

**LOADING FROM VIDEO**

When you open up Soundscape in either of the two PPS suites (P102 or P103), a number of the following settings should already be running by default, but, as ever, you will probably need to change something. You will find the Default Arrangement and Default Mixer on the P Drive, through the File menu.

*NB. To restore from a DAT Backup see Soundscape Basic Guide #6, "SAVING".*

**1. Open 'Default' Arrangement and Mixer**

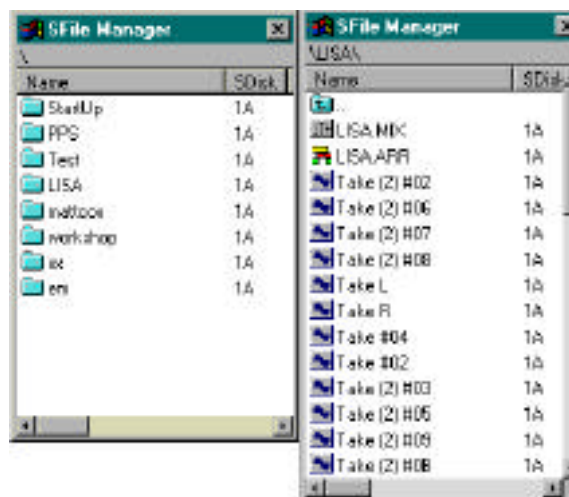
When using Soundscape with video the most important element is, of course, **timecode**. Your Master programme begins at 10:00:00:00, whereas Soundscape's Timeline begins at 00:00:00:00. To load your Master sound without changing the Timeline would be possible, but it is very difficult to scroll and work with your Arrangement within less than 10% of the full screen! To avoid this we can *offset* the Timeline by almost 10 hours, and get rid of all that 'dead' space. *Offset* is a function under the **Settings** menu, but it is easier to simply open the Default Arrangement we have saved in Soundscape for you. Select **File** on the MenuBar, then *Open Arr.* Follow the arrow to PC file... (the only option!), then select \_Default. Arr and *OK*.

Open the Default Mixer using the same process: select **File** on the MenuBar, then *Open Mix.* Follow the arrow to PC file..., then select \_Default. Mixer and *OK*.

**2. Open New Folder**

To keep everything together you should do all your work in a new folder on the SDisk (Soundscape Hard Drive). The SFile Manager is on the right of the screen. Click on a white area of the SFile Manager window with the right mouse button and select *Create New Folder*. Name it, click *OK* and then double-click on it to open it. Now when you save anything it will go into the open folder. To exit the folder, double-click on the top folder with the arrow on it.

*NB* Also do this before Restoring a Backup from DAT.



**3. Slave to External Timecode**

To enable Soundscape to link up to the video timecode and record sync sound, it must be in **Chase Slave** mode. This can be found in the centre of the Information Bar above the Arrange Window, labelled Mtc Chase Slave, and Soundscape should default to this setting in the PPS suites. Until now you will have been working in **Master** mode, which can be changed by clicking on Mtc Master and selecting Chase Slave from the short drop down menu. The quickest and easiest way to switch between these two settings is to hit shortcut keys **M** and **S** on the keyboard.

Once in Chase Slave mode, Soundscape will only play or record when the video is running, although it takes a second or so for it to get started as it has to link via the PPS 100 timecode converter. It is a good idea to start and stop Soundscape *before* the tape, as otherwise you can get slowing or speeding up of sound, and it takes longer to slave up.

**4. Set Input**

This must remain set to *Analog In, Internal Master Clock* whilst you are dumping sound from video, but should be changed to *Digital In, Internal Master Clock* when you record any sound from DAT. You will find these options under **Settings** on the MenuBar. This will also mean that your Sample Rate will be constant (see below), so that everything you load in will play at the same speed.

*NB.* You can only change the Input Settings whilst in Mtc Master mode.

## Check Sample Rate

Select **Sample Rate** on the Information Bar above the Arrange Window, and then *44100hz*, if it is not already selected. This is the Soundscape default, but you should check that you always input at the same sample rate so that all your tracks play at the same speed. Remember that unless you set the sample rate on a portable DAT recorder to *44.1khz*, then the DAT will automatically record at *48khz*, and Soundscape usually has problems converting this during input. You may be forced to input at the recorded sample rate and then convert each part using the Sample Rate Conversion tool, which can be very time consuming. See someone in the Production Support Group if you have any queries about sample rates.

## 5. Record



Set the Current Time Indicator (CTI) to 10:00:00:00 timecode position on the Timeline (double click on the SMPTE TIME timecode at the bottom of the screen to set the CTI position). Soundscape will not be able to Slave to the source tape if you place the CTI too close to the beginning of the Timeline, eg. 09:58:00:00. Create your record Track(s) in the Record Track Column on the left hand side of the Arrange Window (see left). If there are none already in your Default Arrangement, then click with the right hand mouse button in a space on the grey bar and select *Create Record Track*. Choose one mono Track or two linked stereo Tracks. Click once on the grey record icons beside each Track to open them ready to record on to.



Rewind your tape to the beginning of the programme, then click on the record button in the Tape Transport Window at the bottom of the screen, or use the keyboard shortcuts. Cross-hatch coloured tracks should appear in the Arrange Window which will become solid when recording is complete. Don't forget to press play on the Beta or DV player (you should use the Remote Device Control – see below). Soundscape will take a second to Slave so rewind the tape to just before 10:00:00:00 . The easiest way of doing this is to use the LOCATE keys on the Remote Device Control (see below).

*Warning!* You can record over existing parts in the Arrange Window and erase them if they are in line with a new Track, although the Takes will still exist. Place new Tracks well away from existing ones.

**NB.** Remember to change the **Settings** to *Digital In*, *Internal Master Clock*, and **Mtc Master** mode when recording sound from DAT or CD, eg. sound effects or music.

The CD is connected to Soundscape via the DAT player, so to record from CD you need to set the DAT player to *Optical* input on the front, and press the record button to put it into *record/pause* mode. This is easiest if there is no DAT in the machine, when *-DA* will appear on the digital display.

It is worth noting that, in the two PPS suites, Soundscape normally loads up with the **Snap** setting at the top left of the Arrange Window set to *Frame*. This means that any applicable tool you use within the Arrange Window will work only to exact frames, eg. the Moving tools or the Cutting tools. Even the CTI will only move to rest on a frame point. To enable you to use these tools in relation to just the mouse arrow, as you should be used to, simply click on the word *Frame* and select *Off* from the drop down menu which appears.

## RECORDING ONTO TAPE

You **must** use the Remote Device Control to record your finished Arrangement on to tape – if you press Play and Record manually on the front of the machine, then you will erase all visuals.

The following steps are easy – just don't arm the video channel (V) on the Remote Device Control panel!

### 1. Set Tape to Record Mode

During normal working, your DVCPRO tape should be in 'RECORD INHIBIT' mode (indicated in red on the front of the machine display), so that you don't accidentally record over anything, but to dub your sound you obviously need to change this. Ensure that the tape is in 'EDIT MODE' by switching the grey REC/SAVE switch closed on the tape spine.

### 2. Check Levels

Play your Soundscape Arrangement through, or at least the loudest parts, in **Master** mode and adjust the recording input level dials on the front of the machine. They should reflect the levels shown on the right-hand bus1 output indicators on Soundscape, remembering that you can go above the normal -12dB on a DVCPRO machine if you have adjusted your Soundscape levels to 0dB accurately. You will only be able to see the levels on the front of the recorder if you either eject the tape, or press the red Record button *only* (ie. do *not* press the Play button at the same time!).

**NB.** When playing back VHS copies of your finished programme, the quality of the reproduced sound is dependent on the specifications of the playback machine – in other words you cannot expect the same quality of dynamic sound that you heard in the PPS suite from most domestic VCRs.

When duplicating VHS copies, always set the recording levels on the VHS machines to peak at around +5dB in the red to achieve optimum playback performance.

### 3. Slave to External Timecode

As before, Soundscape must be able to link up to the video timecode to record sync sound. Set to **Chase Slave** and place the CTI in front of your finished Arrangement.

### 4. Offset the Arrangement by 5 Frames

For some quirky reason all the DVCPRO machines delay any incoming material by 5 frames when recording. As we are dubbing sound on to existing visuals, this would put everything out of sync. To counteract this you need to shift your Arrangement 5 frames earlier. Rather than selecting all Parts and moving them 5 frames to the left, the simplest way to achieve this is by offsetting the Arrange Window Timeline by 5 frames.

Select **Settings** on the MenuBar, then *Mtc / Smpte Offset...* Type in 09:57:59:20 (as long as the original was 09:58:00:00) and click *OK*.

**NB** If you watch your programme as the sound is recording it will appear out of sync, as playback is not delayed by 5 frames. Don't worry! Just remember to playback the finished version to check it.

### 5. Arm the Audio Channels

Click on the buttons marked 1 and 2 under the TRACK ARMING label on the Remote Device Control (see below), and the dots just above each button should flash red. This will have activated the two audio channels on the DVCPRO recorder. Double-check that the video button (V) on the right has not been armed.

## 6. Record

Rewind your tape to the beginning of the programme, click on Soundscape's Play button below the Arrange Window, then click the Record button on the Remote Device Control (see below). As long as Soundscape is Slaving to the video timecode, then all should be well – the Big Current Time window will indicate whether the CTI is moving in sync with the tape timecode or not.



Once all the sound has been recorded, check it by playing the tape back.

Remember that you will not be able to hear the sound from the tape unless you have at least one recording Track active on Soundscape (with the grey record button clicked on), and the **Settings** in *Analog* mode. Now you should hear/see it in sync!



Soundscape has a software **Remote Device Control (RDC)** for the DVCPRO source machine, usually situated at the bottom right of the screen. When recording back on to tape you **MUST** use the RDC to avoid erasing your visuals!

To use the RDC, the machine needs to be switched to *remote* on the front of the machine. Look for the *remote/local* switch under the control panel flap.

You can use the RDC to Play, Rewind, Forward and Shuttle, although the shuttle control can be fiddly and sometimes slow in response. To switch in and out of shuttle mode click on the button on the Shuttle Panel and move the dial using the mouse.

To help you find tape positions quickly and easily use the LOCATE buttons. You can preset up to 8 timecodes which the RDC will then shuttle the tape to when you click on the allocated number. To set a timecode, ensure the RDC window is active and then type CTRL and a number simultaneously on the keyboard. You need to use the main keypad numbers not the numerical keypad on the right. Type in the timecode you want, whether at a particular edit point or a minute interval, and click OK. You can see what timecodes are currently set simply by holding the mouse arrow over a location number.

### Soundscape PPS Guide #3

## SAVING & RESTORING WITH DAT

Soundscape Version 2.03 saves and restores Backups slightly differently from previous versions in that it saves each separate Take with an individual Backup header. You can save selected Takes, Takes you are currently using (*Active*), and Takes from more than one Arrangement or SDisk Folder.

### Backing up to DAT

A Backup is a digital store of your entire Arrangement and the Takes it uses. If it is very long - you can see the duration in the Backup window - try Shrinking the Takes (see Soundscape Basic Guide). Always save your Arrangement in your folder on the SFile before starting to make a Backup.

Select **Backup** on the MenuBar, then *Backup to DAT*. Choose which Takes, Arrangements and/or Mixers you want to back up by clicking on *Selected SFiles*, *Active SFiles* or *All SFiles*. Normally you want *Active Sfiles*.

You do not need to specify the SDisk or the DAT length.

Type in a name and any comment you might want to add, then TURN DOWN THE MONITOR LEVEL! The Backup header- the “boom-click” part at the beginning of the Backup is very loud and could damage your ears or speakers.

Start the DAT recording first and then click *Backup* after about 10 seconds. It will not restore if Soundscape hasn't got time to 'read' the header.

**NB** A backup is not a normal recording - it sounds random because it records on both DAT channels separately, working from both ends of the Arrangement simultaneously, and is faster than real time at 48kHz sample rate So don't worry if it sounds weird!

Before you leave, check your Backup is okay by starting it restoring on the same computer. If the information prompt box detailing the duration, date, time etc appears, then you know it will restore okay next time, and you can click on cancel now.

Once you have backed up to DAT and checked it PLEASE delete all your work from the SoundDisk by clicking with the right mouse button on selected files in the SFile Manager window and selecting *Delete*.

### Restoring from DAT

Select **Backup**, then *Restore from DAT*.

If you have more than one Backup on your DAT you need to click on *All incoming SFiles from next session*, but otherwise it doesn't matter which option is selected.

Click on *Restore* then start the DAT playing. Don't start the DAT exactly at the start of the Backup - Soundscape will wait! By the end of the Backup header (“boom-click”) an information prompt box should appear with the name, duration, and date and time of creation, of the first Take. If not, try again!

If Soundscape tells you there is not enough room on the Sound Disk, you will have to make room - see the Sound Disk page in the Soundscape Basic Guide.

