

Pro Tools Specialist Certification

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Pro Tools Specialist Certification comprises two courses — the *Pro Tools 101* and *Pro Tools 110* courses. Below you can view a detailed table of contents for these two courses.

Pro Tools Fundamentals I (PT101)

Lesson 01: Getting Started

Summary: This lesson will focus on the basics: Sound—how does it exist in the physical world and the digital domain? How has digital audio technology evolved over the years, giving us the current powerful tools that we enjoy today? And why Pro Tools?

- Audio Basics
 - Waveform
 - Frequency
 - Amplitude
- Digital Audio Basics
 - Samples and Sample Rates
 - Bit Depth
 - The Impact of Sample Rate and Bit Depth on File Size
- DAWs and Pro Tools - An Introduction
 - DAW Basics
 - Pro Tools -The Industry Standard
- What Makes Up A Pro Tools System?
 - The Heart of Your DAW: The Computer ...
 - Getting Audio In, Getting Audio Out: Audio Interfaces
 - Great Resources
- Powering Up Your System

- Opening and Playing a Pro Tools Session
 - Opening a Session
 - Choosing a Playback Engine...
 - Starting and Stopping Playback
- Saving a Session and Quitting Pro Tools
- Lesson 1 Review and Knowledge Check

Exercise 1: Opening and Playing a Session

- Part 1: Opening a Session
 - Opening a Session
 - Setting Up the Playback Engine Device
- Part 2: Playing the Session.
- Part 3: Saving As

Lesson 2: Getting to Know Pro Tools

Summary: This lesson will cover a lot of ground—from creating a new session to understanding Pro Tools' windows (and how to make the most of them). Mastering these fundamentals is an important step on the road to Pro Tools mastery!

- Creating a Pro Tools Session
 - Creating a Blank Session
 - Creating a Session from a Template
- Pro Tools File Hierarchy
- Session Folder
 - Session Components...
- The Edit Window
 - Edit Window Toolbar
 - Rulers
 - Tracks List, Groups List, and Clips List
 - Tracks Area
 - Customizing the Edit Window
- The Mix Window
 - Tracks Area
 - Tracks List and Groups List
 - Customizing the Mix Window
- The Transport Window
 - Customizing the Transport Window
- Themes, Views, and Menus
 - Themes
 - Views

- Mix Window Views
- Menu Structure
- Lesson 2 Review and Knowledge Check

Exercise 2: Getting Around in Pro Tools

- Part 1: Getting Started
 - Opening a Session
- Part 2: Changing the Main Counter
- Part 3: Changing Edit Window Views
- Part 4: Customizing the Mix and Transport Windows
 - Show and Hide Mix Window Views
 - Show and Hide Transport Window Views
- Part 5: Wrapping Up

Lesson 3: Basic Audio Track Techniques

Summary: In the previous lesson, you learned how to create a blank session. While a blank session is often a great starting-off point, you'll want to create some tracks and import some audio onto them!

- Track Types
 - Audio Tracks
 - Auxiliary Input Tracks
 - MIDI Tracks
 - Instrument Tracks
 - Master Fader Tracks
 - Video Tracks
 - Folder Tracks
 - Mono, Stereo, and Surround Tracks
- Creating Tracks
 - Creating Multiple Tracks
- Setting Track Output
- Working with Tracks
 - Selecting (and Deselecting) Tracks
 - Showing and Hiding Tracks
 - Naming and Renaming Tracks
 - Changing Track Order
 - Changing Track Height
 - Muting and Soloing
 - Deleting Tracks
- Importing Audio

- Importing from the File menu
- Importing from a File Browser
- Importing Audio with the Workspace Browser
 - Opening the Workspace Browser
 - Understanding the Workspace Browser
 - Searching with the Workspace Browser
 - Previewing Audio
 - Importing from the Workspace Browser
- Lesson 3 Review and Knowledge Check

Exercise 3: Working with Tracks

- Part 1: Opening a Blank Session....
- Part 2: Creating Tracks.
 - Checking Outputs
- Part 3: Importing Audio
- Part 4: Wrapping Up

Lesson 4: Editing Fundamentals

Summary: You've created a session, made your tracks, and imported some audio to work with. The next step in the production process is editing—the adjusting, tweaking, and moving of the elements in a session to a point where it's ready to be mixed. In this lesson, we'll focus on the basics of the editing process.

- Part 1: Navigation Tools
- Getting Around the Timeline
 - Counters
 - Selecting a Playback Point
 - Selecting a Playback Area
 - Timeline and Edit Selections
 - Timeline Selections and Loop Playback
- Working with the Playback Cursor
 - Insertion Follows Playback ...
 - Locating the Playback Cursor
- Scrolling and Zooming in the Edit Window
 - Scrolling
 - Zooming
 - The Zoomer Tool.
 - Scrolling Options
- The Big Three: Trim, Selector, and Grabber Tools
 - The Trim tool

- The Selector Tool
 - The Grabber Tool
- Introducing the Smart Tool
 - What is the Smart Tool?
 - Activating the Smart Tool
 - Using the Smart Tool
- The Edit Modes
 - Slip Mode
 - Shuffle Mode
 - The Grid Modes
 - Spot Mode
- Accessing the Edit Modes with F Keys
- Lesson 4 Review and Knowledge Check

Exercise 4: Editing an Arrangement

- Part 1: Getting Started
 - Opening a Session
 - Changing the Counter
- Part 2: Starting in Slip Mode
- Part 3: Building the Arrangement
- Part 4: Grid Mode Clean-up
- Part 5: Finishing Touches
 - Adding a Drum Fill
 - Last Hit
 - Some Sweetening
- Part 6: Saving and Closing

Lesson 5: Recording Audio

Summary: The things you've learned in the previous lessons are important skills towards becoming a strong Pro Tools user. Sooner or later though, you'll need to move beyond simply importing audio and actually record a performance. The ability to record quickly and easily is a key area where Pro Tools really shines, and its flexibility helped it earn its place as a leader in the audio field. This lesson will start you on the road to recording!

- Setting Tempo and Meter
 - Tempo
 - Meter
- Tempo and Meter Rulers
- Setting Up a Click Track
- Preparing Tracks for Recording...

- The Importance of Track Names...
 - Managing Your Space: The Disk Usage Window
- Basic Recording
 - Recording Shortcuts
- Recording Selections
 - Working with Selections
 - Adjusting Selections
 - Pre-Roll and Post-Roll
- QuickPunch Recording
- Loop Recording
 - Whole File Clips and Subset Clips
- After Recording
- Lesson 5 Review and Knowledge Check

Exercise 5: Basic Recording

- Part 1: Recording a Voiceover
- Part 2: Recording Music

Lesson 6: MIDI

Summary: MIDI (short for Musical Instrument Digital Interface) is a language that enables keyboards, synthesizers, and other musical devices to interact with each other. Invented in the early '80s, MIDI transformed the music industry, and has since been an invaluable tool for music creation of all kinds.

A mastery of music and MIDI is a full course of study in and of itself. For the purposes of this course, we'll specifically limit the discussion to the basics of what MIDI is, how it's commonly used in Pro Tools, and the types of MIDI skills that any engineer might call upon when working with a MIDI musician in a studio environment.

In this lesson, you'll learn how to bring MIDI into your sessions.

- MIDI Basics...
- "Digital Music Paper"
 - How Sound is Created with MIDI
 - Virtual Instruments
- MIDI and Instrument Tracks
 - MIDI/Auxiliary Input Track Workflow
 - Instrument Tracks
 - Checking Your Work
- MIDI Controls
 - Wait For Note

- MIDI Merge
- Importing and Recording MIDI
 - Importing MIDI Clips
 - Recording MIDI
- Working with Virtual Instruments
 - Choosing Sounds
- Time and MIDI
 - What is a Tick?
 - Timebases and Rulers
 - Timebases and Tracks
- Editing MIDI
 - MIDI Track Views
 - MIDI Velocity
- Editing MIDI with the Pencil Tool
- Lesson 6 Review and Knowledge Check

Exercise 6: Setting Up a MIDI Session

- Part 1: Getting Started
 - Creating a Session
- Part 2: Importing MIDI
- Part 3: Adding More Parts
- Part 4: Editing MIDI
 - Fixing Short Notes
 - Fixing Pitch
 - Tweaking Velocity

Lesson 7: Taking Your Workflow to the Next Level

Summary: You've already learned the basics of DAWs, how to navigate Pro Tools easily and efficiently, how to import and record audio, perform basic editing, and work with MIDI. You've covered an impressive amount of ground, so take pride in that.

Before we move on to mixing in this course, let's take a deeper look at workflow. The different things you'll do during the course of production are fairly simple (you've learned many of these already in this course), but you'll do them many many times during the course of your work. The trick is to execute these individual steps quickly and efficiently—the faster and easier you work, the more work you'll get done, and at a higher quality. That's what we mean when we talk about building your workflow skills.

This lesson isn't so much a discussion of new editing concepts as much as a grab-bag of new ways to work, boosting your Pro Tools power!

- Managing Multiple Tracks
 - Selecting Multiple Tracks
 - Changing Multiple Tracks
 - Making Timeline Selections on Multiple Tracks
- Clip Editing
 - Duplicate and Repeat
 - Duplicate
 - Repeat
- Separating and Consolidating
 - Separating Clips
 - Separating on a Grid
 - Consolidating
- Basic Clip Nudging
- Using Fades
 - Creating a Fade-in or Fade-out
 - Creating a Crossfade
 - Creating Fades with Shortcuts
- Editing Fades
- Using the Tab Key
 - Basic Tabbing
 - Tab to Transients
 - Making Selections While Tabbing
- Lesson 7 Review and Knowledge Check

Exercise 7: Mini-Gauntlet

- Part 1: Setting Up
- Part 2: Selecting Tracks
- Part 3: Trimming Clips
- Part 4: Creating Fades
- Part 5: Nudging

Lesson 8: Getting Started with Mixing

Summary: Mixing—it's a big topic. It's big because it's generally at the end of the production process and represents the culmination of all the composition, recording, and editing. It's big because there are numerous schools of thought in mixing, including various techniques, tips, and tricks debated vigorously among professionals. It's also vast because it's nuanced; even the tiniest tweak can make or break a mix, and the process requires the careful execution of a series of small steps.

At its core, mixing is the combination of individual elements (such as vocal tracks, bass tracks, sound effects tracks, and so on) into a final product that can be heard by the audience. This goes beyond simply mashing tracks together—care must be taken to make sure that these elements work well collectively, sculpting individual sounds to create a harmonious whole. Within this definition is a multitude of details, and the art of mixing is a pursuit that takes massive dedication.

But don't be discouraged. Despite its rigorous demands, mixing is also a heck of a lot of fun, and one of the parts of production where your artistic vision can really shine. And even though mixing techniques and approaches may vary, its fundamental rules are consistent and simple enough for you to get started quickly.

- What is Mixing?
 - The Components of a Good Mix...
 - "Out of the Box" and "In the Box" Mixing
 - Mixing and Mastering
- Signal Flow
- The First Step: a "Static" Mix.
 - Setting Up a Static Mix
 - Adjusting Volume Levels
 - Adjusting Pan Positions
- Controlling Your Mix with Subgroups
 - What is a Subgroup?
 - Creating Subgroups
 - Solo Safe
- Using Master Faders
 - What is a Master Fader?
 - Master Fader Signal Flow
 - Setting Up a Master Fader Track
 - Using a Master Fader Track
- Watch Your Levels
 - Clipping
 - Pre-Fader vs. Post-Fader Metering
- Lesson 8 Review and Knowledge Check

Exercise 8: Creating a Basic Mix

- Part 1: Getting Started
 - Opening a Session
- Part 2: Setting Up Your Mixing Environment
- Part 3: Creating a Static Mix.....
- Part 4: Managing Your Mix...
 - Adding Subgroups
 - Adding a Master Fader
 - Improving Your Static Mix.

Lesson 9: Using Effects

Summary: So far, you've mixed using volume and pan controls. You've adjusted the amplitude and positions of your tracks, but you haven't changed the tone or timbre of individual tracks or subgroups. To do that, you'll need to start using effects.

When people talk about effects (whether hardware devices or the plug-in type that we'll discuss in this lesson), it's common to divide them into different types. Some people divide them into families like dynamic-based (effects that change the amplitude of a sound) and time-based (effects that change their duration), while others might divide them into types like filters, spectral effects and more—and there are more than a few plug-in effects that defy categorization entirely.

In this lesson, we'll look at the many kinds of affects you have at your disposal, and how to make the most of them in your mix!

- Inserts
 - What is an Insert?
 - Using Inserts
 - Moving and Copying Plug-ins
 - Bypassing Plug-ins
 - Deactivating Inserts
 - Removing Inserts
 - Inserts on Master faders
- Plug-in Effects
 - Plug-In Formats
 - Getting Around the Plug-in Window
 - Plug-ins on Multi-channel Tracks
 - Using Multi-Mono Plug-ins
- Using Effects Sends
 - Sends and Returns
 - Creating Effect Sends
 - Working with Sends
- Another Way to Work: AudioSuite
 - Getting Around the AudioSuite Plug-in Window
 - Reverse Effects
- Lesson 9 Review and Knowledge Check

Exercise 9: Adding Effects to a Mix

- Part 1: Getting Started
- Part 2: Sculpting the Guitars
- Part 3: Taming the Bass
- Part 4: Adding Ambience
- Part 5: Mix Bus Processing

Lesson 10: Basic Automation and Mixdown

Summary: Up to now, you've been creating static mixes—mixes in which none of the controls (volume, pan, and so on) move over time. The limitation of static mixes is that the best settings for one part of your session might not be the right mix choices for other sections. You've been forced to compromise and choose the best settings for the session overall, but probably not the best for any given section. This is all going to change as you learn about Mix Automation.

This final lesson will also deal with something called Mixdown, the process of rendering your Pro Tools session to a format compatible with the outside world.

- What is Mix Automation?
 - Viewing Automation in Pro Tools.
- Writing Automation
- Reading Automation
 - Changing Automation Modes
 - Reading Automation with Auto Read Mode
 - Suspending Automation with Auto Off Mode
- Editing Automation
 - Automation and the Trim Tool
 - Automation and the Grabber Tool
- Automating Plug-in Effects
 - Enabling Parameters for Automation
- Creating a Mixdown
- Archiving Your Work with Save Copy In .
- More Archiving Tips
 - Clearing Unused Clips
 - Compacting Files
- Lesson 10 Review and Knowledge Check

Exercise 10: Automation and Mixdown

- Part 1: Getting Started
- Part 2: Automating by Section
- Part 3: Tweaking with Tools
- Part 4: Creating a Fade-Out
- Part 5: Exporting Your Mix
- Part 6: Archiving Your Mix

Pro Tools Fundamentals II (PT110)

Lesson 1: Making the Most of Your Pro Tools System

Summary: From bedroom studios to high-end music and post-production facilities, Pro Tools is the industry's DAW of choice. That's great news for anyone beginning a study of Pro Tools—the skills you learn here will be useful in a wide variety of situations. However, to make the most of Pro Tools in any given scenario, you'll need to know how to customize the behavior to the DAW, and that's what you'll learn in this lesson.

- Using the Playback Engine Dialog Box
 - Changing the Playback Device
 - Hardware Buffer Size
 - Limit Number of Real-Time Threads
 - Intel® Turbo Boost
 - Disk Playback
- The Hardware Setup Dialog Box
 - Using Your Computer's Built-In I/O
- The System Usage Window
- The Session Setup Dialog Box
- Setting Inputs and Outputs in the I/O Setup Dialog Box
 - Inputs
 - Outputs
- Working with Paths
- Busses
 - Output Busses
 - Internal Busses
 - Working with Busses
- Managing I/O Settings
 - Exporting I/O Settings
 - Importing I/O Settings
- Lesson 1 Review and Knowledge Check

Exercise 1: I/O Setup Workflows

- Part 1: Getting Started
- Part 2: Customizing an I/O Setup
- Part 3: Exporting I/O Settings
- Part 4: Importing I/O Settings
- Part 5: Mirroring an Output Bus

Lesson 2: Getting Around in Style

Summary: In the Pro Tools 101 course, you learned about the basics of the Pro Tools Graphic User Interface (GUI) and navigation. In this lesson, you'll learn how to refine your control over your Pro Tools production environment, working more effectively than before, with your improved efficiency translating to more time to be creative!

- Zooming
 - Zoom Presets
 - Single Zoom
 - Zoom Toggle
- Setting Locations and Making Selections
 - Choosing Locations with Shortcuts
 - Typing Selections
 - Selecting with Rulers
 - Changing Start or End Position
- Navigating Your Session with the Universe View
 - Revealing the Universe Edit window view
 - Current View Indicator
 - Scrolling with the Universe View
- Markers and Memory Locations
 - Adding a Marker to your Session
 - Non-Marker Memory Locations
 - Using None Time Properties
 - Creating a Marker from the Marker Ruler
 - Editing a Memory Location
 - Removing a Memory Location
- Managing Windows
 - Floating Windows
 - Arranging Your Windows
 - Window Configurations
 - Recalling Window Configurations
- Lesson 2 Review and Knowledge Check

Exercise 2: Getting Around in Style

- Part 1: Getting Started
- Part 2: Setting the Mood
- Part 3: Using the Universe
- Part 4: Using Zoom Toggle
- Part 5: Markers and Memory Locations
- Part 6: Managing Windows

Lesson 3: Working with Tracks

Summary: The twin cornerstones to your Pro Tools session are tracks and clips, and in the next two lessons in this course, we'll take a closer look at how to work efficiently with these important elements. In this lesson, you'll learn how to make the most of your tracks and how to work with them quickly and efficiently.

- Introducing Folder Tracks
 - What are Folder Tracks?
 - Using Folder Tracks
 - Deleting Folder Tracks
- Track Colors
 - Viewing Track Colors
 - Default Track Colors
 - Customizing Track Colors
 - Track Colors and Folder Tracks
- Adding Tracks: A New Workflow
- Batch Renaming
- Track Status Shortcuts
 - Track Status Indicators
- Scrolling to a Track
 - Track Activity and Folder Tracks.
- Track Timebases
 - Sample-Based Tracks
 - Track Defaults
 - Changing Track Timebases
 - Track Timebase Workflows
 - Timebases and Automation
- Lesson 3 Review and Knowledge Check

Exercise 3: Track Layout

- Part 1: Getting Started
- Part 2: Track Creation
- Part 3: Bringing in Folders
- Part 4: Track Colors
- Part 5: Bringing In the Audio
- Part 6: Testing and Trashing

Lesson 4: Making the Most of Clips

Summary: Along with tracks, clips are essential building blocks of your session. In this lesson, we'll explore ways to manage and process clips that will take your workflow to the next level!

- Working in the Clips List
 - Batch Renaming Clips
 - Auditioning Audio Clips
- Clip Colors
 - Default Clip Coloring
 - Manual Clip Coloring
- Clip Groups
 - Creating a Clip Group
 - Identifying Clip Groups
 - Uses for Clip Groups
 - Ungrouping and Regrouping
 - Exporting Clip Groups
- Clip Loops
 - Looping a Clip
 - Editing a Clip Loop
 - Using Edit Tools
 - Unlooping and relooping
 - Loops and Groups
- Introducing Edit Playlists
 - Creating a New Edit Playlist
 - Creating a Duplicate Playlist
 - Playlists and Track Timebases
 - Deleting Alternate Playlists
- Lesson 4 Review and Knowledge Check

Exercise 4: Working with Clips

- Part 1: Getting Started
- Part 2: Importing Guitar Parts
- Part 3: Working with Playlists
- Part 4: Choosing a Guitar Part
- Part 5: Clip Looping
- Part 6: Cleaning Up

Lesson 5: Track and Clip Processing Workflows

Summary: Now that we've taken a close look at track and clip-based workflows and features individually, let's take a look at workflows that involve different ways to process both tracks and clips.

- Track Freeze
 - Freezing a Track
 - Working with Frozen Tracks
 - Un-Freezing Tracks
- Track Commit
 - Committing a Track
- Bouncing Tracks
- Clip Gain
 - Applying Clip Gain Within a Clip
- Working with Clip Gain
 - Viewing Clip Gain
 - Nudging Clip Gain
 - Clip Gain Hacks
- Introducing Elastic Audio
 - Activating Elastic Audio
 - Working with Event Markers
 - Warping with Elastic Audio
 - Quantizing Elastic Audio
 - Identifying Warped Clips
- Lesson 5 Review and Knowledge Check

Exercise 5: Clip and Track Techniques

- Part 1: Getting Started
- Part 2: Track Management.
- Part 3: Clip Gain Tweaks
- Part 4: Using Elastic Audio
- Part 5: Bouncing Tracks

Lesson 6: Import, Export and Recording

Summary: In this lesson, we'll explore new ways of recording and importing audio, and we'll take it a few steps beyond, into session interoperability as well. The topics that you learn in this lesson will improve your efficiency in a wide range of workflow scenarios.

- More Ways to Import Audio
- Creating New Tracks When Importing
 - Batch Importing
 - Exporting Clips
 - Basic Clip Export
- Searching with Tags
- Sound Libraries
 - Adding a Sound Library
- Session Interop
 - Session Templates
 - Importing Session Data
- Lesson 6 Review and Knowledge Check

Exercise 6: Import and Export Workflows

- Part 1: Getting Started
- Part 2: Importing Session Data
- Part 3: Searching and Importing Clips
- Part 4: Exporting Clips

Lesson 7: More Editing!

Summary: As discussed in the Pro Tools 101 course, the process of editing essentially boils down to a few basic processes done many many times in the course of an editing session. The mark of a professional editor is the ability to accomplish these simple tasks quickly, and that's what we'll focus on in this lesson!

- More ways to Trim Clips
 - Trimming from the End of a Clip
 - Trim to selection
- Trim Tool Variations
 - The TCE Trim Tool
 - Clip Looping with the Trim Tool
- Grabber Tool Variations
 - Changing Grabber Tools
 - The Time Grabber
 - The Object Grabber
- The Smart Tool and Edit Tool Variations
- Reversing An Operation with the Option/Alt Key
- Working with Edit and Timeline Selections
 - Linking and Unlinking Selections
 - Dynamic Transport

- More Ways to Work with Fades
 - Presets
 - Fade Settings
 - Smart Tool Fades
 - Batch Fades
- Edit Groups
 - Edit Groups and Mix Groups, Creating an Edit Group
 - Activating and Deactivating Groups
 - Edit Group Behavior
- Track Comping with Playlists: Getting Started
 - Viewing Alternate Playlists
 - A New Way to Create an Edit Playlist
- Track Comping with Playlists: Workflows
 - Using Solos
 - Creating the Composite
- Lesson 7 Review and Knowledge Check

Exercise 7: Mini-Gauntlet #2

- Part 1: Getting Started
- Part 2: TCE Trim, Repeat, and Loop
- Part 3: Edit Tools
- Part 4: Track Comping

Lesson 8: More Music Making!

Summary: In the Pro Tools 101 course, you learned the fundamentals of MIDI and music production—in this lesson we'll take those foundational concepts to the next level. We'll explore ways to creatively use Pro Tools as a compositional platform and explore other techniques that, though they can be used in non-musical workflows, will be important tools when producing your next big hit.

We'll also introduce a new way to work in Pro Tools, using projects. These are cloud-based ways of working that include collaborative tools and workflows that allow you to create with other Pro Tools users worldwide!

- Changing MIDI Track Views
 - Using the Track View Selector
 - Using Track Lanes
- MIDI Loop Recording Workflows
- Auditioning MIDI and the MIDI Default Thru
 - What's MIDI "Thru"?
 - Enabling MIDI Thru

- Setting a Default Thru Instrument
 - MIDI Thru Workflows
- The MIDI Editor
 - Different Ways to the MIDI Editor
 - Getting Around the Docked MIDI Editor
- Navigating and Transposing
 - Navigation
 - Transposing
- Converting MIDI and Audio
 - Extracting MIDI
- Lesson 8 Review and Knowledge Check

Exercise 8: Making More of MIDI

- Part 1: Getting Started
- Part 2: Previewing MIDI
- Part 3: Working in the MIDI Editor

Lesson 9: Post-Production Primer

Summary: In the Pro Tools 101 course we began a discussion on MIDI and music composition tools (one that we have continued in this course)—now let's switch gears and get to know the world of *audio post-production*.

Generally speaking, audio post-production refers to audio production for visual medium, including television and movies. Like music production, audio post-production has its own formats, terms and workflows. In this lesson, we'll take a first look at the world of the audio post-production engineer.

- What is Post-Production
- Frame Rates
- Tools of the Trade: Video Tracks
 - Pro Tools Versions and Video
 - Importing Video
 - Video Tracks and Clips
 - The Video Window
- Tools of The Trade: Conforming Clips
 - Snapping the Start of a Clip
 - Snapping the End of a Clip
 - Snapping a Sync Point
- Tools of the Trade: Clip Effects
 - Showing the Clip Effects View
 - Using Clip Effects

- Managing Clip Effectuated Clips
- Managing Clip Effects Settings and Workflow
- Lesson 9 Review and Knowledge Check

Exercise 9: Post-Production Techniques

- Part 1: Getting Started
- Part 2: Setting Up the Video
 - Creating a 2-Pop
 - Setting the Start Time
- Part 3: Bringing In Audio
- Part 4: Spotting Clips
 - Using Spot Mode
 - Snapping the Start of a Clip
 - Snapping a Sync Point
- Part 5: Clip Effects to the Rescue

Lesson 10: More Mixing!

Summary: The fundamental concepts of mixing were explored in the latter lessons of the Pro Tools 101 course, but there's much more to learn about this important phase of production. In this lesson, you'll learn how to use Pro Tools mix features to bring more power to your mix process!

- Mirroring Outputs
 - Mirroring the Output of a Track
 - Mirroring Output Busses
- Exploring Sends
 - Expanded Sends View
- Using Output Windows
 - Automation Safe
 - Follow Main Pan
 - Panning Options
- Automation Modes
 - Choosing an Automation Mode
 - Auto Read
 - Auto Off
 - Auto Touch and Auto Latch: The Update Modes
 - Auto Write
- The Automation Window
- Editing Automation
 - Basic Cut, Copy, and Paste
 - Special Cut, Copy, Paste, and Clear Clear vs. Cut

- Nudging Automation
 - Suspending Automation
- Mix Groups
 - The Importance of Group IDs
 - Group Membership and Nested Groups
 - Groups and Track Selections
- Mixing with Folder Tracks
 - Moving Tracks to Folders
 - Converting Auxiliary Input Tracks to Routing Folder Tracks
 - Folder Tracks and Solo/Mute Behavior
- Finishing Touches
 - Using Dither
 - More Archiving Tips
- Congratulations!
- Lesson 10 Review and Knowledge Check

Exercise 10: Mix Workflows

- Part 1: Getting Started
- Part 2: Subgroups
- Part 3: Managing Levels
- Part 4: Creating a Sonic Landscape
- Part 5: Mix Groups
- Part 6: Punching Up the Guitar
- Part 7: Saving the Saxes
- Part 8: Finishing Up