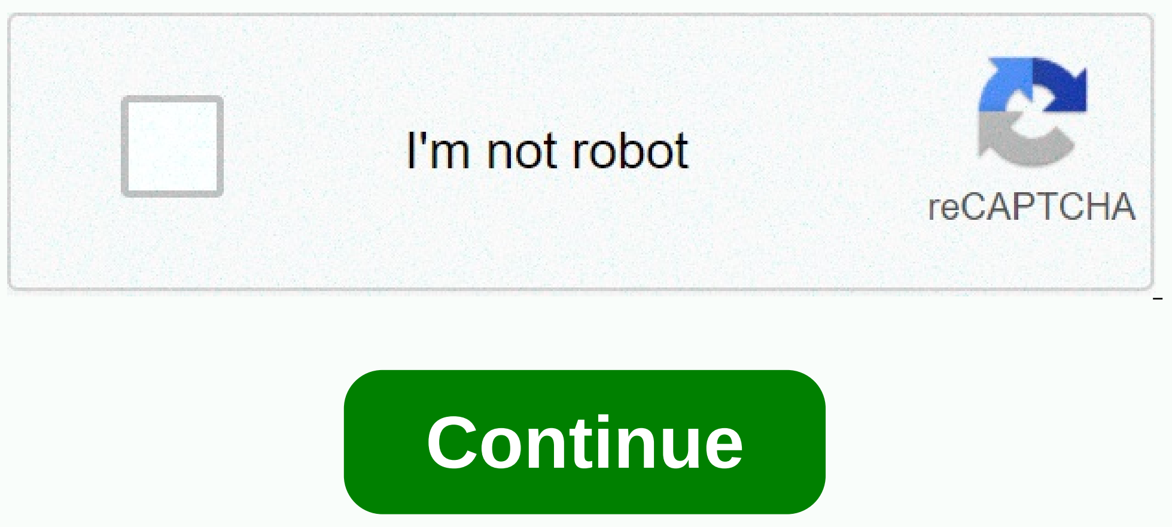
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Sony sound forge 9

This website uses cookies to provide services, personalize ads, provide social media features and analyse traffic. By using this website, you agree to this. Sony Sound Forge Audio Studio 9.0 can be briefly characterized as a simplified version of a professional dual-channel audio editor designed for the Windows operating system. Sony Sound Forge Audio Studio 9.0 can be characterized as a simplified version of a professional dual-channel audio editor designed for the Windows operating system with many well-used added features. Sony included this program in its broad portfolio in 2003 when it acquired Sound Foundry, which was originally responsible for the app. Developers have worked and Audio Studio 9.0 brings some very useful improvements. Unlike regular audio programs, Sony Sound Forge Audio Studio 9.0 includes the ability to insert video, which greatly extends the usability of the program. In addition, you can edit the music accompaniment of the video similarly to professional studio systems, with the difference that instead of using special hardware, you can use JKL keys. Since even this lite version is quite extensive and the newcomer might have a control problem at the beginning, the program includes the help show me how, which will guide it through the basic tasks. Another novelty of the program is support for higher quality digital audio format, in this case 24-bit/96kHz. This is useful, for example, when you want to back up turntables in the best quality. And if you want to burn your recordings to a CD that uses a lower quality format, there's still good reason to use better recording quality, especially if you want to use digital cleaning or noise removal devices. While the professional version of the program includes Noise Reduction 2.0 to remove unwanted sounds, Sony Sound Forge Audio Studio 9.0 uses Sony ExpressFX, which works similarly to most available programs used for this purpose. The great advantage is the fact that the sensitivity of digital cleaning of the recording can be adjusted by the user, so you can make special settings for each recording, which contributes to increasing the usability of the application. Overall, this tool works very well and with a good turntable you can achieve satisfactory results when converting recordings. Unfortunately a little less successful is the Vocal Eraser plugin iZotope. This app is designed to remove the main vocals from the music recording to create a karaoke version of the song. However, during our tests, the sound was only slightly removed, and when it was reused, the recording's musical accompaniment began to disappear. other main features like cutting, deleting or copying are treated similarly to the professional version, and thanks to this they are also working excellent. Verdict: Sony Sound Forge Audio Studio 9.0 is a precision-made product in general. This gives creative users a lot more options than its open source competitor, Audacity. A great advantage of the application is the ability to import video. In Czech e-shops, this program can be purchased for about CZK 2000. This price seems appropriate to us due to the breadth of the use of the program. - - Ondřej Pilát INSTALUJ.czserver download softwareKATALOGE-SHOPMAGAZÍN LOOKING FOR 1.61 TB verified data download If someone who has not yet had the opportunity to work with any audio software found and want an idea of what possible audio material is a program, I would probably recommend sound forge software. This recommendation is my personal experience sound forge 8. Personally, I think that the program as such is not at all necessary to introduce, but there was a version of Sound Forge 9 on the market some time ago, which is some news like its predecessors, and this is definitely a reason to look closer. What version 9 brought to the following description, I will focus on the main difference between previous versions. Sound Forge 9 is primarily a software package. The installation disc contains both the audio forge 9 itself and the CD Architect 5.2 program preparation CD master, according to Red Book specifications and Mastering Software Bundle for the isotope. It includes selected main mastering tools: mastering reverb, multichannel compressor, volume limiter and parametric equalizer. These plug-ins become part of the Sound Forge 9 effects menu after installation, and so the already high utility value of the program continues to grow, and that's not all. Perhaps the most significant difference or change in Sound Forge 9 is its ability to work with multi-channel audio files. All previous versions were able to work with stereo files (2 channels) at the earliest. If your computer and especially the connected sound hardware (sound card) can do this, you can upload multichannel files. Therefore, you can open (or upload), edit, save, convert, and export multichannel files in . Sound Forge 9, for example, supports exporting multi-channel files to 5.1 Dolby Digital AC3 format. Multichannel files also have the added multichannel spectral analysis option. Hardware level indicators with output settings also have the latest version Of course, it is possible to display the VU and ppm levels. Phase and mono compatibility indicators have been expanded with four optional display methods with standard level indicators. Another enrichment of the program is Noise Reduction 2.0. It is a collection of plug-ins that includes tools to eliminate noise, dandruff, cracking to remove overgery signal spikes (clip), camera noise, restaurant audio signal from old audio recordings, vinyl records and the like. In the current version, cd song extraction functionality is complemented by Gracenote Music ID support, which downloads title information, author, song titles, and other information. On the contrary, after processing custom songs intended for CD album, Sound Forge 9 allows you to direct export these files to CD Architect 5.2, where you can create a fully professional CD master. However, before you get there, you can try to master the recordings directly in Sony studios. Sound Forge 9 includes a menu that allows you to connect directly online to Sony Music Studios Internet Mastering Services (SIM). This service gives you the opportunity to master the recordings made by experts working on the recordings of world-famous artists. The service is paid, the procedure is very simple. If you're connected to the Internet, send the songs with a SIM card and you'll get the finished master in a few days. With the purchase of the Sound Forge 9 package, you will receive a coupon that allows you to master a song for free, provided you pay for one or more songs. Another update appeared in the effects menu, a feature that allows you to combine the original sound with the sound modified effects (wet and dry crossfade). These are the most important innovations in the development of the Sound Forge program, and overall they are just the imaginary pinnacle of all the possibilities offered by the program. A complete listing is virtually impossible for this test (the sound forge 9 manual is nearly 300 pages), however, the working environment of the program is logical, intuitive, so there is no big problem to start working. For those who are familiar with previous versions of Sound Forge, I just added that in the program you will find all your favorite features and the well-known work environment into which all changes are built nonvioly, so the transition from the older version to the nine does not require special attention. System requirements, file support&gt; the current version of the program supports the Windows platform. To successfully install software packages, you must have the following minimum configuration: Microsoft® Windows® Vista™, XP, or 2000 SP4 processor 800 MHz 150 The Microsoft DirectX CD-R burning drive ® 9.0c or later (included with the installation disk) Microsoft .NET Framework 2.02 (included with the installation disc) Internet Explorer 5.1 or later (included with the installation disc) Supports the following files: AA3*. AAC, AIF, ASF, AU, AVI*, CDA, DIG, DV, FRG, GIF, IVC, M2T, M4A, MOV, Sony MXF*, MP1, MP3, MP4, M2A, M2P, M2T, M4A, M4B, MPEG, MMV, MPEG-1 and MPEG-2 video , OGG, PCA, QT, RAW, SD, SFA, SND, SWF3, TIF, TIFF, VOB*, VOX, W64*, WMA*, WMV (*Multi-supported channels for reading.). Stores: AA3, AC3, AIF, ATRAC, AU, AVI, DIG, FRG, IVC, M1A, M1P, M2T, M2A, M2P, MMV, MOV, MP1, MP2, MP3, MPA, MPG, MPEG-1 and MPEG-2 video, MP4, Sony MXF, OGG, PCA, RAW, RM, VOX, W64, WAV, WMA, WMV. Installation and startup The program is contained in a box containing an installation DVD containing Sound Forge 9, CD Architect 5.2, isotope mastering package and all other necessary files. The package includes a printed quick start manual for the Sound Forge 9 and ARCHITECT 5.2 CDs, keyboard shortcuts brochures for both programs, and a card with the installation serial number of Sound Forge 9 and isotopes. The serial number of the cd architect is printed in the introduction to the quick start manual. All three installations require permission. Sound Forge and CD Architect from Sony, mastering package isotope. Authorization can be done online, from another computer, or by phone (probably in English). Self-installation is quite common. Inserts the DVD into the drive, selects an application after loading, starts the installation, and follows the installation instructions. After installation, you are prompted to enable it. You have 30 days to authorize it. In my case, I chose permission from another computer because the computer I'm working on is the sound I didn't connect to the Internet. It's still pretty easy. Starts the program and enters the necessary information in the registration menu. Based on this information, an authorization code is generated. Then log on to the manufacturer's Web site from another computer and look for the program's authorization section. Here you can fill in the basic personal information and enter the authorization code created by the program. You will then receive a confirmation code to the email address you provided, which you will return to the program. This will cancel the permission. The code you create is bound to a specific computer and user and cannot be transferred elsewhere. Installing the program on another (next) computer requires a completely new installation and authorization. In my case, I use this procedure in all three applications. There wasn't much difference between the isotope, where you first need to create your own user account before the authorization process. After installing all three applications (Sound Forge 9, CD Architect 5.2 and Isotope), two icons appear on the desktop: Sound Forge 9 and CD Architect 5.2. The isotope package, as I mentioned, is available on the Sound Forge 9 menu. I installed the application and started smoothly on my computer with Windows XP Home SP2, AMD Athlon 1600+ processor, 1GB RAM. Working with sound When you start Sound Forge 9, the base table opens. Before any project, it is possible and certainly good to click on the Settings blind menufirst and set the basic parameters and preferences of the program as needed in the available menus. Communication with the program using the drop-down menus is completely standard, so if the user has normal experience with any other program, it can start working with Sound Forge 9 without having to study the manual. If the user has experience with the previous version, working with nine is completely without problems. The project can be started basically in three ways: we open an existing previously saved Sound Forge project by clicking on the Open icon, another option is to directly extract audio files from audio CDs (Menu file, Extract Audio CD), and the third basic option is to open a new project. We click on the file, click new button, and open a dialog in which we set bit resolution, project sampling rate and especially the number of numbers/channels we will need for that project. After confirmation, the project editor pane, arranged according to your assignment, opens in the basic task pane. In this section, you can start recording from an external source, or you can insert audio files into your project by simply dragging them from Explorer. This option proved important when working on a multi-channel project. If the multichannel file comes from another source and is not in the format (see above) that Sound Forge 9 supports, the tracks in the new separate panes expand as separate mono or stereo bars when you try to open them or are folded into the first editing pair in a row. In this case, the only option left is to drag one number at a time to the explorer and paste them into the corresponding editing numbers. Recording from an external source is also not a problem. For multi-channel projects, the number of recorded channels depends on the audio castleware (sound card) settings you use. In my case, M-Audio Delta 1010 sound system. When recording multiple songs at once, no problem appeared. Sound Forge 9 automatically assigns each channel to the physical inputs of the sound card. The only setting I had to manually was to set the bit depth and sampling rate of the project and sound card, or I set the sound system with the same parameters as I entered the project. From this moment on, no more creation of software and sound system created a functional unit and remained so. You can record the audio signal in the same editing window or upload each recording to a separate pane. Once the audio files are in the editor, you can start playing them immediately. For playback, the program already offers so-called hardware indicators of the output level, which include the setting of the output level of the signal. From the moment you create audio files in the editing window, you can start editing and editing. Here comes a huge range of tools and effects. All devices and effects are available again via the blind menu. For each effect or editing tool, when clicked, the appropriate dialog box opens, which offers a baseline named Anonymous. We can change the parameters of the default effect configuration (tool) to a wide range, and compare the effect in preview mode, switching between edited and unmodified sound. In addition to the basic configuration parameters, each effect also offers a certain number of preferences, the parameters that can also be edited, of course, and any customization can be called and saved. Considering the huge number of menu effects and editing tools (+ isotope plugin package), the number of variations, preferences and their variants each, and the possibility to make any amount of effects on a particular audio file, countless combinations are based on what is hard to imagine. On the other hand, based on my own experience, I can imagine how a person can trap themselves with a wide range of options when editing and editing this network. As you discover what options are available, you may not want to stop. You start to wonder if I should try this or that, maybe this combination, and suddenly you realize that it's been a few hours, and you don't know which option is the best... One example of all of them may be that the editing of the recording is echoing. The Sound Forge effects menu has a Reverb baseline and twelve editable settings. with a delay effect that offers a basic configuration and roughly six editable settings. Put this together with a mastering reverb of the isotope package, which contains twenty editable presets (!) in addition to the basic configuration. You can start the selection, you can set it up. Still not enough? You can then open a truly unique acoustic mirror modeling effect. It uses this effect to create spatial effects from patterns of real-world characteristics of different spaces and environments. To have a folder on the installation disk Sound Forge 9 many samples (pulse) are known and unknown, but interesting spaces. The acoustic mirror stretches the corresponding pattern and gets an original spatial effect, which can of course also be edited. If even this is not enough, the program allows you to upload and use your own patterns. In principle, you only need a device for which test signals can be brought (available in the Acoustic mirror folder), reproduced and uploaded. In real space, it becomes a speaker system that reproduces test signals, and a pair of microphones detect test signals in a given space. Similarly, it is possible to record the passage of test signals by any electronic means and obtain audio samples. A detailed description of the entire operation can be found in the manual. Sound Forge 9 allows you to open video files and edit sound folders. The program does not edit the video, only the audio, but the whole work of the audio component, the image is present. When you open a video, a video preview bar appears in the editor, and you can view a real preview of the video you're playing in a separate pane. If your computer has two monitors, you can watch the video on one monitor and use a sound editor on the other. Although I usually only work with sound, I very easily managed to restore the audio track to a music video. It was a TV recording captured on a VHS video. The image quality corresponded to the VHS format used, the sound was downright poor. The audio track was on two channels, but mono, low recording, full of noise and power outages. After several attempts, it turned out that such a bad recording could not be fundamentally improved at its best, so I tried to replace the original audio track with the AUDIO extracted CD. It was a video clip for the album on which the song is naturally located. I've never done this before, and I was a little worried there would be problems synchronizing the sound and picture. To my delight, however, it didn't take long to put the sound in the singer's mouth. Created clip with the original image and brand new stereo sound in CD quality. For obvious reasons, I left only the presenter's introductory interview with the singer in the new soundtrack. Now that I've mentioned dubbing, maybe it's a good time to talk about another professional voice forging 9. This option was already in the previous version, but not much is said about it, and can be very useful, even for home and project studies. Sound Forge 9 can work with the MIDI/SMPTE time code. This allows you to collaborate and synchronize with other MIDI-enabled devices and software. These control codes and commands can be received, but they are mainly generated by you. This makes Sound Forge the control center for other connected devices. The program is able to generate the SMPTE time code in five versions required to synchronize the image and sound or just audio devices. A detailed description of the options probably appeared again in a separate list, so I'll give you just one example of self-monitoring. In the first attempt, we managed to synchronize the operation of two different computers using SMPTE. The control computer, of course, became a machine for the Sound Forge 9 program. The computer running pro tools m-powered has become a child (slave) machine. Both computers are equipped with delta 1010 sound sounds (Sound Forge 9 once, Pro Tools two). All three cards were connected via wordclock (the card under Sound Forge 9 was, of course, a wordclock generator). Furthermore, with the regular DIN cable, I connected the MIDI output of the card under Sound Forge 9 to the MIDI input for the first two cards under Pro Tools. For Sound Forge 9, I choseMIDI In/Out in Options and Generate MIDI Timecode here. Then it was still necessary to go to the Status Format option and select the appropriate SMPTE code format (in this case SMPTE 30 audio). In the Options dialog box, you must set the appropriate hardware output for the synchronization code (MIDI output on the sound system), and that's it. From that point on, both computers (programs) were running the perfect sync for both playback and recording. All you had to do in ProTools was prepare the tracks for a recording that started automatically with the start of playing Sound Forge 9. What does that give you? At least that's how the system was created, potentially recording and playing 64 software audio tracks (32 Sound Forge9, 32 in ProTools M-Powered). As far as physical inputs and outputs are concerned, I have acquired a total of 28 separate hardware audio inputs and outputs (10 for Sound 9 and 18 under Pro Tools). So much for an example of synchronization. From Sound Forge 9 to CD Architect 5.2 When you're done learning Sound Forge 9, it's a good idea to burn the result to a CD. Sound Forge 9 allows you to burn using the Burn Number-at-Once Audio CD function in the Tools menu. This means that you burn the finished songs one by one to the disc and close the disc after you add the last song. It gives a CD that is often played by all players. But if you need to prepare a really professional CD master in parallel or pressing it, you will have something more. And here comes cd architect 5.2, which perfectly complements sound forge 9 and allows the entire project to be completed. The two programmes are interconnected, which greatly facilitates and speeds up work. In the Sound Forge 9 file menu, the Export to CD Architect and Export All to CD Architect menus allow you to transfer files for final processing immediately. On the contrary, files opened in CD Architect 5.2 have direct access to the effects of Sound Forge 9 (including the isotope package). CD Architect's 5.2 working method is similar to working in Sound Forge 9. But here everything is sub-assigned to the master of CD audio according to the Red Book specification. Music files can be supplemented with all the necessary information about the title, author, artists, album title and individual songs, it is possible to insert the ISRC code. PQ codes are a matter of course. The log can be counted against and attached to the master for all necessary data for the future CD. Of course, CD Architect 5.2 also works completely independently of Sound Forge 9, so you can load other audio files directly or extract them from a regular audio CD, including all the information and subcodes. However, no matter what source you create your project from, as a result, you can always burn it to the CD-R. In CD Architect 5.2, this is what happens on the disc-at-once audio CD, which means that the whole CD is one song at a time, not one song at a time, as in Sound Forge 9. In conclusion, I am aware that an article to this extent cannot be described in detail about everything that the Sound Forge 9 suite offers. That's not the point. However, I think it is clear from the above that this is a really professional sound software. Extensive editing and audio editing capabilities, simple program operation, really minimal system requirements, seamless collaboration with different hardware or other software (not just from sony family) and excellent sound quality are all solid foundations, not just for a routine professional it's artistic creativity. Sound Forge certainly has not become a recognized standard for nothing. just for nothing.

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