

Online

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# Pro Tools for Music Teachers

## Session 3 Homework

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# Pro Tools for Music Teachers

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## How to use these notes

You should already have the:

- Exercise Media folder
- Pro Tools shortcuts

This week you should have downloaded the following from the website:

- Midnight Music Online Course Notes Session 3 (Notes)
- Midnight Music Online Homework Pro Tools Session 3 (this document)

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## An editing reminder

- Open your saved session from the last homework task. Make sure the guitar and drums are ready to go (should have been completed in the last task) and the Edit Window is open.
- Place the 10\_01.wav and 10\_03.wav clips at the beginning of two separate tracks labeled Vox1 and Vox2.
- Mute the Vox2 track.
- Select the clip on Vox1 and repeat it 3 times.
- Select Grid Mode and set the Grid to 0|0|480 (1/8 note).
- Using the Selector Tool select the word "Time" in the second clip. Cut the selection and paste it on the second 1/8th note in Bar 4 on the same track. Play the edit to see how it sounds.

Notes: See the notes for Session 2, **Editing**

### Using Spot Mode - why not!

- Unmute the Vox2 track. Select Spot Mode.
- Click on the 10\_03 clip with the Grabber tool to select it and the Spot Mode dialog box will open.
- Enter 5|1|000 as the Start location for this clip and click Ok. With the clip still selected, copy it to the start of Bar 7. You can do this by clicking the cursor to Bar 7 and pasting, or setting the Edit Selection Start field in the Edit window to 7|1|000 and pressing enter, then pasting.



Fig. 1. Setting the Edit Selection Start field.

- Go back to Grid Mode, with the Grid set to 1/8 note. Select the first three 1/8th notes in the second region (7|1|000 to 7|2|480) which are the words “Baby you got me”. Copy the selection.
- Make a new selection from 7|2|480 to 8|1|000 (the words “making circles”) and press Delete. Put the cursor at 7|3|000 and paste your selection from the above step.
- Listen to your edits.

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## Using inserts and sends

### Creating a Reverb effect using an insert

- Go to the Mix Window using the shortcut.
- In Insert slot A on the Vox1 track, add the D-Verb plug-in and select an appropriate reverb from the preset menu. Play around with various reverbs and delays to see how they work.
- Note that you can bypass the effect by clicking the Bypass button on the effect window. You can also compare two settings by making the first setting, then clicking Compare, then making the second. Clicking Compare will then toggle back and forth between the two settings.

Notes: See Page 6, **Inserts**

### Creating a Reverb effect using a send

- Create an Aux Input track linked to the Vox2 track using the Send slot A on the Vox2 track. Call it Reverb.
- Insert the D-Verb plug in and use the presets to select an appropriate reverb.
- Raise the level of the send fader (or the fader on the bus floating window) to send the desired volume of the Vox1 track to the Reverb track.

Notes: See Page 8, **Working with sends**

## Create a Vocals Aux Input track to control the level of both vocals

- Create an Aux Input track linked to the Vox1 track using the Send slot A on the Vox1 track. Call it VOCALS. Set the send fader to send most of the Vox1 track audio to the VOCALS track.
- Use the Send slot B on the Vox2 track to send the audio to the VOCALS Aux Input track. This time you will not need to add **new track...** rather select VOCALS from the **track** option when you click on the send slot.
- Play around with sending various levels of the two Vox tracks to the VOCALS track and then altering the overall level of both tracks using the VOCALS track fader.

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## Adding automation

### Recording and editing automation - Volume

- Go to the Edit Window using the shortcut.
- Open the Automation Window.
- Make sure VOL and MUTE automation are selected (red). Others can be too, but you're going to automate volume and mute. Close the Automation Window.
- Select Write Mode as the Automation Mode for the Drum track. Swap to the Mix Window. Hit play and ride the volume fader on the drum track to record volume automation. "Riding a fader" means listening and changing it over time. Create a fade in over two bars for the drums from the start.
- If you make a mistake either re-record the automation or edit the automation data either on the track in the Edit Window or pop out the Automation Lane underneath the track. Make sure the Automation Mode is set back to read.
- Even if you record it perfectly the first time, have a go editing the automation data.

Notes: See Page 10, **Automation**

### Recording and editing automation - Mute

- This exercise is to automate the muting of the Reverb Aux Input track you created earlier.
- Change the Automation Mode of the Reverb Aux Input track to write. Mute the track. You can do these steps in either the Mix or Edit Windows.
- Press play, and when you decide the reverb should come in, unmute the track. Mute the track again after a time.
- Set the Automation Mode back to read.
- View the mute automation either on the track, or in the Automation Lane in the Edit Window.

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## Bounce to Disk

- Zoom your session right out so you can see all the clips.
- In the timeline ruler, drag a selection that encompasses all the clips in the session.
- Bounce your track out as a wav file (interleaved, 16 bit, 44.1 kHz). Give it an appropriate name and save it in an appropriate place. Note the default is the Audio Files folder. Sometimes I go up a folder to save my bounces, as it gets confusing if the final bounce is in with all the other audio.

Notes: See Page 12, **Creating a Stereo Mixdown**