

magic AUDIO



INSTRUCTIONS

An example of the *Magic Audio* Control Panel Interface for your reference.

Launching "Magic Audio"

To launch *Magic Audio* control panel interface, right-click on any audio clip or A/V clip from either the Clips Bin or the Storyboard and from the pop-up display, select "Audio Enhance".

The *Magic Audio* control panel consists of Speed, EQ, Echo, Noise Gate and Compression controls. Volume & Balance controls as well as channel mixing/configuration controls. And finally, there are the Play, Stop, Reset, Generate and Cancel buttons.

Speed

You may have encountered situations where you wish a song was just a few seconds longer or a line of narration was read just a little bit faster, as to match the video in the way it was edited.

The Speed section of *Magic Audio* allows you to alter the duration of an audio clip while retaining the clip as a whole. The length of the original clip is displayed in the duration cell and will appear as 100% or no change. Altering the duration in this window will affect the overall speed of the clip and in turn display its percentage of change.

Pitch Fix

One of the side effects of altering the speed of an audio clip is that the pitch of the audio will also change. Selecting the "Pitch Fix" button will attempt to match the speed without pitch alteration.

Window

The "Window" control is an adjustment for the Pitch Fix. The "Window" parameter controls the number of audio samples per group for pitch fixing.

EQ

The EQ section of *Magic Audio* is a five-band audio equalizer that allows you to cut or boost up to 12dB of level at the following frequencies: 100Hz, 300Hz, 1k, 3k and 10k. With the control in the straight up position, zero affect is taking

place at that frequency. If the control is turned in a counter-clockwise direction, that specific frequency is being attenuated or cut. If the control is turned clockwise that specific frequency is being amplified or boosted.

Echo

The Echo section of *Magic Audio* is a control for achieving delays or echo repeats of the audio signal. The "Delay" control adjusts the time or the delay rate between the echo repeats from 20ms to 2 seconds.

The "Decay" control adjusts the strength of the echoes.

Noise Gate

The Noise Gate section of *Magic Audio* is used to suppress unwanted noise from the audio signal unless it is above the threshold level.

The "Level" control adjusts the threshold of the level to suppress.

The "Hold" control adjusts the length of time the signal is held before suppressing the noise.

The "Rel" (Release) control adjusts how fast the noise is suppressed after the Hold time.

The "Atk" (Attack) control adjusts how fast to restore the audio once the signal has exceeded the required Level.

Compression

The Compression section of *Magic Audio* is used to reduce the dynamic range of an audio signal by making softer passages louder and louder passages softer.

Input Gain - Adjusts the amount of level being compressed. For example, if the clip is too loud or if a great amount of EQ is also being boosted, this amplification may overdrive the Compression stage. The Input Gain can be used to back this off.

Level - Adjusts the amount of compression being used. Full counterclockwise is equal to zero compression. Turning in a clockwise direction increases the amount.

Volume & Balance

Volume - Controls the overall output level. Center position applies no alteration.

Balance - Controls the overall balance between left and right outputs. Center position applies no alteration.

Play, Stop & Reset

Play - Pressing this button plays the audio clip.

Stop - Pressing this button stops the audio clip.

Reset - Restores the *Audio Magic* control panel interface back to its default setting.

Mix Options

Stereo - Processes channels independently.

L -> R - Copies Left channel onto the Right channel.

R -> L - Copies Right channel onto the Left channel.

Mix - Combines the Left and Right channels together.

VU Peak Meters

Greens - Levels up to -12dB.

Yellow 1 - Levels -12dB to -6dB.

Yellow 2 - Levels -6dB to 0dB.

Red - Clipping

Generate

Generate - Pressing this button will generate (process) a new audio clip with all of the above changes incorporated within it. The new audio clip will then be placed into the Clips Bin.

Cancel

Cancel - Pressing this button will cancel the *Audio Magic* control panel interface and remove it off of the screen.