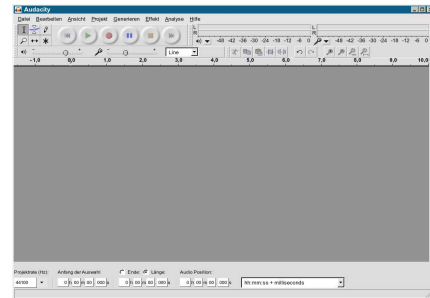


Handout 8: Audio Editing with Audacity 2.0

Audio Editing with Audacity 2.0

Audacity opens with an “empty document window”.

- Clicking the red “record” button will start the recording process directly from the mixing console.
- Alternatively, existing audio material (such as WAV, MP3, OGG) can be imported with the command `Project > Import audio`. PCM raw data is imported by choosing the corresponding sub-item in the menu.



The audio material, which may be located on several tracks, can be copied (if necessary, from one track into another) or cut with the usual PC commands `Strg + c / v / x` or with menu item `Edit`. Editing steps can be reversed, as usual, with `Ctrl + z` or `Edit > Undo`.

With the tool buttons, the mouse assumes various functions depending on its location on the audio diagram:



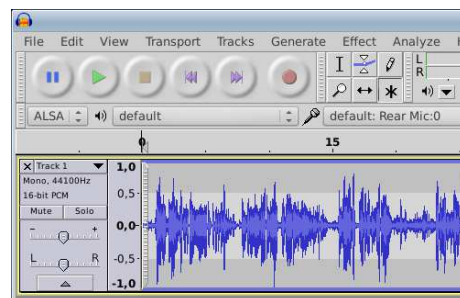
If the mouse pointer is visible as an insert line on the wave depiction, areas can be marked in order to move or delete them. To listen to a preview of a cut you have made, press “c” on the keyboard.



At the juncture of the wave depiction and the slightly darker background, volume nodes can be created and moved around.



Audio material from a track, as well as individual clips, can be moved around (also from one track to another).



Using the menu item `File`, the entire project can be saved or exported (either the complete file or just a marked area) in the formats wav, mp3, or ogg. Many of the functions (such as keyboard layout, format for saving) can be configured; making these settings will allow you to work faster. Audacity is currently available in the version 2.0. On the web page mediensyndikat.de you will find extensive directions, including an 18-page tutorial in German, English, and Spanish.

