



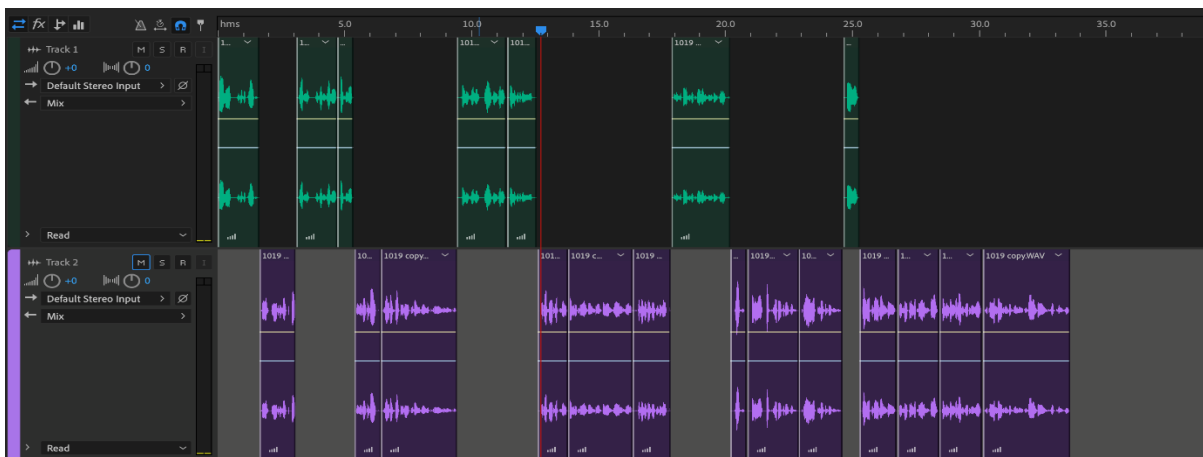
# AUDIO PRODUCTION ASSIGNMENT 1

Volunteering at SETU

Diarmuid O Connor (20071587)

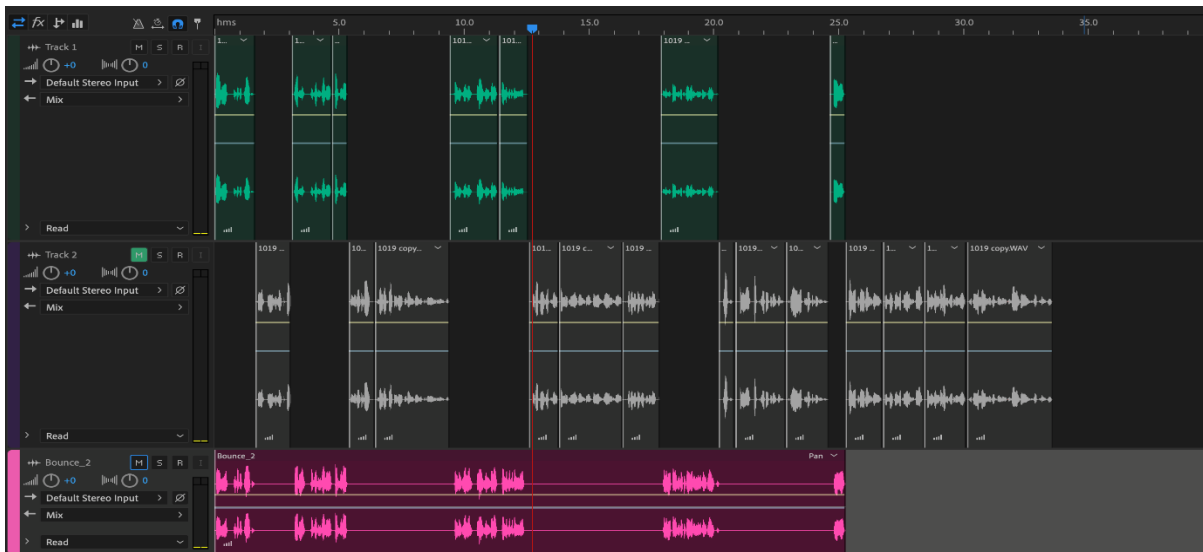
To start, we picked a partner to do the project with, I did the project with Katie Sugrue. We first created the script for the assignment in a rough outline, adding dialogue and coming up with a first draft. This draft was expanded upon until we were happy with it. We then broke the script down into sentences of no more than seven words. Having this complete we were able to apply it to our recording layout to have the voice over script.

Next we went to the recording studio and recorded our scripts, with Katie voicing the female character and I voiced the male character. We took our raw recording and used Adobe Audition to modify the audio. Starting by cutting the audio into our sentences from the script, and separating them by character.



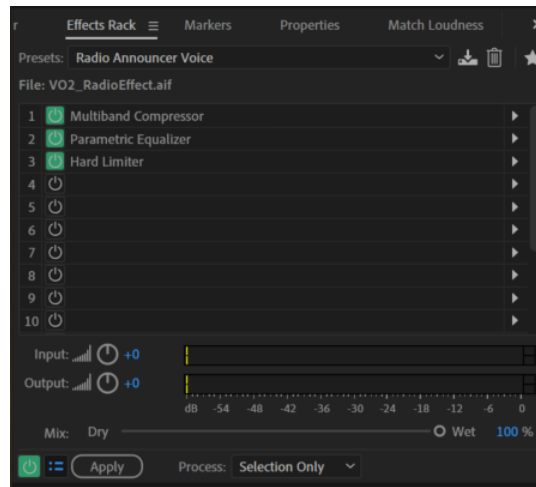
**Cutting the tracks into the individual lines**

Cutting out the black spaces and making the recording play smoother by cutting out gaps. The tracks were bounced into new tracks which can be further edited



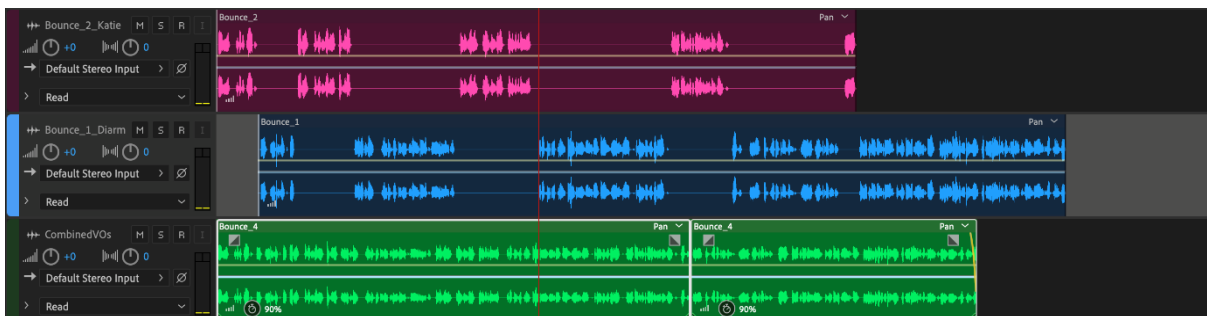
**Bouncing onto a new track**

The bounced tracks were edited using Auditions effect, in which the radio announcer voice was applied to both.



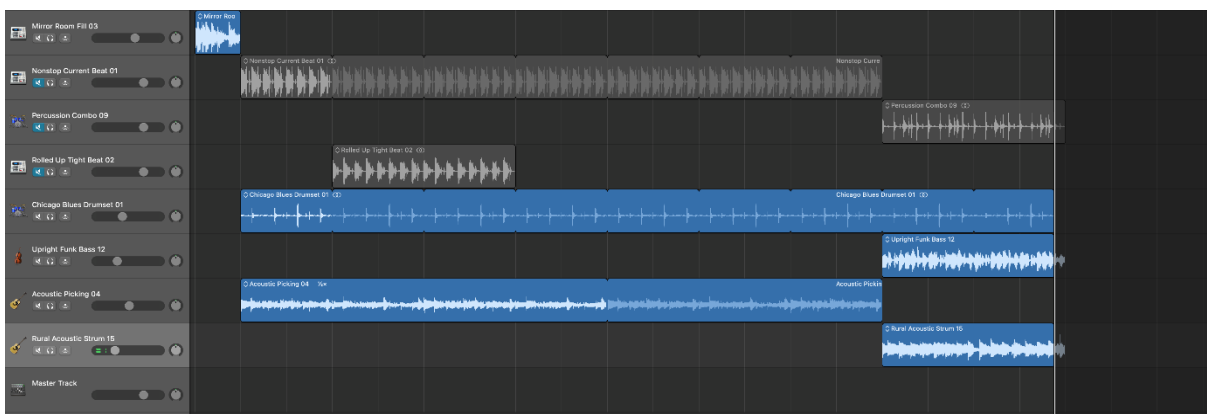
**The radio Announcer Voice**

After applying the effects to the two voice over tracks, the two were bounced onto another bounce track, combining the voices.



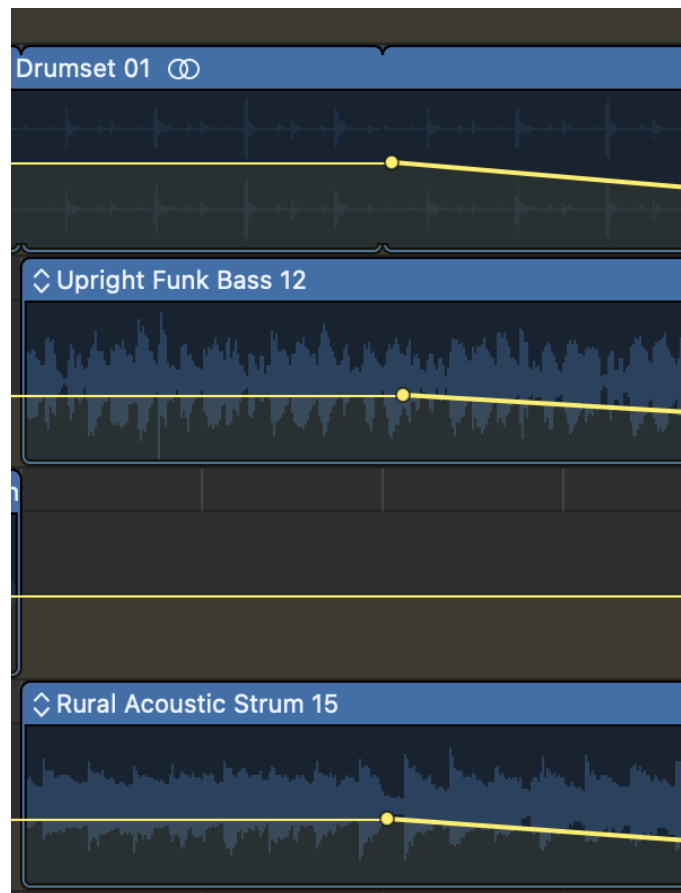
**Combined bounce of the two voice tracks**

A backing track was then created for the project in GarageBand. I created a piece that I felt went well with the processed audio.



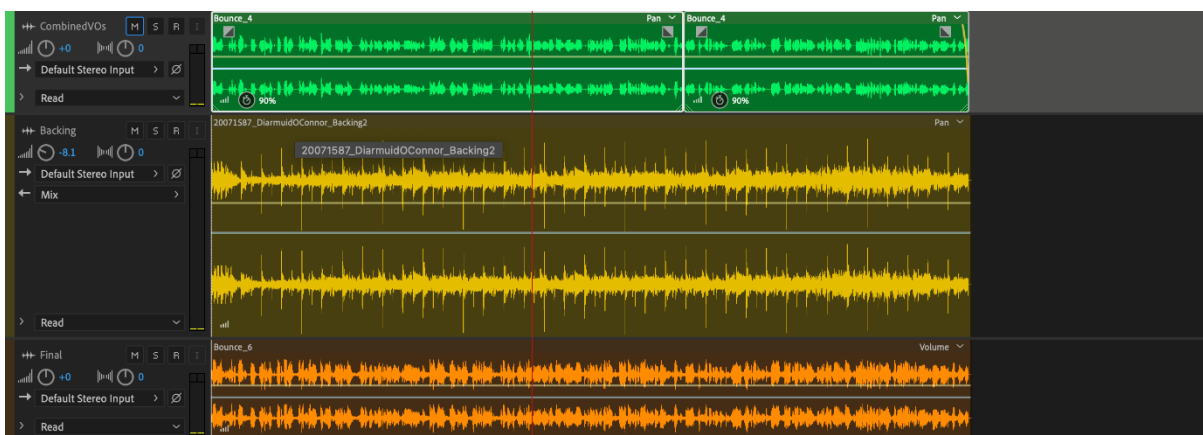
**My arrangement of my backing in GarageBand**

Further editing the backing with automation once I got the length of it correct.



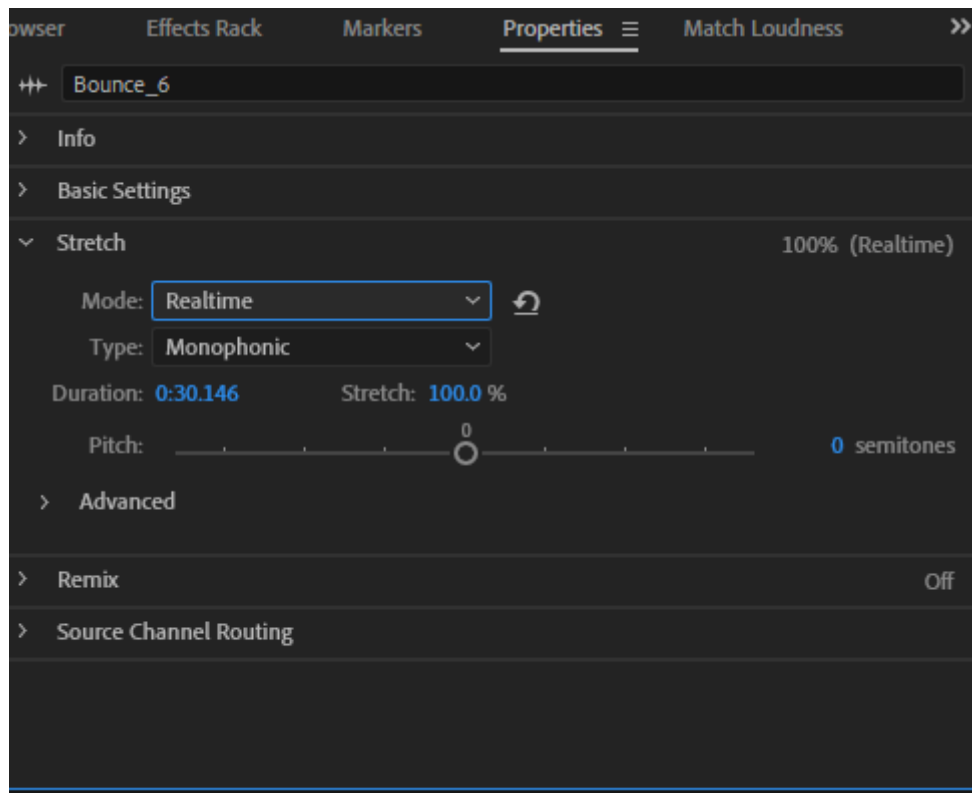
Automation bars on the GarageBand file

This backing was then brought into the Audition project, with the levels reduced so it didn't take from the voice over. Once I was happy I then bounced the back and the combined voice over into a final track that would be mastered and exported.



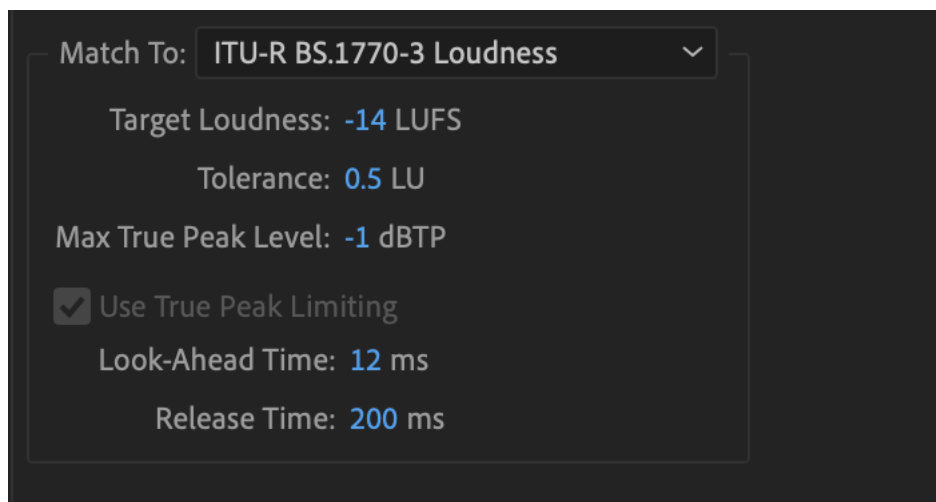
The final bounce track

The final track was shortened by using the stretch option in properties window inside the multitrack view. It is best to not increase or decrease the length by any more than 10%.



**An example of the stretch effect**

The final track was ran through Auditions match loudness so that it would be at -14Lufs. The Max true peak is set to -3 dBTP.



**The match loudness settings.**

This file was then exported. As a AIF (5.2 MB) uncompressed, a FLAC (2.9 MB) slightly compressed and a MP3 (.7 MB) compressed.