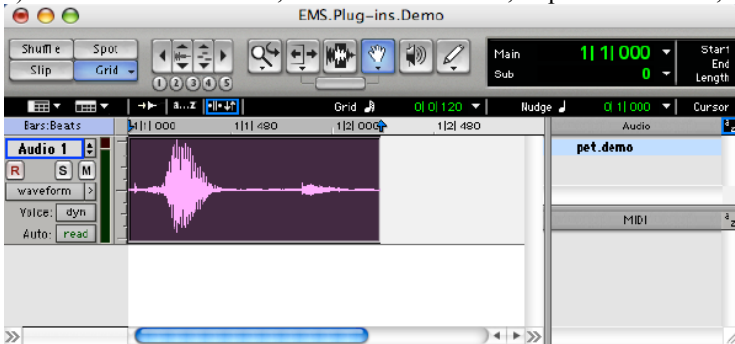


Composition: Electronic Media I

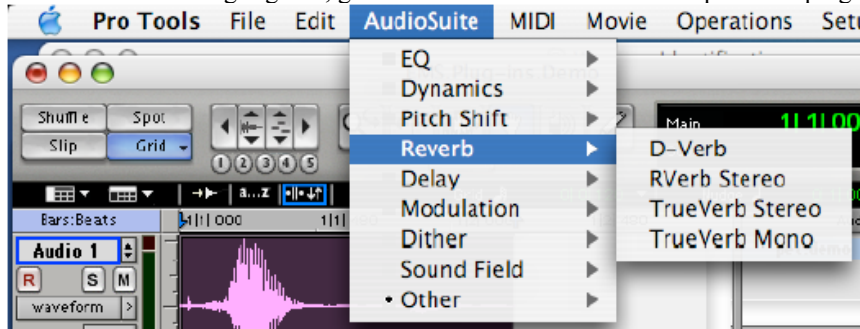
Sept. 14, 2005

Plug-ins in Pro Tools

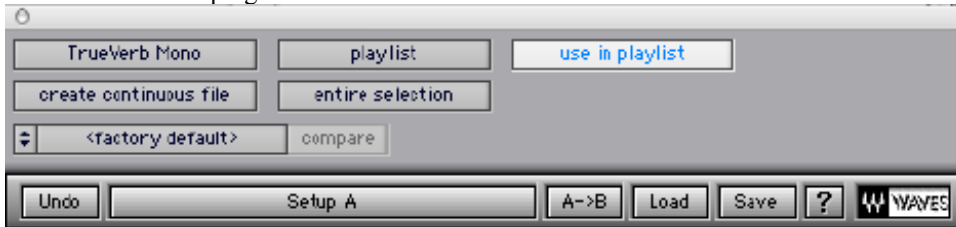
1. There are 3 uses for Plug-ins in **Pro Tools**:
 - a. Non-realtime destructive, discussed below.
 - b. Inserts, discussed later.
 - c. Real-time automated, discussed later.
2. Use a plug-in to descriptively process a sound in non-realtime in **Pro Tools** as follows:
 - a) As discussed in class, create a new session, import a soundfile, and place the soundfile in the **edit window**, as shown below.



- b) Use the **grabber tool** to select the soundfile for processing (the **cursor tool** can be used for this, too).
- c) Once the sound is highlighted, go to the **Audiosuite** menu and explore the plug-ins grouped in sub-menus, as shown below:



- d) As shown above, the plug-ins are organized by type into sub-folders.
- e) Select "TrueVerb Mono." A window for the plug-in will appear. Consider first the upper box of the plug-in, since it contains features that most plug-ins use:



TrueVerb Mono: This window displays the name of the active plug-in. Click on the box to select other plug-ins from this window.

Playlist: This selection will process the highlighted file in the playlist (edit window) and will make a copy in the region list. Selecting regionlist is not recommended for now.

Use in playlist: This button should generally be on. In this case, the file that has been selected will be processed and no others (trouble could occur otherwise).

Create Continuous File: This is a good choice, since it will write a new file that contains all of the processed individual files that have been selected. Other options exist for exploration.

Factory default and compare are not functional here.

The next line of instructions are specific to the Waves plug-ins. Load and Save will be briefly discussed.

2. f. Next consider the lower box of the plug-in, since it contains features that most plug-ins use:



Preview: Previews the effect of the plug-in on the soundfile without yet creating a new file. The plug-in parameters may be a little sluggish due to competing processing time.

Bypass: Bypasses the plug-in and plays the sound in its original state.

Process: Creates a new, processed soundfile. This soundfile will appear in the playlist (edit window) and in the region list as a new audio file, usually with some kind of extension that indicates what kind of process was used. The processed file now resides in your Audio Files folder, so be sure to keep track of these.

3. Here, for in-class experimentation, is a reverb plug-in (on the left) and the Q10 graphic equalizer on the right.

