

5

Tutorial 2: Editing audio

Event operations

In this section we'll learn how to edit events or parts. This includes rename, resize, split, glue, move, copy, repeat, mute, erase and adding a fade.

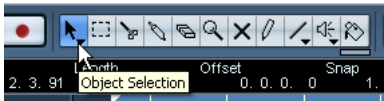
⚠ Load the project called "Event Operations" found in the "Tutorial 2" folder.

Renaming

If we look at the audio events that we recorded earlier, we notice that the bass track has an audio event on it called "Audio 01_01". This is because the name of the track was originally "Audio 01" and the suffix "_01" means that it is the 1st audio file to be recorded on the track. The second audio file would be called "Audio 01_02".

Naming your audio files keeps your project clean and easy to understand. Let's rename "Audio 01_01" to "Bass":

1. Choose the Object Selection tool.



2. Click on the event "Audio 01_01".
3. Make sure "Show Event Infoline" is activated on the toolbar.



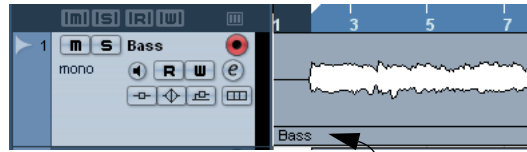
▪ The "Event Infoline" gives us detailed information about an object or objects that are currently selected in the event display.

4. Change "Audio 01_01" to "Bass" underneath the word "File".

This changes the audio file's name directly on the hard drive – easy!



5. Notice that our audio event now says "Bass".



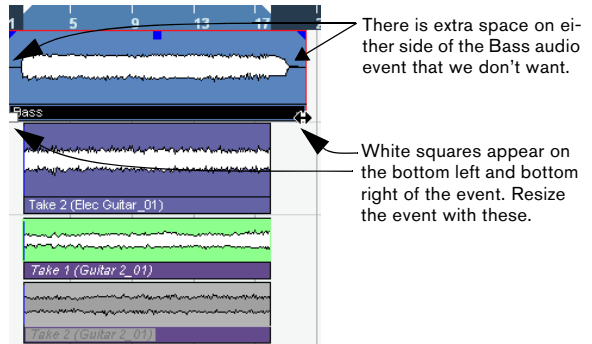
The name has changed from "Audio 01_01" to "Bass".

Resizing

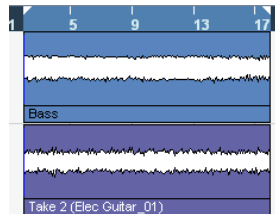
You resize an event by adjusting the start and/or end of the event. Used in combination with the split tool this is usually all the editing you'll need.

1. Choose the Object Selection tool.
2. Click on the event you wish to resize.

In our case let's change the "Bass" event.



3. Position the cursor over one of the squares at the bottom right or bottom left of the event. Click and adjust the "Bass" event so that it lines up with "Elec Guitar_01".



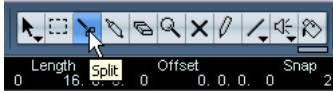
Splitting

Splitting is used to cut events. You can split or cut an event wherever you want or split them evenly to bars and beats.

Splitting with “Snap” off

Splitting with “Snap” off allows you to cut anywhere without locking to any kind of reference like bars and beats.

1. Choose the Split tool.

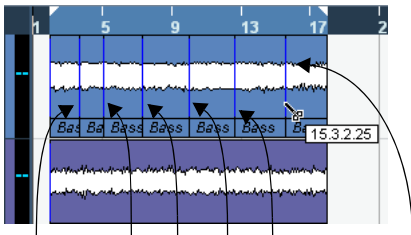


2. Make sure “Snap” is off (not highlighted).

Snap allows you to edit to various time frames. The most common one is bars and beats. Meaning you can cut exactly to the bar with “Snap” turned on. With it turned off you can cut anywhere. See more about “Snap” in the chapter “The Project window” in the Operation Manual.



3. You can now split or cut the audio anywhere by clicking on the event.



Here are the splits that were made to the Bass event.

4. Undo your actions by choosing “Undo Split” from the Edit menu as many times as you used the Split tool. Make sure there are no splits in the “Bass” event any more.

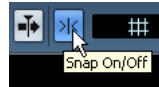
Splitting with “Snap” on

Having “Snap” on allows you to split or cut to a time reference. For example, if you want to cut the “Elec Guitar” track to bars or beats.

1. Choose the Split tool.

2. Make sure “Snap” is on.

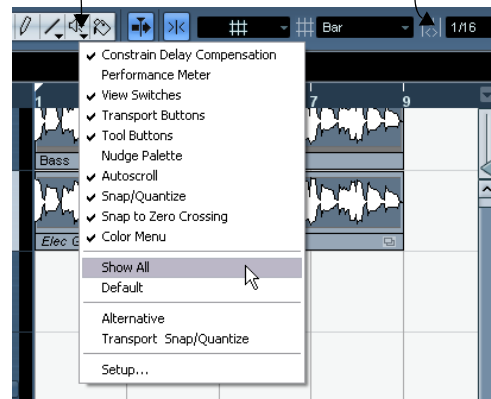
Snap allows you to edit to various time frames. The most common one is bars and beats. Meaning you can cut exactly to the bar with “Snap” turned on. With it turned off you can cut anywhere. See more about “Snap” in the chapter “The Project window” in the Operation Manual.



3. If you are having trouble seeing anything beyond the “Tool Buttons”, right-click in the toolbar (the top bar that the “Tool Buttons” are on).

This allows you to change what you see at the top of the Project window. Customization is in the heart of Cubase Essential.

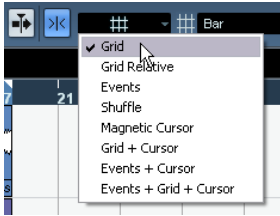
Right-click in the toolbar. There is more to see but your screen resolution may prevent you from seeing everything.



4. Choose “Default” so that if you changed anything it will return to the default settings.

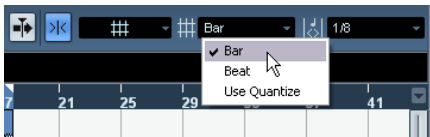
5. Next, right click again and choose “Automation Mode” so that the automation tools are hidden from view. Now we can see enough for us to continue on with the Split tool.

6. With most of the snap features in view, choose “Grid” from the Snap mode pop-up menu to the right of the Snap button.



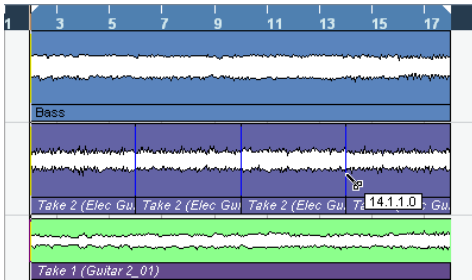
This means we'll be snapping to a grid.

7. Next choose “Bar” as the “Grid Type”.



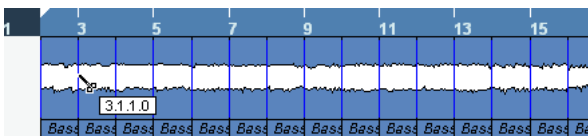
This means you will split to bars.

8. You can now split the “Elec Guitar_01” event precisely to the bar. Cut on bars 6, 10 and 14.



Splitting with [Alt]/[Option]

1. Choose the Split tool.
2. Hold down [Alt]/[Option] and click on the bass event at bar 3 and the length of the split will be repeated until the end of the event.
You can try this with “Snap” on or off.

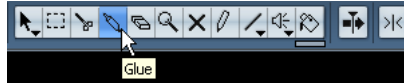


3. Select “Undo Split” from the Edit menu and return the bass to the way it was.

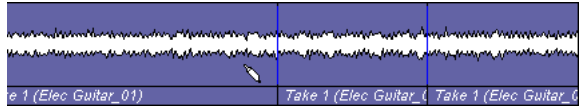
Gluing or joining events

Using the Glue tool allows you to join events together that have been cut using the Split tool.

1. Choose the Glue tool.

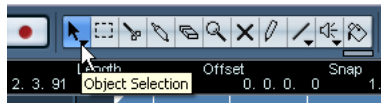


2. Glue together the split events in the “Elec Guitar” track by clicking just before each split.
Let's make sure we glue all of them.

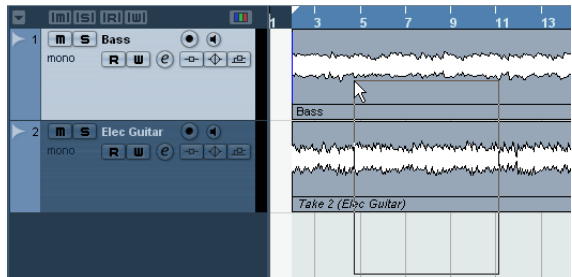


Moving events

1. Choose the Object Selection tool.



2. Move all the events in the Project window from bar 2 to bar 1. Click and hold the mouse on an empty area of the Project window. Drag to create a selection of all the events. When you release the mouse button, all the events will be selected.



- With all the events selected, click and drag them to bar 1.



- Click on an empty area of the Project window so that no event is selected.

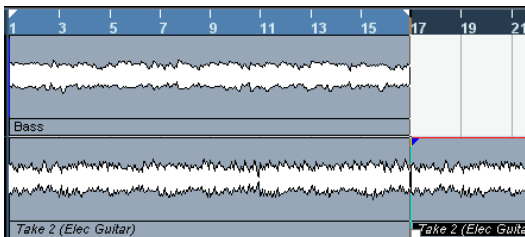
Copying events

Copying can be used to copy an event to another area in the Project window. If you want to make several copies in one go, see [“Repeating”](#) on [page 36](#).

Using Copy and Paste

- To copy an audio event, click on the desired event and choose “Copy” from the Edit menu. In our case let’s choose the “Elec Guitar_01” event.
- Position the cursor at the point in the project that you wish the copy to be made. We’ll put our cursor at bar 17.
- Make sure you click on the track that you want the copied event to be pasted to. Choose “Paste” from the Edit menu.

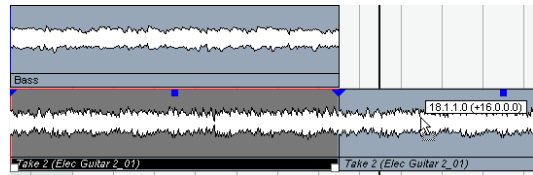
It is possible that you may have another track selected. If so the “Paste” command would paste it to a different track. Always note the track you have selected before choosing “Paste”.



- Now we have two guitar events. Note that we also copied the takes that were on the guitar track. We can use these later.

Using the [Alt]/[Option] key

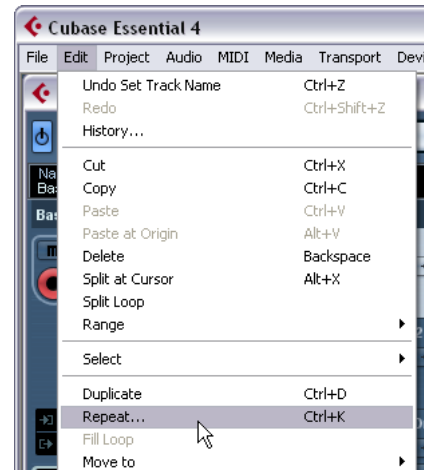
- Choose the Object Selection tool and hold down [Alt]/[Option].
- We are going to copy the “Guitar 2” events. Remember that there are three events. Select all of the “Guitar 2” events by clicking and dragging as described above.
- Click and hold the selected events and drag to the position you wish the copy to be made. Then release the mouse button. Don’t worry about the “Scissor” icon that appears. As soon as you click and hold on the event you are copying it switches to an arrow with a “+” sign indicating that you are copying.



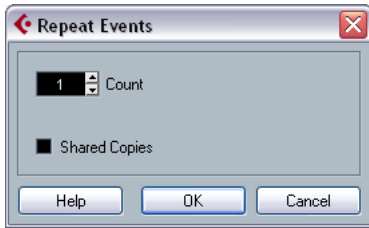
Repeating

Repeats are great for repeating something over and over directly after the event you want to repeat.

- Click the bass event with the Object Selection tool.
- Choose “Repeat” from the Edit menu.

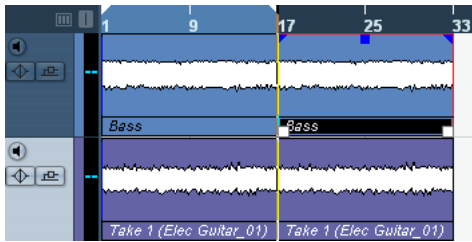


3. In the dialog that opens, choose how many copies you wish to make by increasing the value in the "Count" field.



- You can choose to select "Shared Copies" if you want. Shared copies allow you to make aliases to the original event. This means that if you make changes to the original event (such as processing or editing), the copies will reflect those changes. This is a big time saver!

4. Click "OK" and the repeat will be placed directly after the Bass event.



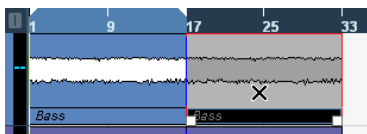
Muting

Muting an event stops you from hearing just that event. You may want to mute events on a track so that the track continues to play except for the events you mute. Note that this is different from muting a track.

1. Choose the Mute tool.



2. Click on the event you wish to mute.



3. To un-mute an event, click on the muted event with the Mute tool again and it returns to normal.

- If you drag with the Mute tool you can mute a number of events at a time. Equally this will un-mute events that are muted.

Erasing

1. Choose the Erase tool.

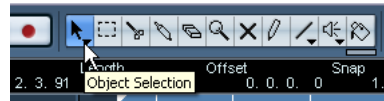


2. Click on the events you wish to erase.

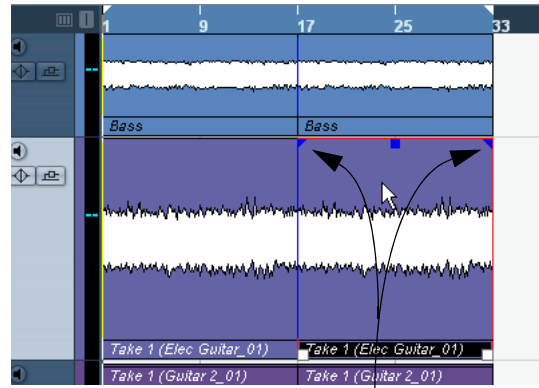
Adding a fade

You can add a fade to an event to give the effect that the event is fading in or fading out.

1. Choose the Object Selection tool.

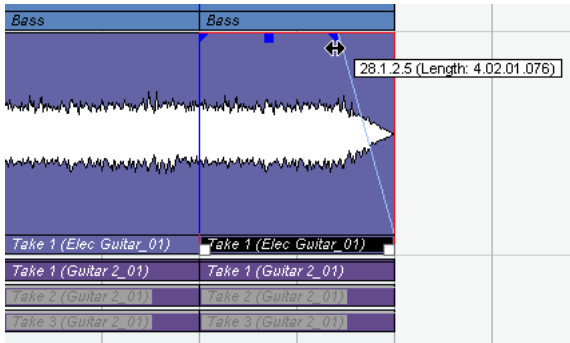


2. Click on the event you wish to add a fade to.

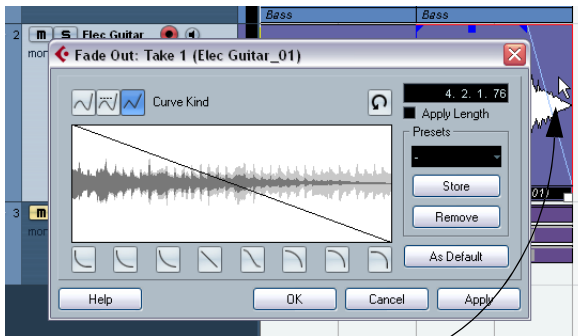


Notice the blue triangles that appear at the top left and top right of the event.

- Click on one of the blue triangles and move it so that a fade appears.



- For more advanced fades you can double-click on the fade area to open up the fade dialog. See the chapter “Fades and Crossfades” in the Operation Manual for more information.



Double-click here to open the fade dialog.

Event envelopes

An envelope is a volume curve for an audio event. This allows you to adjust the volume of the event over time.

- Select the Pencil tool.

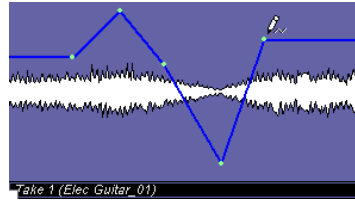
When you move the Pencil tool over an audio event, a small volume curve symbol is shown next to the tool.

- Click on the “Elec Guitar_01” event and notice that an envelope point appears.

Clicking either high or low on the event will change the event volume to either loud or soft.

- Clicking further on will create more points.

As you create more and more envelope points, you are adjusting the volume of the event over time. The waveform reflects the changes you make.



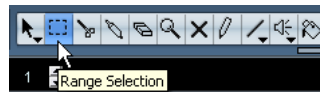
- Load the project called “Event Operations 2” found in the “Tutorial 2” folder. This project has all the event operation changes you’ve learned so far.

Processing audio

Cubase Essential has the ability to make changes to the audio in more ways than splitting and resizing. You can normalize, reverse and time stretch, to name a few. For a full explanation on processing audio, see the chapter “Audio processing and Functions” in the Operation Manual.

- Load the project called “Processing Audio” found in the “Tutorial 2” folder.

You can process the whole audio event or use the Range Selection tool and select just the section of audio you want.



Let’s show you how to Normalize and Reverse an audio event.

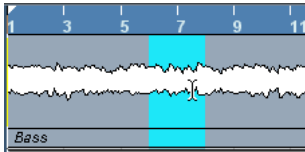
Normalize

Normalize raises the volume of the audio to the desired amount. Usually you adjust the slider to “0” dB or “-1” dB so that you get the maximum volume without clipping your audio. A common use for Normalizing is to raise the level of audio that was recorded at too low an input level.

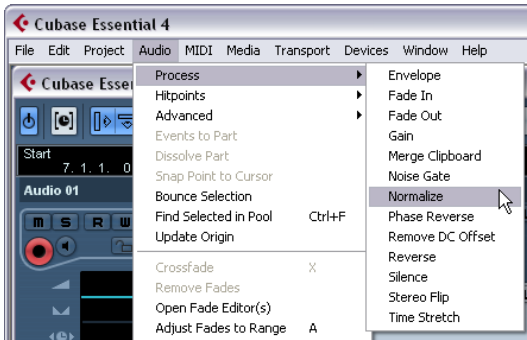
- ⇒ Please note that in some situations, this function may lead to distortion. Therefore, you should use it carefully and listen to the audio material afterwards, to make sure it sounds as intended.

1. With the Object Selection tool, click on the audio event you wish to change.

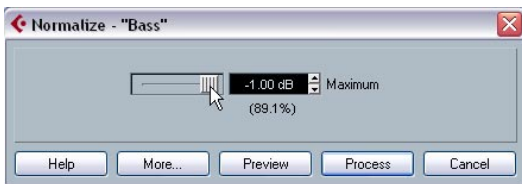
You can also use the Range Selection tool and select the section of audio you want.



2. On the Audio menu–Process submenu, select “Normalize”.



3. Adjust the slider to the amount you desire. A setting of “0” db or “-1” db is common.



4. Click the Process button and your audio is now normalized.

For a description of the “More” and “Preview” buttons, see the chapter “Audio Processing and Functions” in the Operation Manual.

Reverse

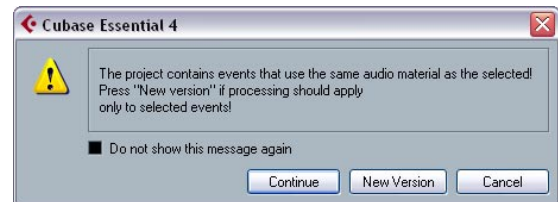
The “Reverse” command reverses the audio selection. This will sound as if you were playing a tape backwards.

1. With the Object Selection tool, click on the audio event you wish to change. In our case, let’s pick the bass audio event.

You can also use the “Range Selection” tool and select the section of audio you want.

2. On the Audio menu–Process submenu, select “Reverse”.

3. If you have copied events in the Project window, this dialog box will open. It asks if you want all the copied events changed (Continue) or if a new version is to be created so that only your selection is affected (New Version).



4. Clicking either “Continue” or “New Version” will reverse your audio.

⚠ Audio processing in Cubase Essential is “non-destructive”, in the sense that you can always undo changes or revert to the original versions. See the chapter “Audio Processing and Functions” in the Operation Manual.