

## PT110: Pro Tools Fundamentals II – (Three-Days)

### Getting Started

#### *About This Course*

- Requirements for Exercises
- Software and Hardware

#### *Working with I/O Settings*

- Saving and Reusing I/O Settings
- Viewing, Modifying, and Restoring I/O Settings
- Setting the Audition Path
- Setting the Default Output Bus

#### *Configuring Pro Tools Hardware Settings*

- Setting the Default Sample Rate
- Changing the Clock Source
- Configuring the Footswitch Control
- Using a Dedicated Control Panel

#### *Optimizing Pro Tools Performance*

- Playback Engine
- Hardware Buffer Size
- Host Engine Error Suppression
- Cache Size (Pro Tools HD Only)

#### *Adding Tracks to Your Session*

- Adding a New Track Like the Previous
- Adding a New Track of a Specific Type

#### *Edit and Mix Window Display Options*

- Changing the Display of the Mix and Edit Windows
- I/O View
- Comments View

#### *Track List Display Options*

- Showing and Hiding Tracks
- Using the Track List Pop-Up Menu
- Sorting Tracks

### Managing Session Data and Media Files

#### *Pro Tools Software Capabilities*

- Basic Specifications
- Plug-Ins
- Pro Tools HD Software

#### *Working with Digital Video*

- Video Editing Features of Pro Tools HD
- Setting Up Video Tracks
- Assembling Video Clips on Video Tracks
- Video Playback on a Secondary Monitor

#### *Workspace Browsers*

- Browser Features
- Workspace Browser Overview
- Workspace Browser Functionality
- Waveform Display

#### *Importing Files and Session Data*

- Considerations for Importing Files
- Importing Files Using a Workspace Browser
- Importing Files Using the Import Commands

- Importing Session Data
- Batch Importing Files

#### *Clip Groups*

- Creating Clip Groups
- Ungrouping Clips
- Regrouping Clips
- Editing Clip Groups
- Clip Groups and Tick-Based Tracks
- Clip Groups in the Clip List

### **Recording MIDI and Audio**

#### *Setting Up the Session*

- Displaying Conductor Rulers
- Adding Meter and Tempo Events
- Creating a Linear Tempo Change
- Recording with a Click

#### *Recording Selections*

- Creating a Selection
- Using Pre- and Post-Roll

#### *Loop Recording Audio and MIDI*

- Loop Recording Differences: Audio Versus MIDI
- Capturing Loop Record Takes

#### *Auditioning Loop Record Takes*

- Setting the Match Criteria
- Selecting Alternate Takes

#### *Recording MIDI Using Loop Playback with MIDI Merge*

### **Working with MIDI & Virtual Instruments**

#### *Understanding Track Timebases*

- Sample-Based Operation Versus Tick-Based Operation
- Track Timebases
- Tick-Based Timing and Note Values

#### *Virtual Instruments*

- Using Plug-In Virtual Instruments
- Using Stand-Alone Virtual Instruments

#### *MIDI-Compatible Tracks and Track Views*

- Viewing MIDI Data in the Edit Window
- MIDI-Compatible Tracks in the Pro Tools Mix Window

#### *Auditioning and Playing Back MIDI*

- MIDI Thru Versus the Default Thru Instrument
- Auditioning MIDI Clips

#### *Editing MIDI Data*

- Editing MIDI Clips
- Editing MIDI Notes with the Pencil Tool
- Editing Existing MIDI Notes
- Deleting MIDI Notes

### **Working with Elastic Audio**

#### *Elastic Audio Basics*

- Enabling Elastic Audio on a Track
- Auto-Enabling Elastic Audio for New Tracks
- Understanding Elastic Audio Analysis
- Conforming Clips to the Session Tempo Map

- Warp Indicators
- Removing Clip Warping

#### *Elastic Audio Track Views*

- Elastic Audio Markers

#### *Warping Sound with Elastic Audio*

- Using Warp View
- Types of Manual Warping

#### *Using Elastic Audio to Tighten a Rhythmic Performance*

- How Quantizing Affects Elastic Audio Events
- Improving the Quantization Results

#### *Using Elastic Audio to Experiment with Tempo*

- Applying Tick-Based Timing to Elastic Audio-Enabled Tracks
- Applying Tempo Changes

#### *Improving the Quality of Warped Audio*

- Editing Event Markers in Analysis View
- Adjusting Event Sensitivity
- Using X-Form

#### *Using Elastic Audio for Pitch Changes*

- Pitch Shifting with the Elastic Properties Window
- Pitch Shifting with the Transpose Window
- Changing and Undoing Pitch Transposition

### **Editing and Fine-Tuning a Performance**

#### *Smart Tool*

- Activating the Primary Smart Tool Functions
- Creating Fades Using the Smart Tool
- Smart Tool Fade Rules

#### *Creating Rhythmic Changes for Audio and MIDI Data*

- Using Grid Quantize Versus Groove Quantize
- Using Input Quantize
- Quantizing After Recording
- Setting the Options for Groove and Feel

#### *MIDI Real-Time Properties*

- Using the Real-Time Properties View
- Using the Real-Time Properties Floating Window
- Enabling Real-Time Properties
- Quantizing with Real-Time Properties

#### *Working with Fades*

- Using the Fades Dialog Box
- Applying Fades
- Editing Fades
- Fades and Elastic Audio Processing.

### **Additional Editing and Media Management**

#### *Track Color-Coding*

#### *Clip Looping*

- Working with Clip Loops
- Creating Looped Clips
- Modifying Clip Loop Settings
- Editing Looped Clips
- Considerations for Working with Clip Loops
- Unlooping Clips

#### *Editing on the Grid*

- Using Grid Mode
- Separating Clips on the Grid

#### *AudioSuite Overview*

- AudioSuite versus Insert Processing
- AudioSuite Features
- Using AudioSuite Plug-Ins

#### *Working with the Clip List*

- Finding a Clip in the Clip List
- Cleaning Up the Clip List
- Exporting Clips and Clip Definitions

### **Basic Mixing and Signal Flow**

#### *Track Type Icons*

#### *Solo and Mute Status Indicators*

#### *Using Inserts for Effects Processing*

- Inserts on Audio Tracks and Aux Inputs
- Inserts on Master Faders
- Plug-In Inserts
- Hardware Inserts

#### *Using Sends and Returns for Effects Processing*

- Creating a Send
- Setting the Send Level
- Changing the Default Send Level Preference
- Send Display Options
- Creating a Return

#### *Working with Sends*

- Using the Send Window
- Moving and Copying Sends
- Changing and Removing Sends

#### *Using Native Plug-Ins*

- Using Gain-Based Processors
- Using Time-Based Processors
- Using the Plug-In Window

#### *Master Fader Tracks*

- Uses of Master Fader
- Creating Master Faders

### **Writing and Editing Automation**

#### *Understanding Automation*

- Groups and Automation
- Automation Playlists
- Automation Modes

#### *Working with Automation*

- Enabling and Suspending Automation
- Writing Automation Selectively
- Playing Automation
- Viewing Automation

#### *Graphical Editing of Automation Data*

- Automation Displays
- Creating and Adjusting Breakpoint Automation Data
- Drawing Automation

#### *Cutting, Copying, and Pasting Automation Data*

- Cutting Automation Versus Deleting Automation

- Using Cut, Copy, and Paste Commands
- Using Paste Special Mode

#### *Removing Automation from a Track*

- Deleting Breakpoints on the Displayed Automation Graph (Recap)
- Clearing Automation for the Displayed Automation Graph
- Clearing Automation for All Automation Graphs

### **Using Advanced Mixing Techniques and Creating Final Media**

#### *Working with Track Subsets*

- Using the Do-To-Selected Function
- Using Submaster Tracks
- Routing Signals Using Paths and Selectors

#### *Grouping Tracks*

- Understanding Mix and Edit Groups
- Creating a Group
- Activating and Deactivating Groups

#### *Working with Groups*

- Identifying Group Membership
- Selecting Members of a Group
- Modifying a Group
- Deleting a Group
- Using the All Group
- Groups and Automation
- Groups and Elastic Audio

#### *Creating Final Media*

- Creating a CD-Compatible Bounce
- Creating an Archive