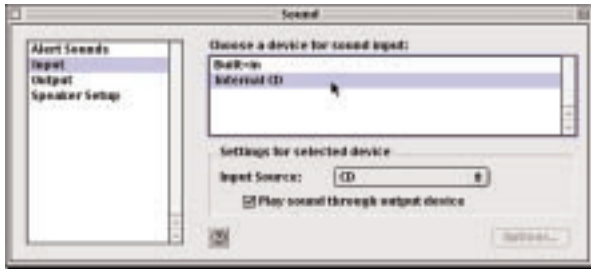




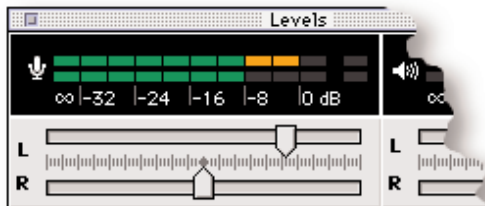
TO IMPORT SOUND IN SOUNDEDIT 16:

01. In the Sound (Mac OS 9) or Monitors & Sound (Mac OS 8.6) Control Panel select the appropriate INPUT source
 - INTERNAL CD to record from a CD
 - BUILT-IN to record from an outside source such as a tape deck (Sound In) or microphone (External Mic)
02. Select the *Playthrough* option if you want to hear audio input through the computer's speakers. This should not affect your recording in any way, but with microphone selected some distortions or echoes may occur.



TO IMPORT FROM A MICROPHONE:

01. Select Microphone recording option (see above).
02. Get a plain talk microphone.
03. Plug microphone into proper port on the back of your computer. NOTE: To import from audio tape you can use a tape deck and a mini-to-mini microphone cord. Plug the cord into the microphone jack on the computer, and the headphone jack on a tape player.
04. Click the *Levels* button or choose Window >> Levels to show the levels window.



05. Speak into the microphone and watch the levels window. If the levels move into the yellow and red areas then distortion may occur when recording.
06. Press the *Record* button on the Controls window to begin recording. Press the *Record* button again to stop recording.



TO IMPORT FROM AN AUDIO CD:

01. Select Internal CD recording option (see left)
02. Click the Convert CD Audio button in the toolbar, or choose Xtras >> Convert CD Audio... In the dialog which appears, navigate to the CD you want to import audio from.



03. Select the desired track and click Open.
04. Don't press Save!!!



05. Press the Options Button...
 - RATE
 - 11.025 kHz — Good for spoken word.
 - 22.050 kHz — Adequate sound, moderate space
 - 44.100 kHz — CD quality sound, lots of space
 - SIZE: 8 bit is fine but for real quality choose 16
 - MONO or STEREO?

If this project will be presented professionally or to preserve sound panning, choose Stereo, otherwise choose Mono.
 - AUDIO SELECTION

Only select the part of the song you need to record. To choose how much of the sound to record, slide the beginning and end tabs along *Audio Selection* bar or type the desired times in the start and end fields as shown below. To preview sound press play.
- 7 Click Okay then Save and sound will be converted into a SoundEdit file.



SAVING SOUND FOR AFTER EFFECTS USE

01. Create a sound in SoundEdit 16.
02. When editing the sound always save as a SoundEdit 16 file. This will preserve all editing and tracks.
03. To import final sound into After Effects, mix into 1 or 2 tracks and save as a QuickTime Movie or an AudioIFF file.