

## Lesson 2 – Your 1<sup>st</sup> Recording With The Upgraded Studio, Pt 2

And welcome back for part two. Alright. And now let's do another little trick here. We're going to fade this in, this music. So, if you put your cursor on the top left of the audio item here, you'll see it change... The cursor change into this icon. Click down with your left mouse button and hold, and drag this to the right and take a listen. "Welcome to the first Home Brew audio podcast" The music fades in, which is kind of cool. And let's see how much music we have after the voice stops. "Podcast."

That's not a lot. I'd like a little more. So, let's try to back up, and the music appears again. Remember I said that we'd be revisiting that? So, here we go. [music] Alright, a little longer. Now remember how we faded this in? We're gonna fade this out as well. So, come to the top right of the audio item until you get this icon. Click the left mouse button... Button down and drag, and, "Audio Podcast." [music] Let's shorten the audio file a little bit. "Home Brew audio podcast." [music] There you go. Home Brew, sounds good. And I usually drag that in just in case there was any extraneous noise or whatever, sort of housekeeping stuff. Alright.

Okay. Now let's do some more with that fading tool. We're going to change the shape of the fade from the default of this gentle sort of sloping curve here to something different, and we'll hear what those differences are based on the shape. The first thing I want to point out though is that once you make a fade, the location of where to put your mouse in order for the cursor to change to... The fade cursor has changed, hasn't it? Because originally, we went to the top-left or the top-right of an audio item like I'm doing here with the voice audio item. But since we've already faded in and faded out this music track, you'll see that the location is no longer on the top-left or top right corners. What happens is the location moves to the point where the fade ends, or in case of a fade out, I guess when the fade begins. So, you can see those little white lines there. Go to the top of those white lines to find the "fade" icon again.

So, once you do that, right-mouse click and you can see we've got these different shapes to use for fades. The second one here is the one that it defaults to. Let's listen to how that sounds. I'm going to mute the voice track, go back to the beginning and let's hear that. [music] Okay. So, now let's change the shape to a linear shape that just goes straight up into the right and hear what that sounds like.

[music]

All right. Let's listen to a different one, next one down sort of slopes up. [music] And the next one is going to reach its top volume a little faster. [music] And this one will wait a little bit before it gets to its max volume. [music] And the last one is a sort of compound curve shape. [music] Okay. Now let's hear how some of those shape changes affect the fade out. Here's what it sounds like now. [music] Okay. Let's make it a linear fade out. [music] Let's try that one. [music] The sound goes away a little faster there. And let's go down and try this bottom one. [music] I actually like the sound of that one better.

So, let's stay with these fade shapes, and let's see one more cool thing we can do with edits in Reaper. This time we're going to unmute the voice track and mute the music track. All right. Now take a listen to the voice track. "Welcome to the first Home Brew audio podcast." What I don't like is the P pop that occurs right here when I say "Podcast". So what we're going to do is edit that P pop down to where it sounds like a normal P. So, the first thing we want to do is zoom into that spot horizontally. But also, I want to see it a little more vertically. One cool thing you can do in Reaper is use the page up or page down buttons. I'm going to page up here to give us a little bit of vertical fade in. And now, we're going to select this little piece right here where the P is. So, what we're going to do here is really cool. We're going to hit Shift+S, and it's going to put a slice at the beginning and ending of our selection.

What this does is turn that selection into its own audio item. That means the edits we do to this item will not affect the rest of the audio in the track, very cool. One example is to put your cursor at the top of the item. You see that changes to a double-headed arrow. If you click and drag that down, it lowers the volume, as you can see in the label there. So, we are going to actually do that to help that P pop be a little less offensive. Let's take it down to about negative 7 dB and see what that does. "Home Brew audio podcast." And it's still a little bit there. So, what I'm going to do is I'm gonna move the edge of this audio item over, and I'm gonna change the shape of this fade in and move it even further, and change the shape of the fade in to where it acts a little quicker. And I'm gonna change it to this shape right here, maybe move that a little more. "Audio podcast." That sounds a lot better to me.

So now, let's listen to the whole thing altogether. I got a page down that kinda get that back to where it was. Unmute, music track and rewind all the way to the beginning. [music] "Welcome to the first Home Brew audio podcast." [music] I think that sounds pretty great, pretty professional. So, let's review what we did in Lesson two. We recorded a voice over track, then we created a second track and we put some music, some royalty-free music on it, to be in the background of that voice over track. So, we're officially doing a multi-track recording. Then we adjusted the volume of the music so it wasn't too loud for the voice, which is called mixing our audio.

Then we used some basic edit tools. The very first thing we did was put in effect on Track 1 called "refer", which we used to reduce the noise. Then after we adjusted the volume on the music, we used the fade tool to fade-in and fade-out the music. Then we also changed the shape to make our fades sound better. And then, we went back to the audio track and dealt with a P pop, sometimes called the applause, by selecting just the part with the P in it and using Shift+S to create our own audio item out of just that selection.

Then we just clicked and dragged to the top of that audio item to lower the volume. And then, we applied our new knowledge about fades to further obtain the P pop until it sounded natural. That was a lot for Lesson two. Hopefully you can start to see how excellent Reaper is in creating professional sounding audio. Hope you enjoyed the lesson. We'll see you back here for Lesson three.