

AMSD15 AUDIO PRODUCTION

UNIT-1 UNDERSTANDING DIGITAL

Audio Working with various Audio file formats Basic file operations working with Mono and Stereo Files Audio Sampling Rate and Audio Bit Depth

UNIT-2 FUNCTION OF A SOUND CARD

Adjusting Windows Audio Properties Speakers, Microphone, Line-in Levels Audio CD: CD Burning, Extracting Audio from CD Working with Media Players

UNIT-3 BASIC SOUND EDITING

Select an Editing tool make a selection Trim/Cut/Crop Inserting Markers, use of Markers Adjusting Volume Software: Sound Forge

UNIT-4 SOUND EDITING:

Audio Restoration, Noise Reduction Mix and Cross-fade Choosing an input device & adjust levels Mark in and Mark out Convert marker to region

UNIT-5 SOUND PROCESSES

Auto trim/crop, Bit-depth converter, Channel converter Fade, Insert silence, Invert / flip, Mute Normalize, Pan / expand, Resample Reverse, Smooth/ enhance Swap channel. Time stretch, Volume

UNIT-6 SOUND EFFECTS

Acoustic mirror, Amplitude modulation, Chorus Delay / Echo, Distortion, Dynamic, Envelope Flange/ Wah-Wah, Crapper/ Snipper, Noise gate Pitch, Reverb, Vibrate, Wave hammer Software: Sound Forge

UNIT-7 MULTITRACK ARRANGEMENT

The Multi track View Wave Display Recording in Edit view

UNIT-8 TRACKS CONTROL STEREO ENHANCEMENT ADDITIONAL EFFECTS

UNIT-9 GRAPHIC EQUALIZER

Effects Channels Recording Device, Monitor Record Level MIDI Recording Software (s): Sound Forge, Audition and Cubase

Reference Books:

1. Sound Forge Pro in Simple Steps by Kogent Learning Solutions Inc.
2. Sound Check: The Basics of Sound and Sound Systems by Tony Moscal
3. Back to Basics Audio by Julian Nathan
4. Mixing & Mastering with Cubase by Matthew Loel T. Hepworth