



CAPTURE SOUND

1. INTRODUCTION

Sound is essential in every video or film – unless you are making a silent movie of course. When you capture your video, you'll also capture all the sound around. Afterwards you can add music, remove the sound from the clip, tune it up and down and do all sorts of stuff.

This tutorial will show you by a couple of examples how you can add narration or recorded sound to your project. This tutorial is built around Pinnacle Studio and Adobe Premiere, but most of the principles remain the same regardless of software.

2. PREPARATIONS

Before you start with sound recording, there are a couple things to consider. There always are.... First of all, do you have a microphone – and is it attached to your computer? If not, you do need one. Or you can of course use your video camera and simply capture your narration with that one. Or you can use your mobile as voice recorder and transfer your sound to your PC/Mac for that reason.

Point is, if you want to keep track of the video you are giving sound to, it's a great advantage to see the live video to adjust what your are saying and when you are speaking. So plug in the microphone and get ready.



Fig. 1

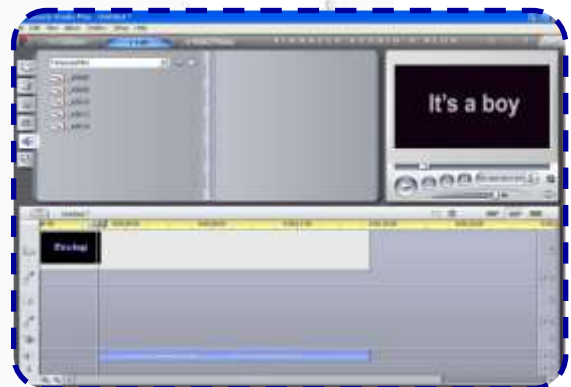


Fig. 2

3. STARTING

As you can see from fig. 1, VE has opened a project in Studio, found the right point from where the narration is to start. Next you activate the sound tab (marked with red arrow) and the capture sound function. This opens the “microphone” and lets you adjust level before capturing. You will also be asked to adjust level. Then, simply press “record” and your recording will start. When you're done press “stop”. In Fig. 2 you'll see that the narration is added to the timeline with the length that you have used.

This is a bit different than from Adobe Premiere. In Premiere (within the project your are working), activate the “Sound Mixer” (Fig. 3). You have to choose which timeline to use and “arm” (marked by red arrow in Fig. 4) it for sound recording. After that, you click on the red record button, but nothing will happen before your press “Play”.



4. CAPTURE SOUND/NARRATION

After you press “play” in Premiere or “Record” in Studio, what you say into the microphone will be recorded and added to your project after you have pressed “Stop”. Be aware that if there are disturbances around you or other sound sources, these will be recorded as well. Try therefore to have a silent room with optimal conditions for this task.

Unless you know what to say, a manuscript to read from can be a good idea. At least you should know the clip to which you are adding narration so that there’s a match between what’s being said and seen. If you are not happy with the way it turned out, mark the sound clip, delete it and start over again.



Fig. 3

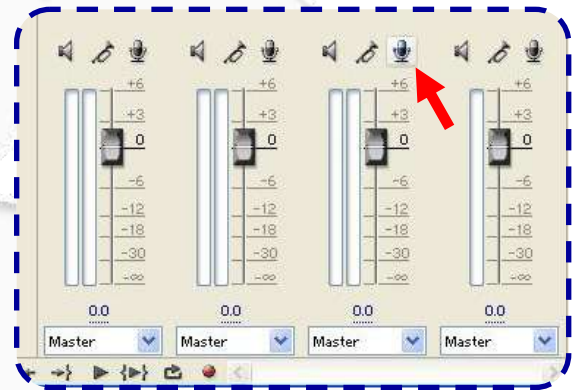


Fig. 4

7. EDITING YOUR SOUND

You can of course alter and edit the sound after it has been recorded. In Premiere you can even export simply the sound file. Import the clip into Adobe Audition for instance and edit the sound to your liking. Or you can add effects to clip directly within Premiere. The narration is added to the timeline you have chosen before you start.

In Studio this is a bit trickier. You can cut and split the clip, add effects and stretch it quite a bit, but you cannot export just the sound. But you can add a black matte above the sound and export this a video clip. Some sound editing programs let you import avi-files and you can then focus on simply the sound. Afterwards it’s a matter of simply import the edited sound to the project. The rendered sound file is normally found in your Pinnacle folder under “Documents And Settings”, but that’s not the sound file itself. Also Premiere “saves” the sound file in its own folder for sound.

8. SUMMARY

This is something VE has tried a couple of times with good result. You give a more professional touch to your movie and you can add comments to what the viewers are seeing. For instance if you only have recorded wind, adding narration is something to consider. ■■