

Introduction to Digital Media

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Audio Project

Spring Semester 2017

Hardware Used:

FOR EXAMPLE:

Macbook Pro 10.7.4

Memory: 4GB Ram

Graphics Card: NVIDIA GeForce 9400M 256 MB

Video Camera:N?A

Software Used:

FOR EXAMPLE:

Garageband

Neocities

Project links:

This is the Project link before peer evaluation:

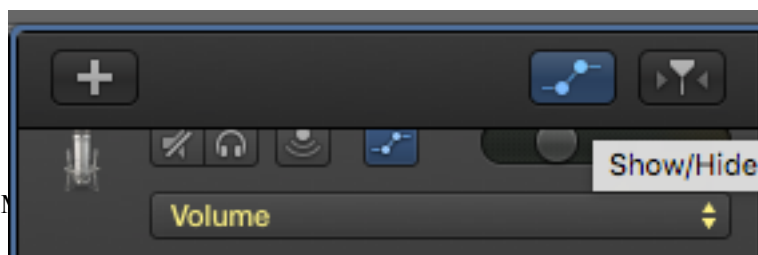
<https://billwartzmedia.neocities.org/Project3%20-%204:26:17,%203.56%20PM.mp3>

This is the Project link after peer evaluation:

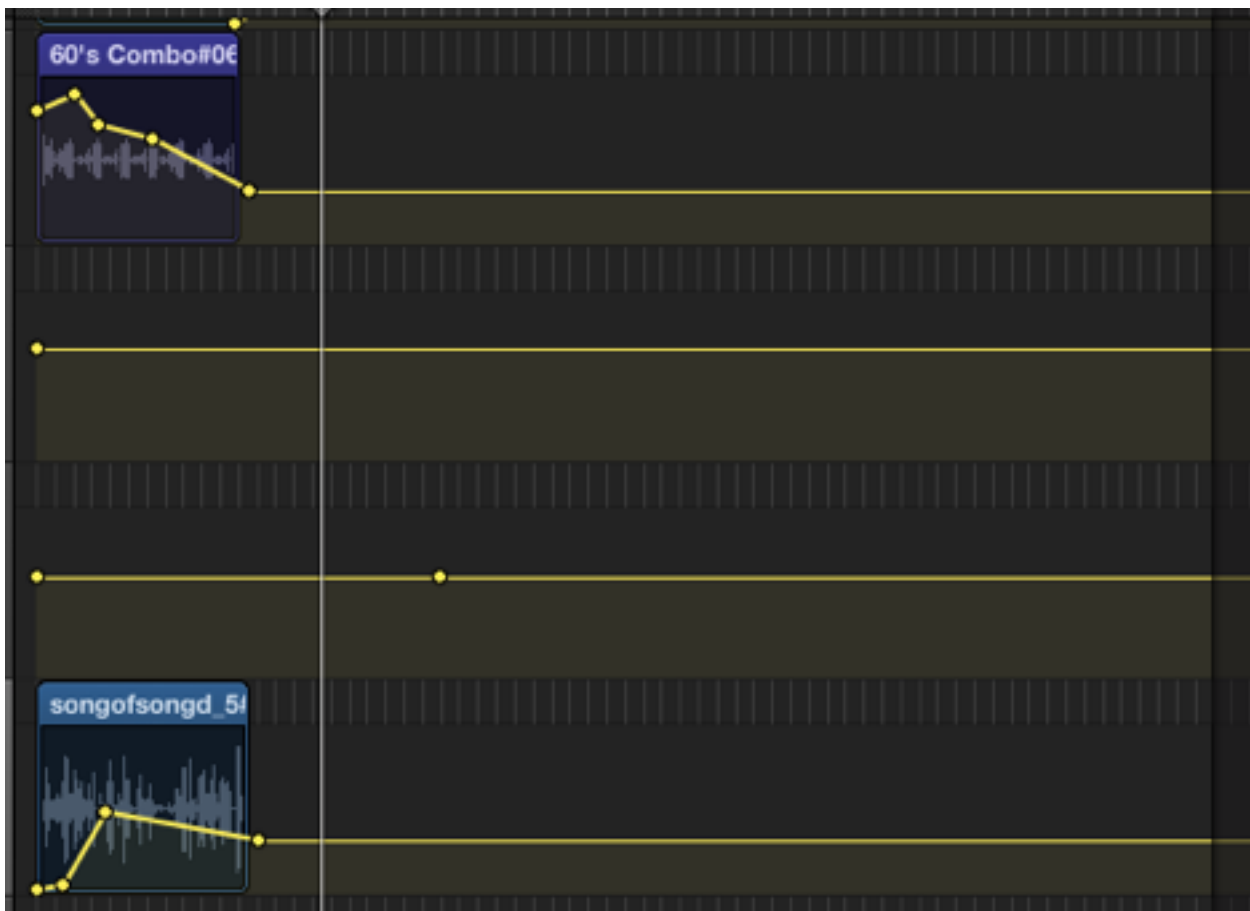
<https://billwartzmedia.neocities.org/Project3%20-%204:26:17,%203.56%20PM.mp3>

Project Description: I used some music provided by a colleague, which consisted of simple bass and guitar sounds, and placed the audio from a baseball game over the music. The goal was for the audio to be emphasized as the music became quieter and slowly came to a fade. At first I had no idea how I would complete this project, because I have never used this kind of software before and have never done anything with editing audio. But as I slowly became acquainted with the software called Garageband, it became much easier for me to start the project.

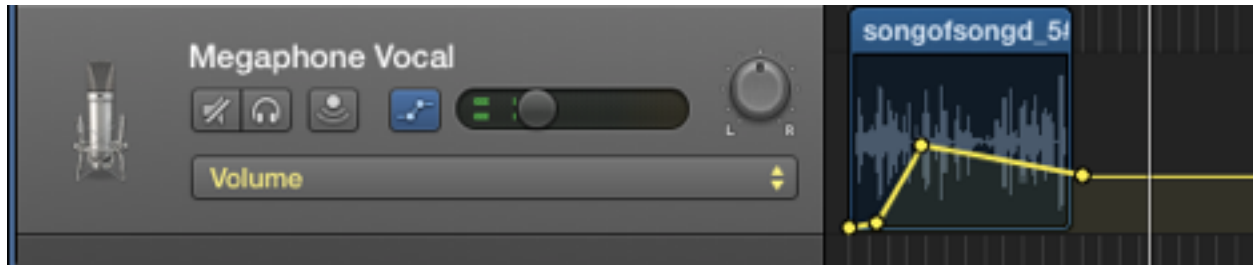
First I had the audio of the music and opened it in garageband on a Macbook. This audio editing software came with the laptop, so I found it the most convenient program to use. I kept the audio effects on default to create a nice base for the entire project. Next I made a new layer of audio and inserted a



recording from a baseball game. At this point the audio files were both at the same volume and frequency, neither of the audio files were faded and neither were quieter than the other. To change this and to edit the audio so it would fade in and out, I took the tool highlighted to the left and clicked it. This allowed me to edit the audio volume throughout the clip, so it wouldn't be consistent. Seen below is how I edited the audio to allow it to fade. Being new to technology like this, I found it easy to move the lines and dots to change the volume of the audio recording. You could create a new point to mark where the audio would change and could move the points/lines around in order to either increase or decrease the volume of the recordings individually. The first recording at the top (60's Combo#6) is the music my colleague made for me. The music was a loop so it was perfect for this project. The emphasis of the music is on the electric guitar sounds. It begins with an above neutral level of volume but slowly fades as the recording below, (songofsongd_5#) which would be the baseball game recording, increases in volume, becoming the emphasis for the entire audio file about one third through the recording. Both of the layers of audio fade to silence which is done by moving the point on the yellow line down at the bottom of the recording so it's angled slightly. This creates the effect that allows the audio to fade out slowly.



Next we were asked to add some kind of effect to the audio recording. Looking through the effects I could use, all of them either made the audio incomprehensible, which was not my goal for the project. I wanted the audio to be understandable since it is the focus of the project, and the loudest sound recorded. So I decided to make the recording amplified by using the megaphone effect which can be found under “Experimental” under “Voice” This creates a both echo-like and louder sound layer to the recording. This effect fits well because often at games like this, the announcer will use a voice amplifier.



I re-listened to the entire recording, I decided to edit the volume overall again on each different track just so one or the other was not too overpowering or too quiet. When I was happy with the volume of the individual tracks I went to “File” and then “Save As” and saved the file as a .MP3. Doing this allowed me to upload it to the website builder, Neocities, where I was able to link to it from anywhere I posted said link. This project required a lot of time and research, as well as reaching out to friends who know audio production more than I do. I’m not familiar with these programs and have never used them before but I’m happy to say I completed this project and understand how to edit audio files in a much easier way now. It has become easier to navigate garageband the more I used it and I find it easier overall to learn how to use different programs like this.

Peer Evaluation Feedback:

Peer 1:

I did not have the time to turn a draft in to have my peers evaluate the project for me, but I was able to have my friend Jeff look it over and give me some pointers on how I could improve the quality of the project. He explained to me on how I could use the tool for controlling volume to edit the audio to fade out to silence. Another thing he helped me with was how I could go about changing the voiceover audio so it would have an effect placed over it. Originally I had a tube vocal effect on the audio but it was not a noticeable difference to the original track and didn't

sound like there was an effect added to the track. He showed me the “Experimental” section of audio effects and I chose the effect that I preferred most and thought fit the best with the project.

Peer 2:N/A

Peer Review discussion: N/A

Copyright Notices, if needed: Copyright to the audio of baseball game and of the music. I own no audio used in the clip.

Screen shot: Screen shots are included in the description, because they need context in order for them to work well.