

# CONTENTS

<b>Chapter 1 ■ Introduction Sound Forge 9.0</b>	<b>1</b>
Introduction .....	2
MIDI and Digital Audio .....	2
What is MIDI? .....	2
What is Digital Audio? .....	2
Setting up Sound Forge .....	3
System Requirements for Your Computer .....	3
Sound Card .....	3
Microphone .....	4
Speakers .....	4
MIDI Interface .....	4
New Features in Sound Forge 9.0 .....	4
File Formats Supported by Sound Forge 9.0 .....	5
Exploring the Sound Forge User Interface .....	8
Title bar .....	8
Menu bar .....	8
Toolbars .....	9
Status Bar .....	9
Workspace .....	9
Data Window .....	9
Channel Meters Window .....	9
Getting Help in Sound Forge .....	10
Summary .....	13
<b>Chapter 2 ■ Getting Around in Sound Forge 9.0</b>	<b>15</b>
Introduction .....	16
Opening an Existing Audio File .....	16
Working with Data Windows .....	18
Setting the Cursor Position .....	19
Selecting Data in a Data Window .....	21
Overview of Transport Controls .....	23
Working with Markers .....	23
Inserting Markers .....	23
Navigating with Markers .....	26
Working with Regions .....	27
Creating Regions .....	27
Splitting Regions .....	30
Extracting Regions to New Files .....	32
Converting Markers into Regions .....	34
Closing an Audio File .....	36
Quitting Sound Forge 9.0 .....	37

Summary.....	38
<b>Chapter 3 ■ Recording and Playback 39</b>	
Introduction .....	40
Automatic Retake Recording .....	40
Multiple Takes Recording.....	47
Punch-In Recording.....	51
Automatic Recording.....	54
Automatic Time Recording .....	55
Automatic Threshold Recording.....	58
Rendering a Project File.....	61
Playing an Audio File .....	63
Working with Playlist .....	65
Creating a Playlist .....	65
Saving a Playlist.....	69
Opening a Playlist.....	70
Converting a Playlist into an Audio File .....	72
Summary.....	73
<b>Chapter 4 ■ Basic Editing in Sound Forge 75</b>	
Introduction .....	76
Overview of Editing Tools .....	76
The Edit Tool .....	76
The Magnify Tool.....	76
The Pencil Tool.....	78
The Envelope Tool.....	78
Cutting or Copying Data.....	78
Pasting of Data .....	81
Pasting Data using Special Paste Options .....	83
Mixing Data.....	83
Overwriting Data .....	84
Replicating Data .....	86
Creating a New File using Portion of a File .....	87
Deleting Data.....	88
Trimming/Cropping Data.....	89
Undoing and Redoing Changes .....	90
Editing with Cutlists.....	92
Creating a New Cutlist.....	92
Creating a New File from a Cutlist .....	96
Removing Regions from a Cutlist .....	97
Removing Cutlist Regions from a File .....	98
Summary.....	99

**Chapter 5 ■ Applying the Processing Functions 101**

Introduction ..... 102

Working with Presets..... 102

Auto Trimming the Audio Data..... 104

Changing the bit depth of the Audio File ..... 107

Changing Channels of the Audio Data..... 110

    Converting a Stereo File to Mono.....110

    Converting a Mono File to Stereo or Multichannel .....112

Setting the DC Offset..... 114

Adjusting Tone of Audio Data using Equalizers..... 116

    Using Graphic Equalizer.....116

    Using Parabolic Equalizer.....122

    Using Parametric Equalizer.....126

Adjusting Audio Volume ..... 129

    Using Graphic Fade Method.....129

    Using Fade in and Fade out .....133

Inserting Silence into the Audio File ..... 134

Inverting the Audio Data ..... 135

Muting the Volume of the Audio Data ..... 136

Normalizing the Audio Volume..... 136

    Using a Peak Value.....137

    Using Average RMS Level.....139

    Using Level Scan .....141

Panning/Expanding the Audio..... 142

Changing the Sample Rate of the Audio File ..... 145

Reversing the Audio Data..... 147

Smoothing/Enhancing the Audio Data ..... 148

Changing the Length of the Audio Data ..... 150

Changing Volume ..... 152

Summary..... 154

**Chapter 6 ■ Audio Effects in Sound Forge 155**

Introduction ..... 156

Echo Effects ..... 156

    Applying Simple Delay Effect.....156

    Applying Multi-Tap Delay Effect.....158

    Applying Chorus effect .....161

    Applying Flange/Wah-wah Effect.....164

Pitch Effects..... 165

    Applying Pitch Bend effect.....166

    Applying Pitch Shift effect.....169

    Applying Vibrato effect .....171



Volume Effects .....	174
Applying Amplitude Modulation Effect .....	174
Applying Distortion Effect .....	176
Applying Graphic Dynamics effect .....	179
Applying Multi-Band Dynamics effect .....	180
Applying Envelope effect .....	185
Applying Gapper/Snipper Effect .....	186
Applying Noise Gate effect .....	188
Reverberation Effects .....	189
Applying Reverb effect .....	190
Applying Acoustic Mirror effect .....	192
Applying Wave Hammer effect .....	196
Summary .....	199

**Chapter 7 ■ Synthesis, Sampling, and Batch Processing 201**

Introduction .....	202
Synthesizing Audio .....	202
By Creating DTMF/MF Tones .....	202
Using Simple Synthesis .....	204
Using FM Synthesis .....	206
Sampling .....	209
Creating a One Shot Sample .....	209
Creating a Sustaining Sample Loop .....	212
Creating a Sustaining Sample Loop with a Release Sample Loop .....	215
Batch Processing .....	219
Creating a New Batch Job .....	220
Defining Files to Modify .....	224
Running the Batch Job .....	227
Summary .....	228

**Chapter 8 ■ Preparing and Publishing Mutimedia 229**

Introduction .....	230
Working with Video Files .....	230
Attaching Video to an Audio File .....	230
Editing Audio track of Video File .....	233
Previewing the Video .....	234
Preparing Audio for the Internet .....	236
Extracting Audio from CDs .....	237
Burning CDs .....	240
Publishing Files .....	242
Summary .....	248