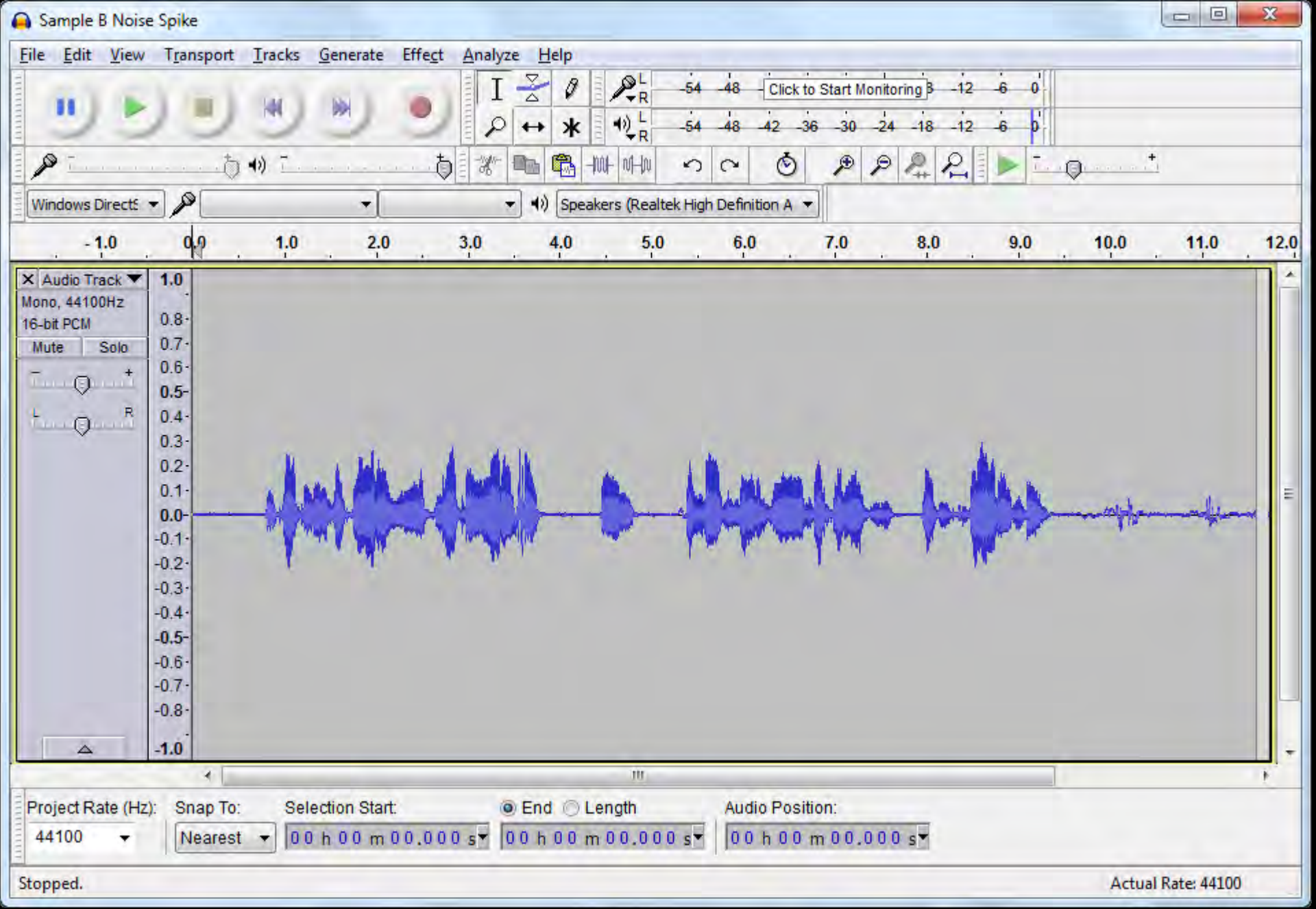
noise is reduced!



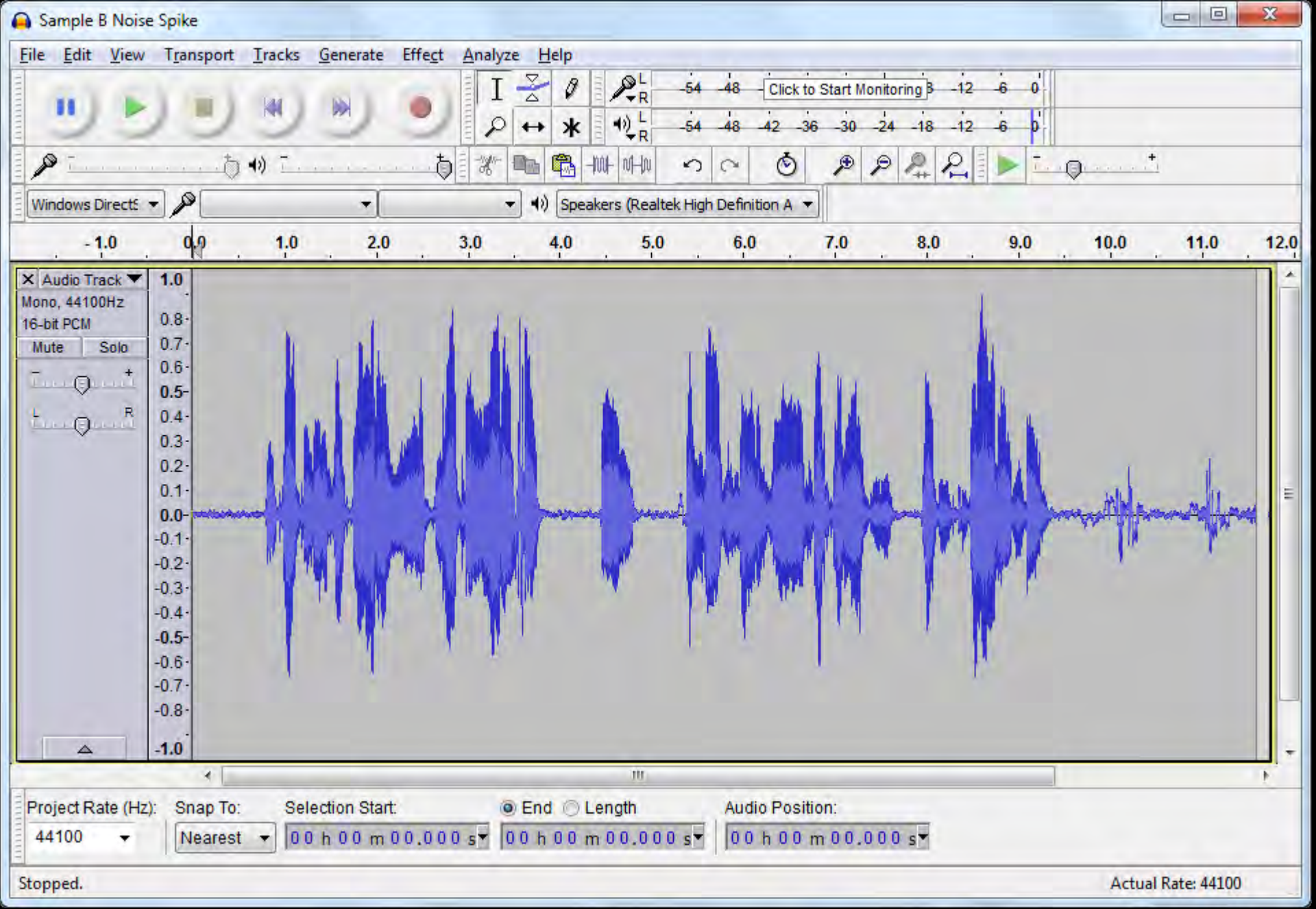
Audacity's graphic equalizer



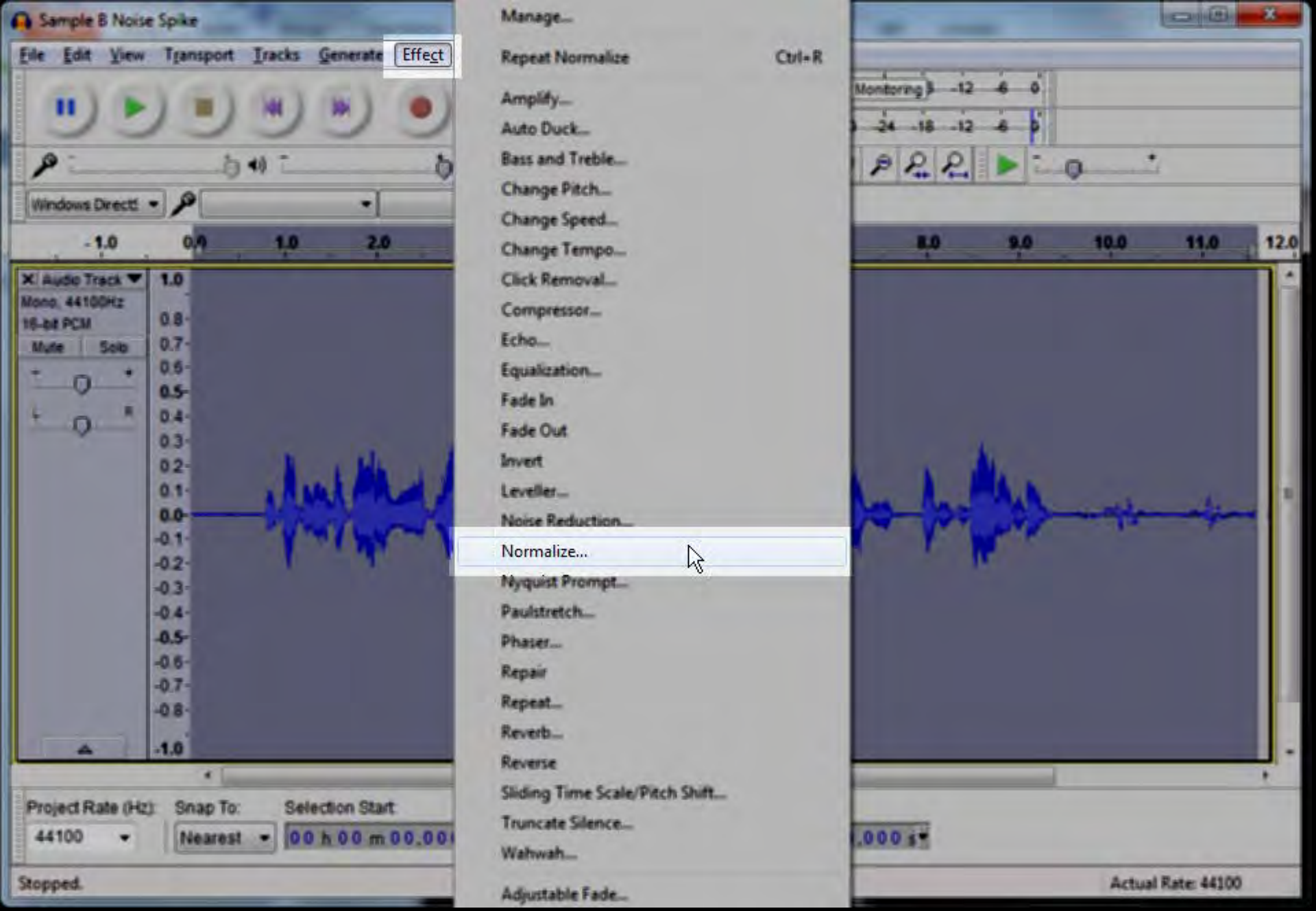
a high-pass filter blocks low frequencies



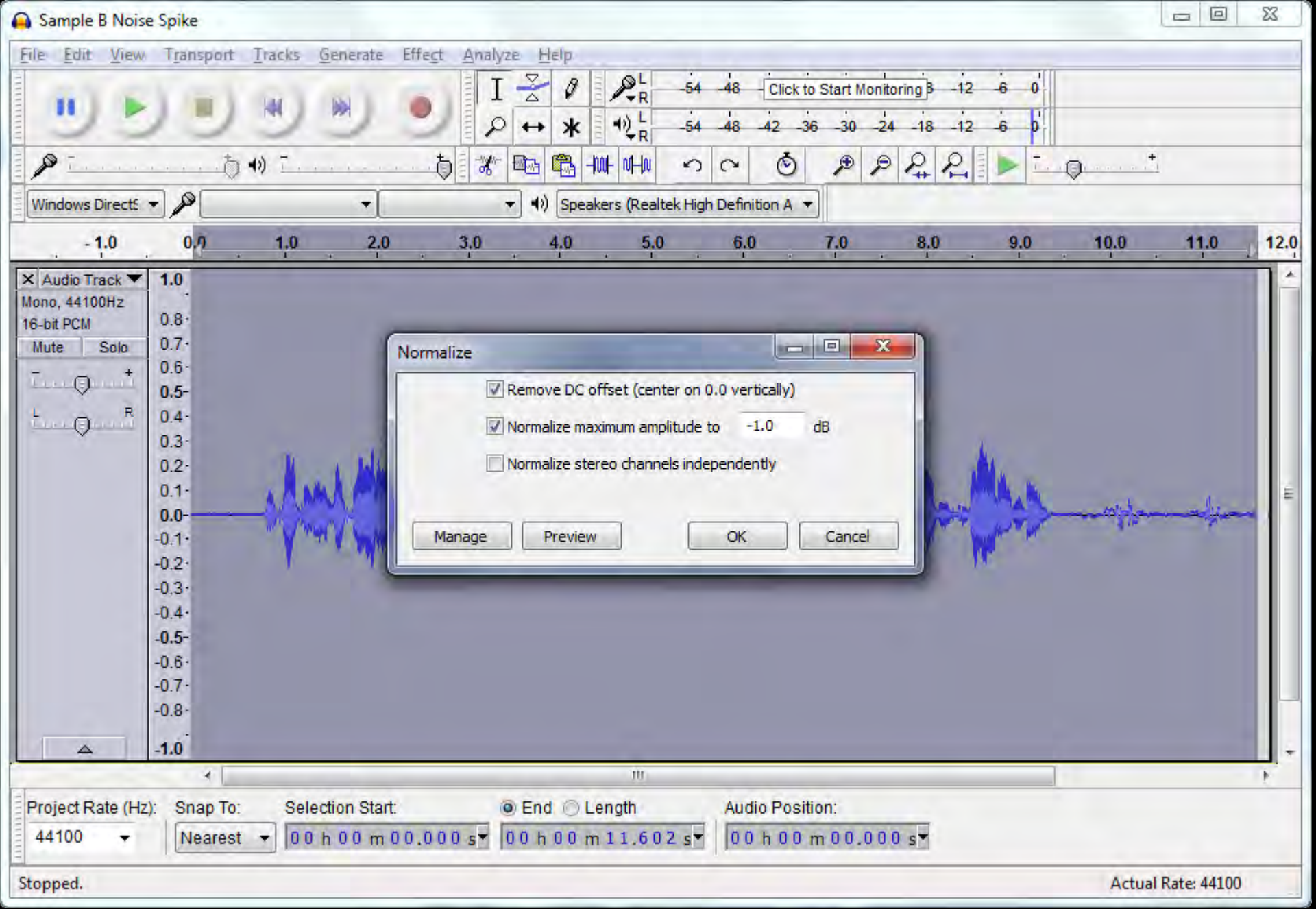
normalization optimizes volume



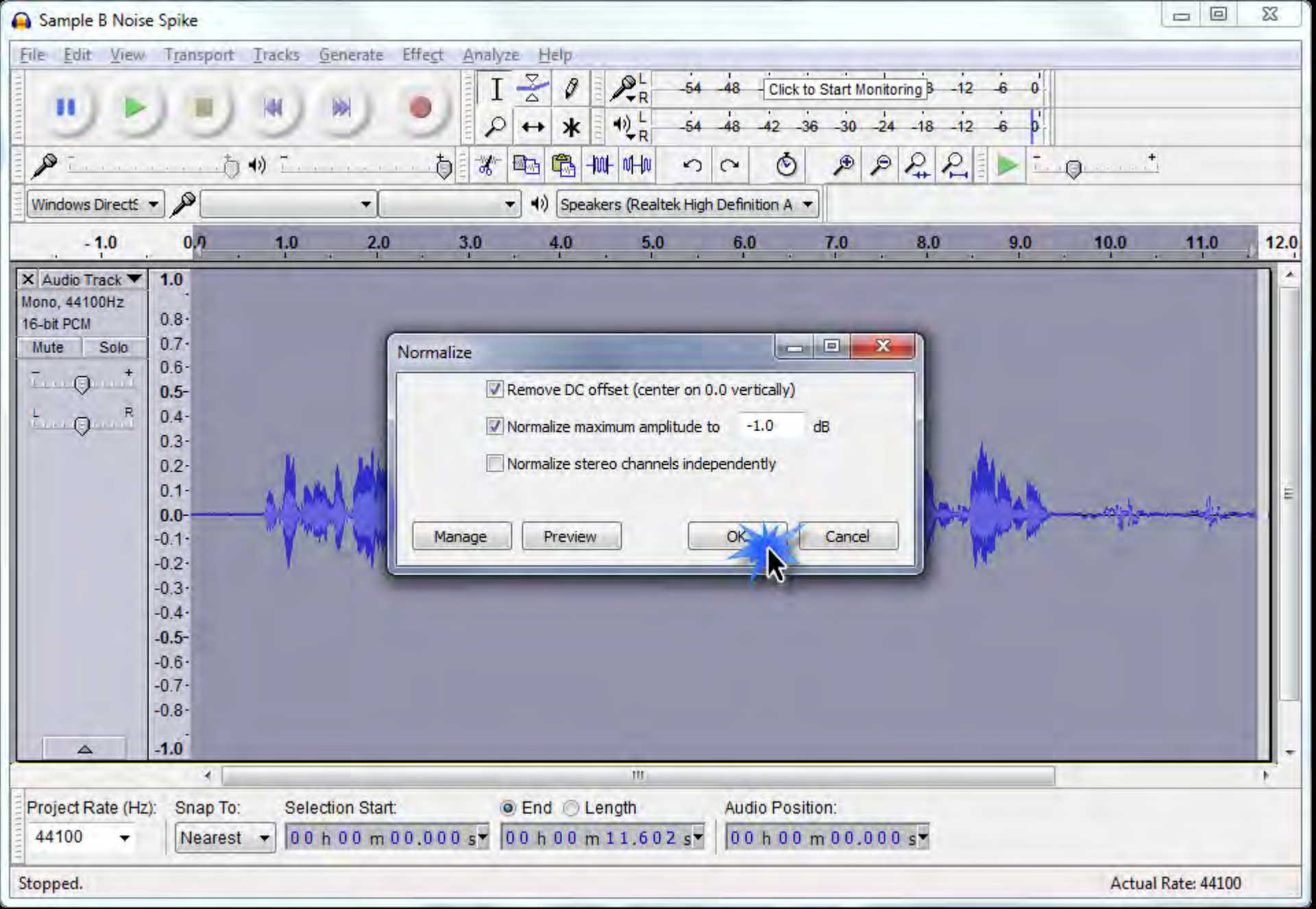
normalization optimizes volume



Effect > Normalize



Normalize to -1 dB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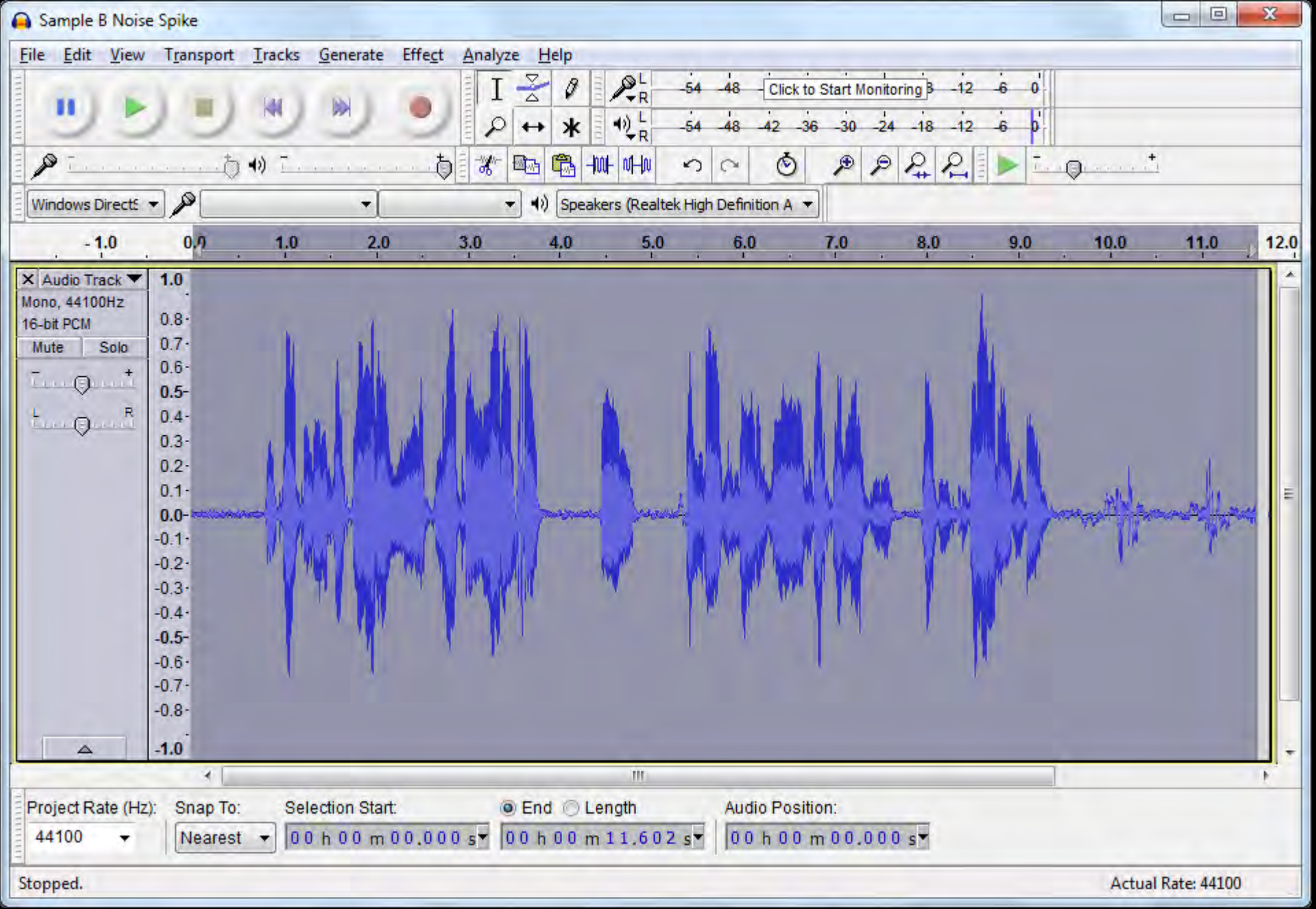
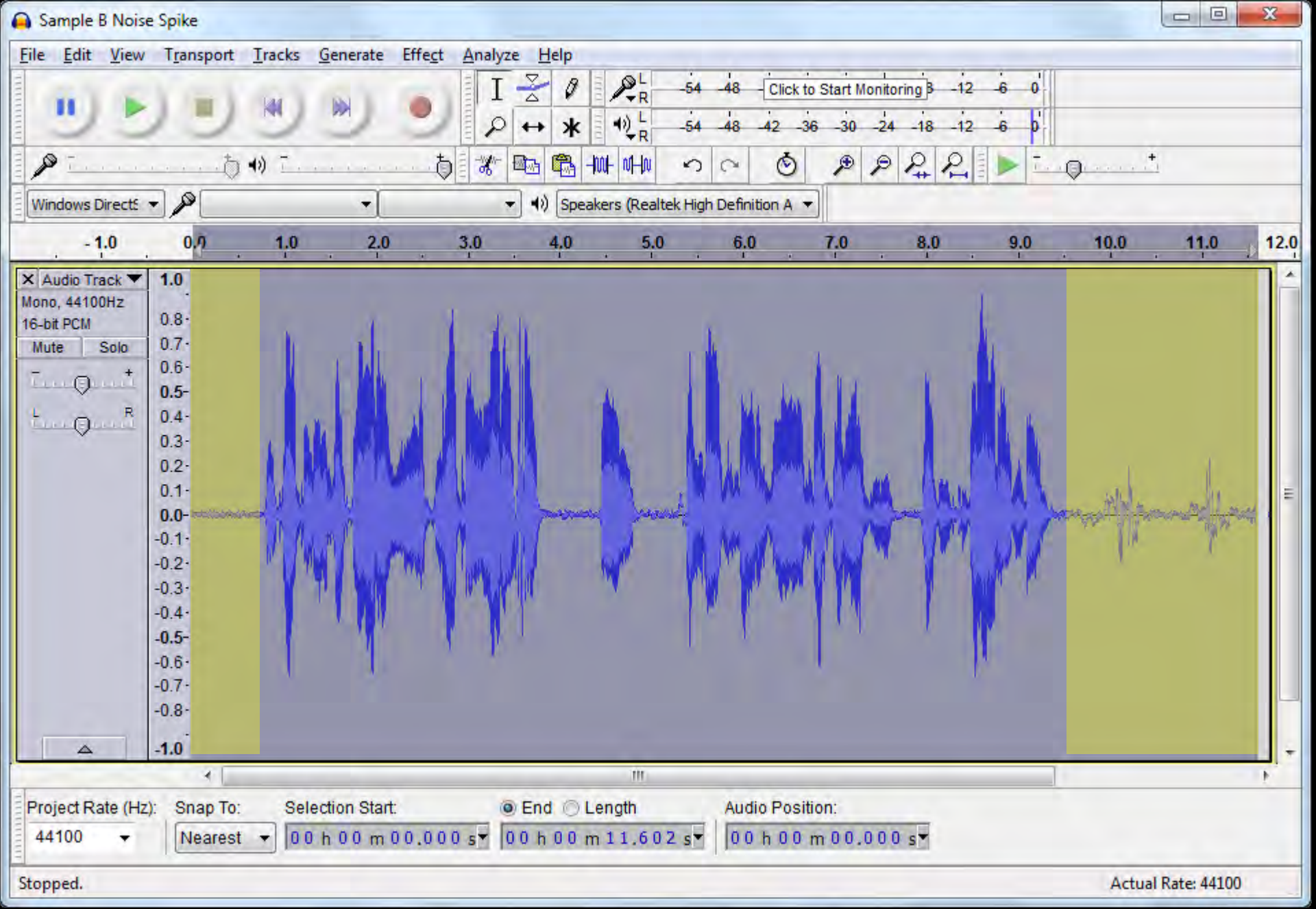
File Edit View Transport Tracks Generate Effect Analyze Help
Click to Start Monitoring
Windows DirectS
Speakers (Realtek High Definition A
Audio Track
Mono, 44100Hz
16-bit PCM
Mute Solo
Normalize
Remove DC offset (center on 0.0 vertically)
Normalize maximum amplitude to -1.0 dB
Normalize stereo channels independently
Manage Preview OK Cancel
Project Rate (Hz): 44100
Snap To: Nearest
Selection Start: 00 h 00 m 00.000 s
End Length
00 h 00 m 11.602 s
Audio Position: 00 h 00 m 00.000 s
Stopped.
Actual Rate: 44100

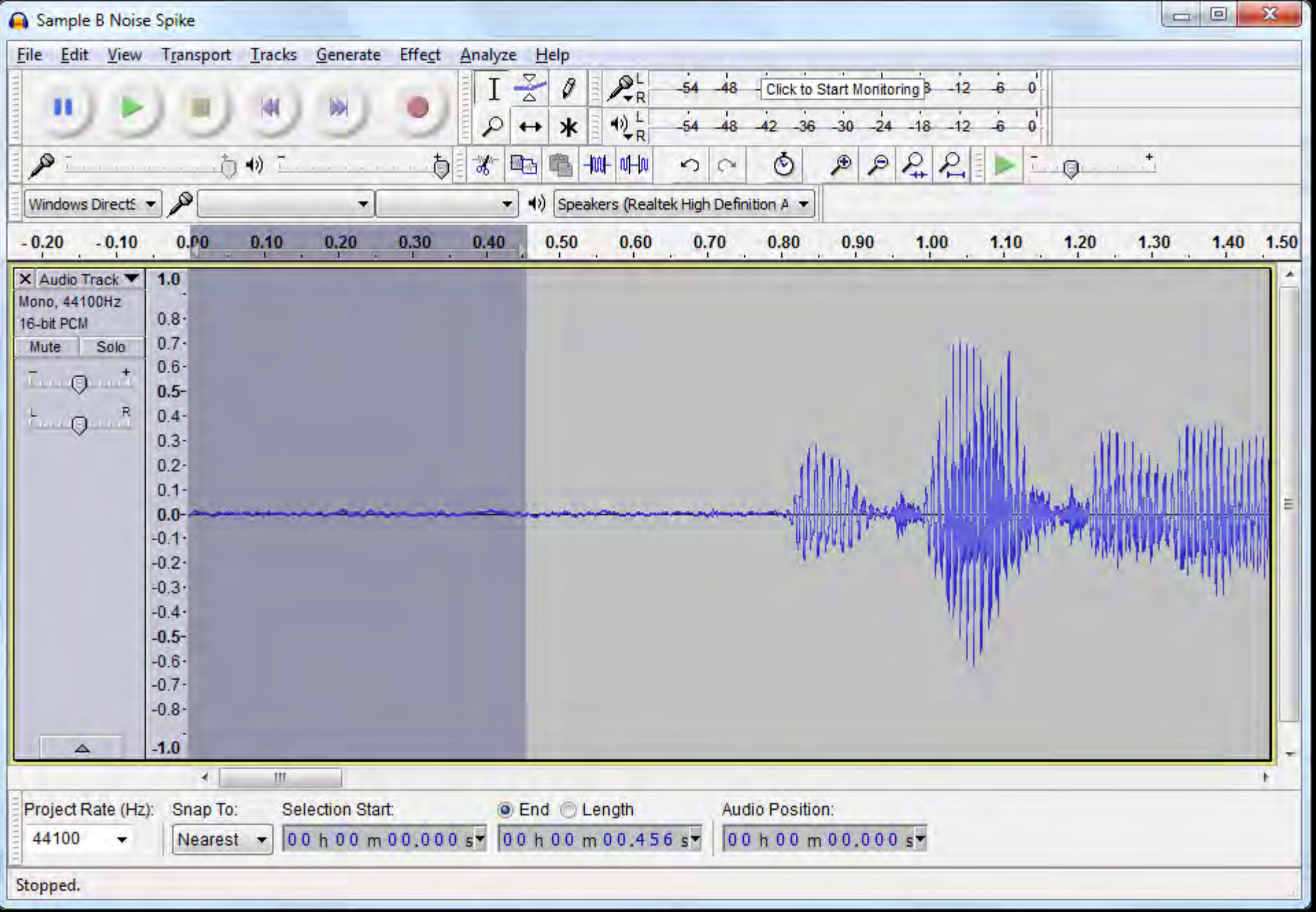
click OK…



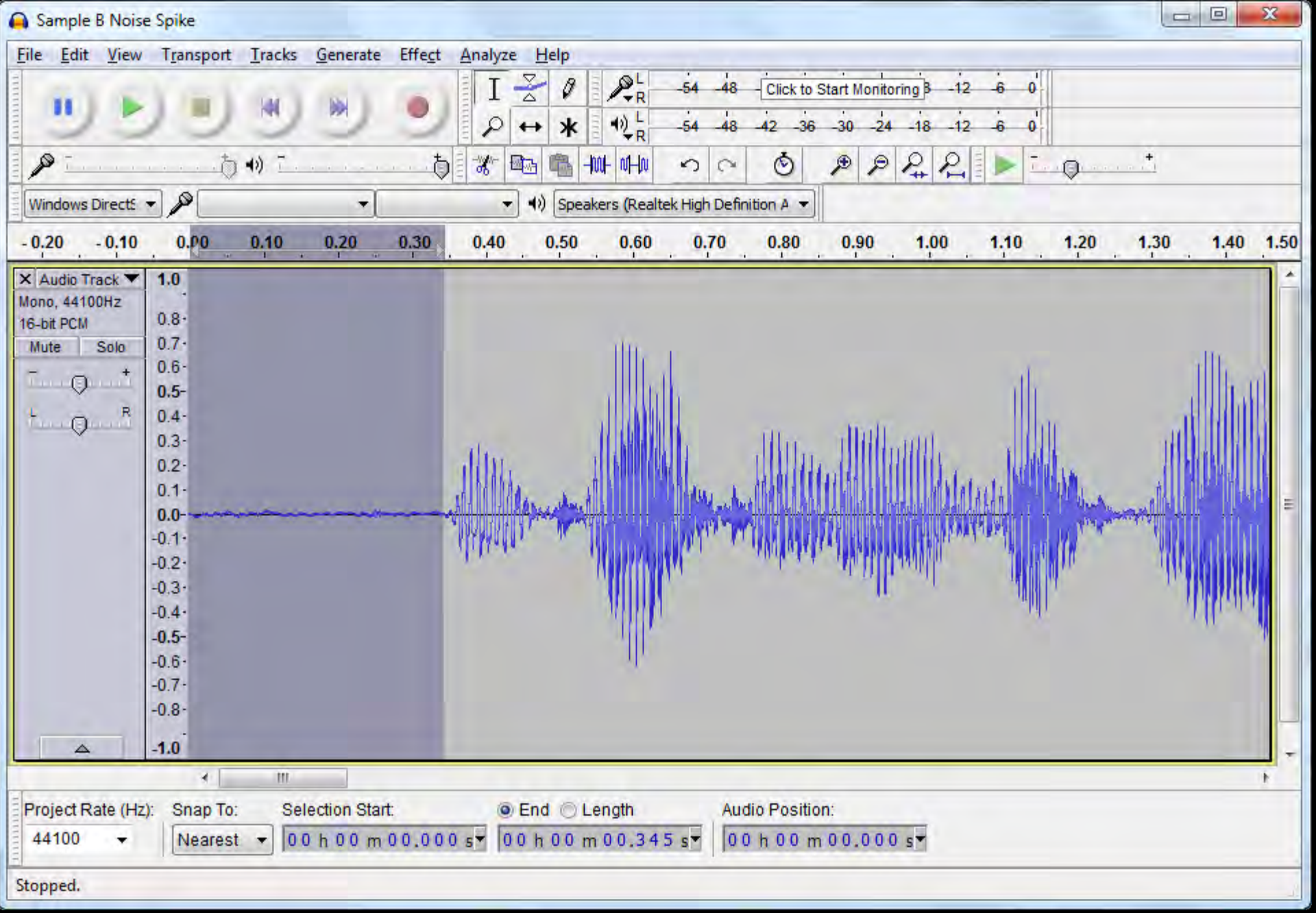
Normalized to -1 dB



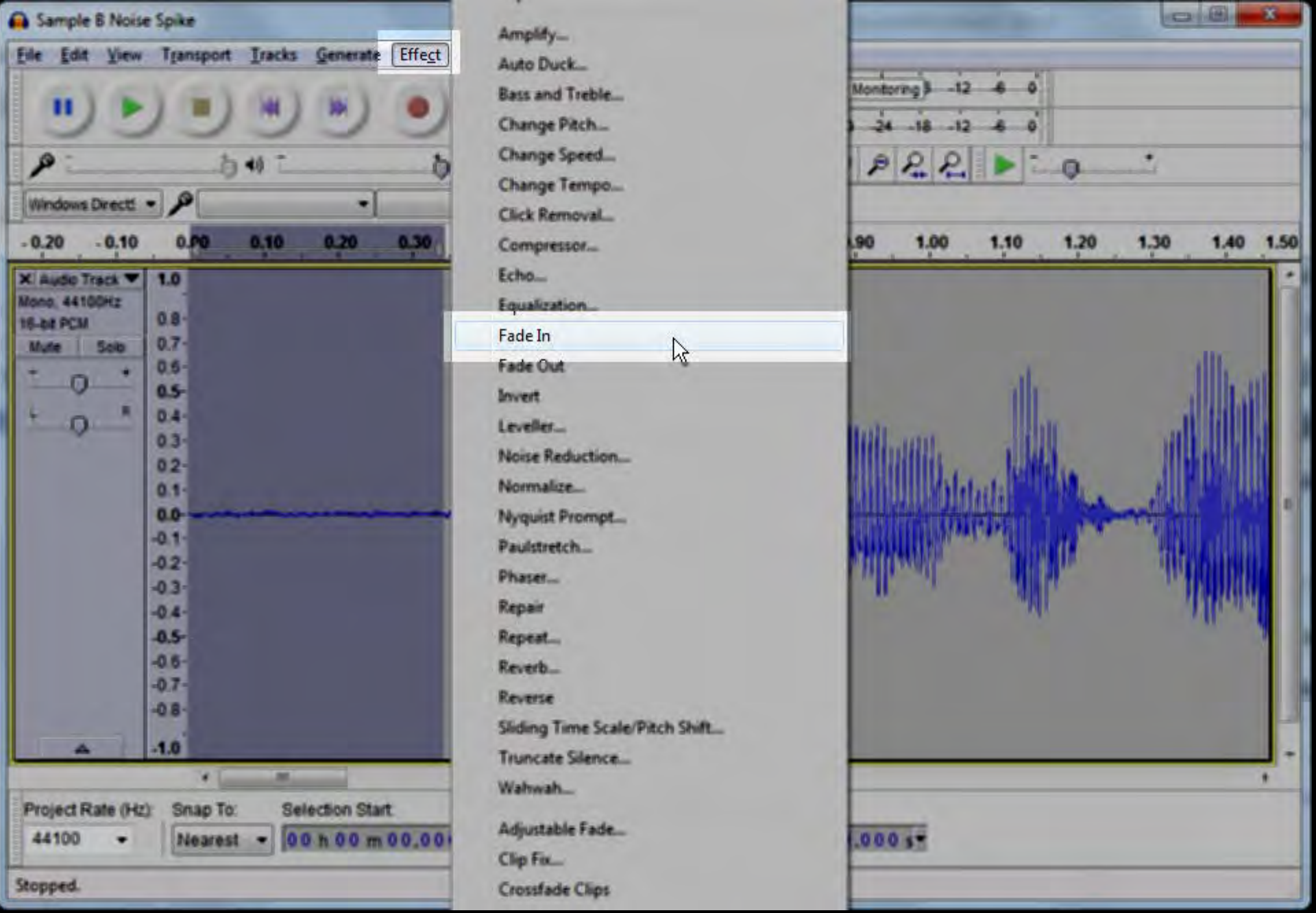
now, trim the “excess material”



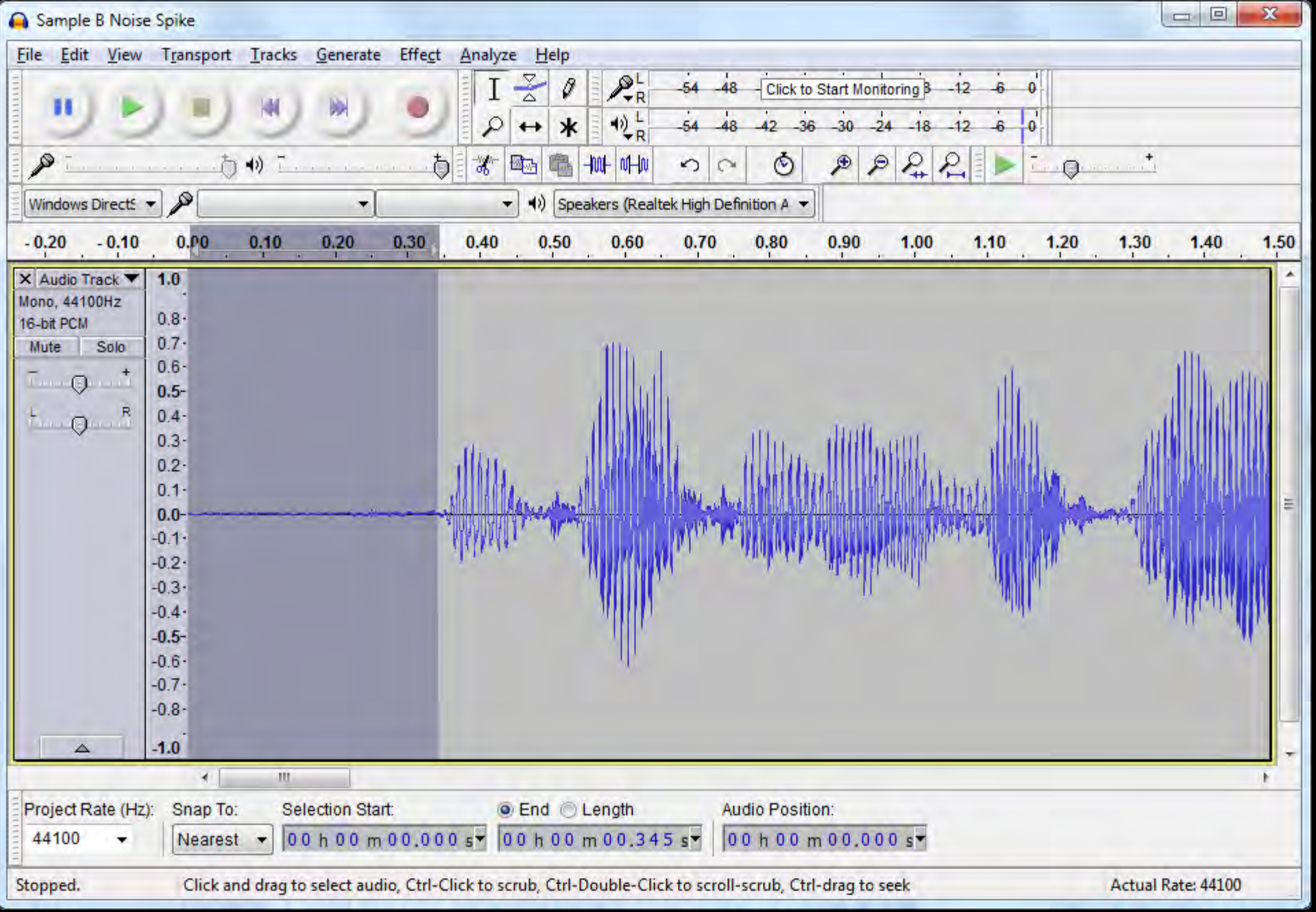
select the excess material and delete



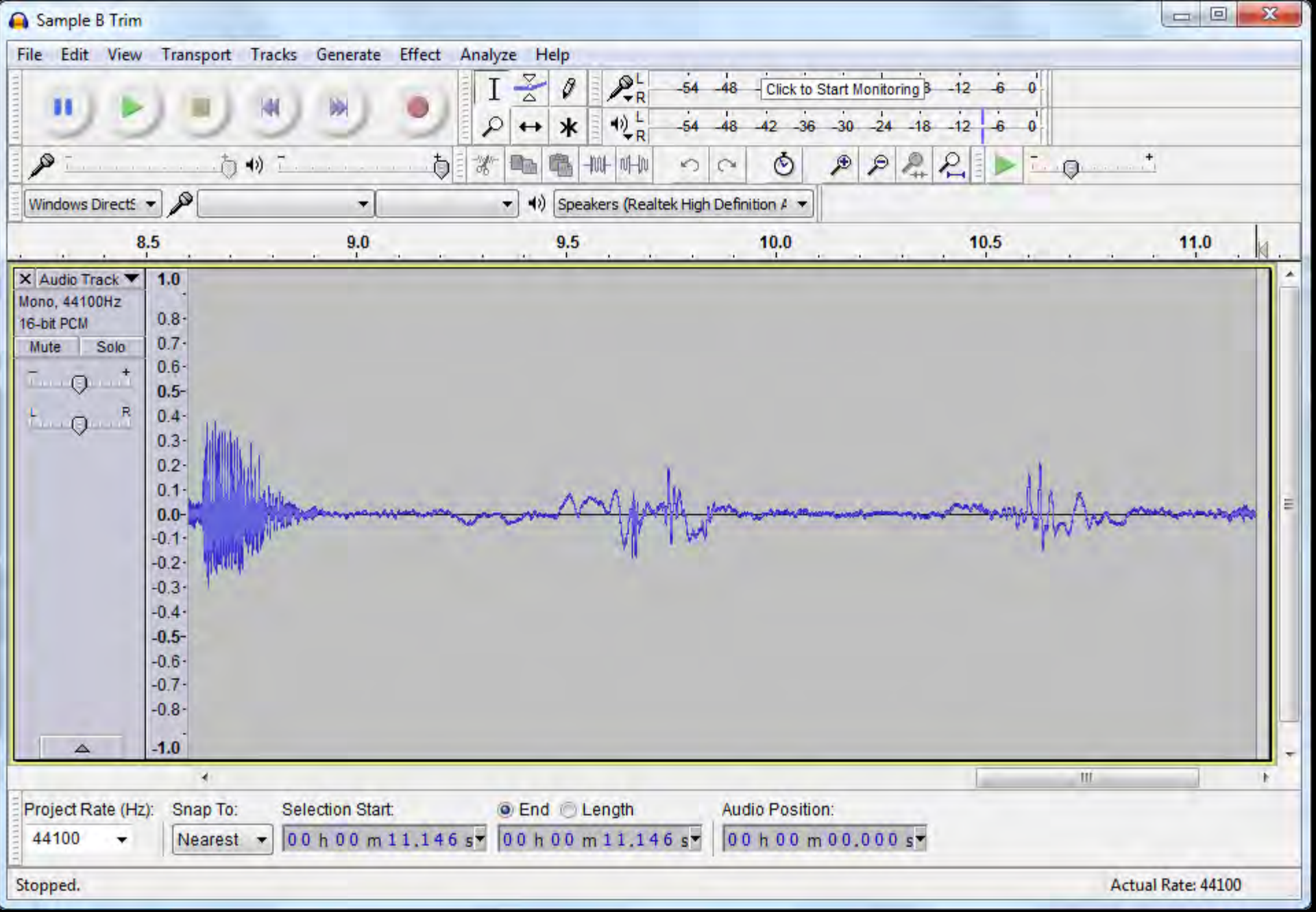
select the fade-in area



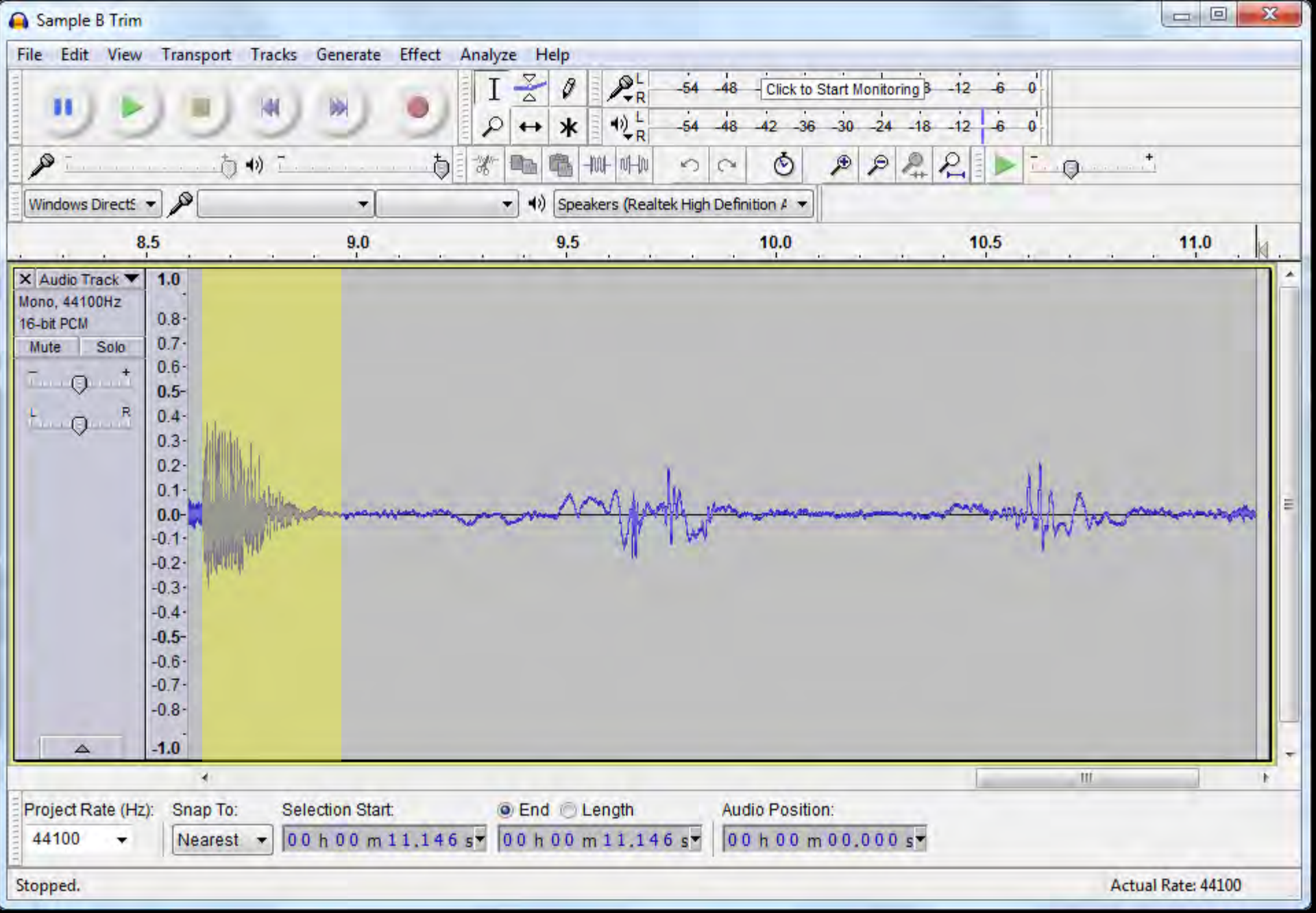
apply the fade-in effect



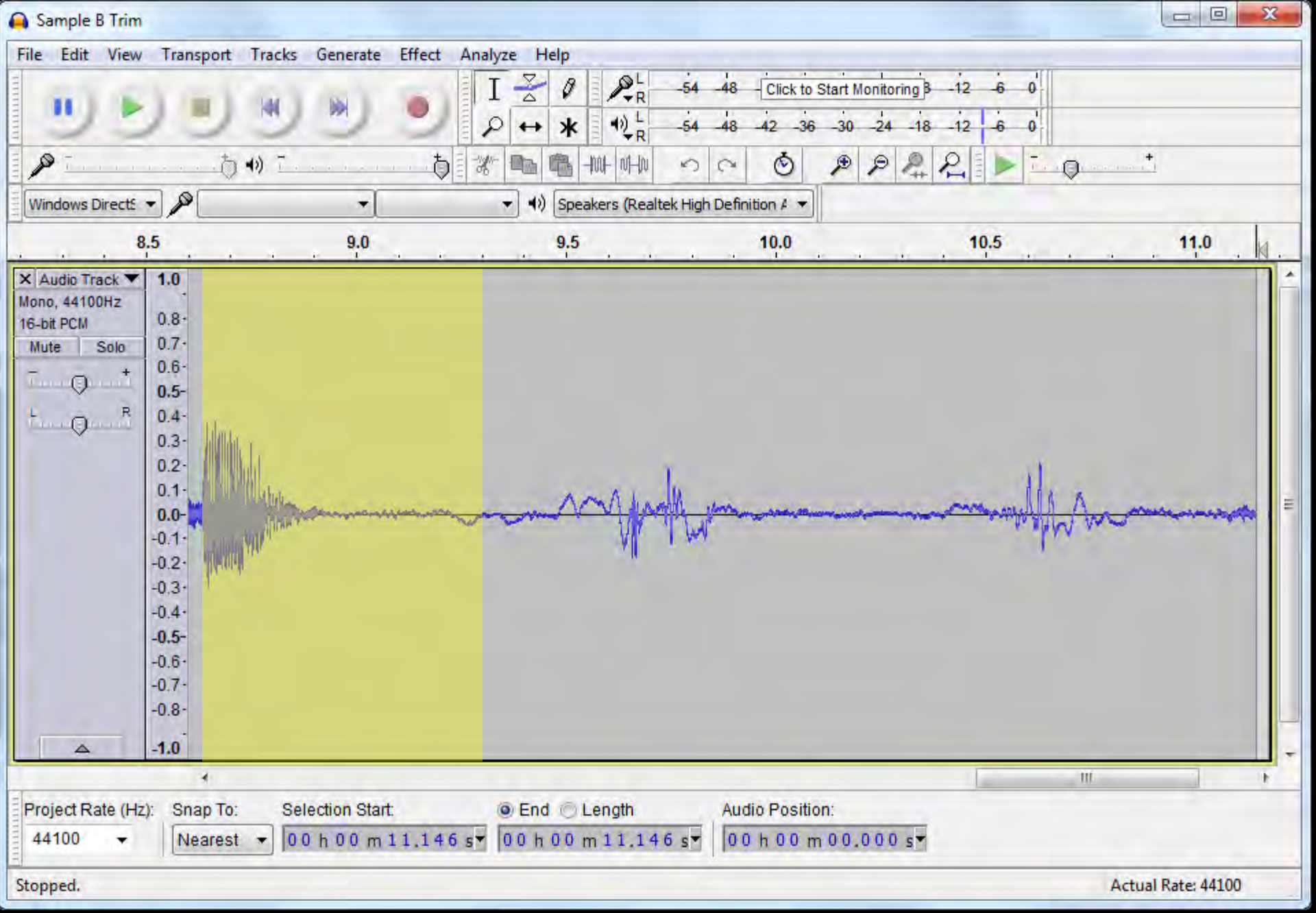
now the track fades in



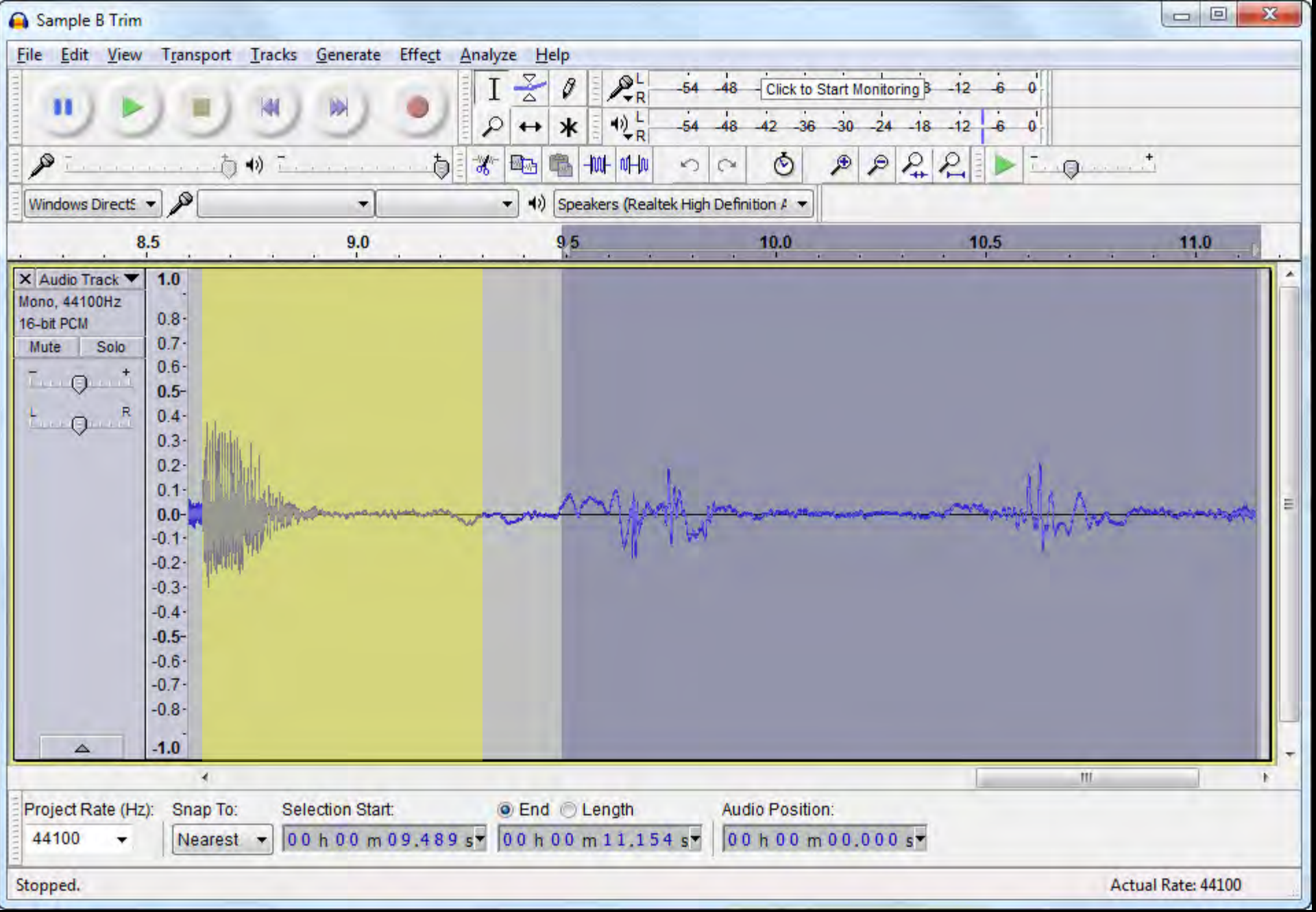
now, a trim and fade-out at the end



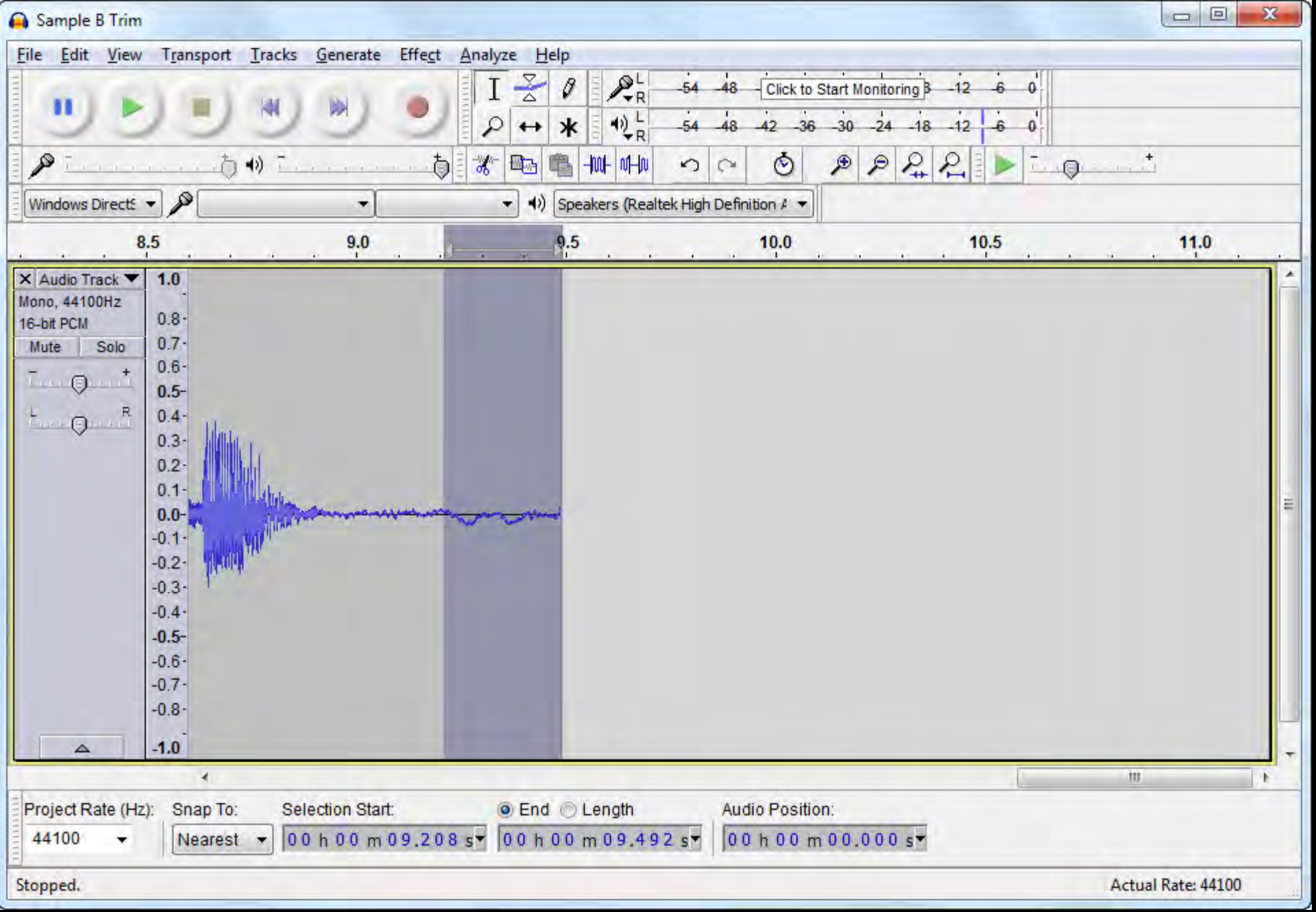
listen before you edit



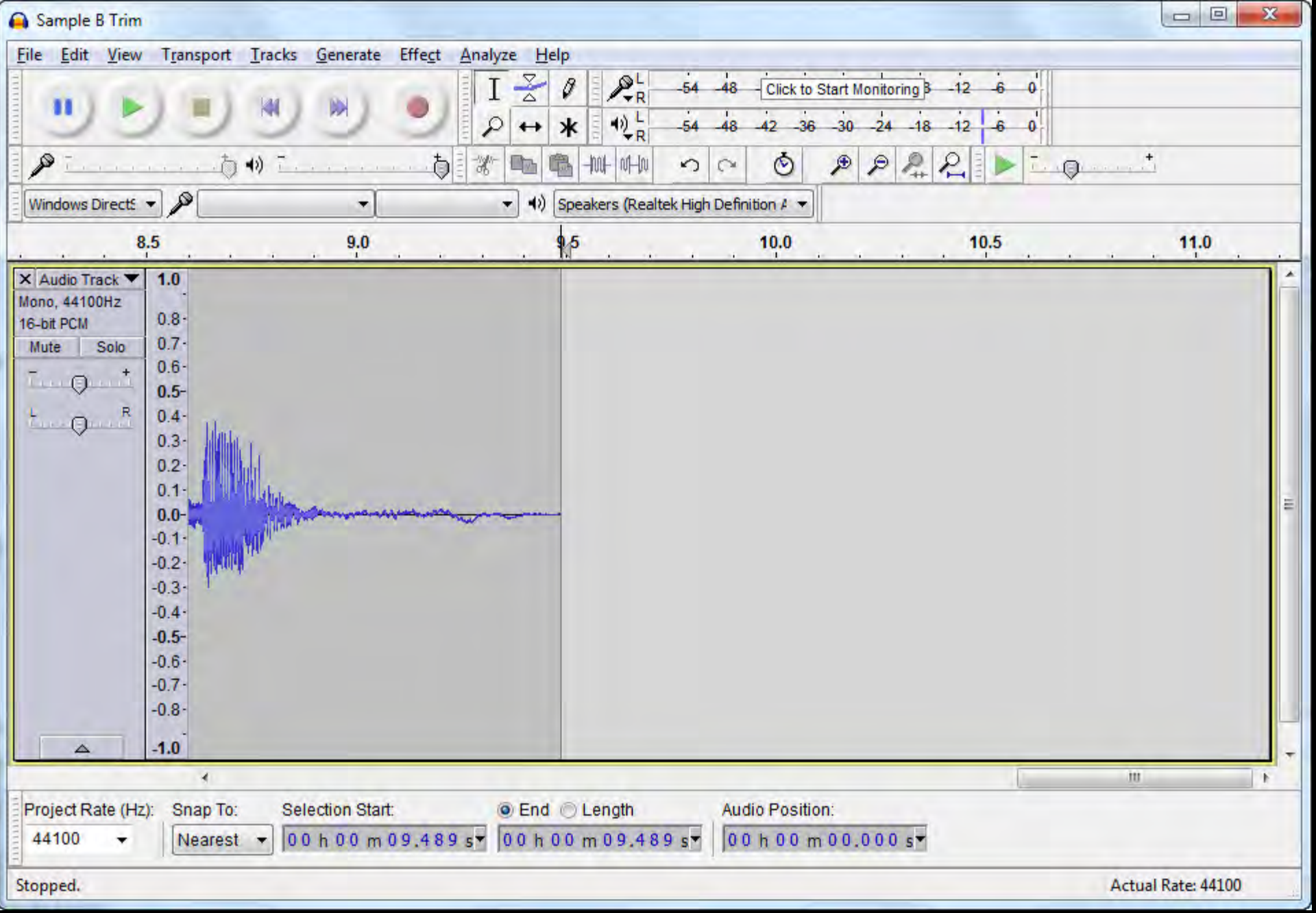
listen *before* you edit


Sample B Trim
File Edit View Transport Tracks Generate Effect Analyze Help
Click to Start Monitoring
Audio Track
Mono, 44100Hz
16-bit PCM
Mute Solo
Project Rate (Hz):
44100
Snap To:
Nearest
Selection Start:
00 h 00 m 09.489 s
End Length
00 h 00 m 11.154 s
Audio Position:
00 h 00 m 00.000 s
Stopped.
Actual Rate: 44100

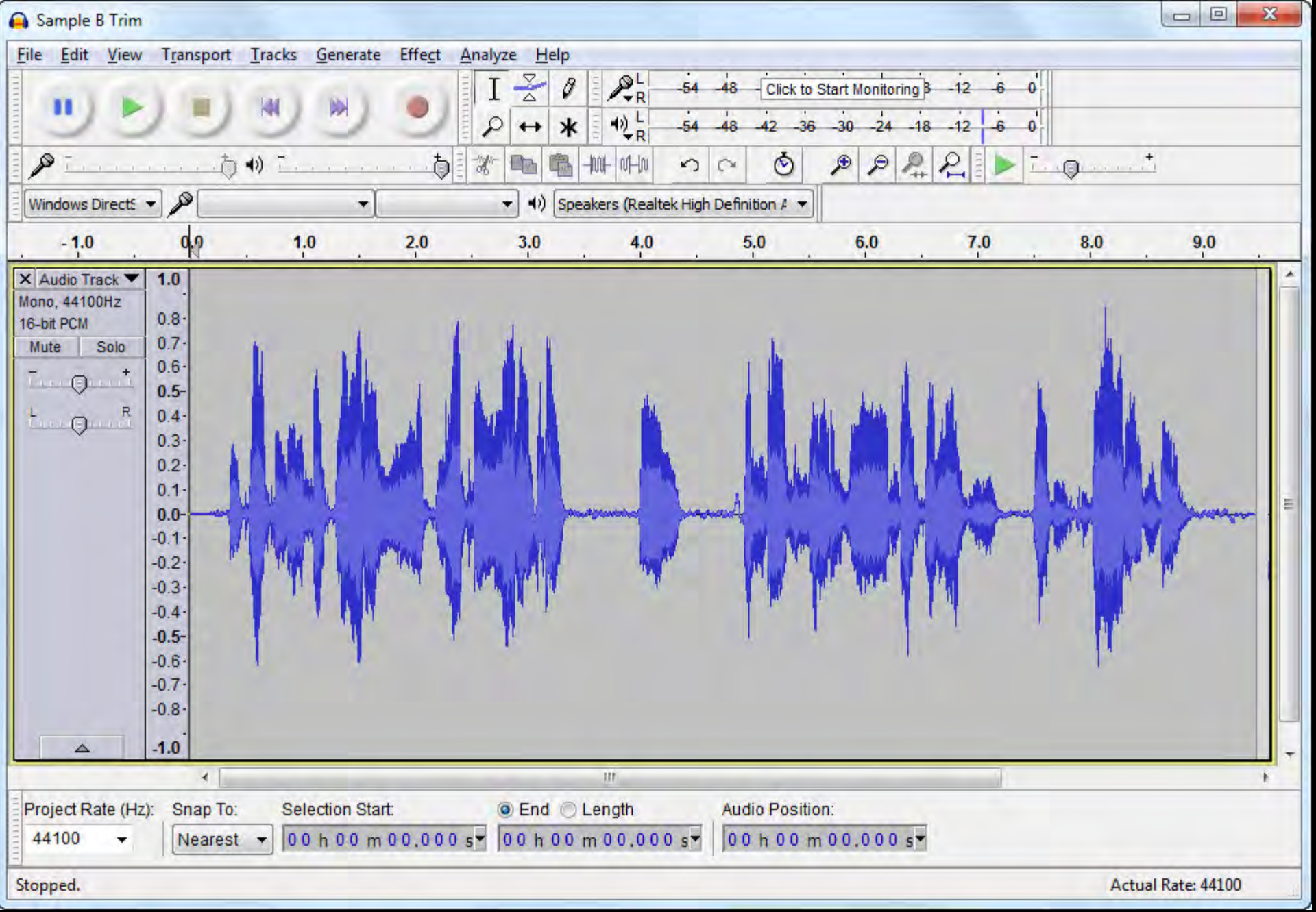
now, a trim…



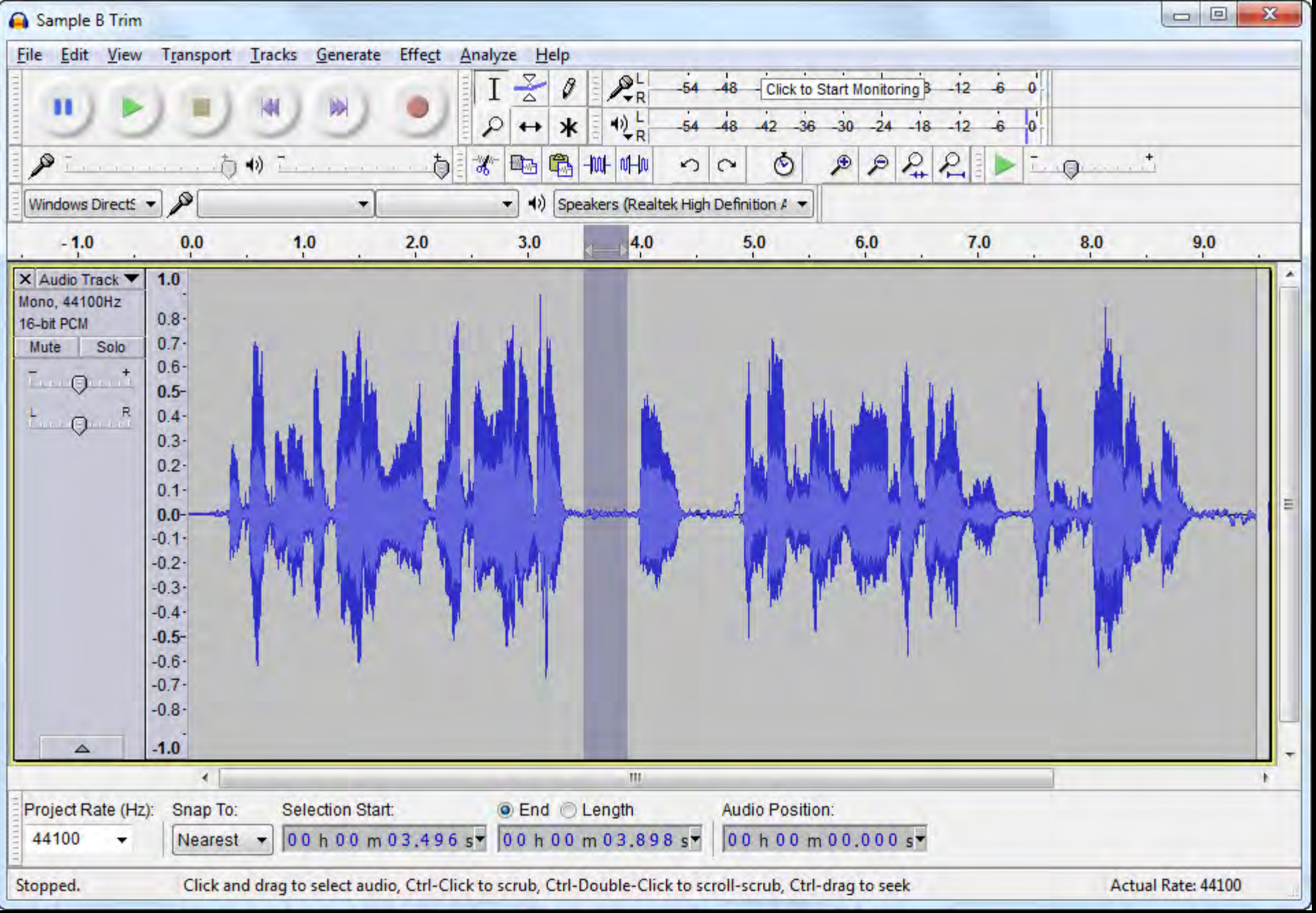
now, a fade-out…


Sample B Trim
File Edit View Transport Tracks Generate Effect Analyze Help
Click to Start Monitoring
Windows Direct
Speakers (Realtek High Definition
8.5 9.0 9.5 10.0 10.5 11.0
Audio Track
Mono, 44100Hz
16-bit PCM
Mute Solo
1.0 0.8 0.7 0.6 0.5 0.4 0.3 0.2 0.1 0.0 -0.1 -0.2 -0.3 -0.4 -0.5 -0.6 -0.7 -0.8 -1.0
Project Rate (Hz):
44100
Snap To:
Nearest
Selection Start:
00 h 00 m 09.489 s
End
Length
00 h 00 m 09.489 s
Audio Position:
00 h 00 m 00.000 s
Stopped.
Actual Rate: 44100

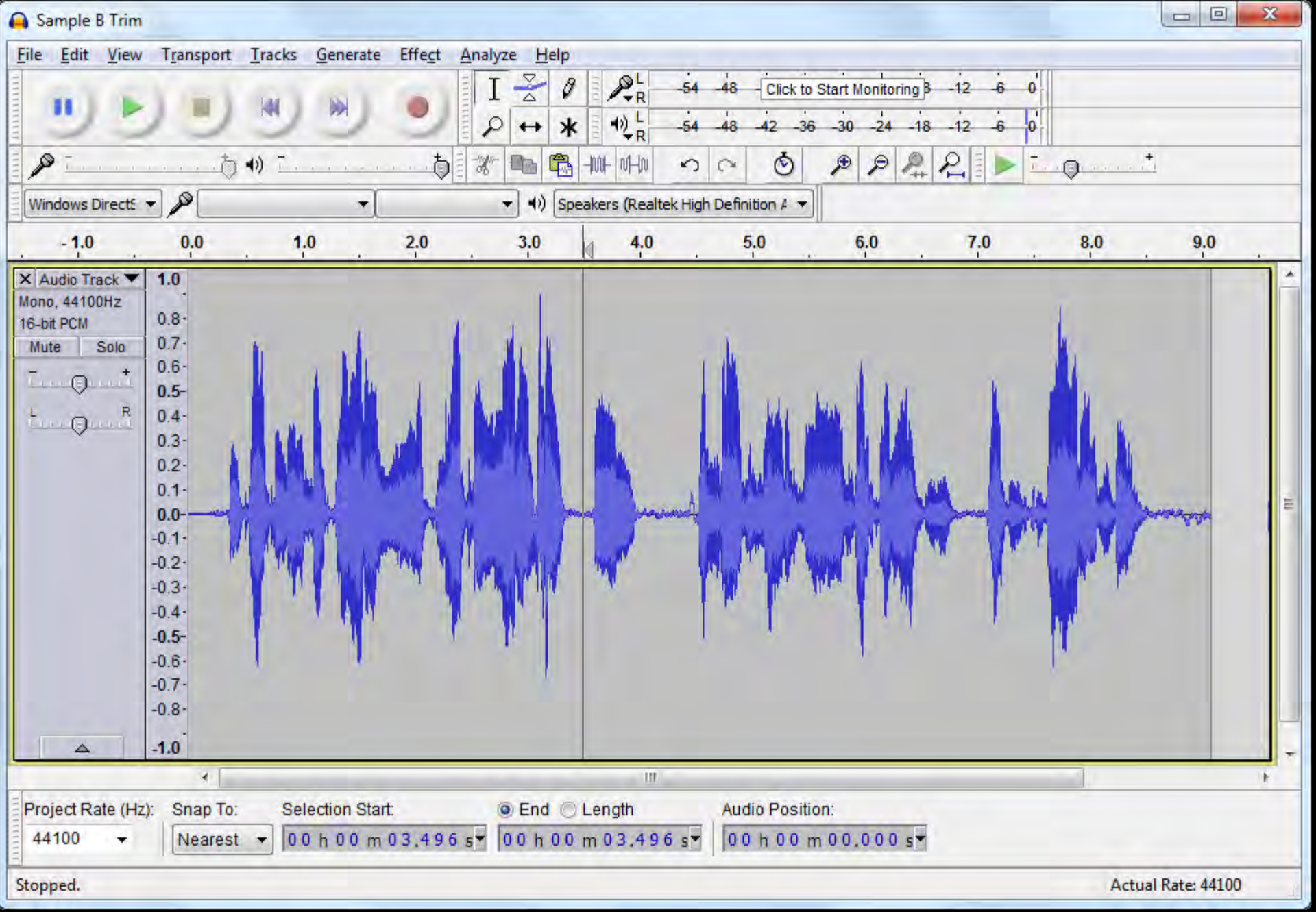
…and…


Sample B Trim
File Edit View Transport Tracks Generate Effect Analyze Help
Click to Start Monitoring
Audio Track
Mono, 44100Hz
16-bit PCM
Mute Solo
Project Rate (Hz):
44100
Snap To:
Nearest
Selection Start:
End Length
Audio Position:
Stopped.
Actual Rate: 44100

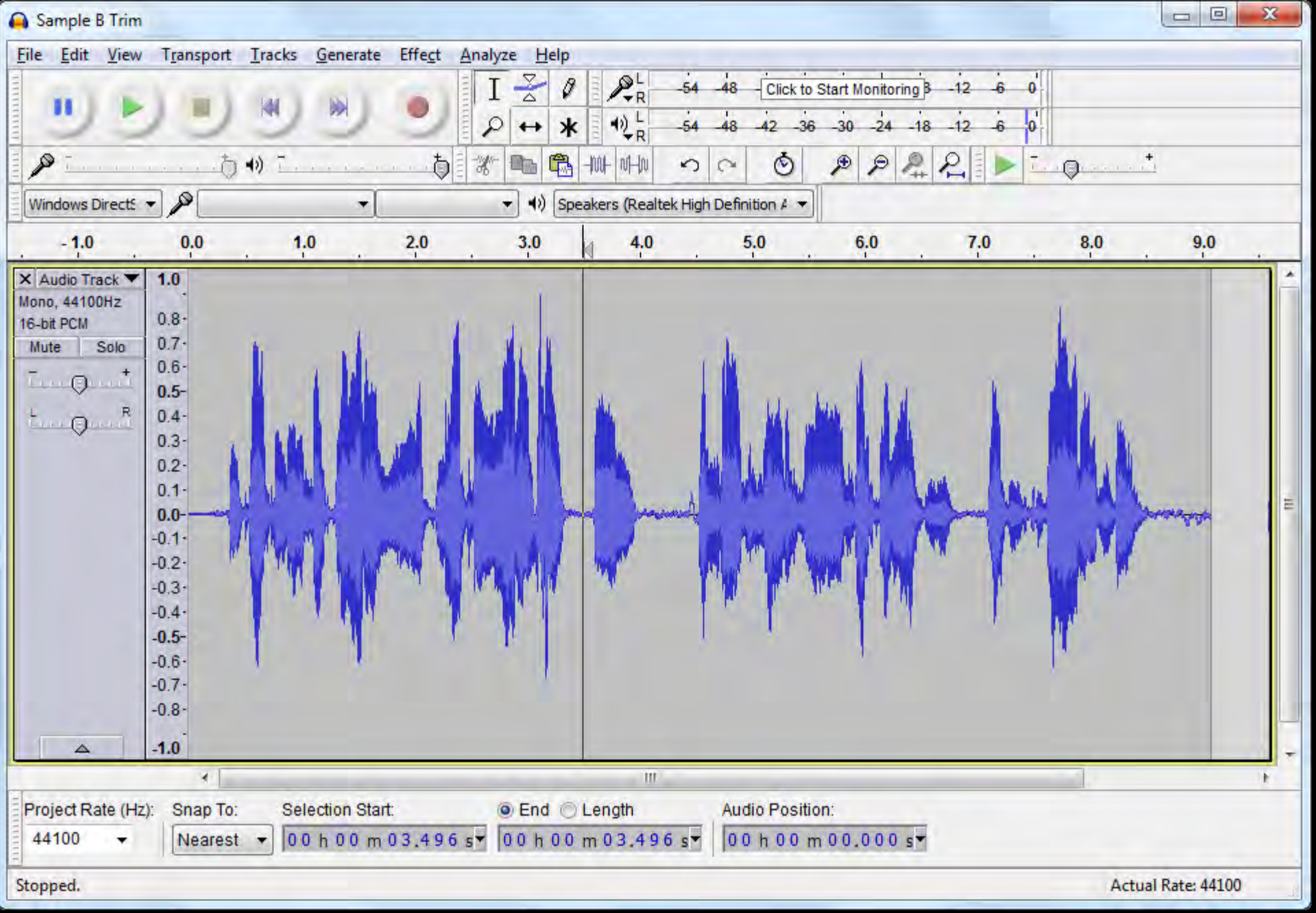
Voila!


Sample B Trim
File Edit View Transport Tracks Generate Effect Analyze Help
Click to Start Monitoring
Windows DirectS
Speakers (Realtek High Definition A
Audio Track
Mono, 44100Hz
16-bit PCM
Mute Solo
Project Rate (Hz):
44100
Snap To:
Nearest
Selection Start:
00 h 00 m 03.496 s
End
Length
00 h 00 m 03.898 s
Audio Position:
00 h 00 m 00.000 s
Stopped.
Click and drag to select audio, Ctrl-Click to scrub, Ctrl-Double-Click to scroll-scrub, Ctrl-drag to seek
Actual Rate: 44100

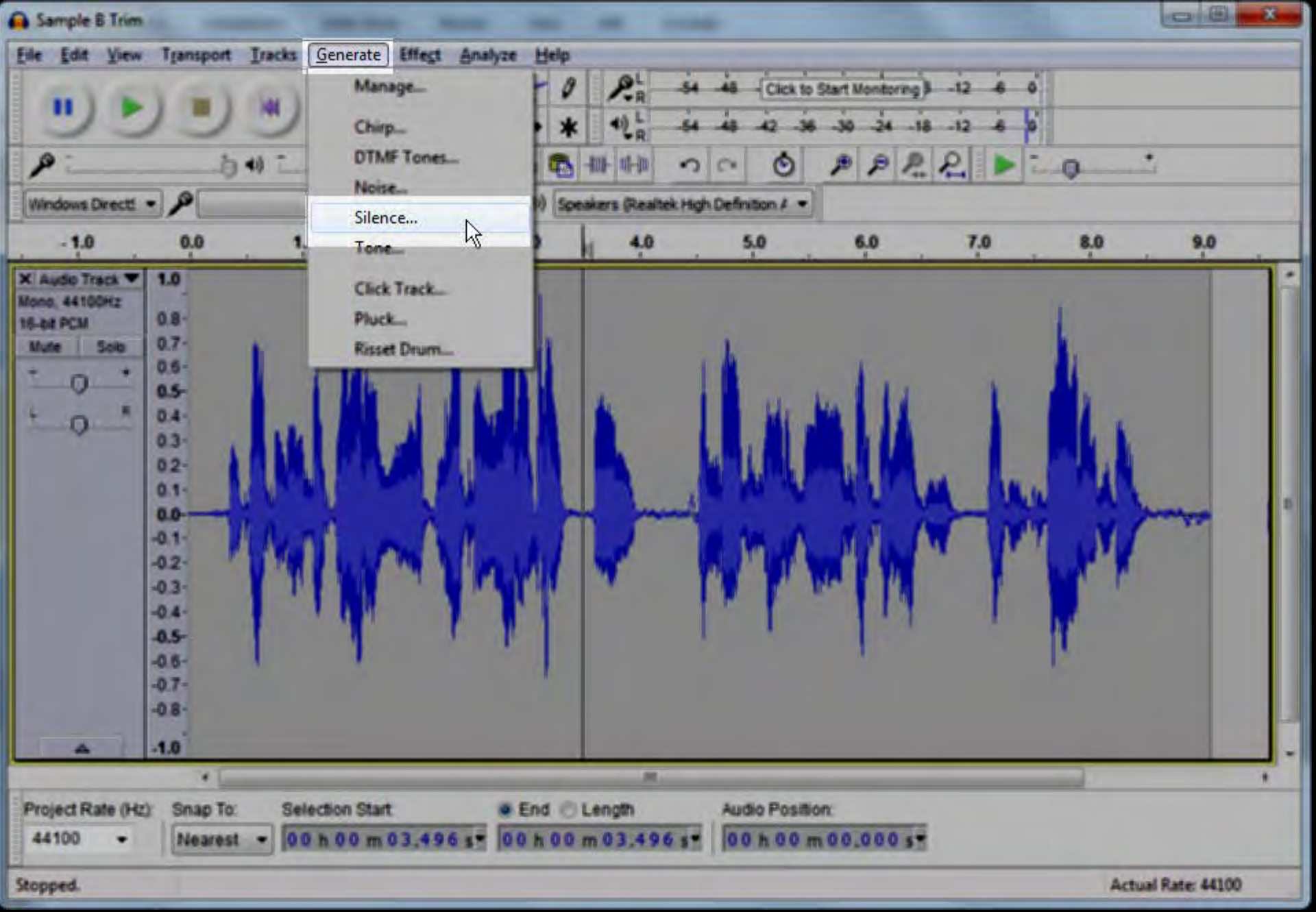
select…



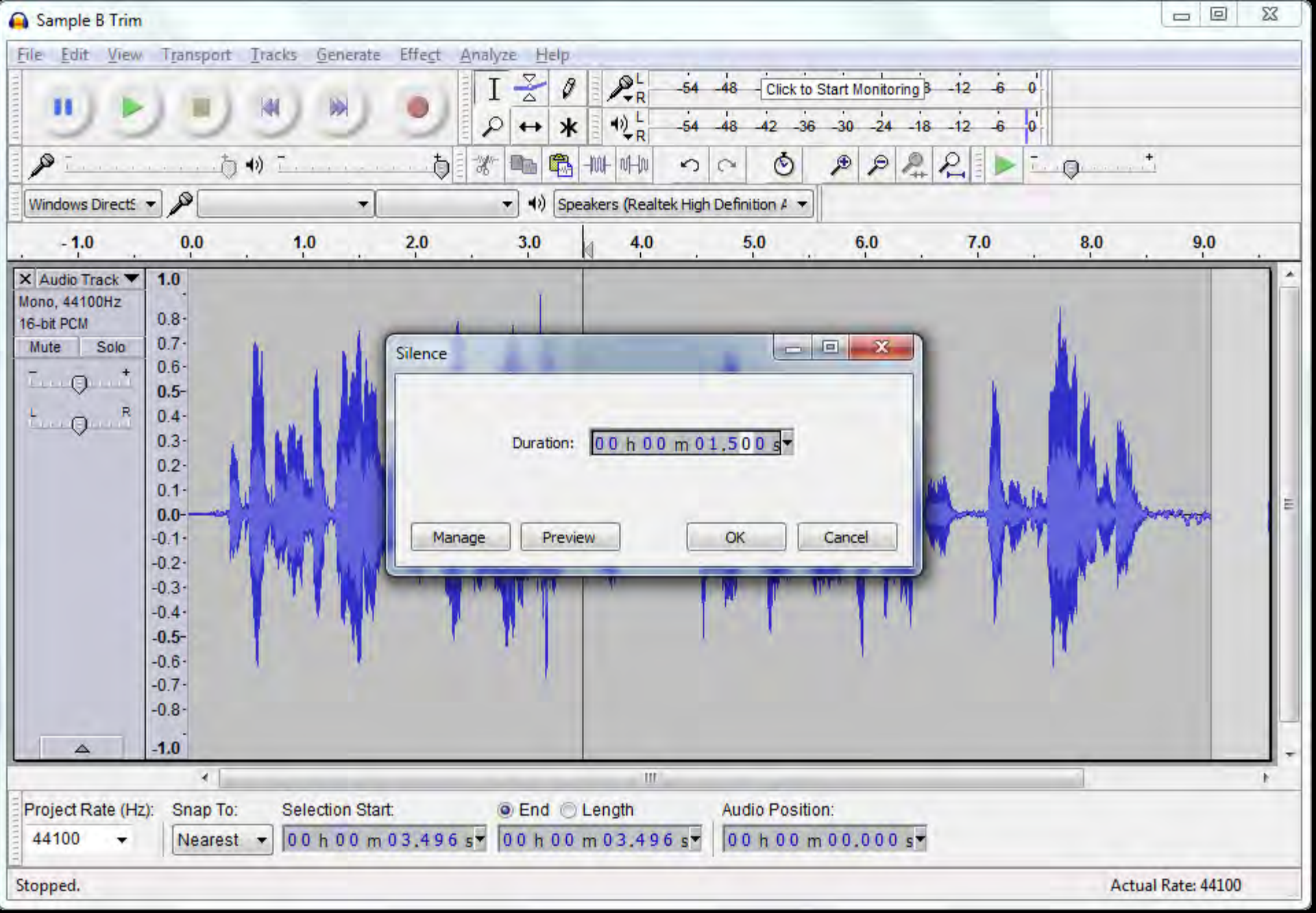
…and delete to tighten timing



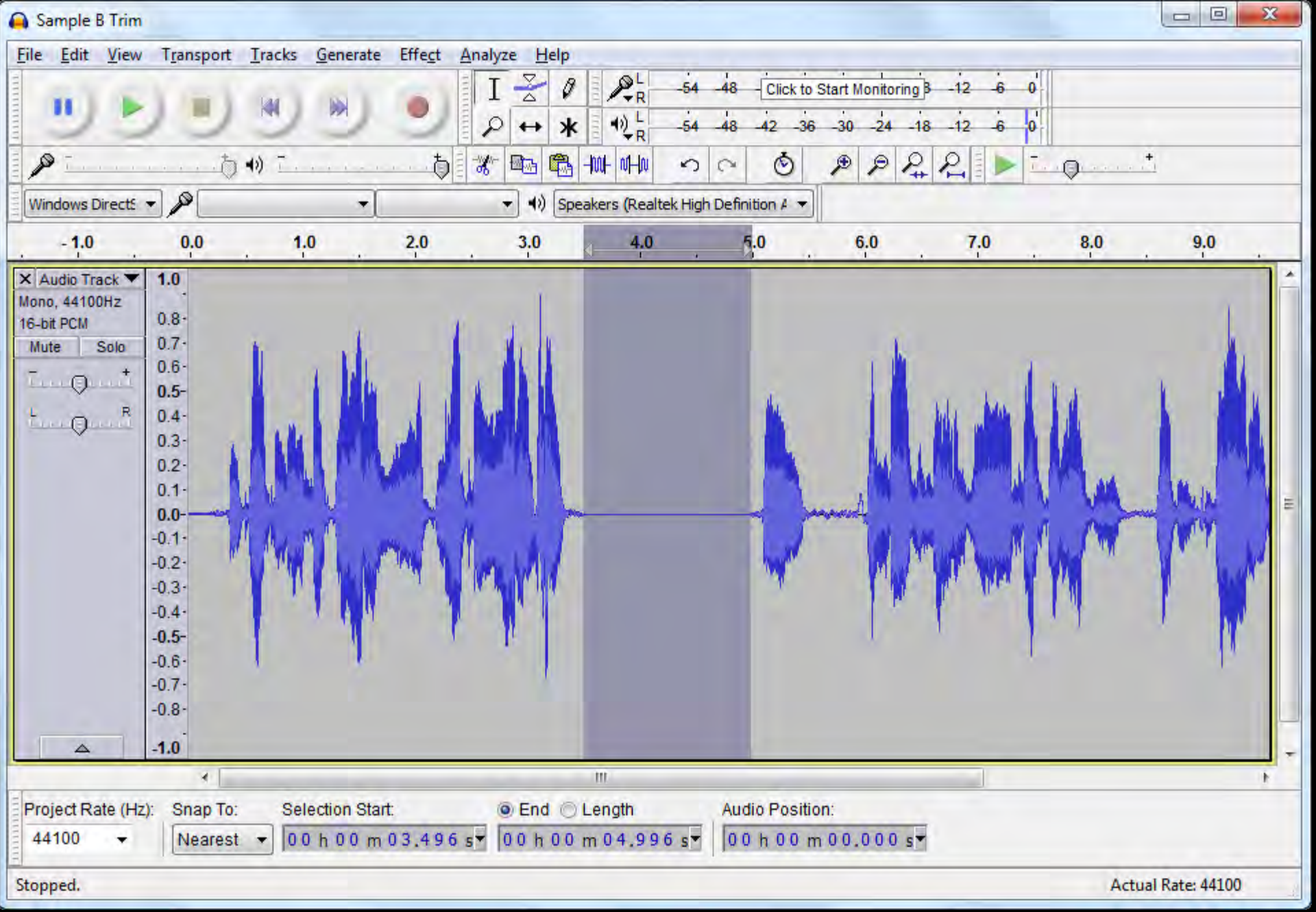
place the cursor…



choose Generate > Silence…



specify length…



…and click OK to add time

The Levelator

http://www.conversationsnetwork.org/levelator

the last step is The Levelator

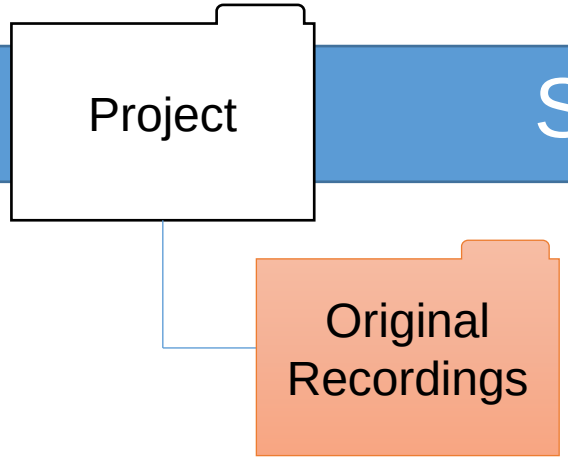
Thank You.
Robert Hershenow
rdhersh@gmail.com
(510) 368-6355

Project

Set up project file structure.

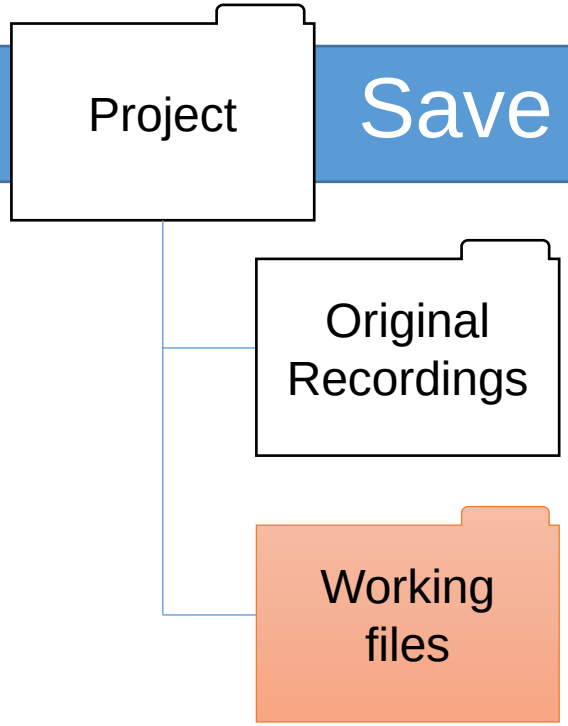
Special Bonus Section!

Save original recordings.



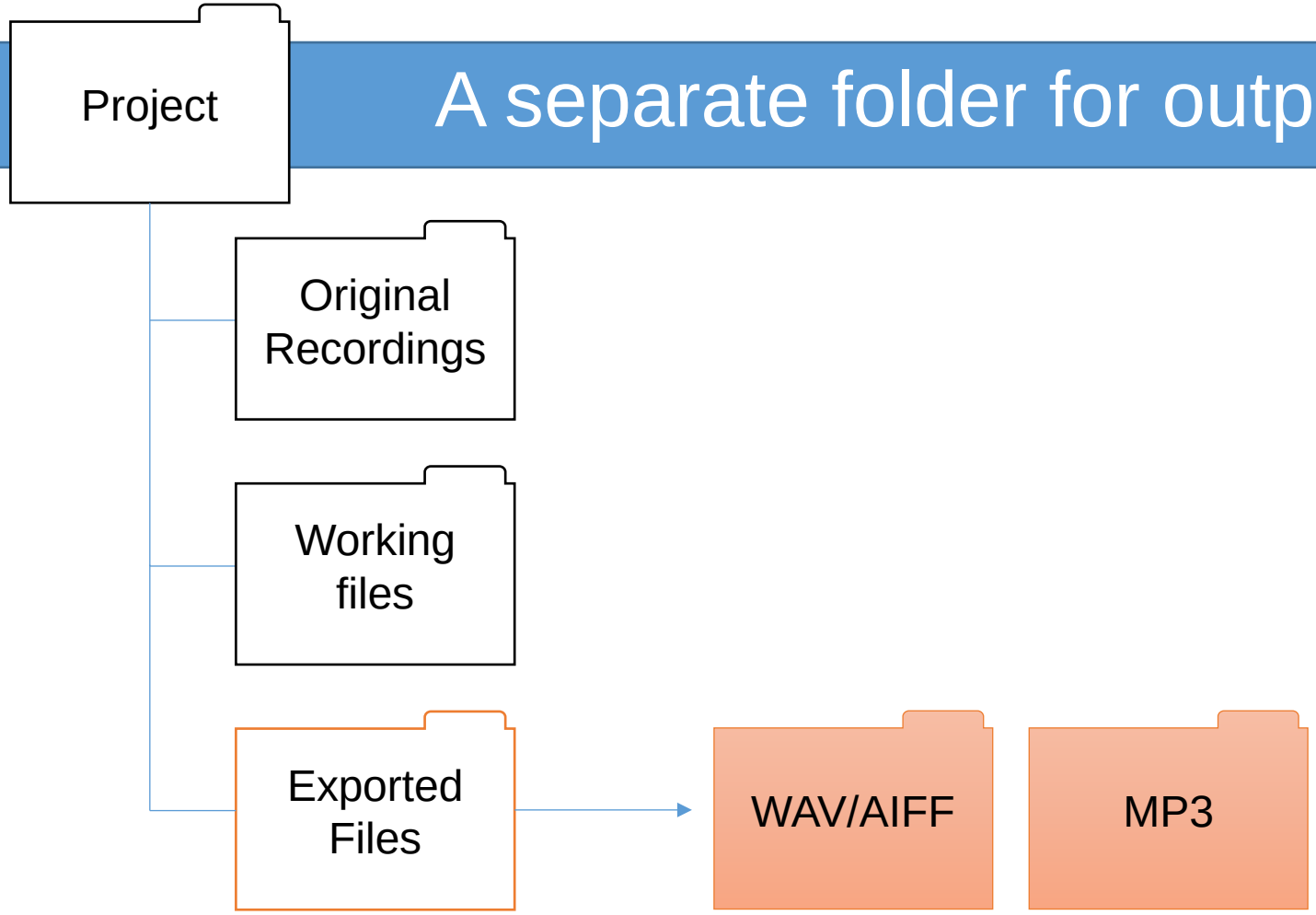
Also backup remotely

Save working files in increments.

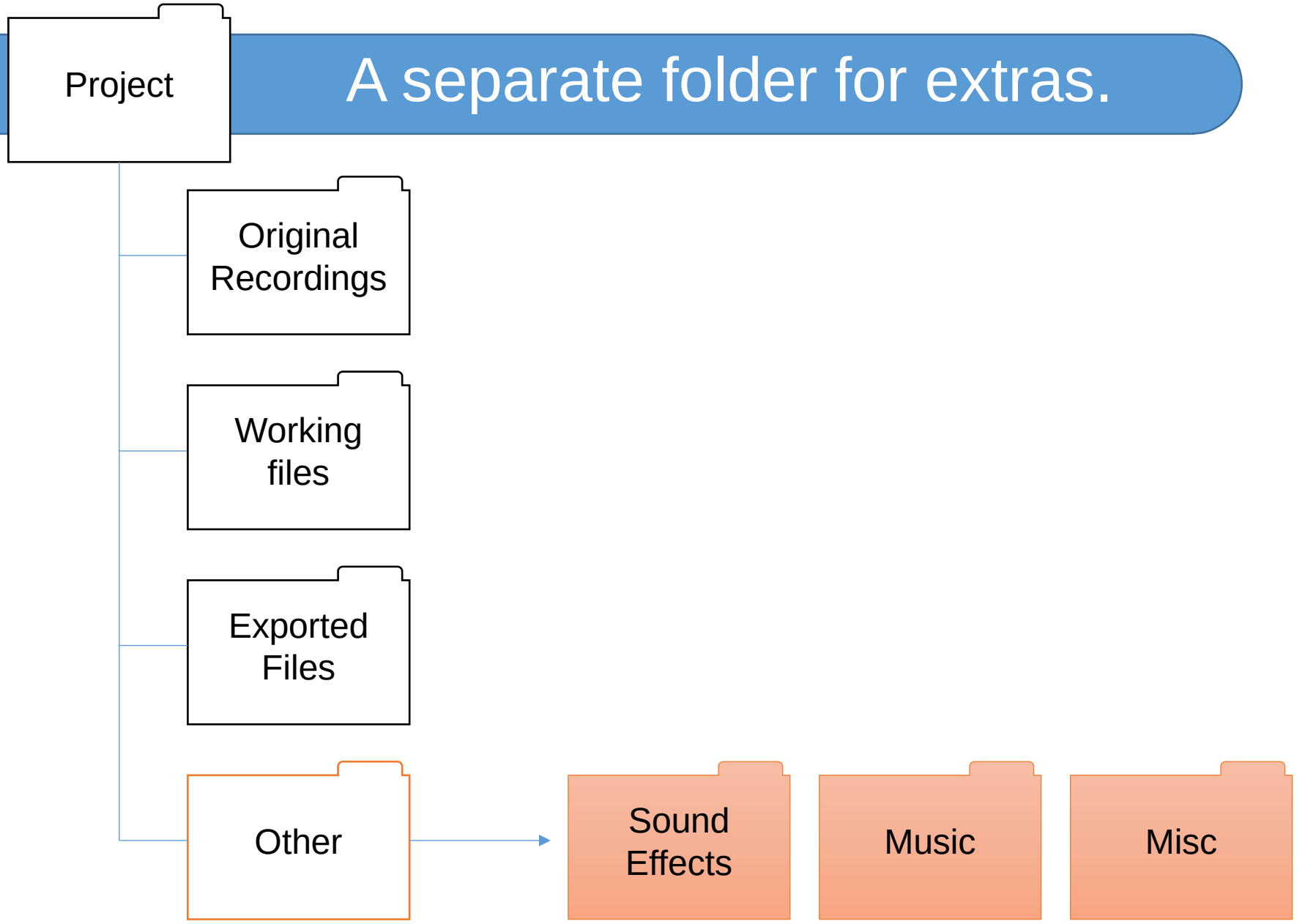
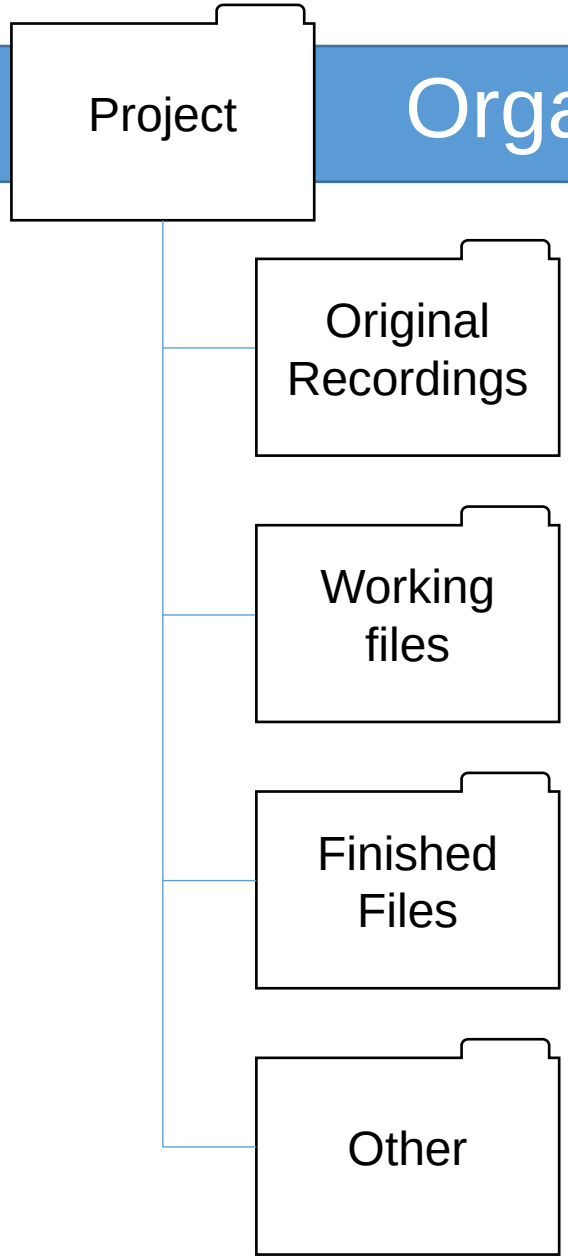


Save these incrementally, and keep a log

A separate folder for outputs.



A separate folder for extras.



Organization saves time later on.