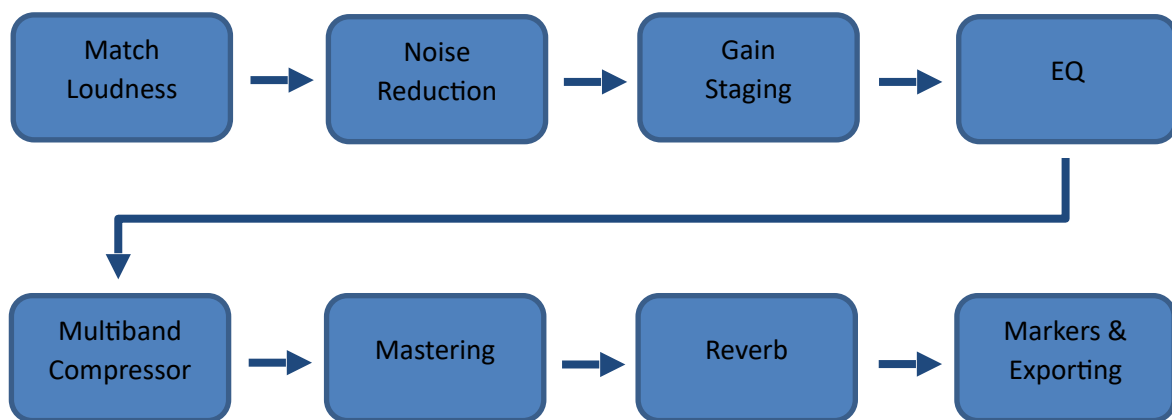


Editing Audio in Adobe Audition

This purpose of this job aid is to clean up audio files using Adobe Audition. There are eight steps to editing an audio file, however, the process changes depending on how the original audio is captured in a recording. In order to get a good recording, be sure to record in a quiet room that doesn't have many hard surfaces. For more information on this, please review the guide "Recording Audio at Home".

The following steps are to ensure consistent and quality audio. This guide requires a base knowledge of how to use Audition. Please refer to <https://helpx.adobe.com/audition/tutorials.html> to gain familiarity with Adobe Audition before proceeding.



Step 1: Match Loudness

Purpose

To standardize the audio's loudness level. This will keep all audio clips around the same volume when switching between projects. This is especially important when working with multiple clips in one file.

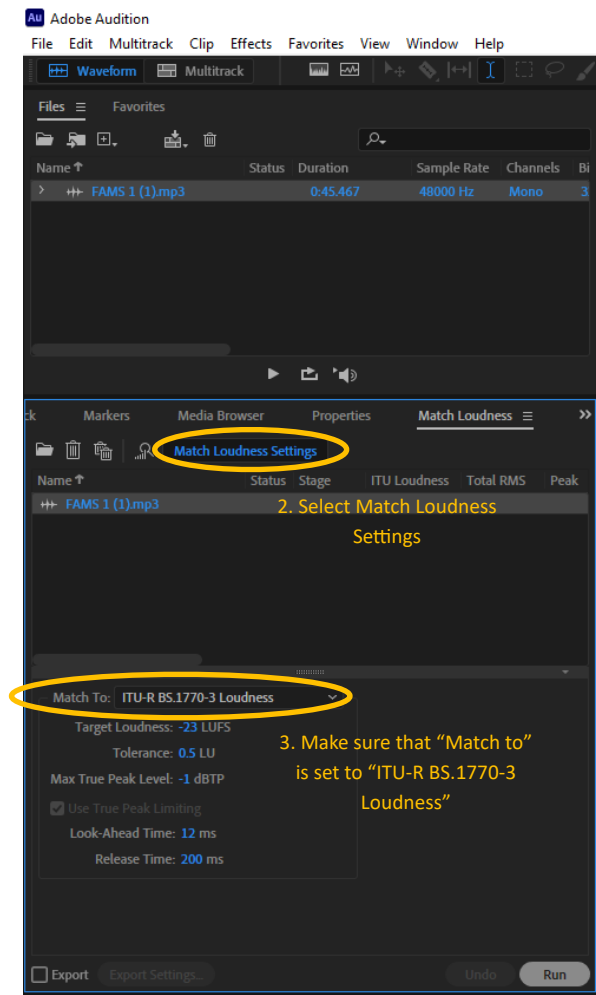
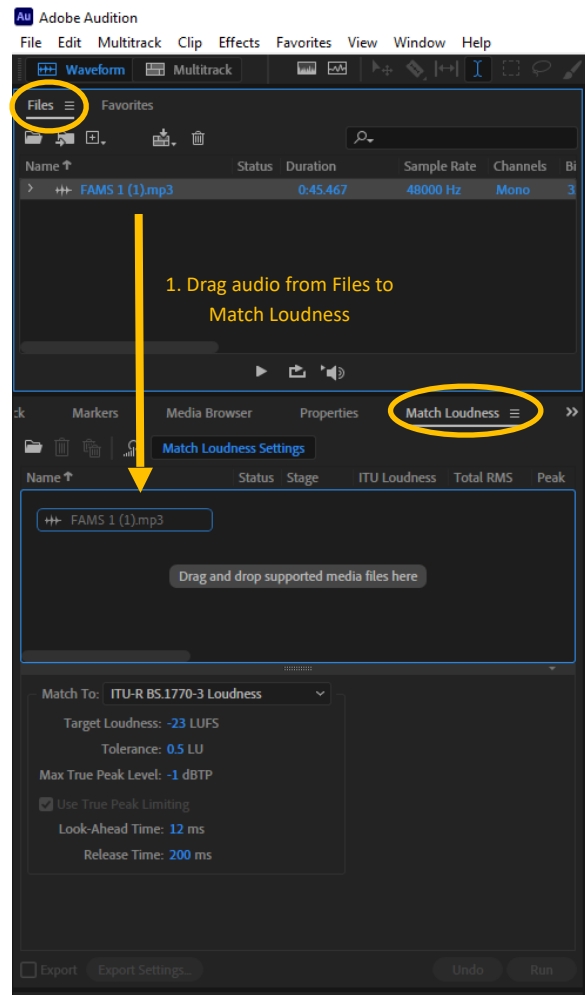
Location

Window > Match Loudness

After you open this setting once, it should show up on the side bar each time that Audition is opened.

How to use

Drag audio clip from Files to Match Loudness. Next, select Match Loudness Settings and make sure that "Match to" is set to "ITU-R BS.1770-3 Loudness". Leave the rest of the settings as is. Click "Run".



Step 2: Noise Reduction

Purpose

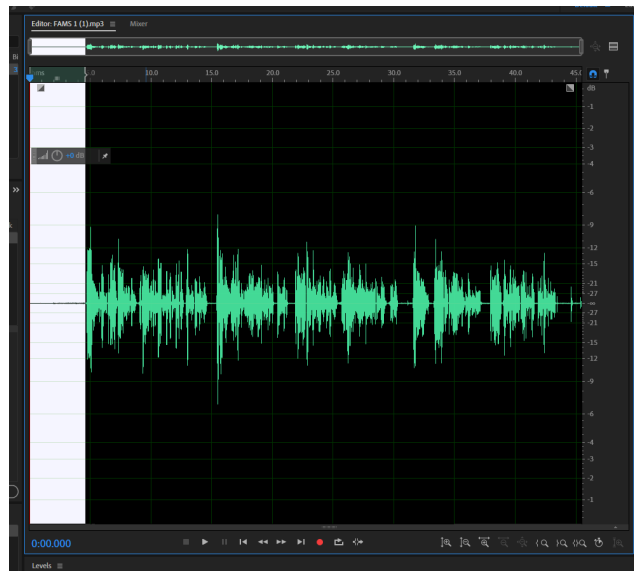
To reduce the background noise in a recording.

Location

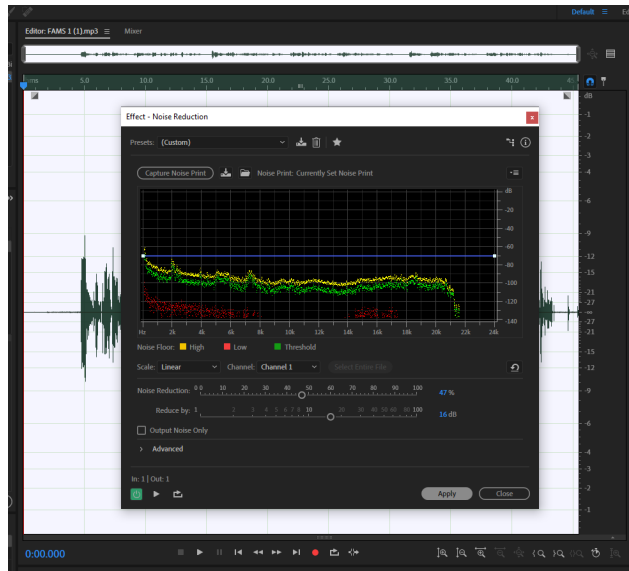
Effect > Noise Reduction/Restoration > Capture Noise Print & Effect > Noise Reduction/Restoration > Noise Reduction (process)

How to use

At the beginning of every take, there should be some silence. Highlight that silence, then select Capture Noise Print (Shift + P). A popup may show up here. If it does, click “Okay” to continue.



Next, highlight the entire track (Ctrl + A, or double click the waveform) and select Noise Reduction (process) (Ctrl + Shift + P). Here, you may play around with the “Noise Reduction” and “Reduce by” sliders to find a balance.



The goal is to reduce the background noise without removing the tone of the voice. As with all effects, you may click the green on button in the bottom left corner to toggle between turning the effect on and off to know how it is affecting the file before applying it. Once you like what you hear, select “Apply”.

Repeat this process for every moment of silence throughout the audio file to get the best results.

Step 3: Gain Staging

Purpose

To regulate the volume of peaks.

Location

Waveform Editor Window

How to use

Listen back to the recording. If there are any moments where the audio gets overwhelmingly loud, or is visually a larger than the rest of the wavelength, this is considered a peak. Highlight the peak, this can be a phrase, a word, or even a syllable that is too loud, and hover over the blue "+0db". Drag the dB down until the peak no longer sounds piercing. Do this for every peak in the project file.



Step 4: EQ

Purpose

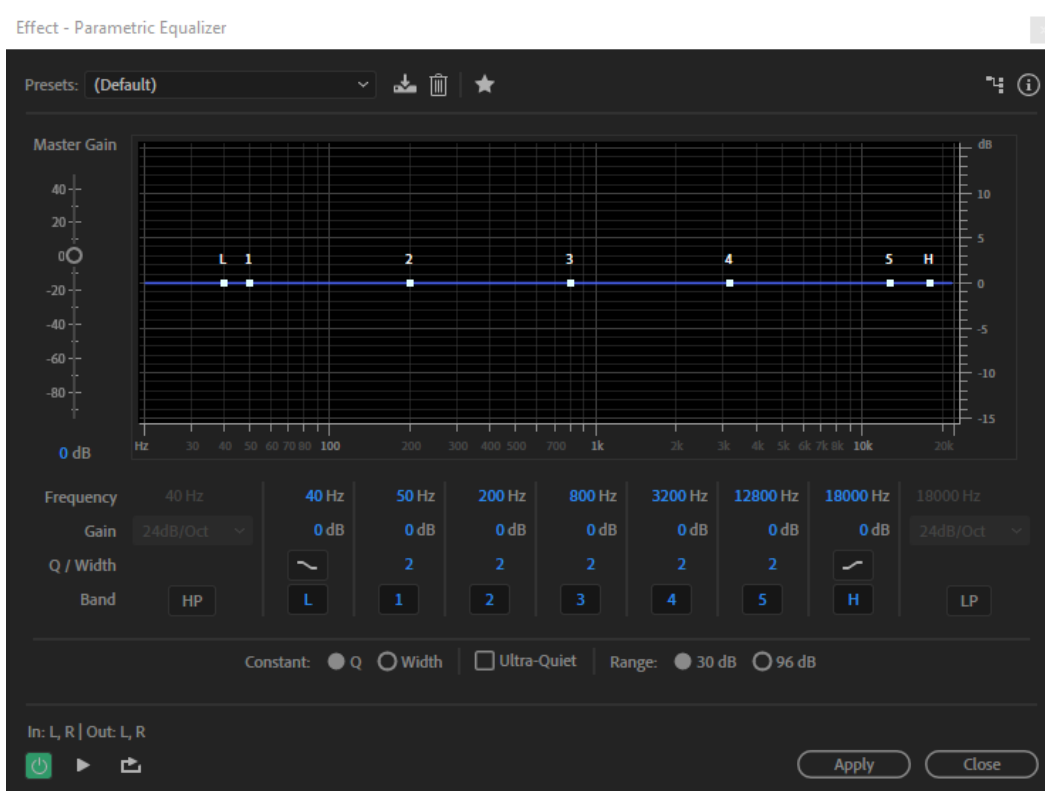
Adjust the frequency response of audio captured by microphones.

Location

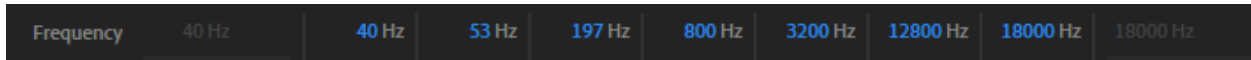
Effects > Filter and EQ > Parametric Equalizer

How to use

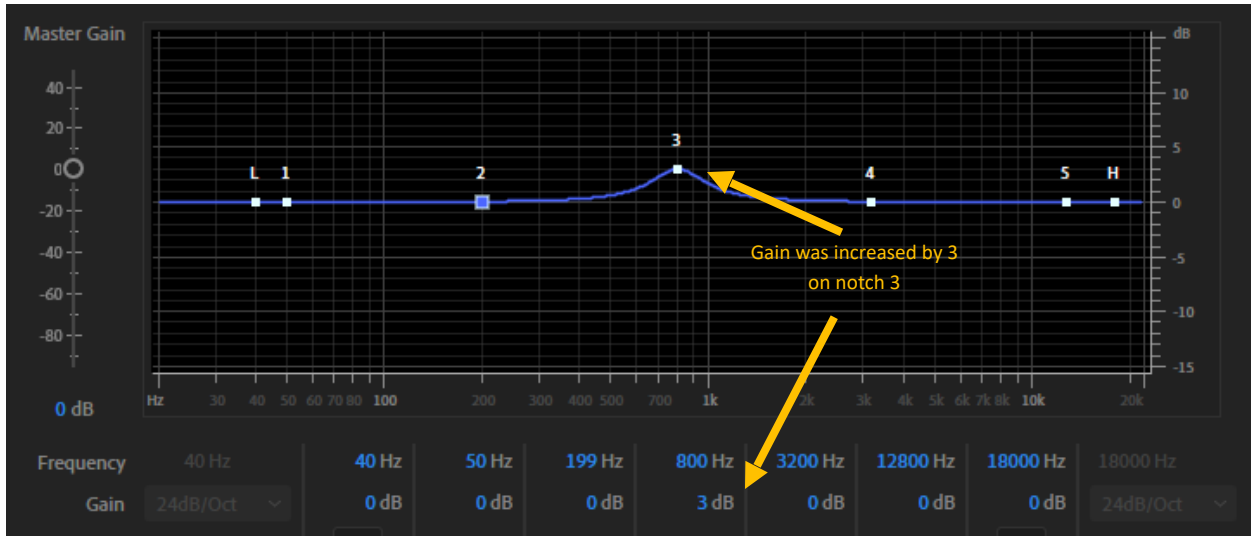
Drag notches upward to create a boost or downwards to create a cut. Make frequencies with noise quieter while increasing the bulk of where the voice sits.



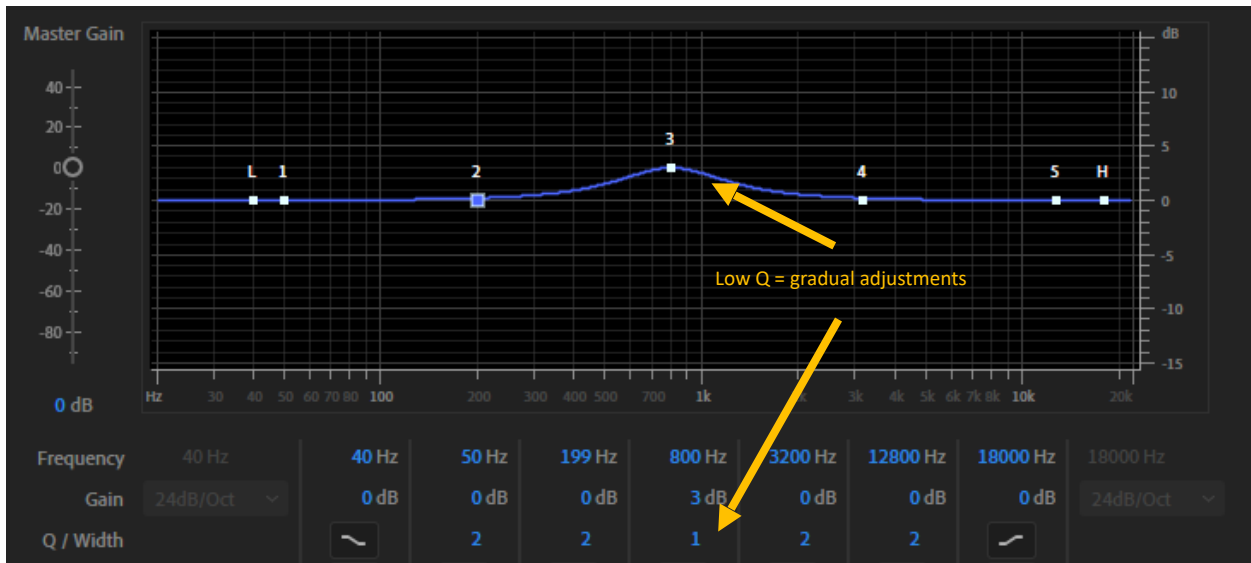
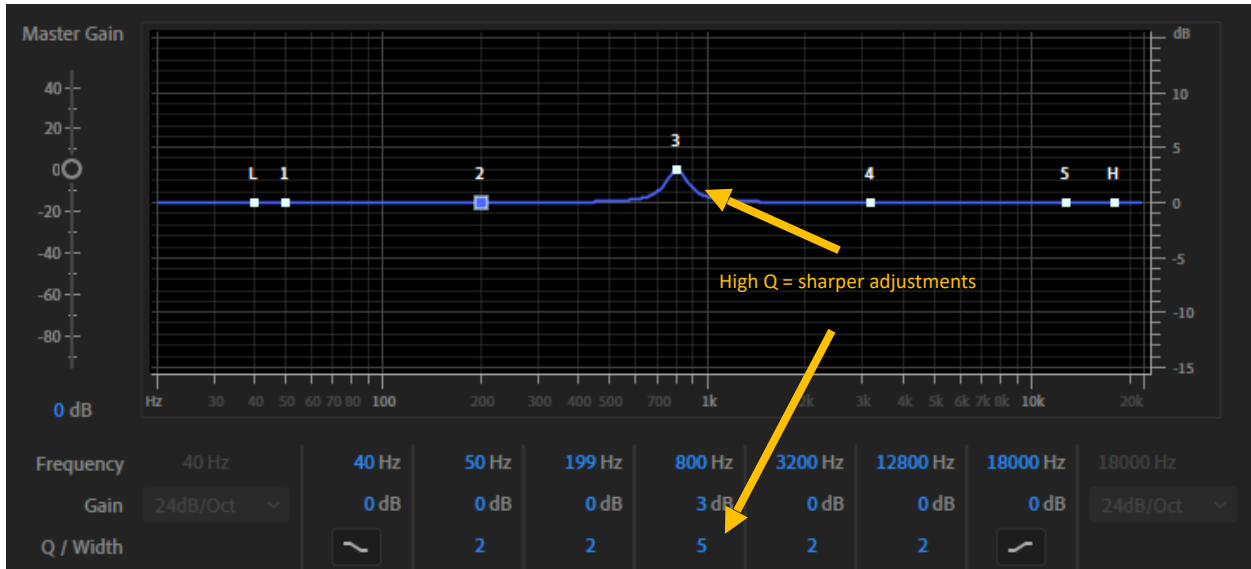
Frequency: Each notch on the equalizer represents a different frequency of audio. This area shows which frequency is being adjusted.



Gain: Represents how much volume is being added or subtracted to the frequency.



Q/Width: This adjust the slope at which the frequency is adjusted. The higher the Q, the sharper the adjustment, the lower the Q, the more gradual the adjustment.



Band: Shows which notch corresponds to the settings being adjusted in each column.

Step 5: Multiband Compressor

Purpose

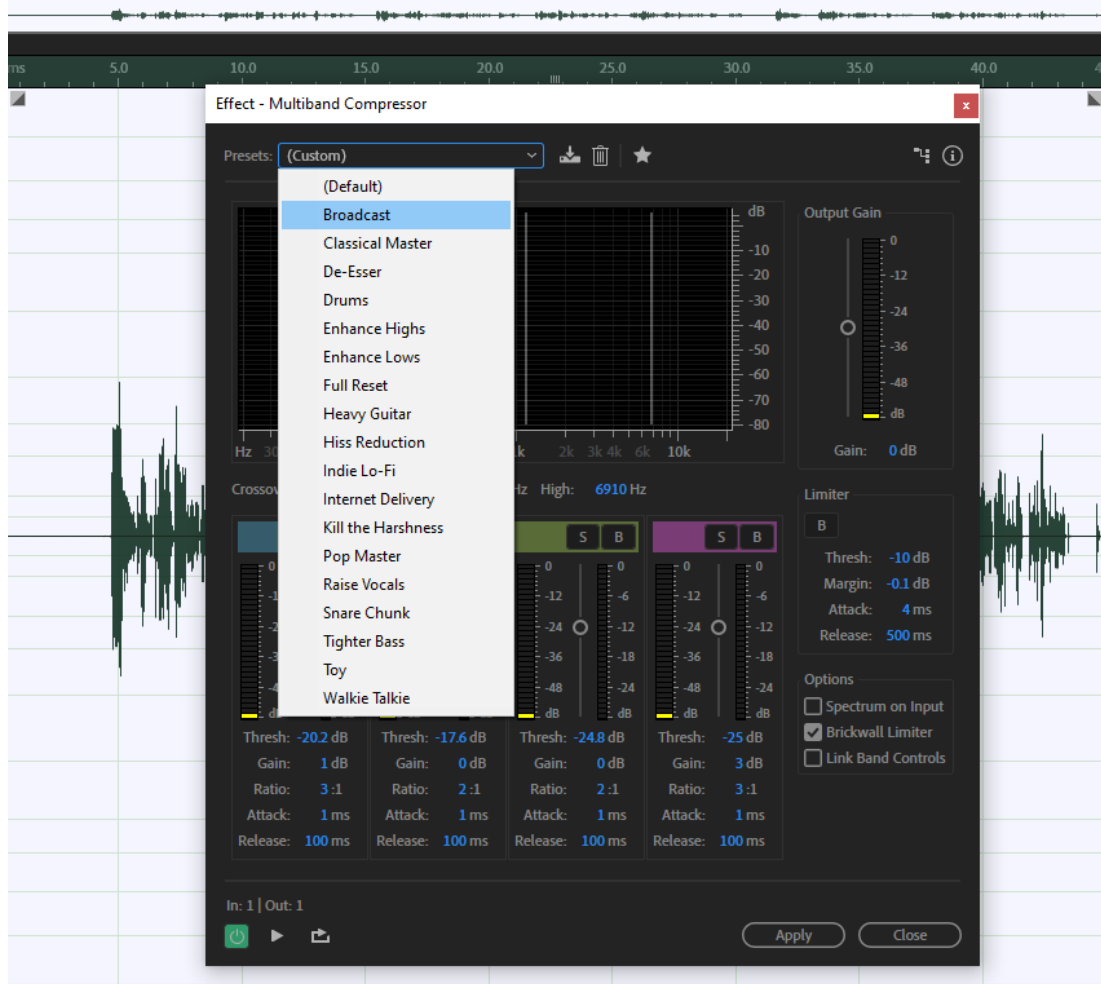
Adds clarity, space, and volume to the recording.

Location

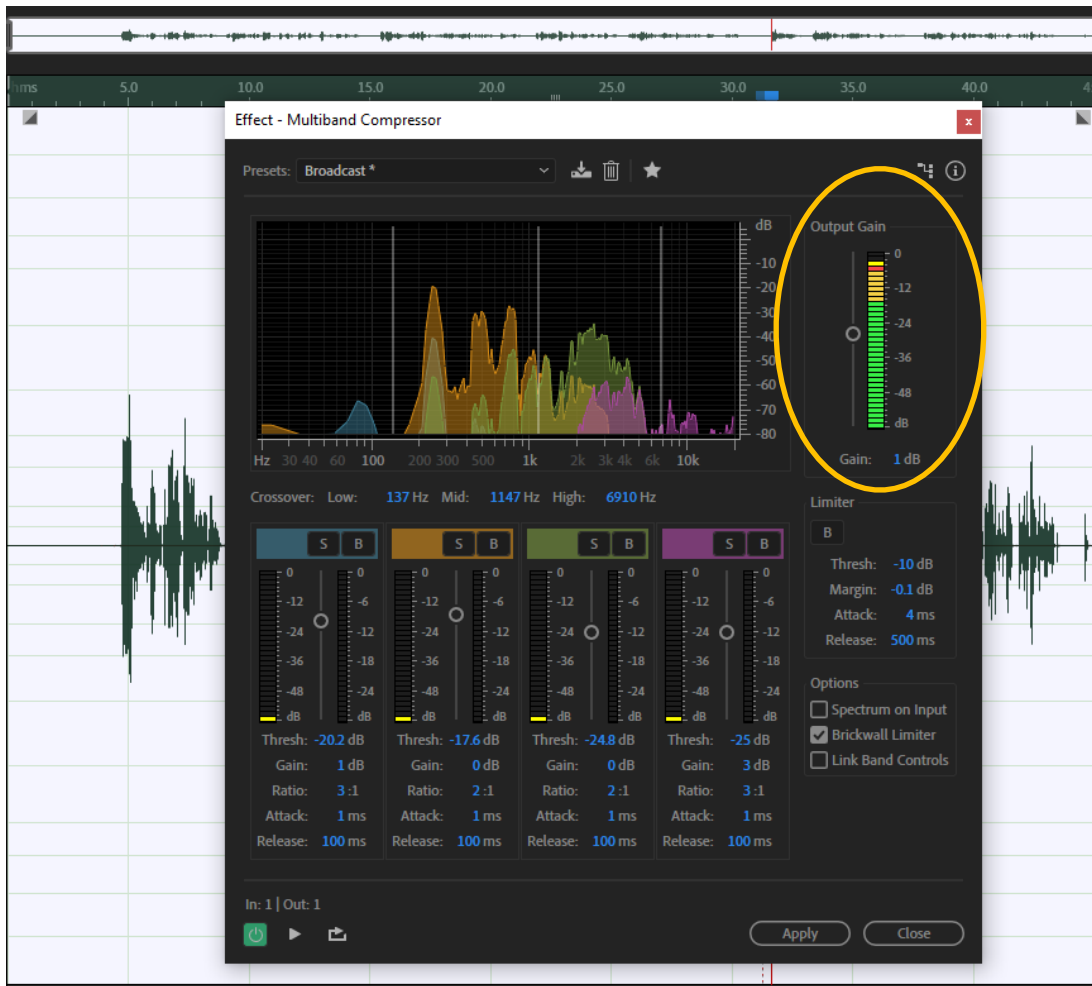
Effects > Amp and Compression > Multiband Compressor

How to use

Use the “broadcast” preset to clean up the recording. If needed, play around with the four sliders below the visualizer to get a cleaner sound.



You may also need to adjust the gain slider so that the output is not clipping. Clipping occurs when the output of a signal begins to distort. This is indicated when the Output Gain meter hits red.



Then select "Apply" when complete.

Step 6: Mastering

Purpose

To increase the tone and clarity of the recording.

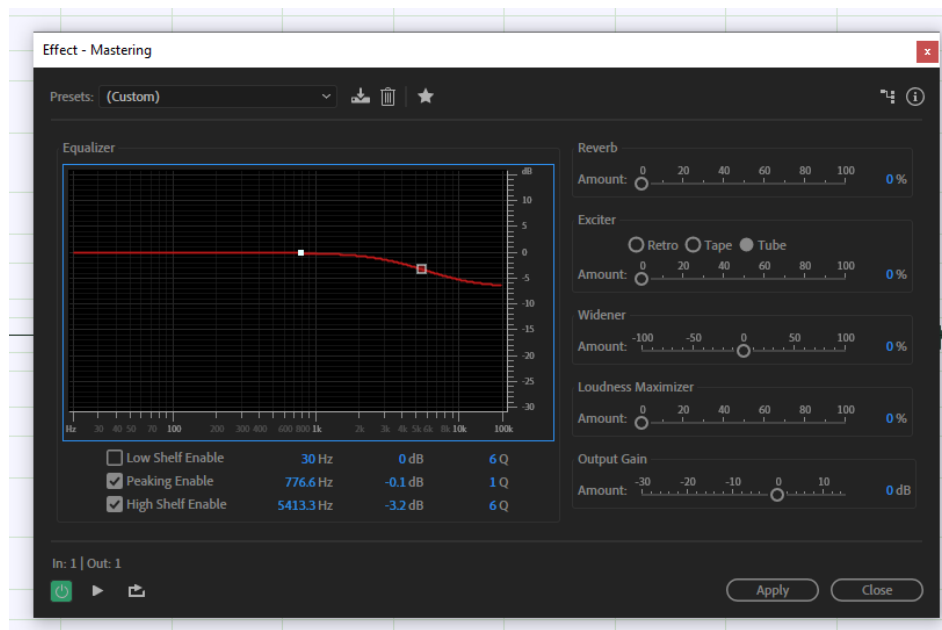
Location

Effects > Special > Mastering

How to use

The bulk of the tone in a human voice usually ranges between 500Hz and 1kHz. There are two ways to achieve more clarity in this area.

Subtractive option: If the tone of the voice is already very clear and there is a lot of room sounds still present, you may want to try this method first. Create a small cut above 2k Hz to draw more attention to the warmth and tone of the voice. Drag the white square in the equalizer downward to create a cut above 2k Hz.



Additive option: Create a small boost in this area to increase the warmth and tone of the voice. Drag the white square in the equalizer upward to create a boost in between 500 and 1k. Usually, you will not need to go any higher than a 5 dB boost.



Play around with what sounds right, then select "Apply".

Step 7 (Optional): Reverb

Purpose

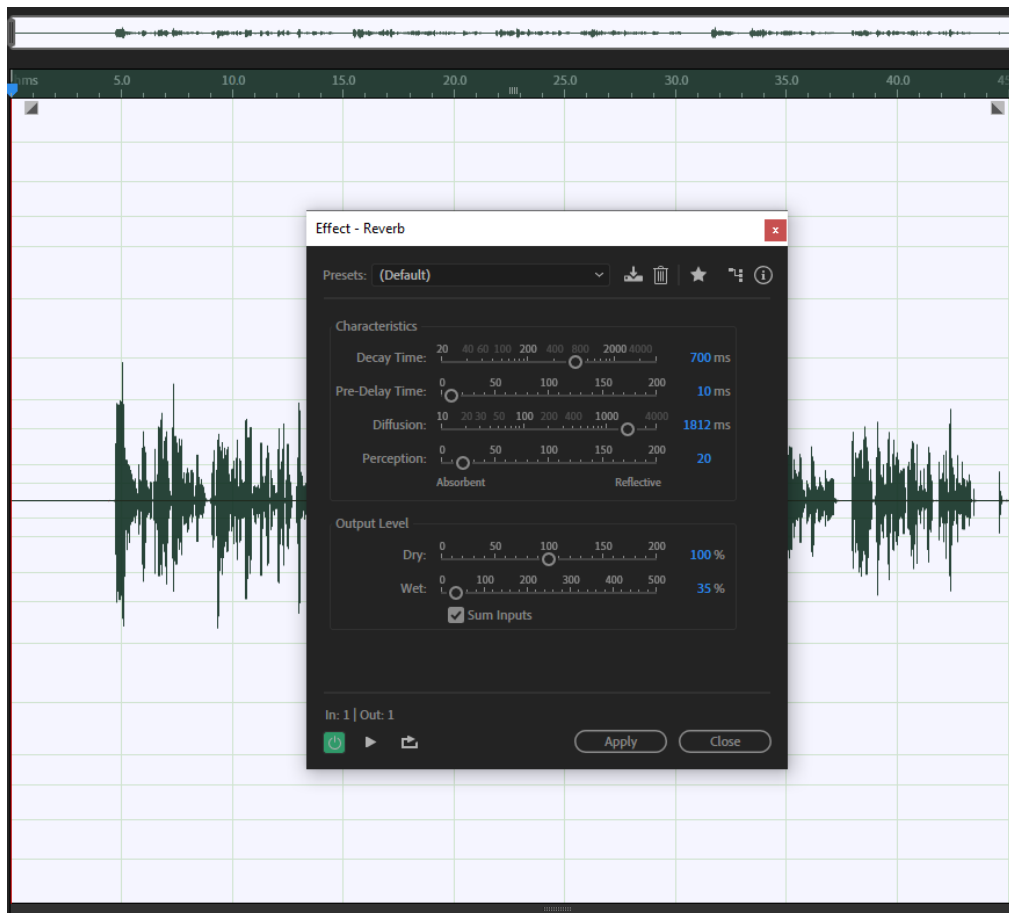
To add room resonance and echo to a recording.

Location

Effects > Reverb > Reverb

How to use

Sometimes, a recording may sound dry and dull if there is not enough reverb. Adjust the Wet Output Level to add a small amount of reverb to the recording. If you add too much, it may sound like the voice was recorded in a bathroom or stadium. If there is not enough, it may sound unnatural, like the recording was created in a vacuum.



Step 8: Markers & Exporting

Purpose

To create sections. By selecting a range with Markers, you will be able to export multiple audio files at once.

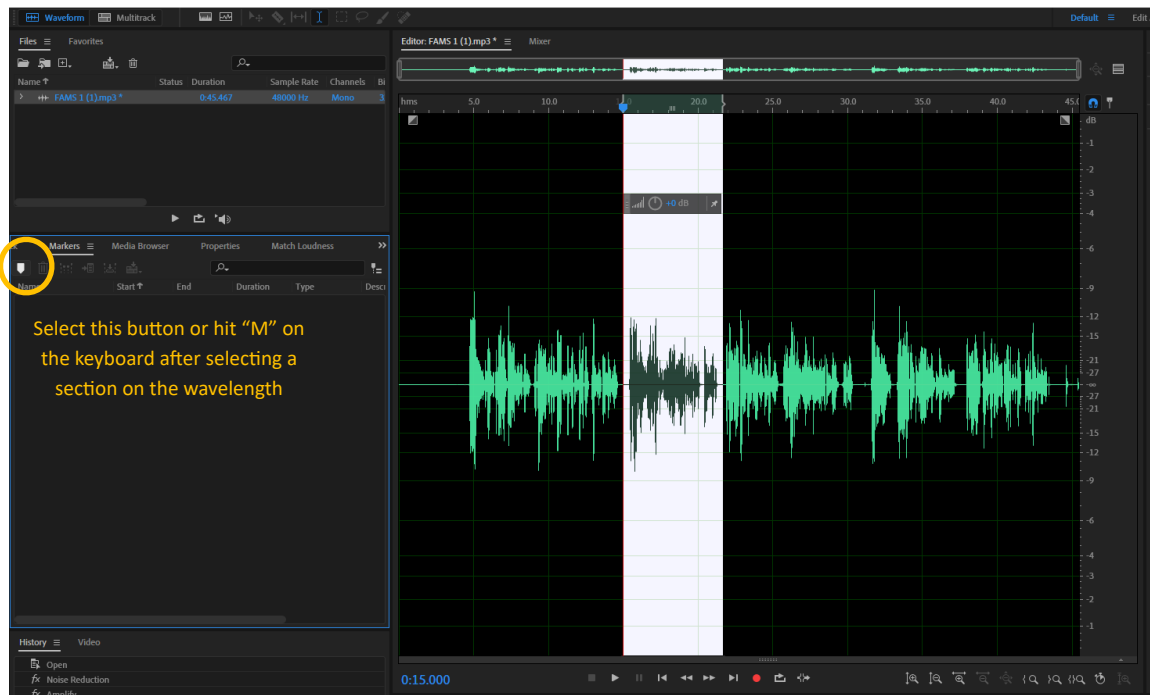
Location

Window > Makers

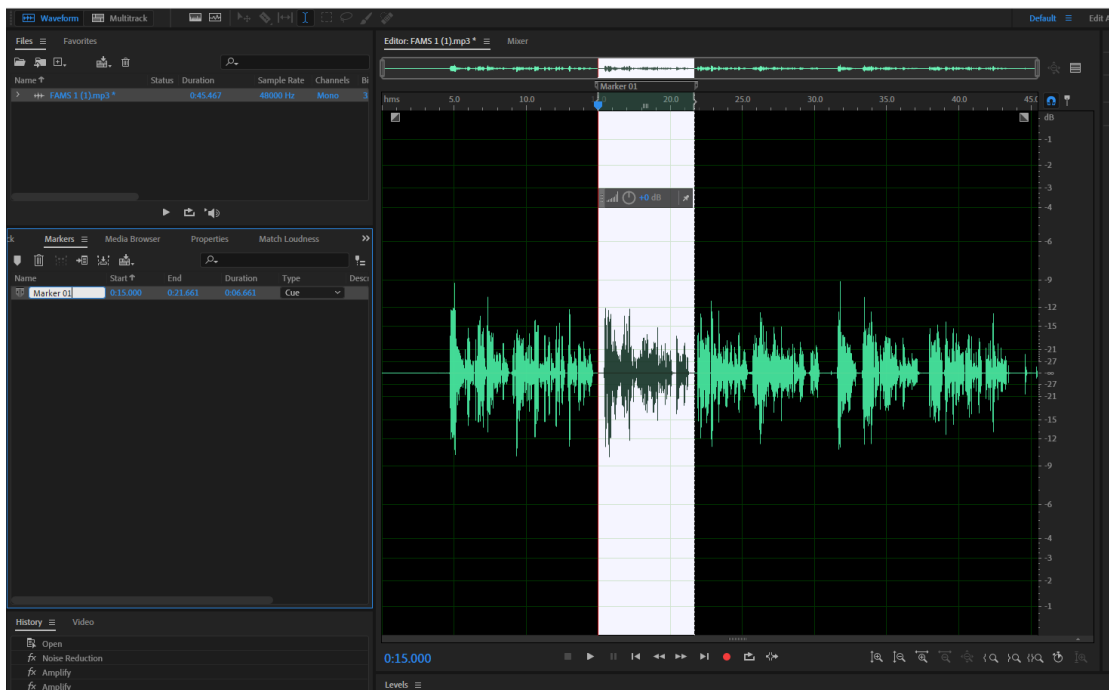
After you open this setting once, it should show up on the side bar each time that Audition is opened.

How to use

Highlight the area that you would like to section out. Then select the cue marker in the Markers panel, or hit "M" on your keyboard. This will create a range marker.



In the Markers panel, you may change the name of the marker, adjust the marker's start and end time, and view the duration of each marker range. Make sure to rename the marker to what you would like the exported file to be called.



Once all Markers have been created and renamed, select all Markers and click the export markers button shown below. Keep "Use maker names in filenames" checked, select the location of where you would like to export your files, and select WAV PCM as the format. Lastly, click "Export".

