Homework Answers – Chapter 5: Importing and Working with Media in a Session

1. Sample rate
2. WAV; AIFF
3. Open the menu: Setup > Session
4. Sample rate
5. Sound Designer II (SD II); Audio Interchange File Format (AIFF); Audio Interchange Filed (AIFC); Waveform Audio Fie Format (WAV); MP3; Windows Media Audio
6. Quick Time; Avid MXF
7. a) Stereo information is split between two separate mono files for the left and right channels.
   b) Stereo information is combined into a single file containing both left and right channels.
8. Clip List; New track
9. WAV; AIFF
10. They must be converted during import to match the session parameters.
11. File > Import > Audio
12. The files are not copied to the session's Audio Files folder and the files remaining in their original location.
13. If the original files are moved, become unavailable or if the session is transferred to a different system, the session may no longer be able to find and play the imported files.
14. The imported files are copied to the session's Audio Files folder.
15. When using the Add/Add All or Copy/Copy All import function and the files are not directly compatible with the session.
16. Audio Files folder in the session.
17. a) A new track will be created for each imported file.
    b) The file will be added to the Clip List, but not to a track.
18. Drag the audio file from the Workspace Browser onto the Clip List.
19. It is automatically converted to be compatible with the session.
20. The session's Audio Files folder.
21. In the file's original location.
22. Hold ALT (Win) or OPTION (Mac) while dragging the file.
23. Drag the file onto an existing track.
24. Hold SHIFT while dragging the file.
25. Locate the file to import using Windows Explorer or Mac Finder then drag it onto the Pro Tools application icon.
26. It will be converted to the session's sample rate.
27. Avid Video Engine
    Open the menu: Setup > Playback Engine and select the ENABLE checkbox.
28. File > Import > Video
29. Quick Time
30. Blocks; picture-icon (picon)
31. One

Homework Answers – Chapter 6: Making Your First MIDI Recording

1. MIDI files contain performance information (data) and audio files contain audio information.
2. Allows you to store, edit and play back MIDI information used to control MIDI-compatible devices.
3. a. Stores MIDI note and controller data only.
   b. Stores MIDI note and controller data, and routes audio signals for monitoring and playback.
4. Track > New
5. Fixed points in time relative to the beginning of the session.
6. Specific Bar|Beats locations.
7. a. Earlier locations and faster playback.
   b. Later locations and slower playback.
8. a. 960
   b. 3840
9. View > Rulers
10. Click on Bars|Beats in the ruler view area of the Edit window.
    View > Main Counter > Bars|Beats
    Click on Main Counter Selector in either the Edit window or Transport window and select Bars|Beats from the menu.
11. a. 2
    b. 5
    c. 480
12. 4/4
13. Click on the Add Meter Change button in the Meter ruler.
    Double click on the Meter display in the Transport window.
14. 120 bpm
15. Click on the Add Tempo Change button in the Tempo ruler.
16. The Tempo ruler is displayed and Tempo ruler enable option is selected.
17. a. Tempo map
    b. The value in the Tempo field in the Transport window.
18. C major
19. Click on the Add Key Signature button in the Key Signature ruler.
20. Connect MIDI *Out* of the interface to MIDI *In* on the device and connect MIDI *In* of the interface to MIDI *Out* on the device.
    Single USB cable provides both MIDI In and Out connections.
21. Determines which incoming MIDI signal data gets recorded onto the track.
22. a. I/O section in the Edit and Mix windows (views).
    b. Instrument view.
23. View > Mix Window > Instruments
    View > Edit Window > Instruments
24. All
25. Determines which device or port is used for monitoring or playing back MIDI data.
26. Transport window
    Edit Window
27. a. Recording does not begin until a MIDI event is received (recording begins automatically when you begin playing).
    b. Count off a specific number of bars (measures) before playback or recording begins.
    c. A metronome sounds during playback and recording as specified by the settings in the

Click/Countoff option dialog box (Setup > Click/Countoff)
d. When enabled, newly recorded MIDI data will be merged (added) to the existing data (does not overwrite existing MIDI data). When not enabled, newly recorded MIDI data will overwrite the previous data (deletes the previous MIDI data).

28. Automatically align or quantize all recorded MIDI notes to a specified timing grid.
29. a. Aligns note *start* points to the nearest grad value.
    b. Aligns note *end* points to the nearest grid value.
30. Preserves (keeps) the note duration by moving end points in concert with the start points.
31. Auxiliary Input and Instrument tracks.
32. View > Mix Window Views
    View > Edit Window Views
33. Plug-In > Instrument
34. a. Multichannel
    b. Multi-mono
35. Synth pads, leads, acoustic and electric pianos, organs, strings, vocals, brass and woodwinds, mallet percussion, ethnic instruments, loops, etc.
36. 4
37. Percussion sounds.
38. Drum kits, drum loops, bass and guitar patches, leads, electric pianos, organs, pads, etc.
39. Click on the track's Record Enable button in the Edit or Mix window.
40. a. Play button will flash green.
    b. Record and Play buttons flash.
41. MIDI Clip view.
42. a. Clips but not individual notes.
    b. Individual notes.
43. a. Note pitch
    b. Note duration
44. Attack velocity of each note in the MIDI track
45. By dragging the velocity stack up or down.
46. Click on the Track View selector for the track and choose Clips, Notes or Velocity from the menu.
47. Double-click on a MIDI clip in the Edit window with the Grabber tool.
    Window > MIDI Editor
    Press START + = (Win) or CONTROL + = (Mac)
48. MIDI data and automation for Aux Inputs, Instrument and MIDI tracks.
49. Notes and Notation
50. Click on the Notation Display Enable button in the MIDI Editor window.