

## Class Activity With Audacity

Create a 30-40 second scene with a stormy ocean background.

If possible, listen to a recording of a real storm at sea. What do you hear? Can you imitate it with these effects?

### Stormy Ocean Roar

(Use **Generate > Noise > Brownian** with amplitude .6 to start) **Pink** noise also might work.

Make a stereo pair of tracks: select a track and use **Edit > Duplicate**

Then pan one right and one left. Use the pan tool 

Then manipulate volume swells. Drag from the top of the track with 

Cut and paste sections to extend the time. Selection tool -> 

Or copy and shift waves with another track.

### Spray and Rain

Add steady white noise for spray and rain. (use **Generate > Noise > White**)

Then manipulate volume swells. 

Option: Filter white to make "blue noise" –Use the **Effect > Equalization** tool to drop high frequencies.

### More complex edit may add realism - Not only level, but changing the frequency range

Create 2 tracks of Pink 30 seconds.

Use **Effect > Equalization** tool: one low frequencies up, highs down, & the other exactly the opposite

Use  to bring the levels of one up and the other down *at same time*. The tone will seem to change.

### The Captain's Voice

Import the "shiver our timbers" track. Pick the version you think will work best.

Edit the track to bring up the amplitude of the quieter phrases.

Highlight a word or phrase and choose **Effect > Amplify** (use about +3 dB maximum)

For added outdoor realism: Use **Equalization** to *lower the high (above 2k Hz) and low frequencies* a bit.

Highlight the whole voice track  and choose **Effect > Equalization**

**Option:** Try **Effect > Echo** with values of .2 and .1 to put the voice near the deck. Add just a tiny bit of this effect and it will sound like the voice is coming directly to you from the captain, AND coming to you after bouncing off the deck.

### Howling Wind: Whistles in the Rigging

Use a **Generate > chirp** from 300-320 Hz (listen and pick your own frequencies) to simulate the change in pitch of wind whistling in the rigging. Give it a couple seconds.

Experiment and find one you think is close. Keep it fairly back in the mix.

If it is too easy to hear, it will probably sound phony.

Repeat with different lengths, and *reverses* so the pitch goes up and then down.

Manipulate the volume so that it rises and falls as it would in a real storm. 

**Option:** highlight it  and choose Effect/**Phaser** or **Echo** with a short delay time of about .2 sec.

### Export Your Mix In Stereo

Use **File > Export** to Create an MP3 with the right name.

Use **File > Save** if you are not done to save the whole edit as you have it so far. (makes multiple files)

**Option?** The sound of creaking wood would set the "sailing ship" scene.

Try out a creaky door sound from the drbraukmann website sound library. Does not need to be loud.

### Required Touches for Quality

1. Keep all the individual track levels **low enough so as not to build up and sound distorted**.

Called *clipping* distortion. If you mix two tracks, the result is a higher combined level.

2. Put a short **Fade In** at the beginning and a quick **Fade Out** at the end to give it a professional finish.

Do this by highlighting about  $\frac{1}{2}$  second and choose **Effect > Fade In**. And **Fade out** at the end.

3. The captain's voice should be easy to hear but not quite as loud as the storm.