

# Proj #3 Instructions

Coms/Film 20B Audio Production Lab

CSUS

Spring 2022

- Folders available in the **classes > Coms-20A-01 > HANDOUT > Highlander:**
- Music Folder (10 files)
- Foley Folder (21 files)
- Sound\_FX Folder (16 BG files and 106 SFX files)
- Single files available:
  - 1 video file (20A\_S16.m4v)
  - 1 audio file (20A\_S16.aif) This is the production audio for 20A-S16.m4v
- Sound logs for:
  - SFX/BG and ADR
  - SFX (4 pages)
  - Foley
  - Music
- **CRITICAL! DRAG THE ENTIRE FOLDER TO YOUR DESKTOP!**
- Some sound is available in Mono (M) and some is Stereo (ST). **You can not add mono files to a stereo track in Pro Tools and vice versa!**

- 1. Open Pro Tools
- 2. Dashboard > Create
- 3. Your last name and Proj\_3
- 4. Local Storage radio button
- 5. File Type: AIFF
- 6. Bit Depth: 16-bit
- 7. Sample Rate: 44.1 kHz
- 8. I/O Settings: Stereo Mix
- 9. Location: Navigate to Desktop
- 10. Click CREATE button

- 11. Import Video and Audio that syncs to it:
- 11A. File > Import > Video
- 11B. Navigate to the folder > **Highlander** > Select the **20A\_S16\_.m4v** video file
- 11C. Click on the Open button.
- 11D. Make sure the “Import Audio from File” button is checked on the “Video Import Options” window which now will open.
- 11E. Make sure the Location window is set to “Session Start”
- 11F. Click OK
- 11G. Your Audio Folder will now open; click OPEN is select it.
- 11H. The pix and audio will now be in your project.

- 12. Rename your audio track to DIA. and the Normalize it.
- 13. Add a stereo Master Fader track.
- 14. Now, using the audio files available by importing them from the Handout folder to your project you will build the sound design for your final project.
- 15. Be sure to label your tracks as; EFX\_A, EFX\_B, Music\_A, Music\_B, etc.
- **SAVING YOUR WORK:**
- Save your work like projects 1 & 2 and be sure to save to your HD/USB Drive both your project folder and the Highlander folder.
- **AFTER YOUR 1<sup>ST</sup> SESSION:**
- When you return subsequent times to continue working be sure to drag both your project folder and your Highlander folder to the Desktop and then **DISMOUNT YOUR HD/USB DRIVE BEFORE OPENING YOUR PROJECT AGAIN FROM YOUR PROJECT FOLDER!**
- Notes (**read very carefully**):
- A. You can **only** use the music, adr, foley, bg sounds, and sound effects from the files provided in the Handout folder.
- B. All hammer blows must be replaced and/or supplemented with matching in-sync hammer blows.
- C. The sound of the vampire's grunt while pulling the stake from his chest must **not** be heard.
- D. The shuffling of the vampire's footsteps while he is walking away must **not** be heard.
- E. The Vampire's footsteps as he walks up to Baines must **not** be heard.
- F. This scene is not a comedy, so don't mix it as if it were.
- G. Don't be bothered by slight "hissing" on some of the audio tracks. They were "upgraded" from 8-bit audio files.
- H. The above requirements are the bare minimum. Do your best work on this project as it represents both your technical skill and your level of creativity.
- I. Have fun!