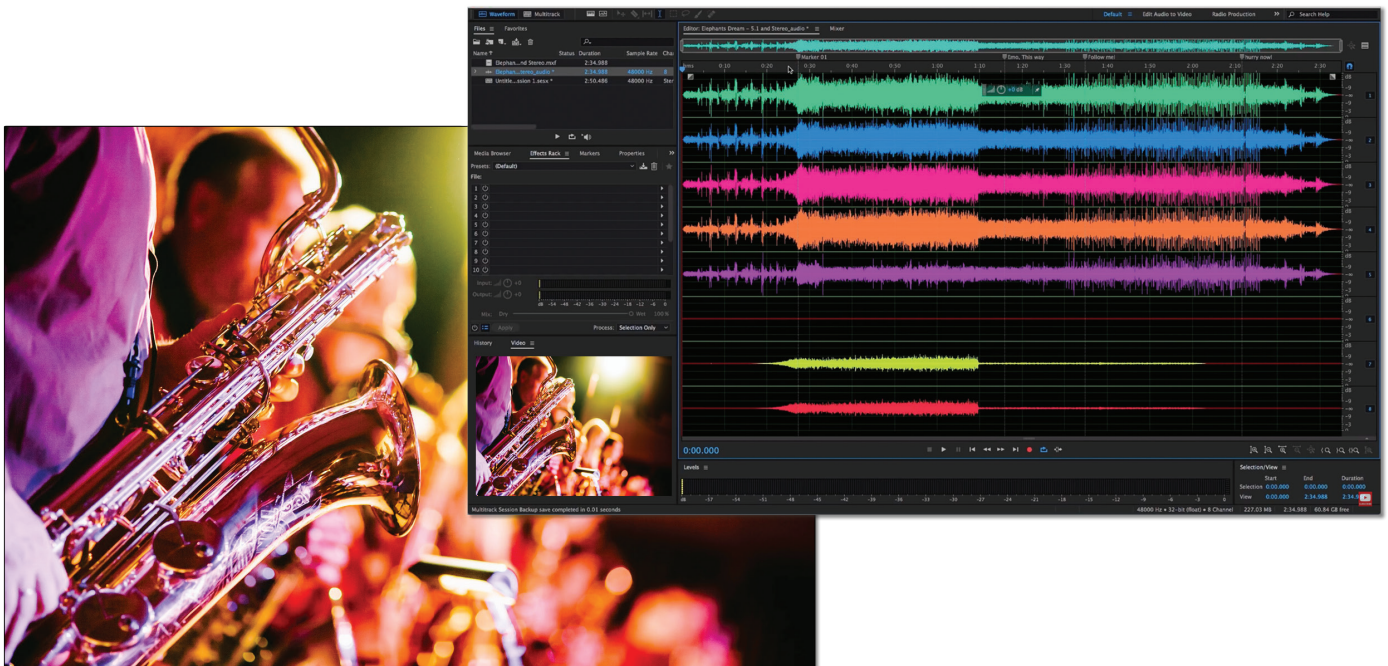


# Overview of Adobe Audition

Adobe Audition is an audio application designed for video editors, web designers and developers, motion graphics artists, and other creative professionals. It's the perfect application for recording and mixing audio for video, podcasting, and sound effect design (**Figure 1**). Audition enables even users with very little audio experience to quickly complete everyday tasks like recording and editing, removing unwanted noise, customizing sound effects, adding emphasis to a scene with sound, and creating royalty-free music to match the mood of a production.



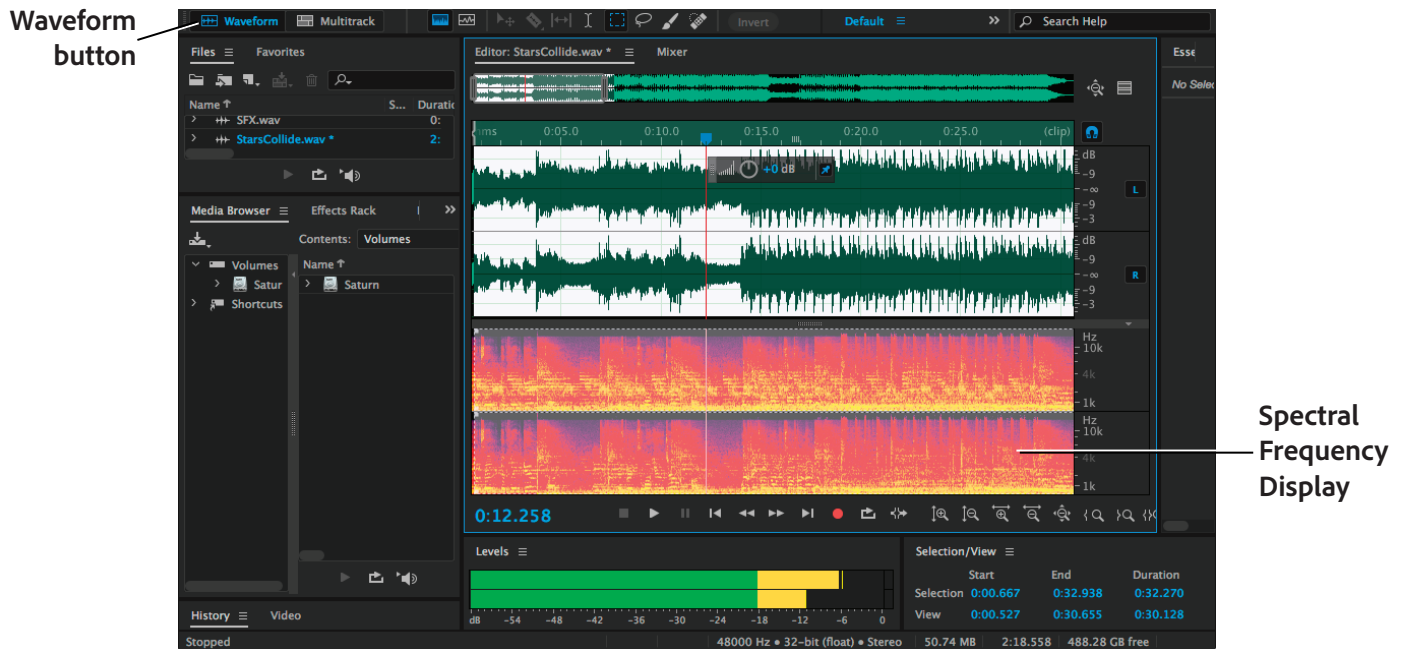
*Figure 1 Using Audition to record and mix a musical performance*

In this guide, you'll learn your way around the Audition interface and workspaces, how to use panels and tools, and introduce you to the visual shortcut editor. You can work through this guide using your own assets, or download the completed project file and assets used in [this tutorial here](#). You can also use these same asset files for many of the step-by-step guides in this Audition curriculum series.

## The Audition interface

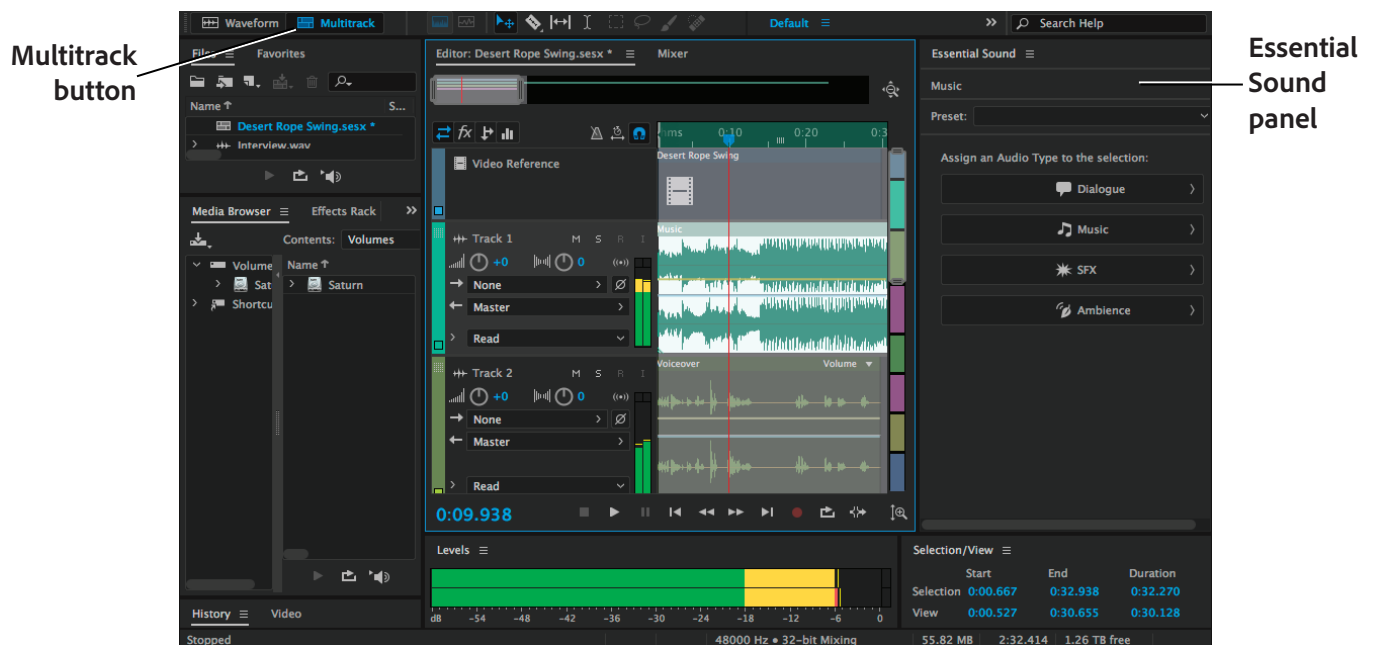
There are two main ways of working in Audition: Waveform and Multitrack. You can edit single audio files in the Waveform Editor or you can mix multiple files and integrate them with video using the Multitrack Editor. When you first open Audition, the sound file or project file opens in the Default workspace in one of these two modes.

In the Waveform Editor (**Figure 2**), the Editor panel provides a visual representation of sound waves as a series of positive and negative peaks. Below the panel's default waveform display, which is ideal for evaluating audio amplitude, you can view audio in the spectral display, which reveals audio frequency (low bass to high treble). The spectral display is perfect for removing unwanted sounds, such as coughs and other artifacts.



*Figure 2 The Audition Waveform Editor*

The Multitrack Editor (**Figure 3**) is a comprehensive, flexible, real-time editing environment where you can mix together multiple audio tracks to create layered soundtracks and musical compositions. You can record and mix tracks with each track can contain as many clips as you need—the only limits are your imagination. The all-in-one Essential Sound panel, accessible only in the Multitrack Editor, wide set of options and tools for mixing and sound repair.



*Figure 3 The Audition Multitrack Editor*

It's important to remember that the Waveform and Multitrack editors use different editing methods, and each has unique advantages. The Waveform Editor uses a *destructive* method, which changes audio data, permanently altering saved files. Such permanent changes are preferable when converting sample rate and bit depth, mastering, or batch processing. The Multitrack Editor uses a *nondestructive* method, which is impermanent and instantaneous, requiring more processing power, but increasing flexibility. This flexibility is preferable when gradually building and reevaluating a multilayered musical composition or video soundtrack.

You can combine destructive and nondestructive editing to suit the needs of a project. If a multitrack clip requires destructive editing, for example, simply double-click it to enter the Waveform Editor. Likewise, if an edited waveform contains recent changes that you dislike, use the Undo command to revert to previous states—destructive edits aren't applied until you save a file.

## Audition workspaces

All of the user interfaces across Adobe's video and audio applications provide options for consistent and customizable workspaces. These applications can have similar panels (like Media, History, and Essential Sound) as well as their own unique panels (in Audition: Project, Effects Rack, and Frequency Analysis and more). You move and group panels in the same way across products.

The Audition interface is divided into panels organized in an arrangement called a *workspace* in both the Waveform and Multitrack modes. You can select a prearranged workspace using the workspace panel. Audition includes several options that optimize the layout of panels for specific tasks including a default option for the most common editing tasks, radio production, video mixing, and others (**Figure 4**). Click the chevron icon (>>) to open the *Overflow* menu, which shows other workspace layouts not displayed in the Workspace panel.

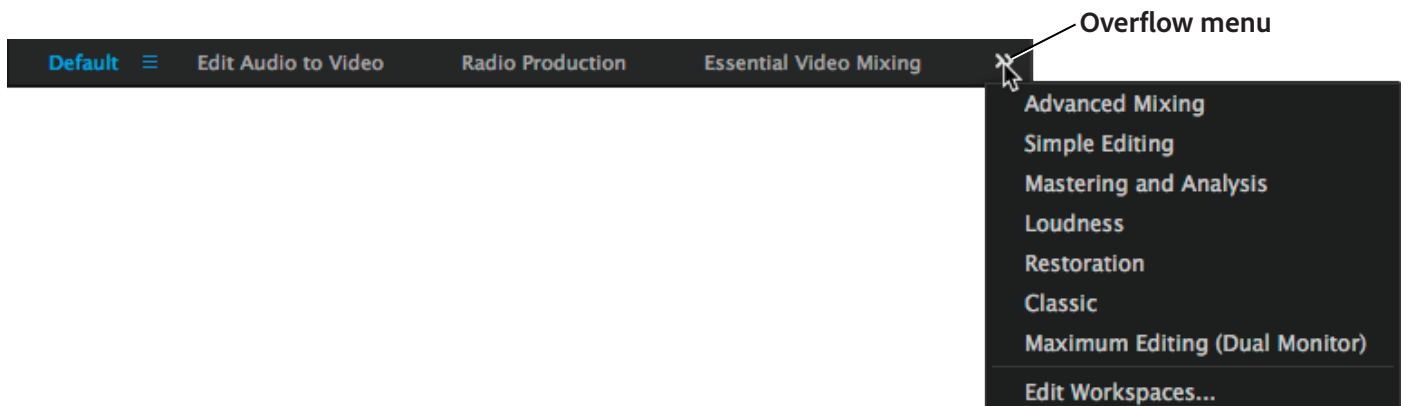


Figure 4 Workspace panel

When you choose any one of these workspaces, the current workspace is rearranged according to the new selection.

### To choose a workspace:

1. Start Audition.
2. Open an audio file in the **Waveform Editor**, or an Audition project file (**Figure 5**) in the **Multitrack Editor**.



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Figure 5 Audition project file

- Click through the options in the Workspace panel, including **Edit Audio to Video**, **Radio Production**, **Essential Video Mixing**, and others that may be hidden in the overflow menu.

Observe how the workspace layout and panels are rearranged according to the selection (Figure 6).

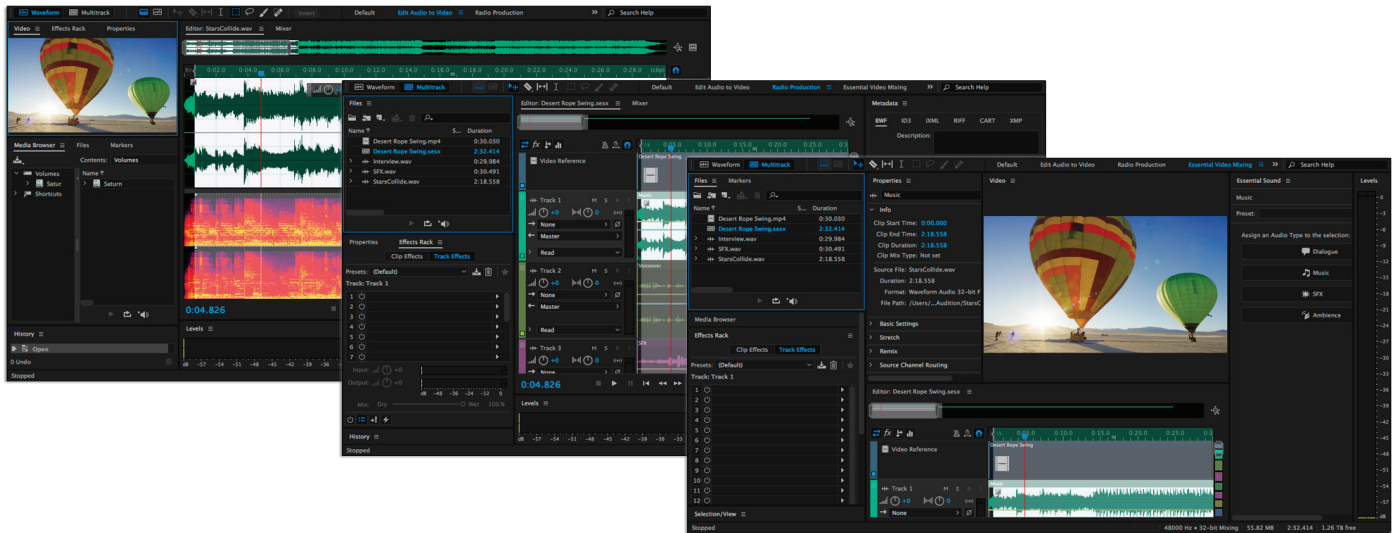


Figure 6 Edit Audio to Video (left), Radio Production (center), and Essential Video Mixing (right) workspaces

## Customizing your workspace

In addition to the default workspace layouts, you can also customize a workspace by arranging panels in the layout that best suits your working style. As you rearrange panels, the other panels resize automatically to fit the window. You can create and save several workspaces for different tasks—for example, one for editing and one for previewing.

As you customize a workspace, the application tracks your changes, storing the most recent layout. To store a specific layout more permanently, save it as a custom workspace. Saved custom workspaces appear in the Workspace menu, where you can return to and reset them.

### To save a custom workspace:

- To create a custom workspace, move and manipulate panels in Audition to create a unique layout (Figure 7).

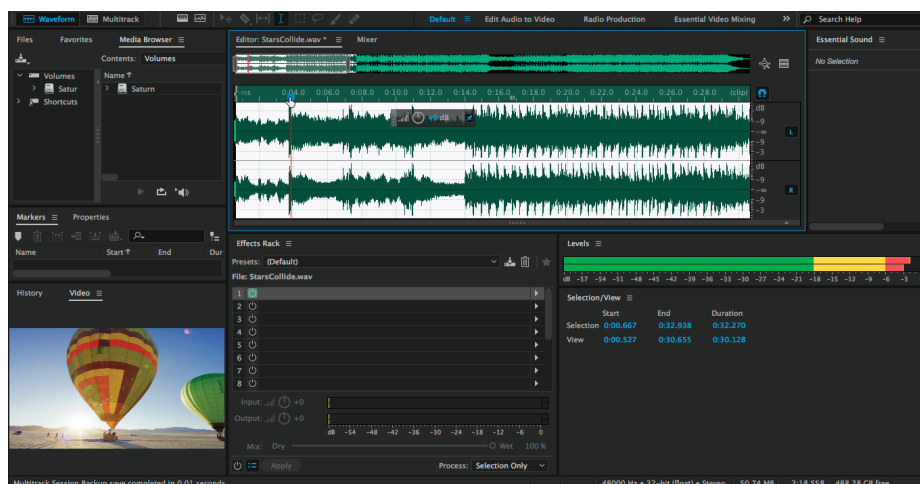


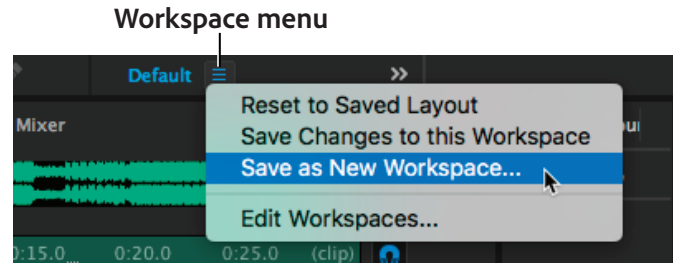
Figure 7 Custom Default workspace layout

2. Click the Workspace menu icon and select **Save as New Workspace** (Figure 8).

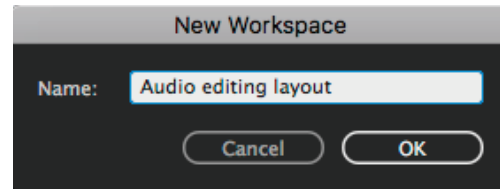
The **New Workspace** dialog box appears (Figure 9).

3. Name your workspace.
4. Click **OK**.

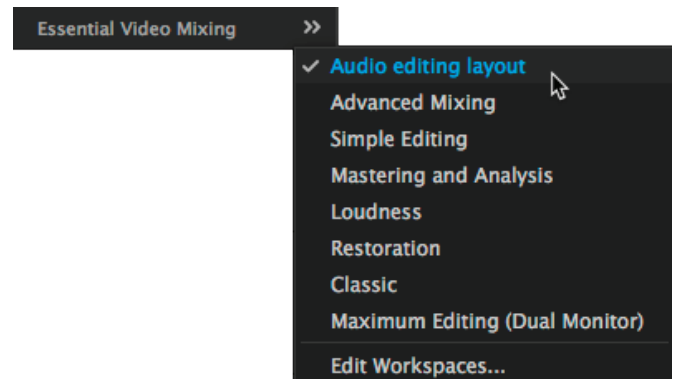
Your new workspace is added to the Workspace panel. If not immediately visible, click the overflow menu to view (Figure 10).



*Figure 8* Workspace menu



*Figure 9* New Workspace dialog box



*Figure 10* Workspace panel options

### **To save changes to default workspaces:**

1. To save changes made to one of the default workspaces, click the Workspace menu icon and select **Save Changes to this Workspace** (Figure 8).

### **To reset a workspace:**

1. To reset the current workspace to its original layout of panels, click the Workspace menu icon and select **Reset to Saved Layout** (Figure 8).

## About panels

Audition includes many powerful panels and options that allow you to perform a wide range of audio editing, level adjustments, effects, video preview, and other tasks (Figure 11). To see the full list of panels, select Window from the Audition menu and review the options.

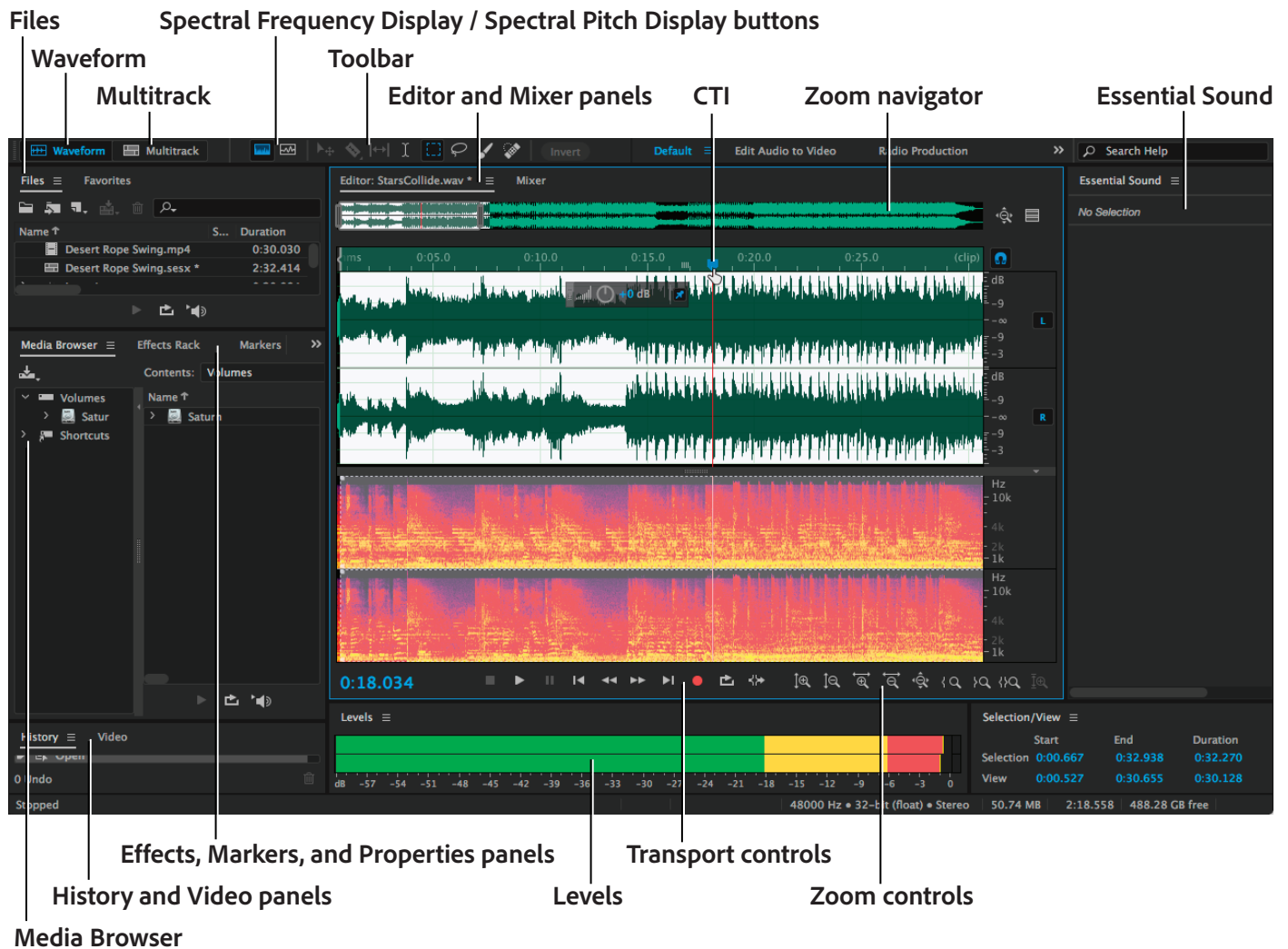


Figure 11 Audition interface and panels

While there are many panels that you can choose from, these are the ones you will use most often:

- **Files panel** Displays a list of the files you have open and their properties. By default, files are sorted alphabetically by Name. To sort files based on another property, click the property (Name, Duration, or Sample Rate) in the property header.
- **View Waveform Editor and View Multitrack Editor panels** Display the waveform for a single audio file in the Editor panel. Or, view the tracks in a multitrack project in the Editor panel.
- **Spectral Frequency Display button** Opens the Spectral Frequency Display view in the Editor panel. The Spectral Frequency Display lets you view the sound by frequency instead of waveform. Spectral Frequency Display shows a waveform by its frequency components, where the x-axis (horizontal ruler) measures time and the y-axis (vertical ruler) measures frequency. This view lets you analyze audio data to see which frequencies are most prevalent. Brighter colors represent greater amplitude components.

- *Spectral Pitch Display button* Opens the Spectral Pitch Display view in the Editor panel. The Spectral Pitch Display lets you view the sound by pitch instead of waveform. Frequency and pitch describe the same thing but from different viewpoints. While frequency measures the cycle rate of the physical waveform, pitch is how high or low it sounds when you hear it.
- *Toolbar panel* Quick access to tools for selecting and editing audio files.
- *Editor panel* By default, the Editor panel displays audio files as waveforms, visual representations of sound waves. (You can use the Spectral Frequency Display or Spectral Pitch Display button to display spectral frequencies and pitch as well.) For a stereo file, the left channel appears at the top and the right channel appears at the bottom. For a mono file, its single channel fills the total height of the Editor panel. Use the menu at the top of the Editor panel to choose which open file to display.
- *Mixer panel* When a multitrack project is active, the Mixer panel provides an alternative view of a session, revealing many more tracks and controls simultaneously, without showing clips. The Mixer is ideal for recording automation or mixing large sessions with many tracks.
- *Current-time indicator (CTI)* Determines the starting point for playback and moves through the waveform as you listen to audio files. You can drag the CTI to move quickly from one point in the waveform to another.
- *Zoom navigator panel* A view of the entire waveform. At higher zoom levels, you can drag the Zoom navigator left or right to move to different audio content in the Editor panel.
- *Essential Sound panel* Classify your audio clips as Dialogue, Music, SFX, or Ambience and configure and use the simple controls to unify volume levels, repair sound, improve clarity, and add special effects. Available only in Multitrack mode.
- *Media Browser panel* Locate and preview media stored on your computer, network, or external storage device without leaving the Audition workspace.
- *History panel* Instantly revert to any previous change. Use the panel to quickly compare processed and original audio or discard a series of changes that produced undesired results.
- *Video panel* Preview video clips as a multitrack session. Precisely synchronize a soundtrack with specific video events such as scene changes, title sequences, or special effects. You can customize the Video panel to optimize it for your monitor size and system speed.
- *Effects Rack panel* Insert, edit, and reorder effects; optimize mix levels; and store favorite effect presets.
- *Markers panel* Add, move, delete, and navigate to markers in the audio file. A marker refers to a specific time position and makes it easy to navigate in a waveform, perform edits, or play back audio.
- *Properties panel* Displays properties for the selected file, such as media type and duration.
- *Levels panel* Use level meters to monitor the amplitude of incoming and outgoing signals during recording and playback. The meters show signal levels in dBFS (decibels below full scale), where a level of 0 dB is the maximum amplitude possible before clipping occurs.
- *Transport controls panel* Control and adjust playback. You can also start and stop playback by pressing the spacebar.
- *Zoom controls panel* Change the magnification and scale of the waveform in the Editor panel. Zoom in for precise editing. Zoom out to make larger selections.

Sometimes you need to view a panel in full-screen to preview, fine tune an edit, or apply an effect. You may also need to use panel menus or context menus to perform advanced actions. *Panel menus* display commands relative to the active panel. *Context menus* display commands relative to the active tool or selected item.

## To display any panel full-screen:

1. Hover your mouse over the panel you want to maximize.
2. To make a panel full-screen within the application window, press the accent key (``). Typically, this key lies just to the left of the numeral one (1) key. Some see this key as the back quote key or the tilde key. Press the accent key once more to restore the panel size (Figure 12).

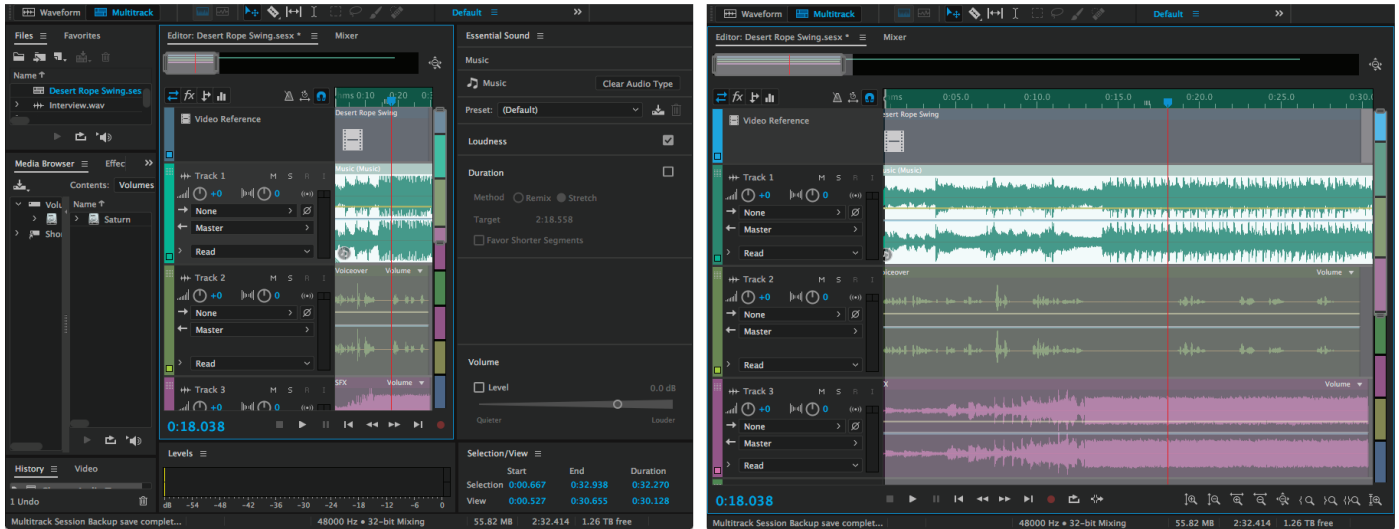


Figure 12 Regular-sized panel (left) and maximized panel (right)

3. To preview a sequence in full-screen mode without the application window, press **Ctrl+`** (Windows) or **Control+`** (Mac OS).

The workspace hides temporarily and the current sequence appears full-screen.

4. Press the spacebar to play and stop the video in full-screen mode.
5. Press **Ctrl+`** (Windows) or **Control+`** (Mac OS) again to exit full-screen mode and return to the workspace.

## To display panel menus and context menus:

1. To display a panel menu, click the panel menu icon beside the panel title (Figure 13).

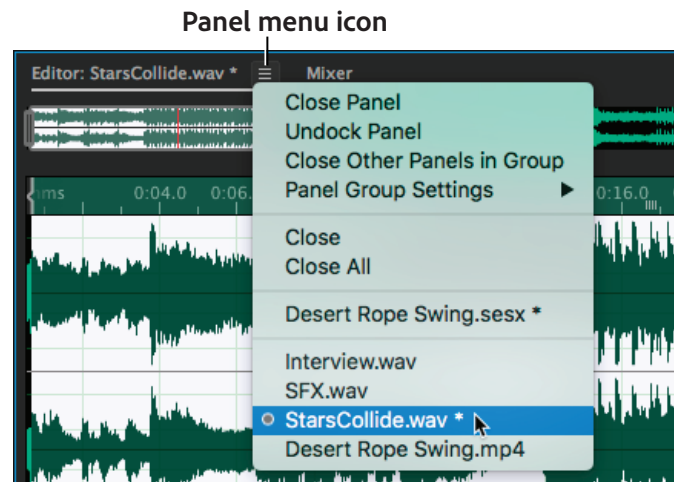


Figure 13 Panel menu



- To display context menus, right-click on a panel (Figure 14).

**Note:** Not all panels include context menus.

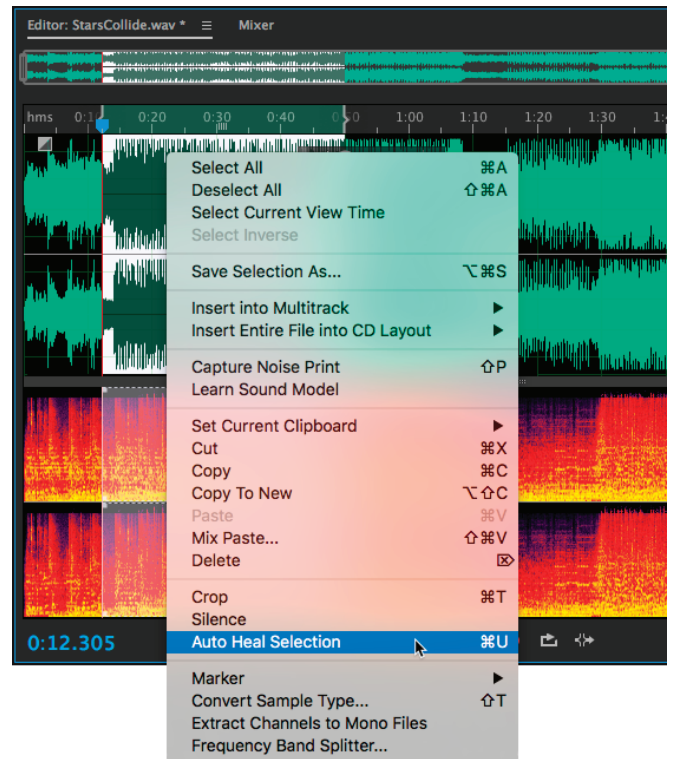


Figure 14 Context menu

## Using tools

Audition provides a set of tools to help you perform a range of basic to advanced actions to your audio project. The toolbar provides quick access to buttons that toggle between the Waveform and Multitrack editors, tools, and the Workspace menu. Some tools are unique to each view (Figure 15). Likewise, some Waveform Editor tools are available only in the spectral display. A small triangle in the lower right corner of a tool icon is your clue to look for hidden tools. Select a hidden tool by clicking and holding down the small triangle. Let the cursor hover over a tool to view a tooltip showing its name and keyboard shortcut.

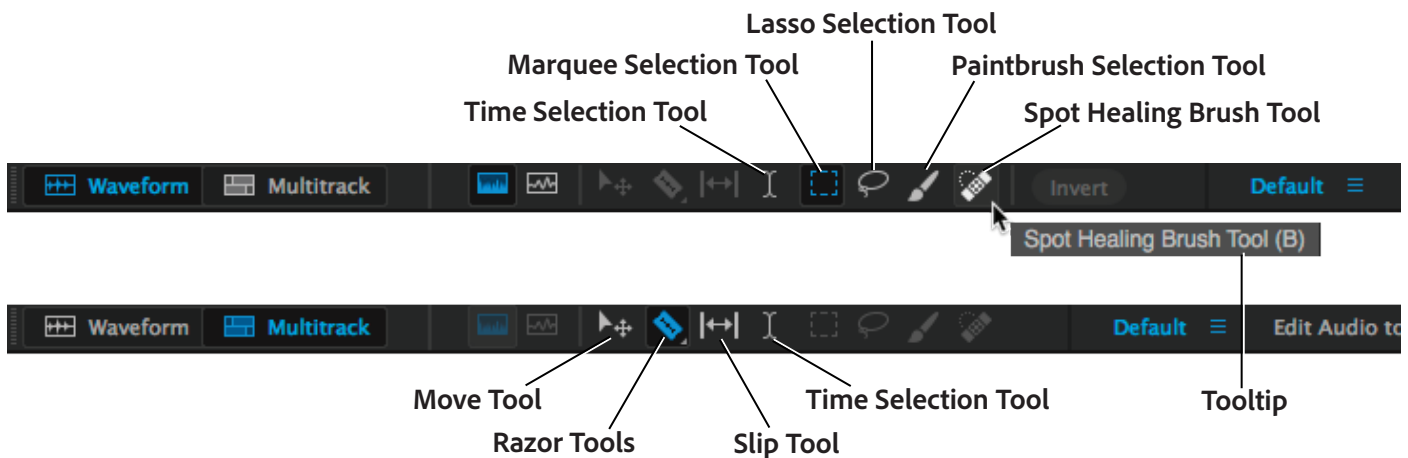


Figure 15 Available tools differ in Waveform and Multitrack view.

The default Tools panel includes the following items:

- *Time Selection Tool* The standard tool for selecting audio segments. To select a range, simply drag in the Editor panel.
- *Marquee Selection Tool* When working in a spectral display, use the Marquee tool to select audio data within a rectangular area.
- *Lasso Selection* and *Paintbrush Selection Tool* When working in a spectral display, the Lasso Selection and Paintbrush Selection tools let you make free-form selections. The Paintbrush Selection tool creates unique selections that determine the intensity of applied effects.
- *Spot Healing Brush Tool* For the quick repair of small, individual audio artifacts like isolated clicks or pops, use the Spot Healing Brush.
- *Move Tool* Use this tool to select and move tracks and objects in the Editor panel.
- *Razor Tool* Select this tool to make one or more cuts in audio clips. Click a point in a clip to split it at that precise location.
- *Slip Tool* Select this tool to simultaneously change the In and Out points of an audio clip in the Editor panel, while keeping the time span between them constant.

When you select a tool, the pointer changes shape according to the selection. For example, when you select the Razor tool and position the pointer over an audio clip in the Editor panel, the icon changes to a razor (Figure 16). Tool icons also change to reflect the task currently being performed, like when you drag the cursor to extend a clip (Figure 17).

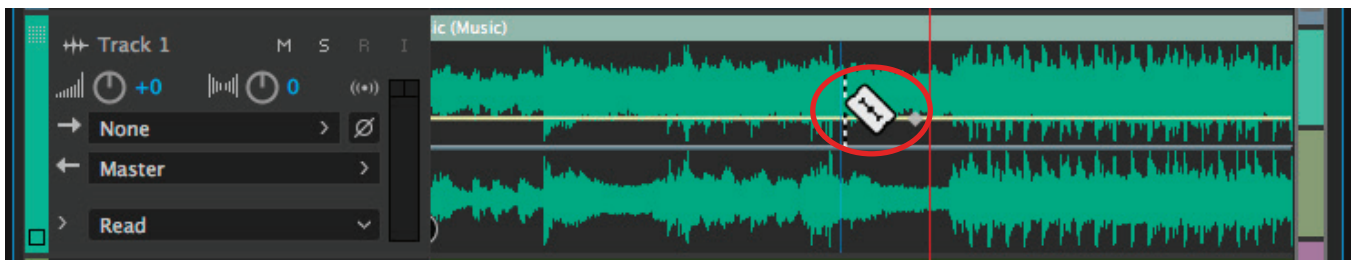


Figure 16 Using the Razor Tool in the Timeline

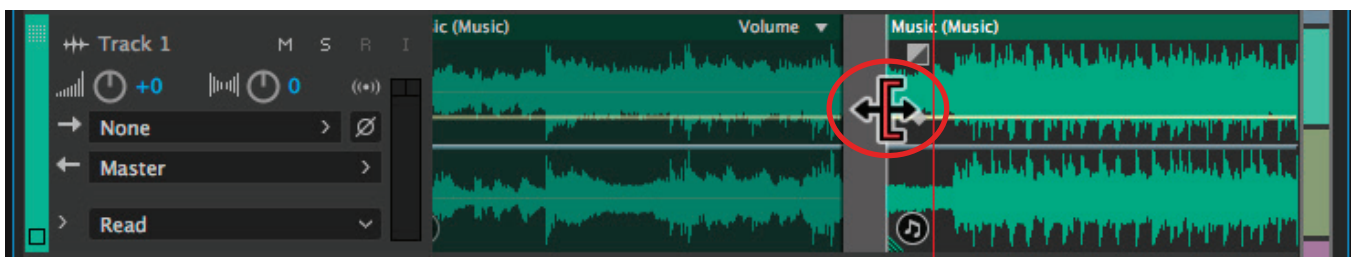


Figure 17 Drag the cursor to shorten a clip

## Finding and customizing shortcuts

If you do a lot of sound editing in Audition, you will begin to look for quicker, more efficient ways of working in the application. Keyboard shortcuts are a helpful, time-saving way to do this.

Audition provides a default set of keyboard shortcuts to help you speed up the editing process. As with other Adobe products, menus and tool tips are available with their keyboard shortcuts showing to the right of command and button names. You can also customize nearly all default shortcuts and add shortcuts for other functions.

## Visual Keyboard Shortcut Editor

The Visual Keyboard Shortcut editor is a great way to view keys with their assigned shortcuts, assign new shortcuts, and delete existing ones. Customize the keyboard by dragging and dropping from the Command list, and use a Modifier key to provide additional key options. The Command List and the Modifier list appear below the keyboard.

### To use and customize the Visual Keyboard Shortcut:

1. To display the Visual Keyboard Shortcuts, select **Edit > Keyboard Shortcuts**.

The **Keyboard Shortcut** dialog box opens showing the layout of a keyboard (**Figure 18**). Assigned command keys are marked in purple, unassigned in light gray, and modifier keys in dark gray.

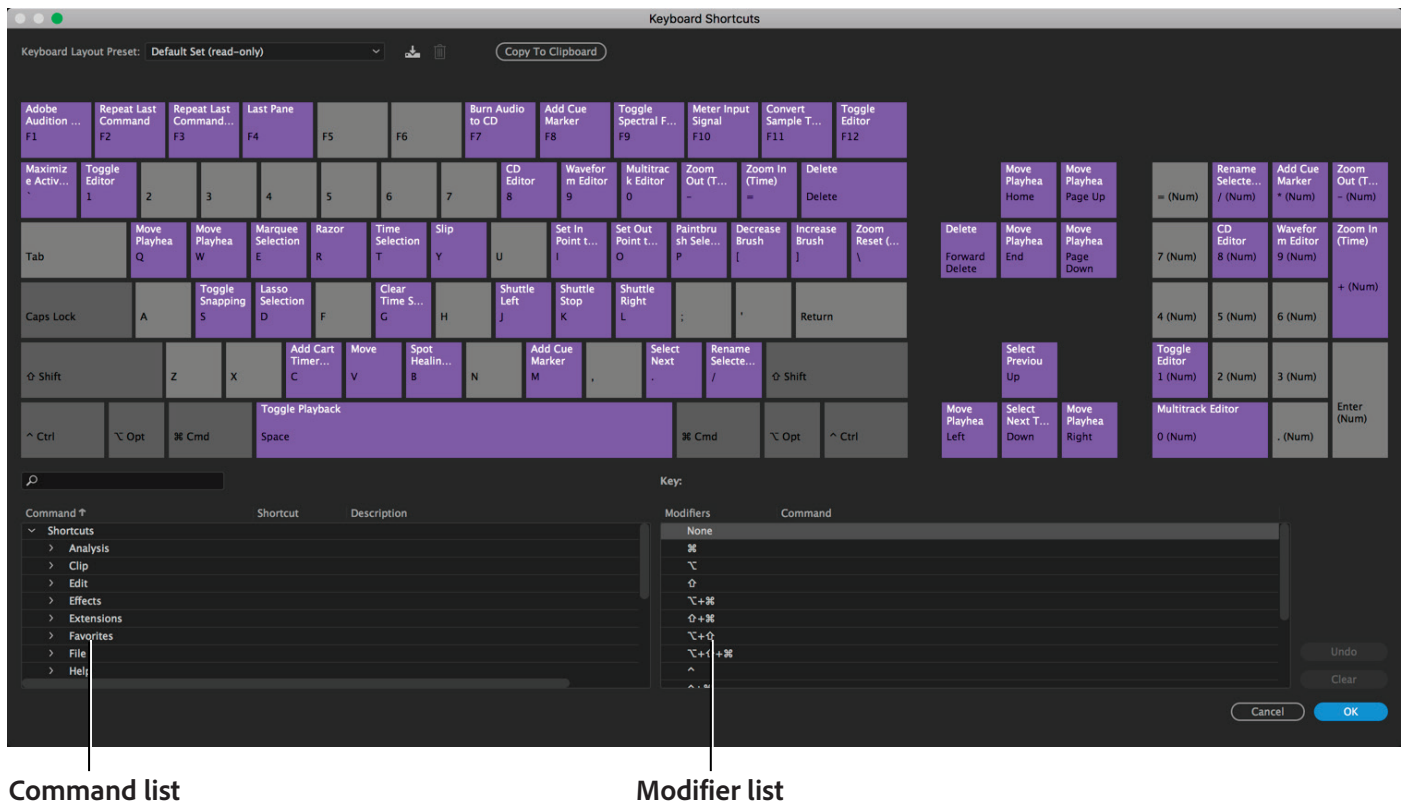


Figure 18 Visual Keyboard Shortcut Editor

2. Press any combination of dark gray modifier keys on your keyboard and observe how the layout of the purple keys updates.

To assign a command to a key, scroll through the **Command** list and choose an option, then drag and drop it onto an unassigned key (**Figure 19**). To assign a modifier to the command, hold down the modifier during the drag-and-drop step.

The command key is updated on the keyboard.

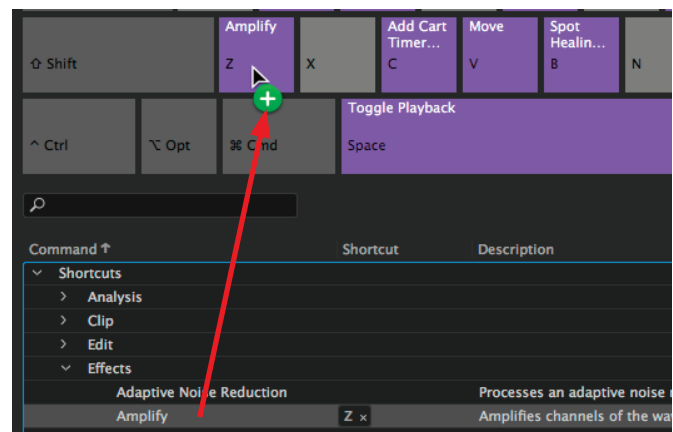


Figure 19 Drag a Command to a key to assign it

3. To remove the last assigned shortcut command, select the key and click **Undo**. To remove all shortcuts assigned, click **Clear**.
4. If an existing shortcut conflicts with another command, the following occurs (**Figure 20**):
  - A warning appears at the bottom of the editor.
  - **Undo** and **Clear** buttons in the lower right corner are enabled.
  - The command in conflict is highlighted in blue, and clicking the key automatically selects the command in the command list.

You can now easily change the assignment for the conflicting command.

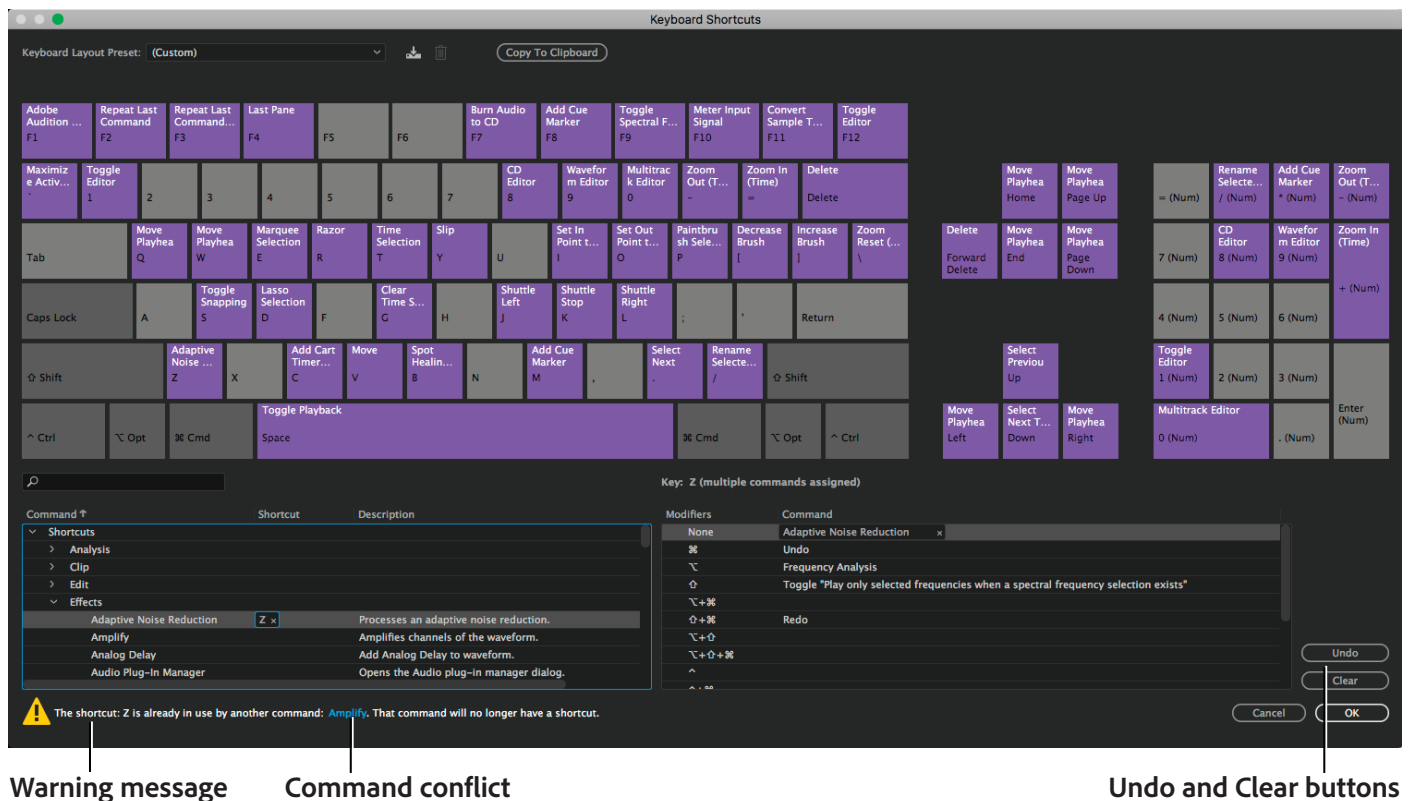


Figure 20 Visual Keyboard Shortcut Editor

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