

Basic Sound Editing for Pictures to Exe

What this is about

When planning and producing a slideshow, you will need to give some thought to the music to be used.

There are a number of issues to be considered, not the least of which is copyright. This is beyond the scope of this basic tutorial.

The safest bet is to get hold of some Royalty Free recordings.

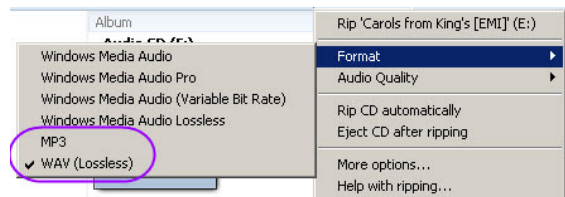
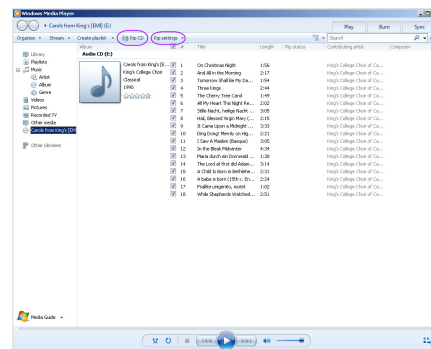
Once you have your recordings, you need to be able to save tracks in MP3 format and edit them as necessary.

Getting the sound track into MP3 format

- If you use Windows XP (or later) and have Windows Media Player installed on your machine, check that it is at least version 10. If not, update it. Instructions for ripping with Media Player follow.
- If you use an older version of Windows, then you will need to get hold of a different program to rip your music. Audio Grabber (<http://www.audiograbber.org/download.html>) is free and easy to use. (In this case, you will also need LAME MP3 – from the same download page.)

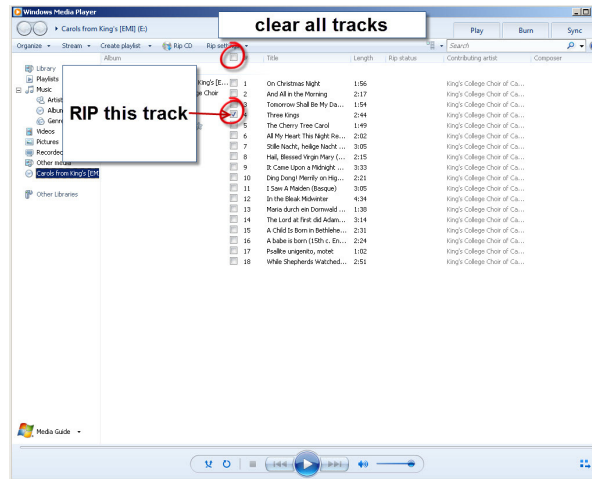
1. Insert your music cd into the drive. It may start to play automatically, in which case, stop the player and eject the disc. Reinsert it but hold down the shift key will you do this. This will stop the auto play process.

2. Check "Rip Settings". If you intend to edit the music, it's a good idea to use WAV format, otherwise use MP3.

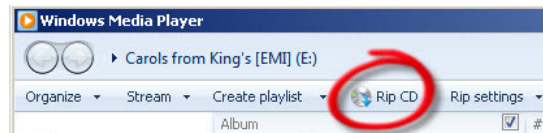


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3. Choose the track(s) to rip:



Then click "Rip CD"

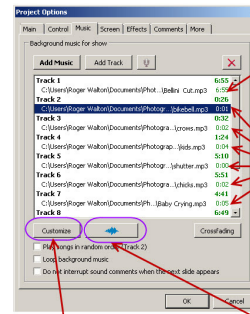


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Sound in PTE

Originally Pictures to Exe did not include any provision for editing sounds within the program and users would depend on software like the free program "Audacity" or the (expensive) "Audition" from Adobe.

Recent versions of PTE now have the facility to use multiple sounds easily, fades and delays and cross-fading within the program itself.

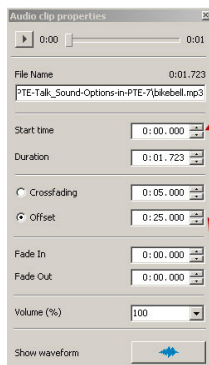


This is my main sound track

Sound effects which appear during the show

Adjust individual sound parameters

Edit individual sound waveform

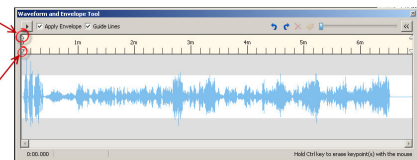


Start at this point within the sound wave

Start playing this sound at this time in the show

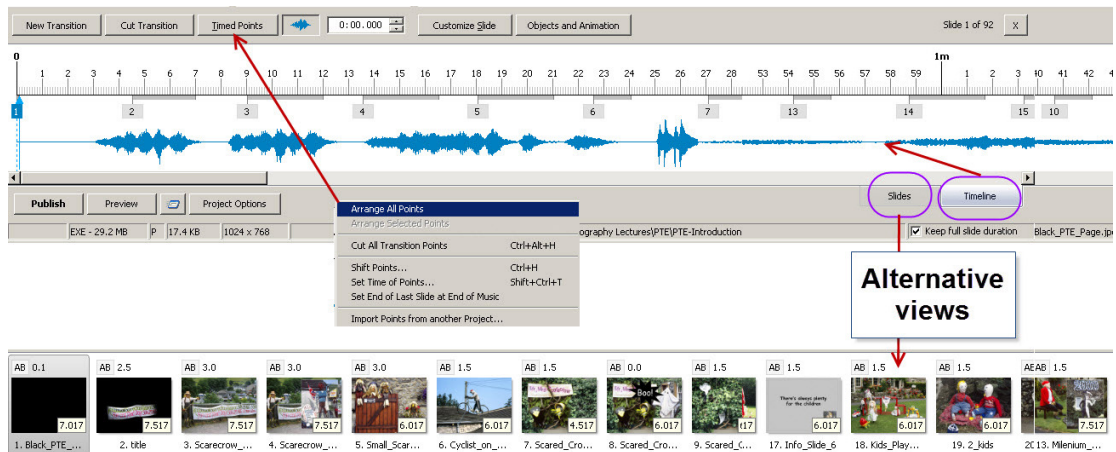
Move slider to Fade-in the sound

Move slider to alter the Start time



Once you become familiar with the options available, there will be little need of an external sound editor.

Viewing the timeline



Alternative views

N.B. most of these options are self-evident after a little experimentation.

"Cut all transition points" actually moves them to the right hand end of the timeline. You can then click "New Transition" to insert slides at will as you play the sound file - a great way to exactly synchronise slides to the sound track.

The following notes on using Audacity are provided for completeness. As mentioned earlier, most users will only need the sound editing facilities now offered within the Pix to Exe program.

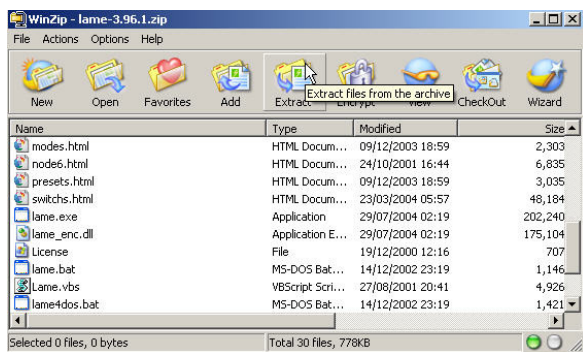
Downloading and installing Audacity

Audacity is a basic sound-editing program that is fine for editing sound tracks to be used in slideshows. *And it's free!*

1. Download the program: Audacity download (<http://audacity.sourceforge.net/download/windows>) and install it on your computer.

And also this: Lame MP3 Encoder (<http://audacity.sourceforge.net/help/faq?s=install&item=lame-mp3>)

2. Lame MP3 Encoder comes in a zipped file – save this on your desktop.

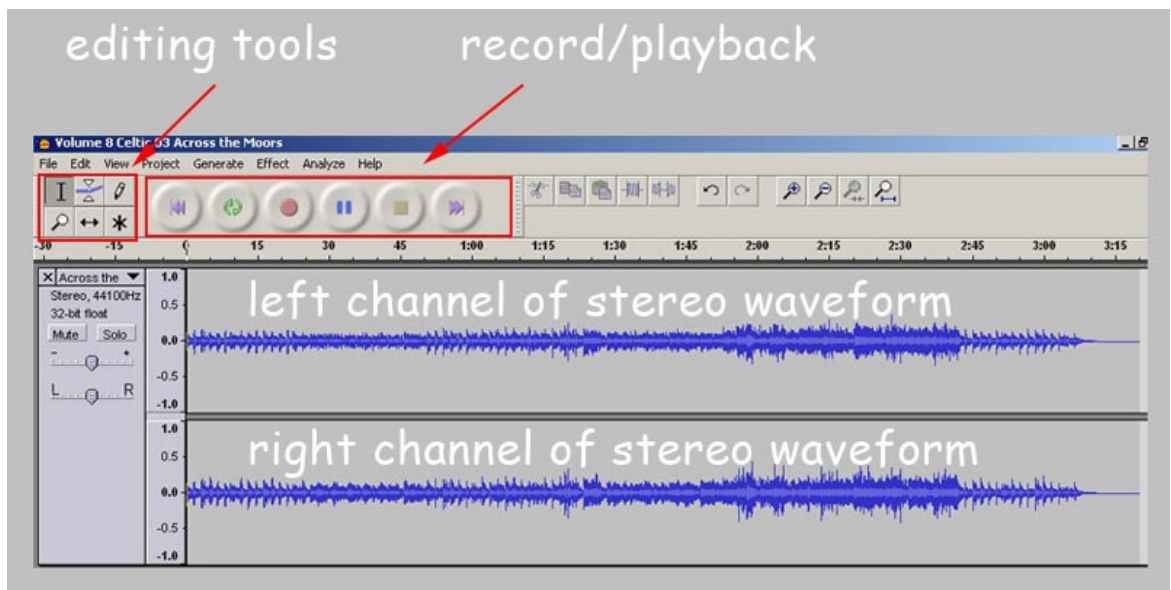


From the lame zip archive, you only need to unzip one file: **lame_enc.dll**

which should be put into the Audacity folder in “Program Files” on your C drive.

Once this has been done, you can delete the lame zip file, as it's no longer needed.

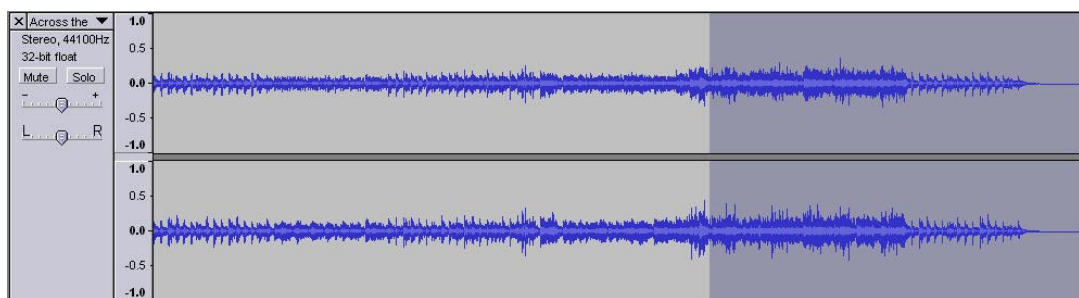
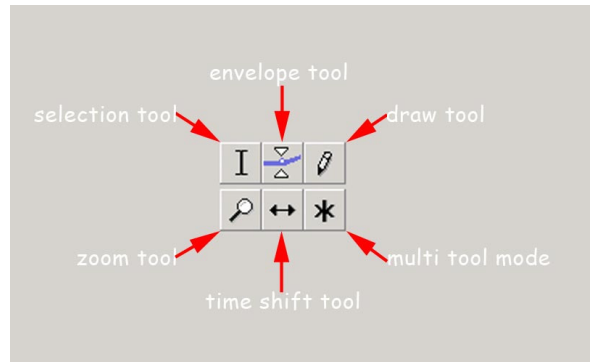
Getting started with Audacity



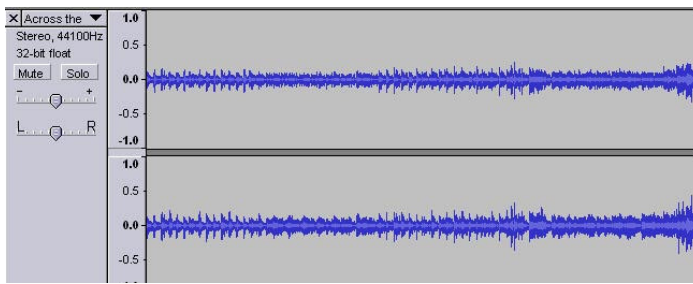
Having opened a music track (File > Open), the waveform is displayed as shown. Click the Green Play Button to listen to the sound.

Selecting part of the waveform and shortening the music

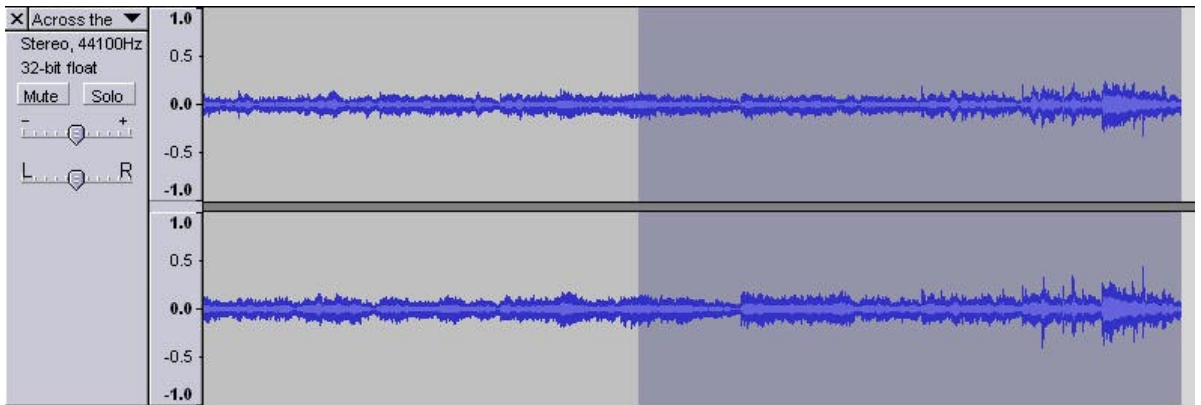
1. Choose the selection tool.
2. Hold down the left-hand mouse button and drag over a small part of the waveform to select it.
3. Click the green play button – only the selected portion now plays.
4. The waveform above is too long – we need to remove the last minute or so:
Select from about 2 minutes to the end, then press delete.



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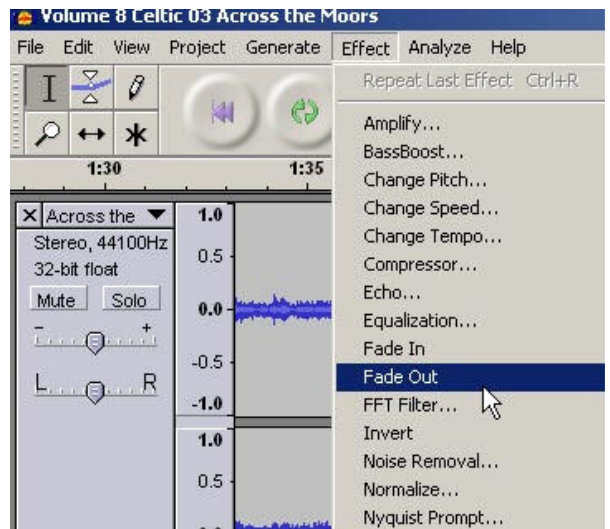


The music is now the right length, but finishes very abruptly. To fix this we can select the last 15 seconds or so and make it fade out.

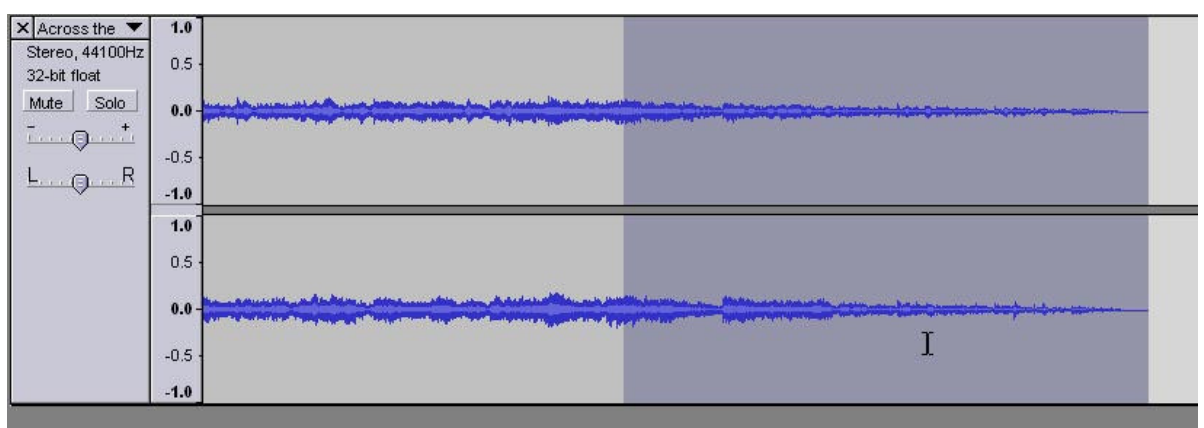


5. Use the zoom tool to see the last 30 seconds or so of the waveform.
6. Choose the select tool and select the last 15 seconds.
7. Choose Effect > Fade Out.

The result of this is shown below.



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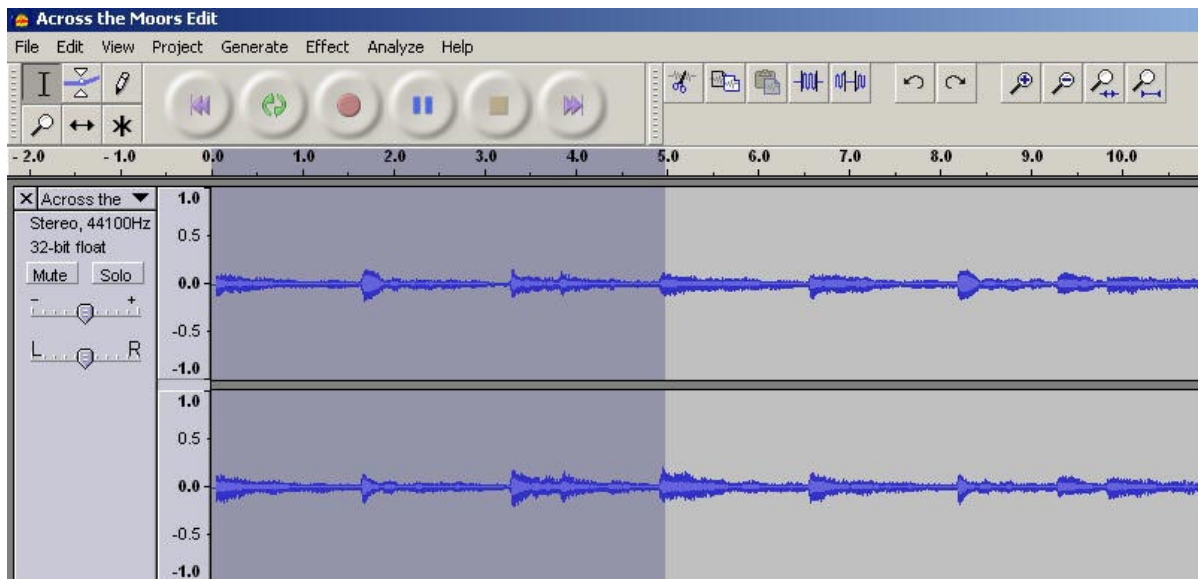


To save the edited sound track, select File > Export As MP3

Adding a period of silence

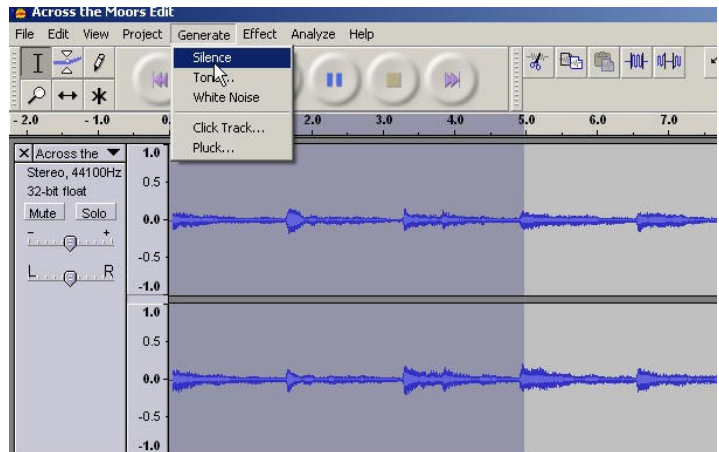
Another common task is to add a period of silence at the start of the sound track. This means that you can display your title frame before the music starts with the first actual image of your show.

1. Zoom in on the first few seconds of the wave and then select a period of say 5 seconds



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2. Choose Generate > Silence



3. Here's the result:



4. Of course, you could now fade in the first few seconds of the actual music to give a more gentle start to your show.
5. To save the edited sound track, select File > Export As MP3