Adobe Audition CC

PART 1: INTRODUCTION

Chapter 1:Audio interfacing
- Audio interface basics
- Mac OS X audio setup
- Windows setup
- Audio channel mapping
- Testing the audio setup
- Using external audio interfaces

Chapter 2: The Audition environment
- Waveform vs. Multitrack views
- The Audition workspace
- Navigation

PART 2: WAVEFORM VIEW

Chapter 3: Basic Editing
- Opening files
- Selecting regions and changing levels
- Non-linear editing

Chapter 4: Signal processing
- The effects rack
- Amplitude and Compression
- Delay and Echo effects
- Filter and EQ effects
- Modulation effects
- Reverb effects
- Special effects
- Multi-effects
- Stereo imaging
- Time and Pitch effects
- Using third-party VST and AU effects
- Using the effects menu
- Managing effects presets

Chapter 5: Audio Restoration
- Reducing hiss via Noise Reduction
- Click/pop eliminator
- Reducing broadband noise
- DeHummer
- Removing artifacts with the spectral display

Chapter 6: Mastering
- Mastering basics
- Applying EQ
- Applying dynamics
- Applying ambience
- Enhancing the stereo image
- Altering amplitude
- File conversion
- Analysis

Chapter 7: Sound design
- Special effects
- Pushing the envelope of processing

Chapter 8: Creating and recording files
- Recording into the Waveform Editor
- Recording into the Multitrack Editor
- Drag and Drop into an Audition Editor
- Importing Audio from CDs
- Saving Templates

PART 3: MULTITRACK VIEW

Chapter 9: Basic multitrack orientation
- About Multitrack production
- Commonalities with waveform view and integration between the two
- Looped playback
- Track controls
- rack areas
- Channel mapping
- Side-chaining effects

Chapter 10: The Multitrack Mixer View
- Mixer view basics
- Using hardware controller
- Mixer customization via show/hide options
- Channel scrolling

Chapter 11: Editing Clips
- Crossfading
- Mixing or exporting a collection of clips
- Fitting to specific durations
- Basic clip automation
- Add effects to individual clips
- Extend a clip via looping

Chapter 12: Creating music with sound libraries
- About Sound Libraries
- Building a rhythm track
- Adding percussion
- Adding melodic elements
- Matching tempo among disparate loops
- Matching pitch among disparate loops
- Adding processing

Chapter 13: Recording in the Multitrack Editor
- Multitrack recording
- Getting ready to record a track
- Setting up the metronome and the metronome track
- Recording a part in a track
- Recording an additional part (overdubbing)
- Punching in over a mistake
- Composite recording

Chapter 14: Automation
- About automation
- Advanced clip automation
- Track automation

Chapter 15: Mixing strategies
- About Mixing

- The Mixing Process
- Publishing

Chapter 16: Working with Video
- Importing video into Audition
- Automatic speech alignment

Coverage of course contents will depend upon prior knowledge of the participant.