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Audacity is a recording and editing program that allows filters to be used to improve recording, create sound effects, manipulate multi-track audio files, and convert between different audio formats. Edit audio file Step 1: Find a audacity editing file can open up many common audio file formats, including WAV, AIFF, and MP3. With the installation of an additional FFmpeg library, you can open a wider range of formats, including WMA and audio content for most video files. Audacity can't open copy-protected music files. If you want to edit the music that you have on the audio CD, you need to break the music into an audio file. See the audio compact files page for information on how to get audio from the compact and in Audacity. You don't have any practical audio files? There's a lot of free online music! Here's a site where you can download music for free: Opsound Recordings on this site are free, distributed according to the Creative Commons Attribution-ShareAlike license, which gives you the right to create derivative work without paying rights, as long as you are credited and do your derivative work for free, too. This is similar to the Audacity license, which allows any developer to modify and distribute it for free. Step 2: Open the audacity Start Audacity file. To open the audio file, you can choose to open the file. Or File but the quicker method is to simply drag and drop the Three Support Platforms file: dragging the audio file through the Audacity window by dragging the audio file onto the Audacity icon on your desktop. Drag behavior on a specific platform: On Windows and Mac, you can also drag the Audacity icon into the file manager's program. On Mac and Linux, you can drag the file onto the Audacity icon in the dock or taskbar, respectively, to open the file in Audacity. On Windows, dragging a file to a Audacity icon on a taskbar or changing the Audacity window if it works (from where the file can be dragged), or if Audacity is closed, will give you the opportunity to start Audacity with an imported file. Step 3: Notice the wave shape This image shows a stereo wave shape. The left channel is displayed in the top half of the track and the right channel at the bottom. When the wave shape is the main, the sound is stronger, and vice versa. The rule is above the shape of a wave that shows the length of sound in minutes and seconds. Extracting any DC bias (if any) DC bias can occur in audio files, so recorded the wave is not centered on the horizontal line at the amplitude 0.0. This can be caused by a recording with a faulty sound card. The aforementioned example focuses on 0 correctly and leads without scrolling DC. If the wave shape isn't centered, see the Normalize page to see how to use Normalize Remove DC Offset and how to check if a Windows sound device can perform this automatic correction. Step 4: Listen to the audio file of the Transport Toolbar on the toolbar's transport function buttons (left to right): Go to the launch, playback, record, pause, stop and miss at the end. Click Play to listen to the sound. Click the Stop button to stop playing. If you can't hear anything, see you can use the SPACE key on the keyboard as a shortcut to start or stop. Tap the right selection tool button, click on Waveform to select a place to start, and then click the Play button. Tap and drag to create a selection, and then when you click Play, the only choice will be to play. Use the keyboard: You can choose the full sound with the left arrow, right arrow and other keys. Tap LEFT or RIGHT to move the cursor left or right, respectively, in the form of a wave. Hold the shift when you press LEFT or RIGHT to create then extend the choice left or right accordingly. Hold SHIFT and CTRL when you click LEFT or RIGHT to hire an existing left or right choice, respectively. Pressing the Go To Start button or pressing the HOME key moves the cursor to the top of the track. It's a bit like a rollback, but it's not for playback - it will only work when playback stops. Similarly, pressing the Click or pressing the END button moves the cursor at the end of the track. To move to a playback position forward or backward from where you are now, click on the timeline above the wave form at the point you want to listen to. Using the keyboard: You can use the following keys to skip the entire audio file while listening. Click LEFT or to move the playhead back one second. Click RIGHT or. to move the playhead forward for one second. Click SHIFT - LEFT or SHIFT to move the playhead back for 15 seconds. Press-LIF - RIGHT or SHIFT. to move the playhead forward for 15 seconds. The amount the cursor moves the situation is called search time. Long and short access times (one second and 15 seconds in the examples above) can be set during the search while playback in the Play Preference section. Step 5: Create a 10-second audio clip editing waves of audio in Audacity, just as you would edit the text in a text processing document. When editing the text, first select the text you want to change and then choose what you want to do with it. You can cut or copy text, delete, insert new text instead, or change it in bold. You do the same thing in Audacity: first zoom in and choose the sound range you want to change and then choose what you want to do with it. The image above shows an editing toolbar with dedicated scaling buttons. These are tools of increase, and it's a scaling tool. To get closer to the wave shape, first select the tool of choice, click next to the point you are interested in, and then click the Zoom button. Keep pressing the Magn button until you see the details you need. Note that pressing the Magn with the cursor is centered on the screen. There are also menu commands and shortcuts to scale. Viewing (or CTRL-1) is the same as pressing the Zoom button in. Set up a wave zoom to fit in the window (or CTRL-C) to fit in the window. Use scaling commands to make the most of the Audacity window to see all the details you need, or to make sure the entire file appears if necessary. Go to remove all but about 10 seconds of selected audio To shorten this audio file to 10 seconds, follow these steps: 1. With the playback stopped, click next to the point where you want the 10-second piece to start. 2. Zoom up to Schedule shows 10 seconds or more before and after the cursor. 3. Holding the SHIFT key, click 10 seconds to the right of the cursor. Please note that this is still a choice of a snippet of text in a 4-word processor. Click SPACE to listen to the entire selection. Play will stop when the end of the choice is reached. 5. Adjust the beginning and end of the selection with your mouse: 5.1 Move the pointer at the beginning of the selection - the cursor will change to the left index hand 5.2 Click and drag to adjust the start of the 5.3 selection You can adjust the end of the selection in the mode 6. Click SPACE to listen to the adjusted selection. You don't have to listen to everyone about it, Click NEW SPACE at any time to stop playing. A convenient way to hear only an adjusted start choice is to move the mouse pointer a bit after you start selecting and click B. The choice is played from the very beginning of the selection of the pointer. To hear the adjusted end of the selection, move the pointer near the end of the selection, and then press B to play from the pointer to the end of the selection. You can also play the length of the sound on each side of the selection by clicking C. This allows you to make sure there is no sound that you want to keep to be removed. Playing on either side of the selection will also be helpful if you later want to cut down on a small piece of this selection - you have to choose a small piece to cut, then you can view the audio will sound after cutting. To adjust the length of sound before and after selection, go to Preview in playback preferences. Additionally - try to customize the start and end of the selection with the keyboard Pressing SHIFT - LEFT will expand the choice left Pressing SHIFT - RIGHT will expand the choice to the right by clicking SHIFT - CTRL - LEFT - CTRL - RIGHT will collapse the choice on the left optional - try to adjust the start and end of the selection through the

selection panel Long button over the second group of numbers on the toolbar of choice if it has not yet been selected. Up to zero, the figure on the right is selected and the choice of wave shape to match the changes Click 0 key - the length of choice is now 10.00 seconds. You've chosen the part of the sound you want to keep. Make sure you click SPACE to stop if the track is playing and then delete all but selected audio, click Edit's delete audio or labels. If you've made a mistake, you can always click to cancel. Audacity has a cancellation limit and is redone. You can undo the editing activity until the end when you open the file. You can also change the actions that have been cancelled. Now you have an audio area that starts a few seconds (or maybe minutes) from the beginning of the track. You can move the audio to the top of the track using tracks to align the theme to zero, but that's not a step because when exporting Audacity will ignore the white space between zero time and the beginning of sound. Step 6: Merge the last second Tap the Go To End button. Zoom in until you see the last two to three seconds of wave shape. Click on the wave form about 1 second before the end. Click Edit to select a cursor to track the end. Click the fade out effect. The last few seconds of the audio disappeared smoothly. Please note that we always select some audio and then choose the action we want to perform on it. Step 7: Export the resulting file While saving the Audacity project using the file. Audacity projects can only be opened by Audacity. If you want other programs (such as iTunes or Windows Media Player) to be able to open a file, we have to export it. Before exporting this second clip of 10 to a separate file we will simplify things a bit. Go to Import/Export Preferences, and under when the tracks export audio file unhindered show the editor metadata before the export pitch. The metadata editor adds more information about speech or music to the file - see for more information below for more information. You can return to import/export preferences at any time to re-enable the metadata editor. Export wav file Click file export ... - Standard Save the dialog box for your operating system appears. Give the file a different name. Audacity always offers a file name that is the same as the name of your Audacity project. It's always best to change this so that it doesn't confuse the export file with your Audacity project. Choose a place to save the file as normal. At the bottom of Save drop down is a menu called format dialogue box. From this menu, select WAV (Microsoft) 16-bit PCM. There are no OPTIONS for the WAV file format, so there is no need to press the Options button. Click Save to complete the project's export to the WAV file. Export MP3 file to export Audacity files in MP3 format you will need to download and install an additional LAME MP3 code. The instructions are here. Once you've downloaded and installed a lame encoder you'll be able to create MP3 files with Audacity. The STEPS to export an MP3 file are the same as for the WAV file, except: In the Save dialog field, from the Menu Format, select MP3 files below, Click options to adjust the bit speed and other MP3 file options. Step 8 - Check out the new production audio to demonstrate the difference between the Audacity Project (AUP) file, and the audio file that is exported from Project Audacity: Click File, Close, save changes if requested. Find an AUP file on your computer and try to open it with the audio player of your choice (such as iTunes, Windows Media Player). You can't. Find the exportable WAV file on your computer and try to open it with the audio player of your choice. Success! You can't open a Audacity project in a media player. Only export your project you can listen to it in the media player. After exporting the project, you need to have the original project file (AUP) and the associated _data folder in case you want to make some changes in the future. Run Test Recording Step 1: Turn the Monitoring Tap Down Arrow next to the microphone symbol below the VU meter record and select Start Control. Step 2: Start recording Talk or play at a normal volume and watch the red VU meter record. Try to point to a maximum peak of about -6 dB (or 0.5 if you have counters installed on the linear instead of dB). You can always increase the level later after the editing is complete. Step 3: Adjust the level To adjust the volume of the recording with the input volume slider on the right (with the microphone symbol). You want the subway to get close to the right edge without hitting it during the strongest parts (-6 dB is a good target). Note that if you use a USB MICROPHONE or USB volume control adapter the recording may have no effect or may be gray and set to the max. If you can't get a good reading on the recording counter (don't approach the right edge - too quiet, or go all the way to the right edge - too loud), go back to the sound system control panel and adjust the volume there. Step 4: The Test record is now ready to make a test record. Prepare everything (microphone instead, guitar in hand) and press the record button (red circle) on the transport toolbar. Record a few seconds during a conversation or playback, and then on the stop button (yellow square). Take a look at the recorded wave - there should be no visible clippings. Cutting off is bad - it's when the volume of the font that was sent to Audacity is stronger than Audacity can write down. The result is that the upper and lower parts of the recorded wave have been cut (circumcised). The properly recorded wave form Of The Cropped Wave Shape can also check for clipping, click View> Show Clipping. Audacity will display vertical red stripes in a wave form where saturation is detected. Click Edit to cancel the record to remove the test entry. If the cutoff occurs below the record level a bit and try again. If no clipping happened you are ready for the real thing! As noted above, try to point to a maximum peak of about -6 dB (or 0.5 if you have counters installed on the linear instead of DB). Zoom in if you want to carefully check out the small portion of sound you want to use one of these extension techniques. The picture above shows the bold opinion of the whole song, scaling completely. It is very useful to get an idea of all the work from start to finish, but it is difficult to see a lot of details - like a forest without individual trees. Expanding the timeline, or zooming horizontally, is something you're going to do all the time. This allows you to focus on the first 15 seconds, for example: or the last 15 seconds: Reducing background noise in recording A very common problem when recording audio (either audio only or audio track video) is background noise. We'll call background noise an almost constant white noise that is heard all the time in the audio no longer than anyone speaks with a microphone. Other noises such as barking and car horns that are not permanent are harder to remove, and we won't treat them in this example. We will be working with a snippet of audio from an interview conducted in the UNLP Computer Science Hall, the background noise level is high, so the result is not optimal, but we will still be able to improve it a little bit. Original Audio: The first step is to open the file with Audacity (it could be an audio or video file). Original sound We will see the graphics with audio channels, in this case the sound of the stereo so you see the 2 channel. In this graph we have to identify a piece of background noise that is as much as possible, but this only includes noise (there should be no people talking or any sound that we want to save). Noise is usually seen almost as a horizontal line on a graph of about 0, while useful audio such as voices and music look like curves. Determining noise The second step is to select a snippet of sound to make it exactly you can zoom in with the wheel of the mouse when you press the control key. Selected Noise After a snippet of white noise is selected, go to the Effects-> Noise Reduction menu.... and click on the Get Profile button Noise reduces the menu When you press this button the dialogue closes, so we can choose the audio snippet that we want to change, in which case you have to click on the combination of Ctrl-A keys to select everything and then return to the Menu Effects-> Reduce noise ... There are 4 different settings to set up, and we can hear the result of changing these settings by clicking on the Preview button. Noise Reduction After the sound has less noise, click OK to apply the change. Filtered audio filtered sound: As you can hear the voice was a bit robotic, but background noise can be reduced, in other cases much better results may be possible. Another thing that can be fixed is the volume level as you can hear the 2 recorded voices have very different volumes. The volume level When working with audio fragments recorded at different times and in different places (and sometimes when recording to different people) there are usually sound fragments with very disparate volumes. There is an alignment effect to solve this problem. To align the previous example, click the Ctrl-A key combination and then click on the Effect->Level menu in this example we'll use a leveling class with the title Most Heavy: Aligned Audio Aligns: Most of this information was taken from the Audacity Audacity homepage

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