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SIGHT. SOUND & STORY

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Getting Started

About This Course

- Requirements for Exercises
- Software and Hardware

Working with I/O Settings

- Saving and Reusing I/O Settings
- Viewing, Modifying, and Restoring I/O Settings
- Setting the Audition Path
- Setting the Default Output Bus

Configuring Pro Tools Hardware Settings

- Setting the Default Sample Rate
- Changing the Clock Source
- Configuring the Footswitch Control
- Using a Dedicated Control Panel

Optimizing Pro Tools Performance

- Playback Engine
- Hardware Buffer Size
- Host Engine Error Suppression
- Cache Size (Pro Tools HD Only)
- Adding Tracks to Your Session
 - Adding a New Track Like the Previous
 - ─● Adding a New Track of a Specific Type
- Edit and Mix Window Display Options
- Changing the Display of the Mix and Edit Windows
- I/O View
- Comments View
- Track List Display Options
 - Showing and Hiding Tracks
 - Using the Track List Pop-Up Menu
 - Sorting Tracks

Managing Session Data and Media Files

Pro Tools Software Capabilities

- Basic Specifications
- Plug-Ins
- Pro Tools HD Software

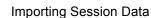
Working with Digital Video

- Video Editing Features of Pro Tools HD
- Setting Up Video Tracks
- Assembling Video Clips on Video Tracks
- Video Playback on a Secondary Monitor
- Workspace Browsers
 - Browser Features
 - Workspace Browser Overview
 - Workspace Browser Functionality
 - Waveform Display

Importing Files and Session Data

- Considerations for Importing Files
- Importing Files Using a Workspace Browser
- Importing Files Using the Import Commands





Batch Importing Files

Clip Groups

- Creating Clip Groups
- Ungrouping Clips
- Regrouping Clips
- Editing Clip Groups
- Clip Groups and Tick-Based Tracks
- Clip Groups in the Clip List

Recording MIDI and Audio

Setting Up the Session

- Displaying Conductor Rulers
- Adding Meter and Tempo Events
- Creating a Linear Tempo Change
- Recording with a Click

Recording Selections

- Creating a Selection
- Using Pre- and Post-Roll
- Loop Recording Audio and MIDI
 - Loop Recording Differences: Audio Versus MIDI
 - Capturing Loop Record Takes

Auditioning Loop Record Takes

- Setting the Match Criteria
- Selecting Alternate Takes

Recordin<mark>g</mark> MIDI Usi<mark>ng</mark> Loop Playback with MIDI Merge

Working with MIDI & Virtual Instruments

Understanding Track Timebases

- Sample-Based Operation Versus Tick-Based Operation
- Track Timebases
- Tick-Based Timing and Note Values

Virtual Instruments

- Using Plug-In Virtual Instruments
- Using Stand-Alone Virtual Instruments

MIDI-Compatible Tracks and Track Views

- Viewing MIDI Data in the Edit Window
- MIDI-Compatible Tracks in the Pro Tools Mix Window

Auditioning and Playing Back MIDI

- MIDI Thru Versus the Default Thru Instrument
- Auditioning MIDI Clips

Editing MIDI Data

- Editing MIDI Clips
- Editing MIDI Notes with the Pencil Tool
- Editing Existing MIDI Notes
- Deleting MIDI Notes

Working with Elastic Audio

Elastic Audio Basics

- Enabling Elastic Audio on a Track
- Auto-Enabling Elastic Audio for New Tracks
- Understanding Elastic Audio Analysis
- Conforming Clips to the Session Tempo Map

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- Warp Indicators
- Removing Clip Warping
- Elastic Audio Track Views
 - Elastic Audio Markers
- Warping Sound with Elastic Audio
 - Using Warp View
 - Types of Manual Warping
- Using Elastic Audio to Tighten a Rhythmic Performance
 - How Quantizing Affects Elastic Audio Events
 - Improving the Quantization Results
- Using Elastic Audio to Experiment with Tempo
 - Applying Tick-Based Timing to Elastic Audio-Enabled Tracks
 - Applying Tempo Changes

Improving the Quality of Warped Audio

- Editing Event Markers in Analysis View
- Adjusting Event Sensitivity
- Using X-Form

Using Elastic Audio for Pitch Changes

- Pitch Shifting with the Elastic Properties Window
- Pitch Shifting with the Transpose Window
- Changing and Undoing Pitch Transposition

Editing and Fine-Tuning a Performance

Smart Tool

- Activating the Primary Smart Tool Functions
- Creating Fades Using the Smart Tool
- Smart Tool Fade Rules

Creating Rhythmic Changes for Audio and MIDI Data

- Using Grid Quantize Versus Groove Quantize
- Using Input Quantize
- Quantizing After Recording
- Setting the Options for Groove and Feel

MIDI Real-Time Properties

- Using the Real-Time Properties View
- Using the Real-Time Properties Floating Window
- Enabling Real-Time Properties
- Quantizing with Real-Time Properties

Working with Fades

- Using the Fades Dialog Box
- Applying Fades
- Editing Fades
- Fades and Elastic Audio Processing.

Additional Editing and Media Management

Track Color-Coding

Clip Looping

- Working with Clip Loops
- Creating Looped Clips
- Modifying Clip Loop Settings
- Editing Looped Clips
- Considerations for Working with Clip Loops
- Unlooping Clips

Editing on the Grid







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- Using Grid Mode
- Separating Clips on the Grid

AudioSuite Overview

- AudioSuite versus Insert Processing
- AudioSuite Features
- Using AudioSuite Plug-Ins
- Working with the Clip List
 - Finding a Clip in the Clip List
 - Cleaning Up the Clip List
 - Exporting Clips and Clip Definitions

Basic Mixing and Signal Flow

Track Type Icons Solo and Mute Status Indicators Using Inserts for Effects Processing

- Inserts on Audio Tracks and Aux Inputs
- Inserts on Master Faders
- Plug-In Inserts
- Hardware Inserts

Using Sends and Returns for Effects Processing

- Creating a Send
- Setting the Send Level
- Changing the Default Send Level Preference
- Send Display Options
- Creating a Return

Working with Sends

- Using the Send Window
- Moving and Copying Sends
- Changing and Removing Sends

Using Native Plug-Ins

- Using Gain-Based Processors
- Using Time-Based Processors
- Using the Plug-In Window

Master Fader Tracks

- Uses of Master Fader
- Creating Master Faders

Writing and Editing Automation

Understanding Automation

- Groups and Automation
- Automation Playlists
- Automation Modes
- Working with Automation
 - Enabling and Suspending Automation
 - Writing Automation Selectively
 - Playing Automation
 - Viewing Automation

Graphical Editing of Automation Data

- Automation Displays
- Creating and Adjusting Breakpoint Automation Data
- Drawing Automation
- Cutting, Copying, and Pasting Automation Data
 - Cutting Automation Versus Deleting Automation

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- Using Cut, Copy, and Paste Commands
- Using Paste Special Mode

Removing Automation from a Track

- Deleting Breakpoints on the Displayed Automation Graph (Recap)
- Clearing Automation for the Displayed Automation Graph
- Clearing Automation for All Automation Graphs

Using Advanced Mixing Techniques and Creating Final Media

Working with Track Subsets

- Using the Do-To-Selected Function
- Using Submaster Tracks
- Routing Signals Using Paths and Selectors
- Grouping Tracks
 - Understanding Mix and Edit Groups
 - Creating a Group
 - Activating and Deactivating Groups

Working with Groups

- Identifying Group Membership
- Selecting Members of a Group
- Modifying a Group
- Deleting a Group
- Using the All Group
- Groups and Automation
- Groups and Elastic Audio

Creating Final Media

- Creating a CD-Compatible Bounce
- Creating an Archive