Audition – Monster Truck Project Tutorial
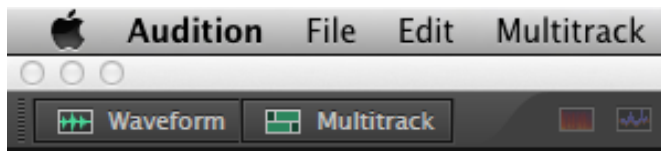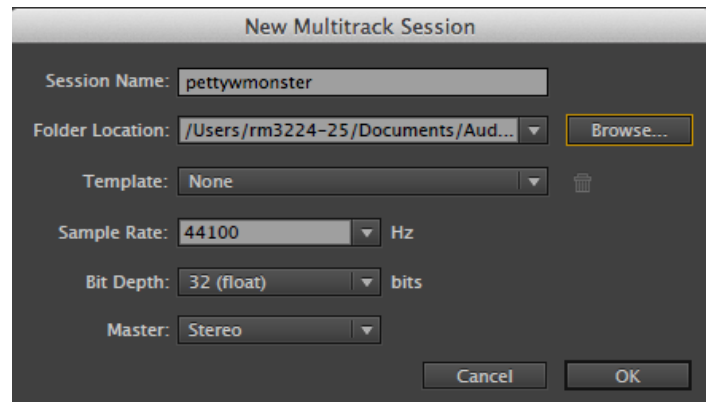
-Open Adobe Audition

-Click "Multitrack" in the top left corner

-Name the project session name "last name + first initial + monster

-Click Browse and select your Audition Folder that you created in your Finder Documents

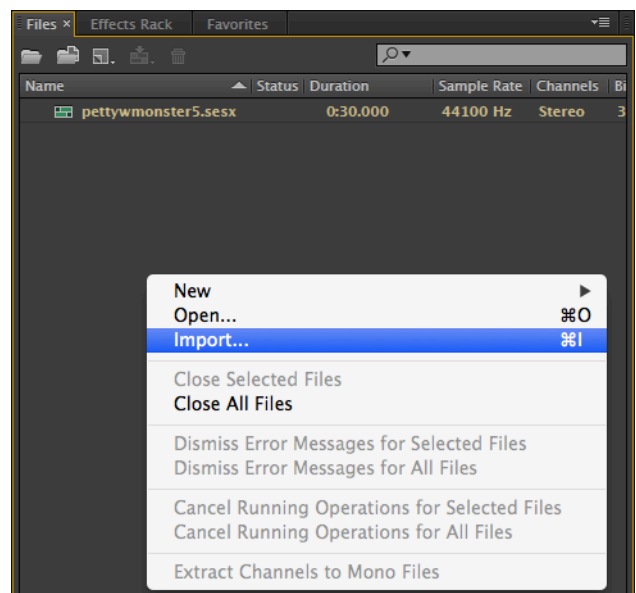-Click on the "Sample Rate" drop down and select '44100" (Hz)

-Click OK

-Choose Classic as the Workspace from the dropdown menu in the top right corner
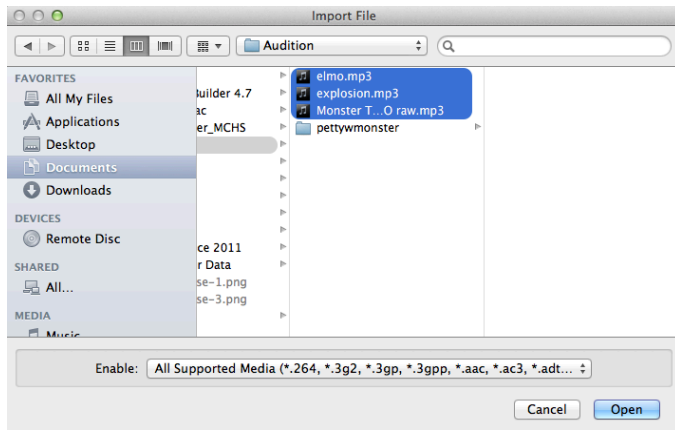

-The Workspace should look like this:
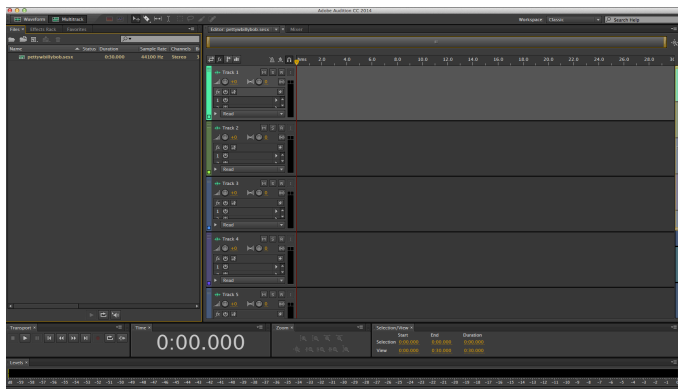
-Right click in the Files window box where your project name .sesx file appears (top left)
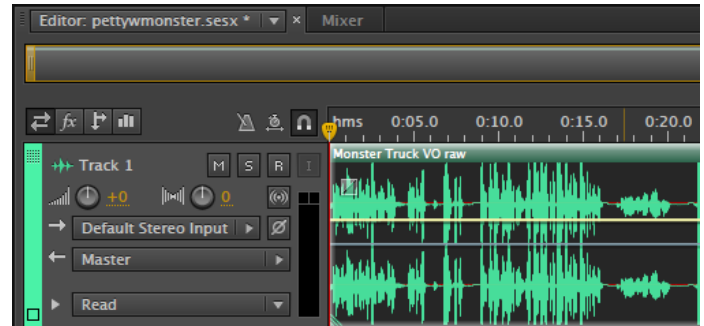
-Select "Import" (Command + I)

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-Import File Window Opens

-Select the Elmo, Explosion, and VO MP3 files

-Click Open

-Drag the Monster Truck VO file from the Files window onto the Editor window onto "Track 1" (right side)

-Label your Tracks in your project (just like you labeled layers in graphic and animation programs for previous projects)

-Click on Track 1 and type in VO (Voiceover)

-Click Enter (Return) to set the named layer
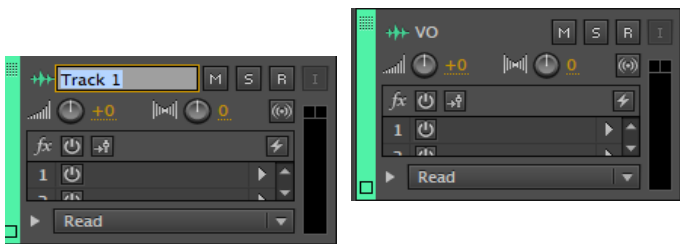
-Use the spacebar to play/pause the audio

-Place the playhead where you want to make a cut in the audio track

-Cut the audio clip using the keyboard shortcut "⌘K" to and hit the delete key to remove all the unwanted part of the VO read
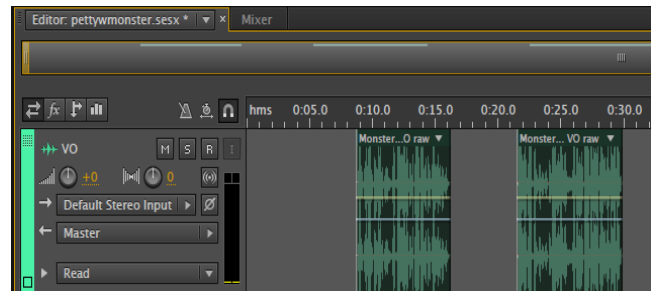
-Use the provided script and cut the VO up, using Command + K at every place it list *(Split)* in the script


*If you need to make a few adjustments to any individual clip you can place the cursor to the lower corner of the clip until get a red bracket with double arrows. Then you can drag left or right to lengthen or shorten the clip.

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-Place every split section of the voice over on a separate track by dragging it down to a track below Track 1 (original VO layer)

-The tracks will make a stairstep pattern as you move the audio clips down to different tracks

-As you move clips down, also drag in the **explosion sound** onto a track where it fits in the script and cut the **elmo VO** and add a section or two of it somewhere in the script where you think is appropriate.
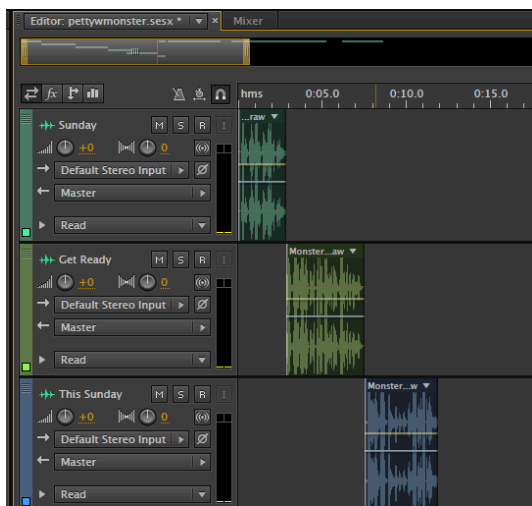
-As you move clips down to new tracks you will notice you have to scroll a lot. You can shorten the information you see on each track by placing you mouse in the Vertical Zoom bar (located to the far right of all tracks in Multitrack view).

-Place your mouse inside the Vertical Zoom bar and the icon will change to a Hand. Use the scroll wheel on your mouse to zoom the tracks big or small for a better workspace.

-The default number of tracks will not be enough to complete your project and you will have to add new stereo tracks as you move audio clips down.
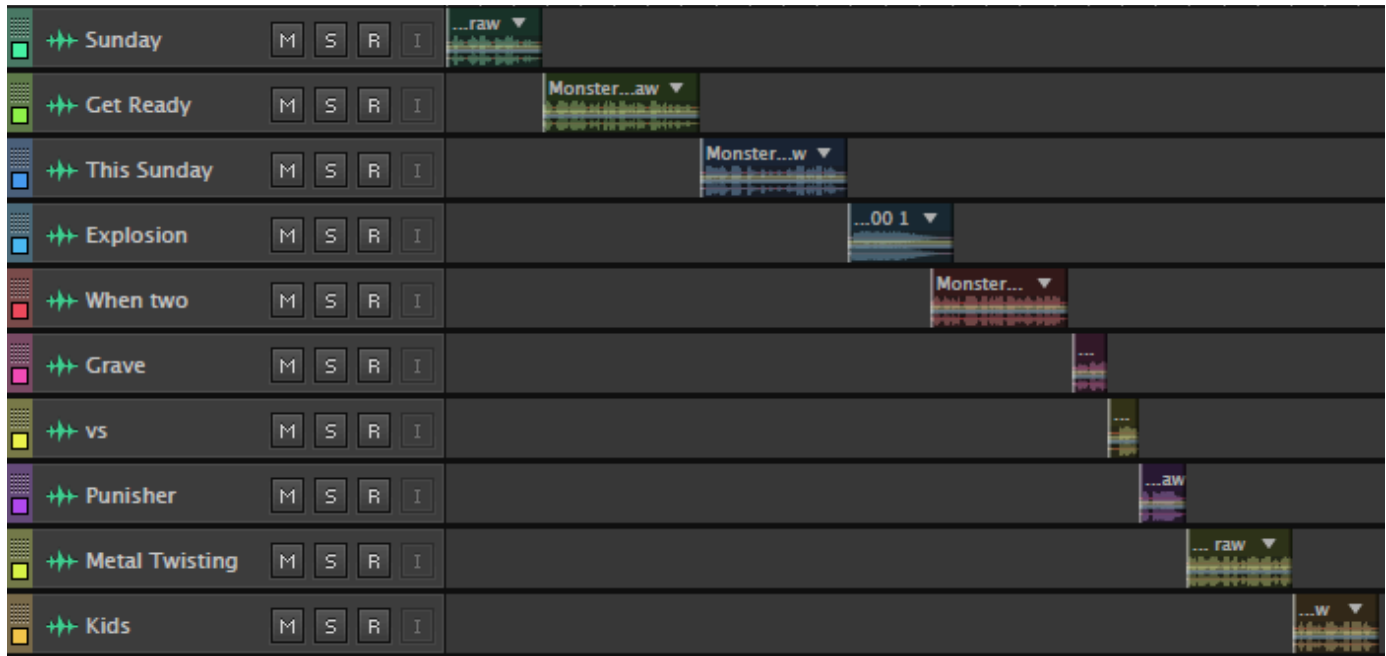
-To add an new stereo track, go to top menus: Multitrack > Track > Add Stereo Audio Track (Alt + A)
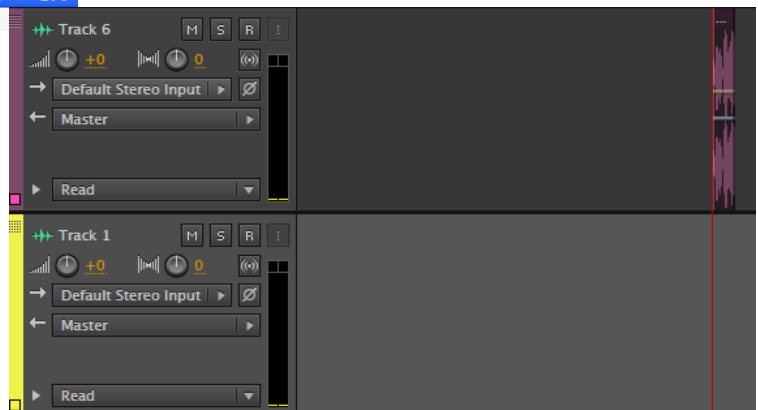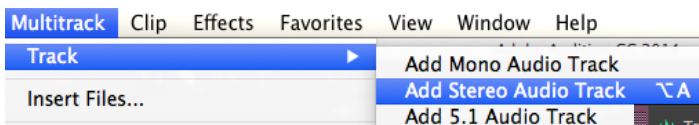
-You should have 17 separate tracks, not including the Master Track
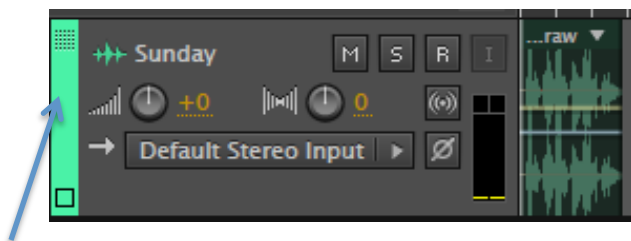
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-Label all Tracks based on the lines of text from the Script

⊕ Sunday	M	S	R	I	...raw ▼	
⊕ Get Ready	M	S	R	I	Monster...aw ▼	
⊕ This Sunday	M	S	R	I	Monster...w ▼	
⊕ Explosion	M	S	R	I	...00 1 ▼	
⊕ When two	M	S	R	I	Monster... ▼	
⊕ Grave	M	S	R	I	...	
⊕ vs	M	S	R	I		
⊕ Punisher	M	S	R	I	...aw	
⊕ Metal Twisting	M	S	R	I	... raw ▼	
⊕ Kids	M	S	R	I	...w ▼	

-You want to add a sound effect to each of the split voice over tracks of the narrator. The following effects are suggestions, but you can choose different ones if you like.
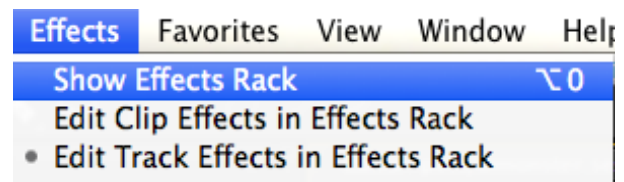
*Make sure you do not overdue the effects. It must still sound professional and be understandable.

-Click the track bar (highlighted vertical bar on the left of the track) for the "Sunday" track that you want to add a sound effect to select it
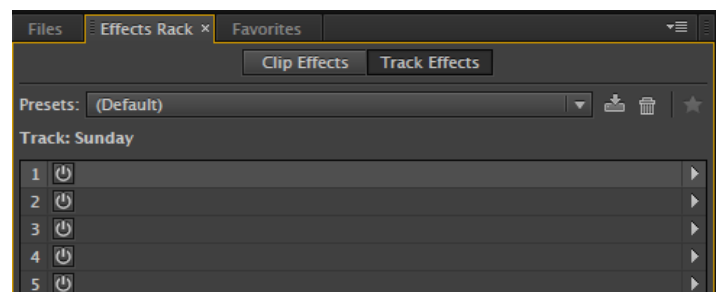
⊕ Sunday	M	S	R	I	...raw ▼
⊶ ⊙ +0	|⊶| ⊙ 0		((·))	
→ Default Stereo Input ▶	Ø				

Track Bar to select the track

-From the top menus select:
Effect > Show Effects Rack

Effects	Favorites	View	Window	Hel
Show Effects Rack				⌥0
Edit Clip Effects in Effects Rack				
• Edit Track Effects in Effects Rack				

-The Effects Rack window will be a tab that opens located next to the Files Window

Files	Effects Rack ×	Favorites	▾≡
	Clip Effects	Track Effects	
Presets: (Default)		▼ 📥 🗑 ★	
Track: Sunday			
1 ⏻			▶
2 ⏻			▶
3 ⏻			▶
4 ⏻			▶
5 ⏻			▶

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-Click on the arrow at the far right of 1 on the Effects Rack

-Choose Modulation > Flanger
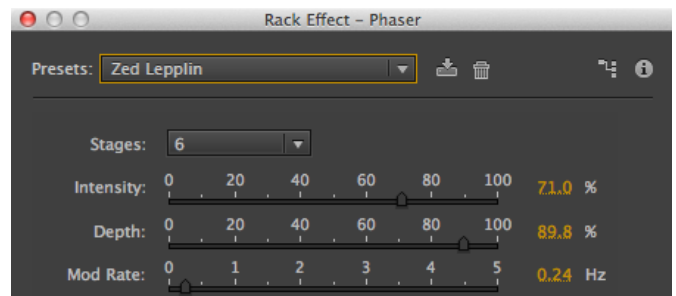Select Robotic from the Presets
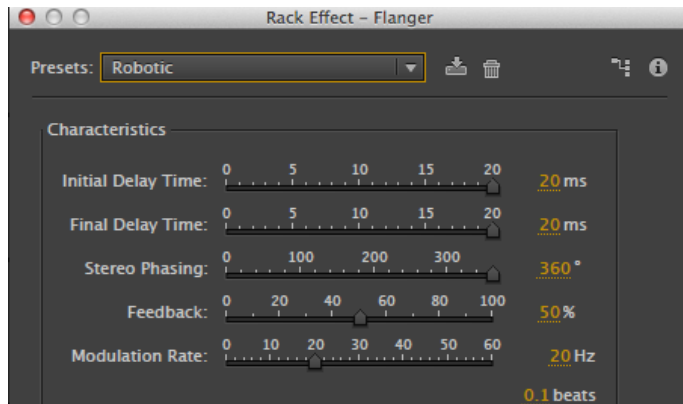
-Click the red stoplight to close the window and the effect is applied.

*To remove an effect click the arrow on the Effects Rack and choose Remove Effect

-Click the track bar for the "Get Ready" track to select it

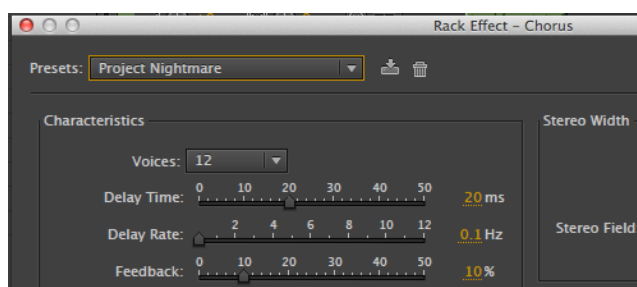-Click on the arrow at the far right of 1 on the Effects Rack

-Choose Modulation > Phaser
Select Zed Lepplin from the Presets

-Click the track bar for the "This Sunday" track to select it

-Click on the arrow at the far right of 1 on the Effects Rack
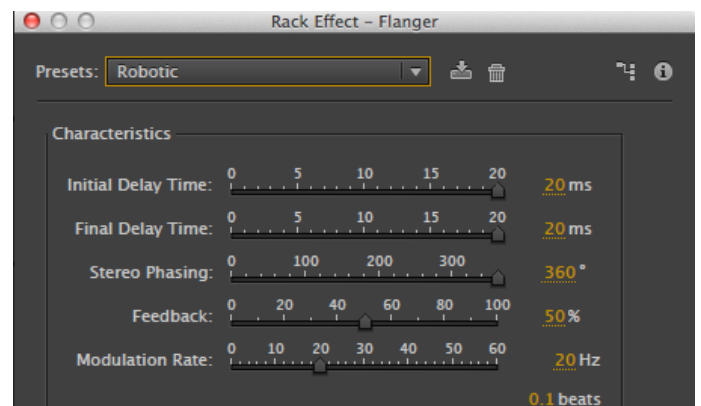
-Choose Modulation > Chorus
Select Project Nightmare from the Presets

-Click the track bar for the "When two" track to select it

-Click on the arrow at the far right of 1 on the Effects Rack

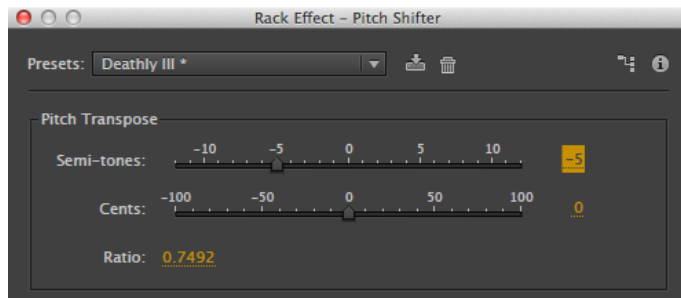-Choose Modulation > Flanger
Select Robotic from the Presets

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-Click the track bar for the "Grave Digger" track to select it

-Click on the arrow at the far right of 1 on the Effects Rack

-Choose Time and Pitch > Pitch Shifter
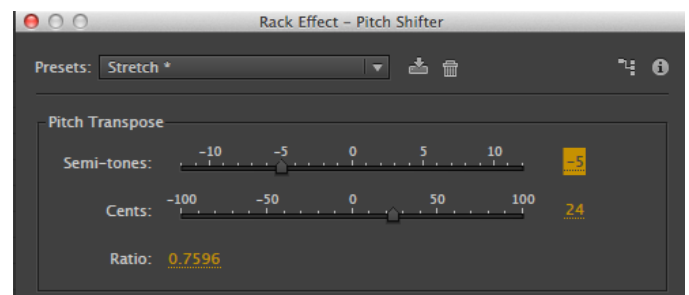Select Deathly Ill from the Presets
Change Semi-tones to -5

-Leave "vs" without an effect applied to that track

-Click the track bar for the "The Punisher" track to select it

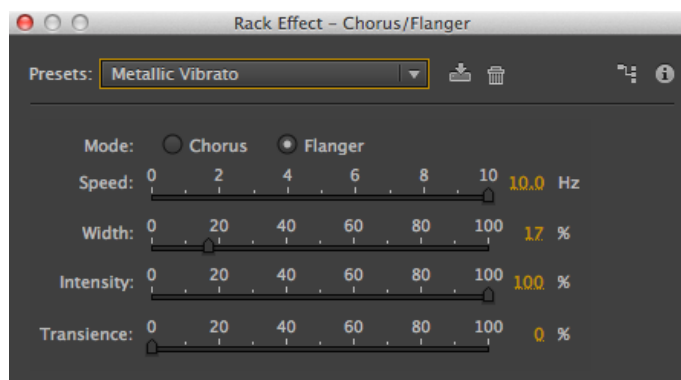-Click on the arrow at the far right of 1 on the Effects Rack

-Choose Time and Pitch > Pitch Shifter
Select Stretch from the Presets
Change Semi-tones to -5 and Cents to 24

-Click the track bar for the "Metal twisting" track to select it

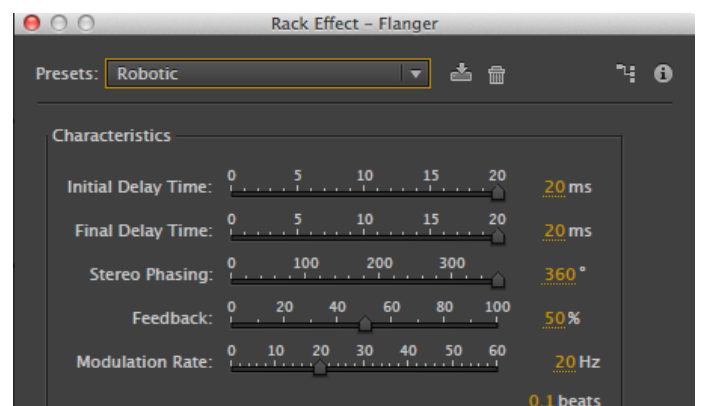-Click on the arrow at the far right of 1 on the Effects Rack

-Choose Modulation > Chorus/Flanger
Select Metallic Vibrato from the Presets

-Click the track bar for the "And kids" track to select it

-Click on the arrow at the far right of 1 on the Effects Rack

-Choose Modulation > Flanger
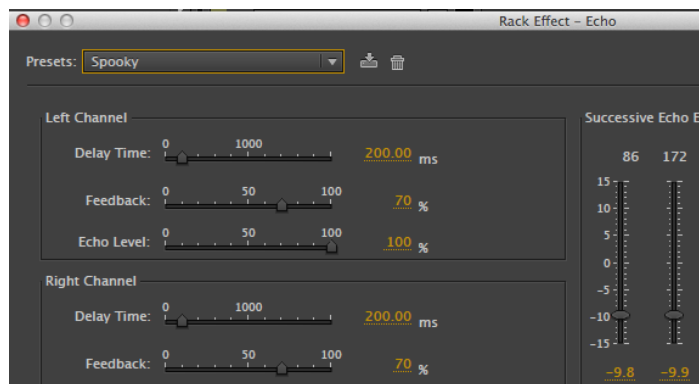Select Robotic from the Presets

-Click the track bar for the "Watch battle" track to select it

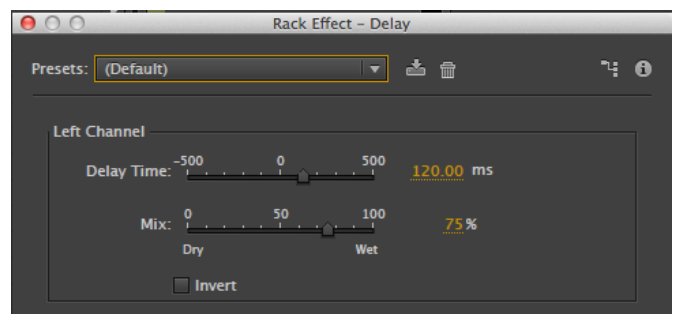-Click on the arrow at the far right of 1 on the Effects Rack

-Choose Delay and Echo > Echo
Select Spooky from the Presets

-Click the track bar for the "Big Bird" track to select it

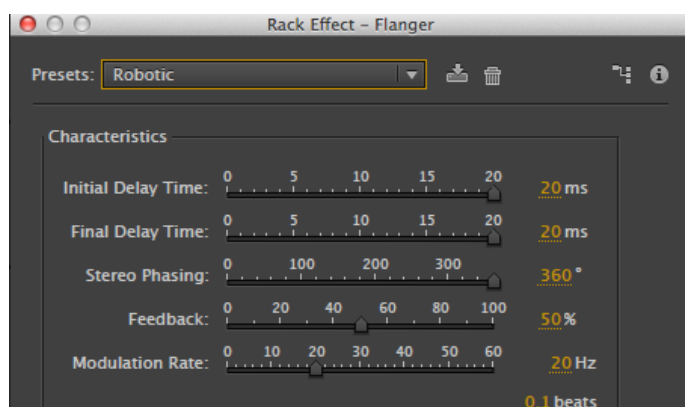-Click on the arrow at the far right of 1 on the Effects Rack

-Choose Delay and Echo > Delay
Select (Default) from the Presets

-Click the track bar for the "Sesame" track to select it

-Click on the arrow at the far right of 1 on the Effects Rack
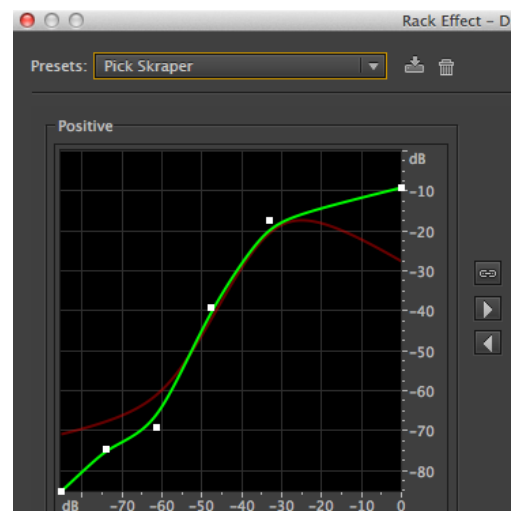
-Choose Modulation > Flanger
Select Robotic from the Presets

-Click the track bar for the "Watch battle" track to select it

-Click on the arrow at the far right of 1 on the Effects Rack

-Choose Special > Distortion
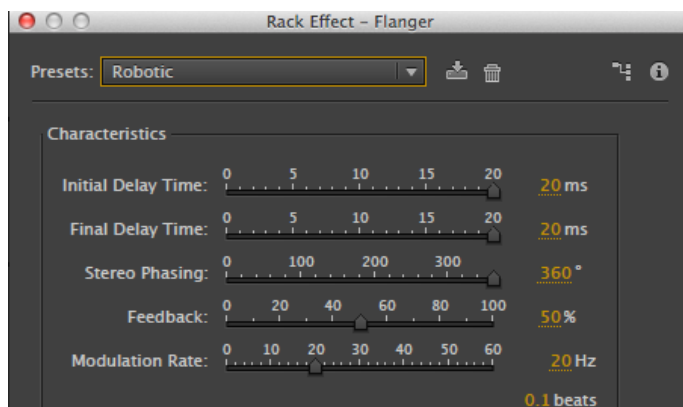Select Pick Skraper from the Presets

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-Click the track bar for the "Dorton Arena" track to select it

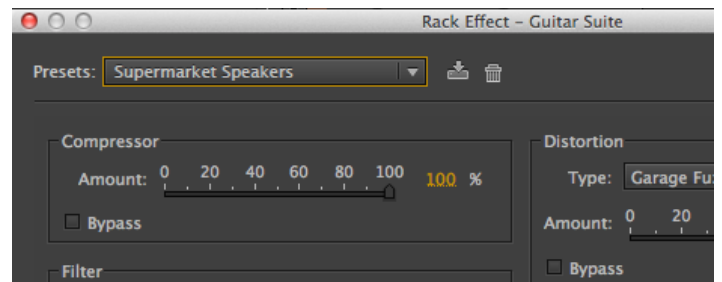-Click on the arrow at the far right of 1 on the Effects Rack

-Choose Modulation > Flanger
Select Robotic from the Presets

-Click the track bar for the "Don't miss" track to select it

-Click on the arrow at the far right of 1 on the Effects Rack

-Choose Special > Guitar Suite
Select Supermarket Speakers from the Presets

-Once you have completed the project there will be extra space at the of the session timeline, so you want to export a selection not the entire session so there is not dead air at the end.
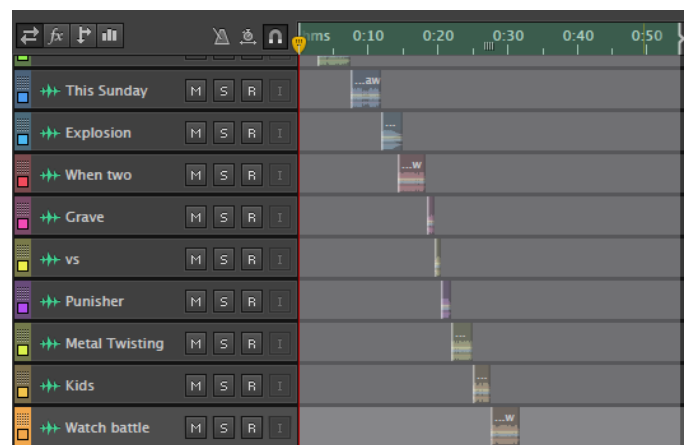
-Place the playhead at the outside edge of the last clip in the session
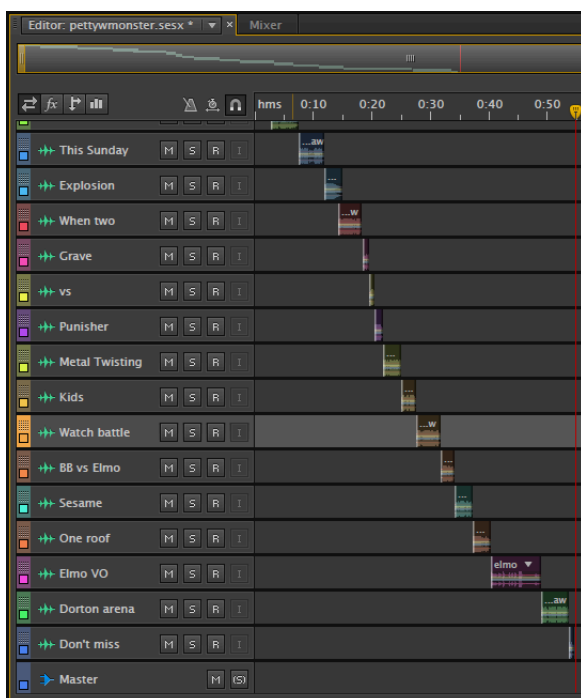
-In the Selection/View window (located at the far right bottom of the screen above the VU meters), click the yellow numbers under Start and type in 0 and hit Enter
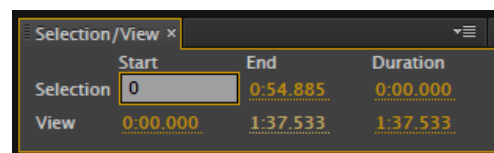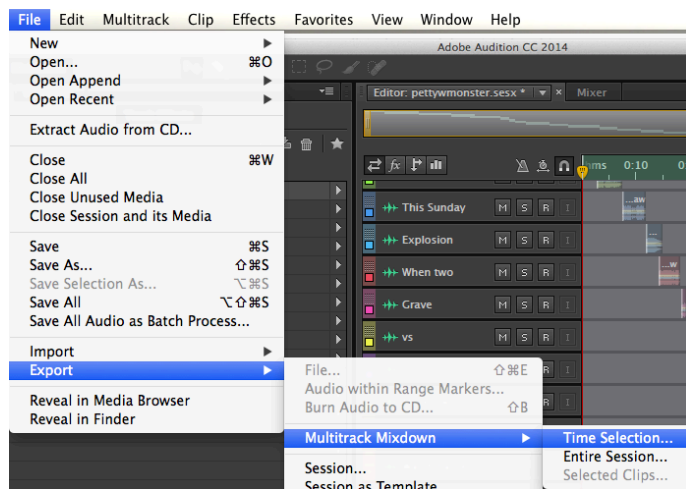

-This will create a range selection in the session timeline

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- To export, select File > Export > Multitrack Mixdown > Time Selection
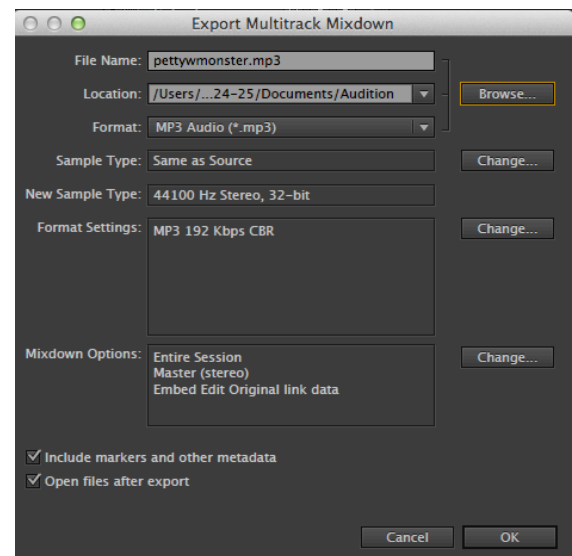

-Export Multitrack Mixdown Window opens

-Delete the mixdown text from the File Name so that it only read last name + first initial + monster

-Browse to select your Audition folder for Location

-Select MP3 Audio for the Format

-Click OK

-Open Finder and right click on the exported MP3 file and Open With > QuickTime Player

-Listen to your exported project from start to finish to make sure the file sounds as it should and if everything is correct then submit the MP3 file in the drop box.

*Remember there should not be extra empty dead air space (long period of silence) after the end of the project.