**Basic Audio Editing in FCP X 10.2**

**Instructional Pedagogy - Greater Model 50 mins**

**1. Goal**

In this session we are going to adjust audio levels and channel configurations and  key framing audio

**2. Explicit instruction**

On the final cut pro interface the timeline shows a short film that has been   assembled in as desired sequence for this example. In this exercise you will learn to adjust the volume

1. Load the clip on the timeline

 Open final cut pro  - New Library  - name the new library Sound adjustments

 Name the event Sound demo

Import the FCP file

Select in and out points on the clip in the browser and drag to the timeline

2. Click on the Audio levels button: Play the clip.

Normal sounds like the human voice should peak between -12 and – 6. Quieter sounds can be lower and loud sounds can be higher - but nothing should peak above zero.

Play the clip observing the audio levels the music sits between

However there are a few issues with the sound that should be corrected **– can you identify where they are?**

The narrator's introduction peaks too high at around 30 seconds.

 We can adjust this in various ways

On the timeline select an in point  (30. 15)  - press I      and   an outpoint - press o at 31.06

A Directly manipulate the volume by placing your mouse on the black line of the audio track and use your mouse to raise it up or down

 B Use the property inspector (command 4) where you can adjust the volume slider in the audio tab

Enter -5 decibels

Play and assess

C Perform Audio key framing by using Option+ click on the audio's black line on the time line and you can see a little plus sign appear right next to your cursor which means you are able to add a key frame. You can apply 2- 3 key frames and then drag the black line up or down to effect the volume on that particular part of the track

D Select and delete the sound from the audio track on the time line

**3** **Applications**

1. Adjust the volume where the narrators voice drops too low

2. Use key framing to lower the birdcalls

**Time for Feedback**

Students demonstrate their use of simple audio editing functions - by playing their edited clip

**Extra**

Remove the birds sound completely from the clip by selecting and deleted the sound