Audio Production	
2 nd Semester Final Revie	w

Name

As we finish up our last projects, you should prepare for your final as well. Use the following as a guide for what you will be asked to do on the day of your final. Create a session and practice doing all of the skills outlined below.

1.	 Session Set Up: Create a session with the following parameters: 44.1 kHz (sample rate), 24-bit (bit-depth), WAV (audio file type), Stereo Mix (I/O settings).
2.	 Creating a Click Track and changing Tempo
3.	 Importing Video
4.	 Importing & Editing Audio
5.	 Structure: Using multiple sounds/patches in one Structure instrument (trigger via multiple MIDI tracks/channels)
6.	 Effects Via Aux Track: Setting up a Reverb on an Aux Input Track, sending multiple sounds to the Aux via sends/busses.
7.	 Inserting Effects like delay, chorus, EQ, etc.
8.	 Effect Automation – automating a parameter of an inserted effect.
9.	 Slap Factor: Making music ("On beat" drums & "in key chords" and bass at minimum)
10.	 Automating Volume & Panning
11.	 Adding a Stereo Master Fader and inserting Maxim
12.	 Bouncing to both Disk (audio) and Quicktime Movie (video) to the top level of your session folder (not the Audio Files folder): a. Audio (Bounce to Disk) at 44.1, 16-bit, Interleaved, WAV b. Quicktime Movie