Introduction

This tutorial aims to explain how to get sounds into Director and use Lingo to control them.

Creating sounds

To develop your own sounds for your presentations you need to record material to **DAT**. This can then be edited using **SoundScape.**

You may also find sounds on the Internet. There are many sites that allow you to download sound files. Director can import MP3, SWA, AIFF, AU and WAV files.

Remember that sound files are potentially very large in size. You should aim to minimise the size of these files wherever possible. For example, it is rarely necessary to use stereo sound. Authoring in **mono** will **halve** file size.

Using sounds of the **minimum possible duration** will also help reduce file size. Spot effects, for example, need only be a few seconds in length. Background sound should be **looped** wherever possible.

Exporting sounds from SoundScape

There are two ways of exporting sound from SoundScape:

1   Export as a WAV file

If your finished sounds total less than 15 seconds, they should be small enough to fit onto a floppy disc. This method is recommended for things like spot effects. The resulting files can then be imported directly into Director.

2   Play out to DAT

If your finished sounds total more than 15 seconds (a narrated section, for example), then you need to play out your finished piece to DAT. You can then play back the sounds in PG11. There are two Macs linked to a DAT player in this room.

Importing sounds from SoundScape

Depending on whether you have saved your work to a floppy disc or to DAT, you will have to do one of two things to import work into Director.

1   Import from a floppy disc

If you have saved your work as a WAV file(s), you need to use one of the two Macs in PG11 linked to a DAT player. Both of these have a floppy drive. The file(s) can then be imported directly into Director in the normal way.

You could also use any of the machines in PG111 to transfer your file(s) from your floppy disc to a MO disc.

2   Import from DAT

       You need to use one of the two Macs in PG11 linked to a DAT player. Follow the
       instructions below explaining how to use SoundEdit 16.

SoundEdit 16

1   Check the DAT player is connected to the Mac. There should be a pair of leads
       from the **Line Out** connectors on the DAT player. They should plug into the back
       of the Mac where there is a jack plug socket identified by a microphone symbol.

2   Insert DAT tape into player. Cue up DAT player.

3   Open SoundEdit

4   Open new document. **File** > **New**

Bit depth

Sample rate

Zoom
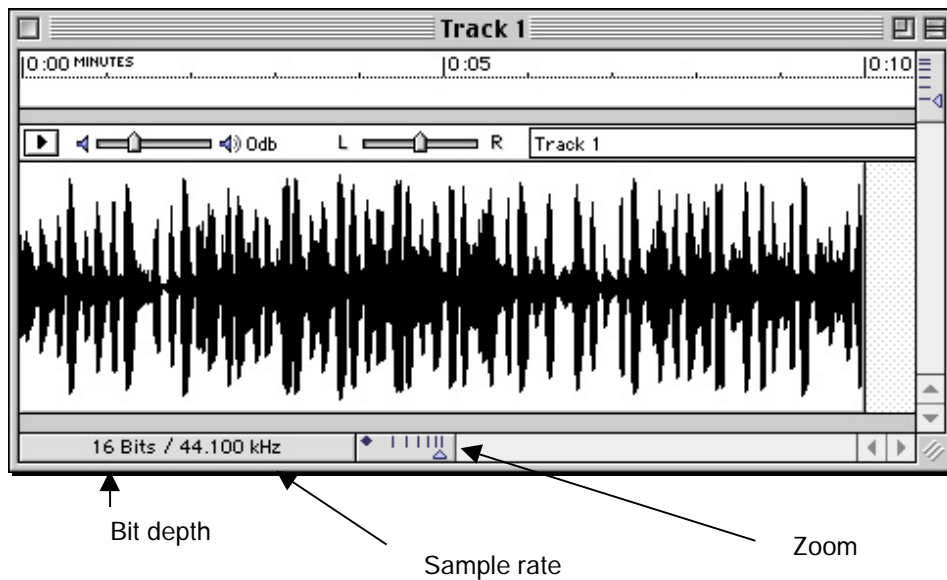
5   Ensure sample rate is **44100hz** with a bit depth of **16**. **Modify** > **Sound Format**

6   Open **Control Panel**. **Window** > **Controls**

7   Hit the **Record** button on the Control Panel. Wait for counter numbers to start
       moving freely.

8   Hit the **Play** button on the DAT player.

9   When the recording is complete, use the **Stop** button on the **Control Panel**. Stop
       the DAT player.

10   You may need to trim the sound wave to an exact length or take out particular sections and make them into separate files.

To trim the sound wave

Select the part you want to delete, then hit **Backspace**. To improve the accuracy of your selection, **Zoom In** to the sound wave.

To take out particular sections

Select the area you want to keep, then go **Edit** > **Copy**.

Open a new document. **File** > **New**

Paste in the selected sound wave. **Edit** > **Paste**. You can repeat this process as many times as necessary to create several documents.

11   **Save your work**

To save your sound in a **format** which preserves **quality** – at the expense of file size – go **File** > **Save As** and choose **AIFF** from the dropdown list. Save to your **MO disc** so you can take the sound file to any Mac.

To save your work in a format which compresses **file size** – at the expense of quality – go **File** > **Export** and choose **SWA (Shockwave Audio)** from the dropdown list. You can change the amount of compression by going **Extras** > **Shockwave for Audio**. Experiment with different settings to achieve the best compromise between quality and file size.

SoundEdit 16 can be used to add **Cue Points**. Director can read these and thereby synch sound to other events.