



TEACHER TRAINING MANUAL

MULTIMEDIA APPLICATIONS
FOR EDUCATION

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In.For.Ef (BE)

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PART THREE / D

MULTIMEDIA

Chapter Four: How to Produce and Manage Video with IT

In.For.Ef (BE)

1. How to record and digitalize video

To record video you first need a video camera: an analog or a digital one.

- Analog camcorder records information in an analogical form (VHS, TV, Hi8, 8mm).
- Digital camcorder records information in a digital compressed format (DV: miniDV, digital8; HDV, DVD...)
- To edit analog video, you have to convert it into digital video. To make this conversion, you need a high-end graphics card, a separate capture card or a capture device for your computer.
- All the numerical camcorder record the video contents in numerical formats, but these contents must be captured (transferred on a disc) before being able to be used in an editing video software, like Adobe Premiere Pro.

Capturing video is the procedure you will use to get media clips from your digital camera into the computer to edit.

Here are the steps to import the video in a piece of Video Editing Software:

- **Launch your video editing software**
 - Set up the right settings:
 - Video Input > DV input
 - Video Format > Video Standard: PAL
- **Connect a DV camcorder to the computer:**
 - Connect the 4 pin end of the Firewire cable to the DV camera. (On some camcorder this is marked DV IN/OUT.)
 - Connect the 6 pin end of the Firewire cable to the computer's Firewire port. (The camera should now display "DV IN" on the LCD screen.)
- **Capturing video:**
 - Make sure that the camera is turned on, loaded with the right tape and set to VCR mode.
 - Open the capture window by clicking: *File > Capture > Movie Capture*.
 - Preview your video on the VCR or camera and decide on exactly what segment you want to capture. Rewind a few seconds before the beginning of where you want your video to start so you won't miss the beginning.
 - Click on *Record* in the Movie Capture window and press *Play* on the DV camera/player.
 - When you've captured enough video, hit the Escape key on the keyboard. A new window will open with your newly captured clip.

- **Importing Media Files into your Project:** Usual video editing software support a wide variety of media formats, including many types of audio and video, as well as still images and animations.

To import media files:

- Select *File > Import > File*.
- Select a file, and click Open.

The file will be added.

You can now edit your video.

2. How to edit digital video

2.1 Introduction

To edit your video you need a Video Editing Software.

The principle of editing is currently the same in each software, some provide more or less options. Good video editing software provide you the tools needed to capture, edit and share your video creations.

With the most functional programs you can:

Capture video

- Upload video files in popular formats like video from players such as Windows Media Player, QuickTime and RealVideo.
- Capture video from digital recorders, the best can capture video from DV, HDV and analog camcorders as well as from digital and PC cameras.
- Capture video from traditional entertainment formats, like analog TV and VCR recording with the right hardware.

Edit video

- Rearrange, mix or combine video... with timeline editing you can drag & drop video clips or files to where you want them to be.
- Add titles, menus and text to your video creations. Many programs come with numerous menu and title templates and let you add text effects.
- Add music, narration or sound effects.
- ...

Share video

- Post online: easily post to your video blog or to YouTube, Google Video or any other video sites.
- Burn to DVD, create marketing presentations or archive your collection onto DVD or Blu-ray disc.

Here is we will explain how to edit video with **Adobe Premiere**.

2.2 Adobe Premiere Tutorial: Starting a Project

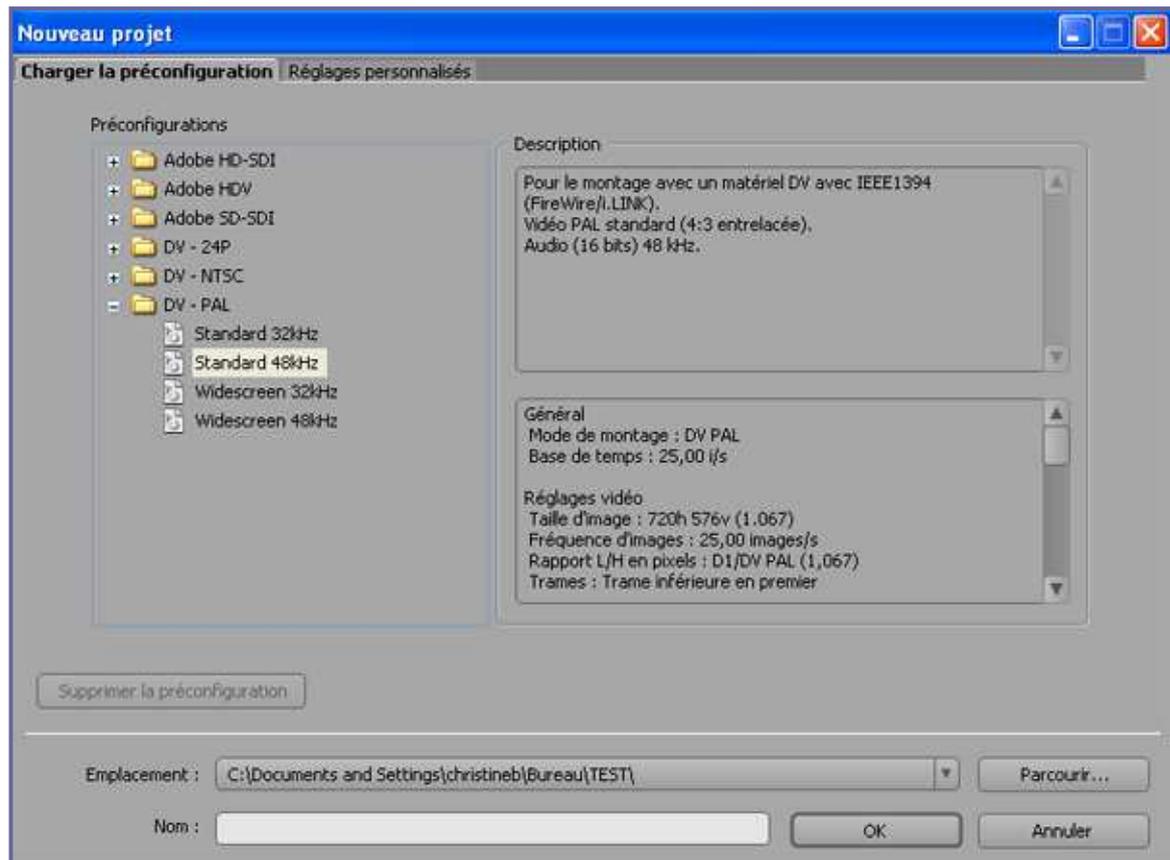
Adobe Premiere is a powerful video editing software.

The first step to editing video in Premiere is to create a project file. A Project file is a Premiere file that stores references to all of your media clips and information about how you arranged and edited the clips. All what you use in your project will be accessible and organized in the Project Window.

2.2.1 To create a new Project

- The **New Project dialog** box appears when you launch Premiere.

- If not, choose *File > New > Project*.



- **Choose a preset and a directory.**

If you're not sure of the preset choose DV-PAL this is the format for European camcorders.

It's better to create a new directory just for your project in which you will copy or record all the media you will use, so that the component files don't get lost or deleted.

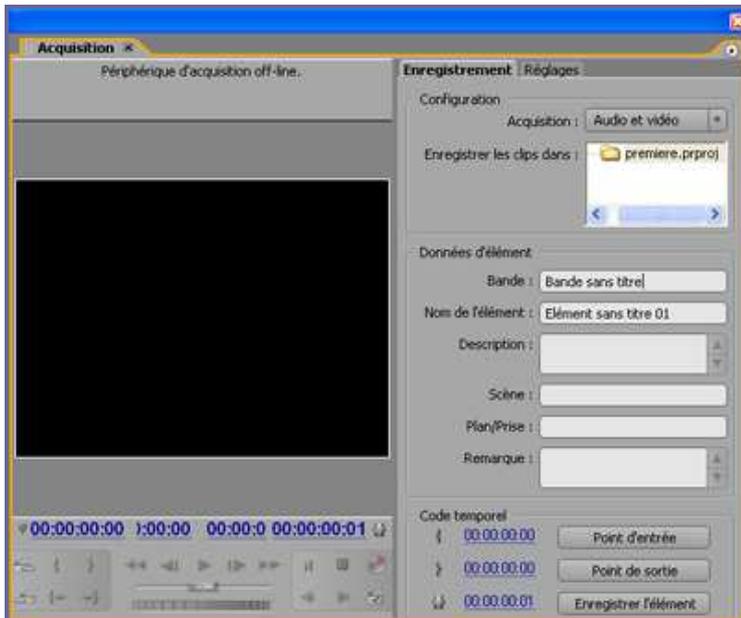
- Enter a **Name** for the project.
- Click **OK** to begin working on your project.

2.2.2 Capturing video

First connect the camcorder to the computer (see chapter 1 how to proceed).

Capturing video is the procedure you will use to get media clips from your camera into the computer to edit.

- Choose *File > Capture* (or the F5 shortcut).
- The capture dialog box appears.



- The window allows to capture **Audio and Video**, or just **Audio** or just **Video**.
- This window takes over control of your digital camera. You can play back, rewind, use shuttle to move back/forward, move by single frame...
- **Capture** with the red button and stop with Escape.
- Once you stopped recording, you will be prompted to save the file.
- After that your clip is in the bin.

2.2.3 Importing Media Files into your Project

Premiere supports a wide variety of media formats, including many types of audio and video, as well as still images and animations. To import media files:

- Select **File > Import...** (or the Control+I shortcut)
- Select a file, and click **Open**.
- The file will be added to your Project window.
- You can organize the imported media by dragging it into a specific bin in the Project Window.
- Importing the folder will create a new bin with the same name.

The files appear in the **Project window**. For each file that you import, the Project window lists its name, type, and duration. Other columns let you add your own descriptions or labels. You can scroll or enlarge the window if necessary.

2.3 The Premiere Workspace



2.3.1 The Monitor



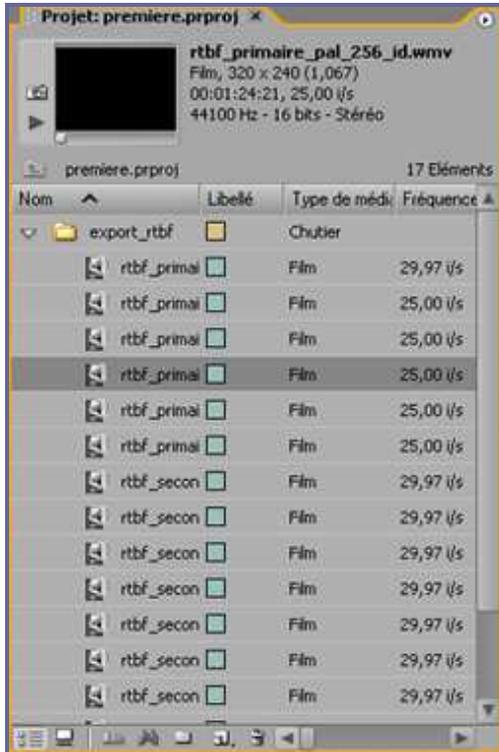
The monitor is set up like the two-screen platform of a video editing deck.

- Source view 1 (on the left side of the window) lets you preview a clip, trim it, and then insert it into the Timeline window. This view can store many clips at a time, but you can view and trim only one clip at a time.
- Program view 2 (on the right) lets you preview your entire video program, at any time. This view displays the sequence of clips currently in the Timeline window. You can also use the Program view to edit your video program.

The advantage of the two-screen system is that you can manipulate a clip in the source screen and then play the timeline to see how the changes look in the overall project.

2.3.2 The Project Window

The files you've imported appear in the **Project window**. For each file that you import, the Project window lists its name, type, and duration. Other columns let you add your own descriptions or labels. You can scroll or enlarge the window if necessary.



The Project window organizes and accesses all of the source material contained in your project. **Bins** are sub-folders within your project that are used for organizing **media clips**. (A clip can be digitized film, video, audio, a still image, or sequence of still images.)

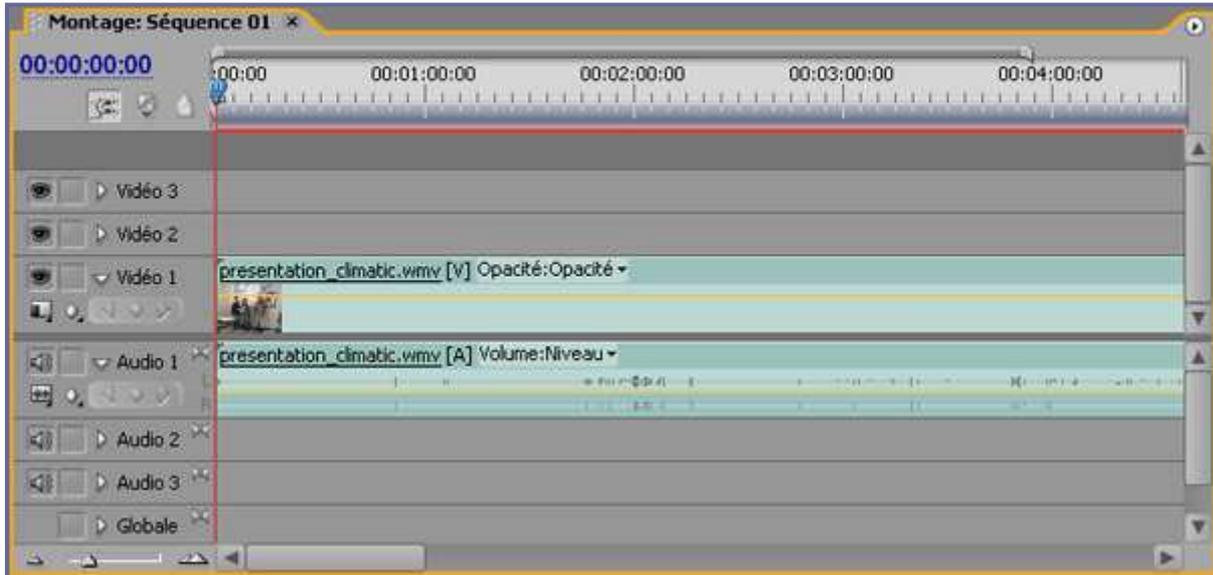
In a large project it is convenient to create a different bin for each type of media or for different categories of camera shots.

To create a new Bin:

- Select **Project > Create > Bin**, or click the icon **new bin** below the project window.
- Enter a name for your bin and click **OK**.
- You can now drag clips into your bin, or capture them directly to it. (Moving clips between different bins will not affect their place on the Timeline...)

You can work with any of the clips contained in the Project window simply by dragging them into the Timeline or Monitor.

2.3.3 The Timeline



The **Timeline** is where you compile and edit your clips to form your movie. The Timeline also provides an overview of your video layout, showing you where certain clips end and others begin, where transitions are located, etc.

The Timeline graphically shows the placement of each clip in time, its duration, and its relationship to the other clips in the program.

2.4 Editing Video

2.4.1 The Rough Cut

To get started on your project, you may want to create **a rough cut** of your video program. A rough cut is simply a sequence of clips assembled in the general sequence you want, with little or no editing.

A rough cut can quickly give you some sense of your video program's efficiency, letting you start making decisions about where to cut, trim, and add transitions and special effects.

The clips you've imported do not become part of the video program until you place them into the Timeline, so let place it.

To place a clip into the Timeline:

- Choose a clip from the **Project Window**.
- Use the mouse to drag it to one track on the Timeline, drop your clip in the track.
- Drag the other clips to **Video 1** track, positioning them in the right order, one against the other. See that each corresponding audio is placed in the **Audio 1** track.

This is a rough cut, giving you some idea of how your sequence works and what needs to be trimmed, edited, and modified. To see how your work is progressing, click the **Play button** underneath the **Program view** (or press the **spacebar**). Note that the **edit line** in the **Timeline** moves with the preview. This edit line indicates **the active frame** (the frame being edited or previewed).

Making a rough cut is not an obligation. You can make it directly more precise using the monitor screen.

Double-click on the clip in the Project Window, and it will open in the **Source view** (you can also drag it to the Source view), ready to be edited. Double-clicking on a clip on the timeline make it appears on the Source view monitor.

2.4.2 Editing the sequence

You'll need to remove the parts that you don't need: you'll need to **trim** your clips. Trimming a clip involves setting a new **In point**, **Out point**, or both. An In point is the frame where a clip begins; an Out point is the last frame of the clip.

Adding In and Out points in the Source view:

- Put the clip you want to edit in the Source view Monitor, directly from the Project Window, or by double-clicking the clip in the timeline if you have already place it.
- You can set in and out points for your clips in the Monitor by clicking on these buttons: .
- The controls for both views of the Monitor window also contain a shuttle slider, which lets you scrub clips. Scrubbing (advancing or reversing a clip manually) lets you precisely identify and mark events.



- Under the Source view, drag the shuttle slider when you want your clip to begin and click the **In point** button. Drag the shuttle slider when the clip must end and click the **Out** button.
- If you've marked a wrong point just make a new one, the new one will erase the old one.
- Drag the clip in the timeline if it wasn't already placed.
- If the clip was already in the timeline, depending of your version of Premiere the trim applies automatically in the timeline. Otherwise click on the 'Apply' button.



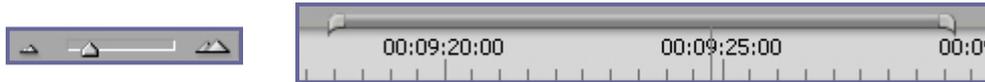
It's important to understand that the trimmed area has not been deleted! Premiere has hidden the trimmed frames so that they don't appear in the Timeline and will not appear when you preview or export the video program.

You can easily restore them by resetting the In or Out points using any trimming method.

2.4.3 Another way to Trim your clip: in the Timeline window

One option is to trim the edges of the clip in your timeline until it is the length you want it to be.

- Select **the selection tool** 
- Identify the place you want to cut with the shuttle slider from the timeline (or from the Program monitor).
- To get your cursor to a specific moment, use the slider-bar underneath the timeline or the one above to adjust by frame.



- Move your mouse to the edge of the clip in the timeline. As your mouse passes over the edge, it will turn into a resize icon 
- To trim the end of the clip, just click-and-drag your clip until it is the length you want it to be.
- You can also trim the beginning of clips: the resize icon will be 
- You can use this option with either end or beginning of clip. If you have shortened it too much, you can extend it with the same tool. (But you will not be able to use the trim option to extend your clip past its original capture length.)

Because you've shorten your clip, there is now a gap in the Timeline between this clip and the following ones:



To preserve a continuous flow, you need to close this gap by moving the other clips to the left. To do this, you'll use the **track selection tool** . This tool selects all the clips in a track to the right of where you click. Just drag the clip to the left.

2.4.4 Cut your clip

To cut your clip, you will need to use the Razor tool , located in the tool section of the Timeline.

- Get your clip to the point you want to cut. To do this, play from the timeline (use the spacebar to start and stop). To get your cursor to a specific moment, use the slider-bar in the target screen to adjust by frame.
- When you have your clip where you want it, select the Razor tool and click on the cursor line. Your clip will split and a new icon will appear in the clip to the right. This tells you that the clips are now two different clips.
- Finally, choose the select tool (an arrow, top row, left corner) and select the portion of your original clip you don't want. Press "Delete" and you are done. *Note: if you are using both video and sound, be sure to delete the sound portion of your clip too.*

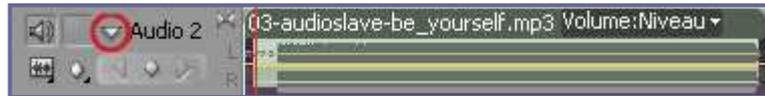
2.5 Working with Audio

As you've noticed, when you put a video in the timeline, the corresponding audio is put in an audio track. Those 2 tracks are associated: when you trim one, the other is trimmed; if you want to remove audio, video will be removed too.

But you can dissociate them: click on the audio or the video clip in the timeline, and select '**break link**'. Now you can work with one freely from the other.

You can also add some music to the project by importing and placing audio files. Just drag them from the Project Window (or use a way we've seen previously).

In the timeline you can have an expanded view or a reduced view of your track. Click on the icon triangle next to the speaker icon:

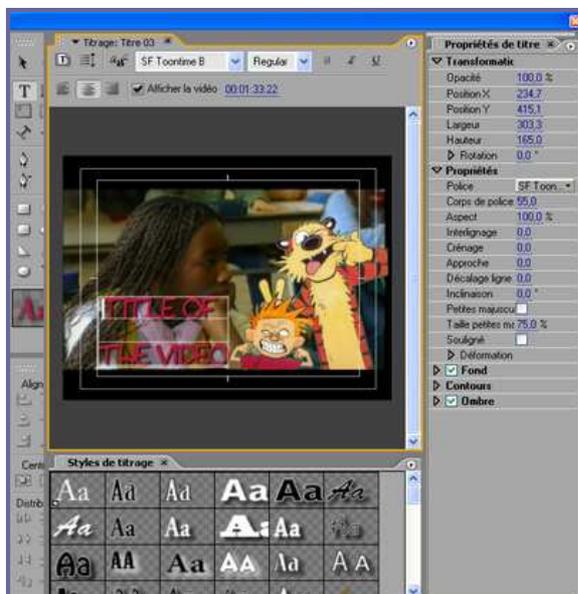


The expanded view shows the waveform of the clip. The horizontal line in the middle of the waveform is the volume of the clip. Drag up to increase, move down to reduce the volume.

You can edit audio in the same way as a video clip. Double-click on it to make it appear in the Source view.

2.6 Adding Titles

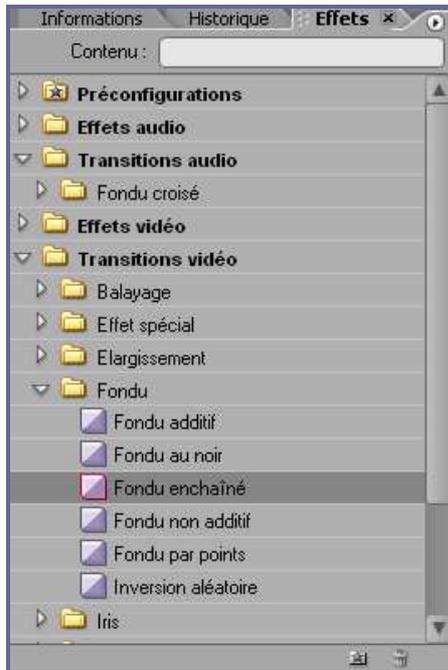
You can create very sophisticated **titles**, including rolling or scrolling horizontally or vertically:



- Choose **File > New > Title**
- Input a name
- The title dialog box appears, with a preview of your video.
- Write your title, in the preview square. Choose the parameters...
- To make a scrolling title click on the scrolling icon  and choose the parameters.
- When you're finish, close the window, the title is now in the bin.
- Drag it to the video 2 track on the timeline.

2.7 Adding Effects

Underneath the Project window is **the Effects tab**, displaying the available effects and transitions, audio and video.



The principle is very simple: just drag one effect to the timeline, and drop it on the clip you want the effect to be. Then you can edit the effect by double-clicking on it on the timeline.

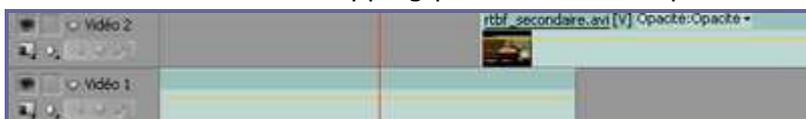
2.7.1 Creating Transitions

A transition is a change from one scene to the next or from one clip to another.

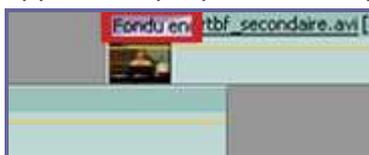
Transition Effects are used to seamlessly link clips together. They are one of the key components of professional video editing. The simplest transition is the cut, where the last frame of one clip leads directly into the first frame of the next. But you can use transitions to create artistic effects such as dissolves, wipes and zooms; or a fade in/fade out to signify the passage of time... Adobe Premiere Pro comes with 73 different transitions...

To insert a transition:

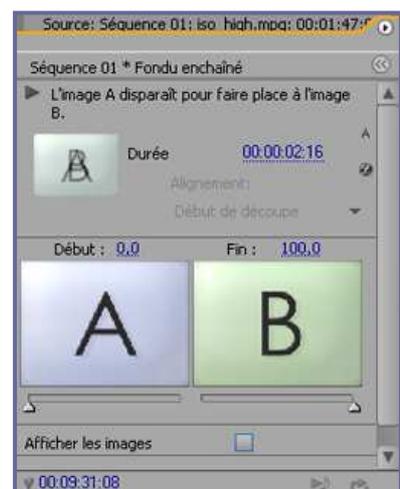
- Find the two clips in the timeline where you would like a transition. Adjust the slider-bar to expand the track.
- To create your transition, you need to overlap the two clips in the Video 1 and Video 2 tracks. The overlapping portions of the clips are used in the transition.



- Select a transition in the **Effects palette** and drag it to the timeline where the second clip begins (or to the juncture if both clips are on the same track). It appears in purple in the clip.



- Double-click on the effect in the clip to edit the transition. You can edit the transition, changing the length...: double-click on the effect in the clip, and a



new panel will appear in the Monitor Window > **Effect Controls**.

Depending on the effect you can change the length and other options. The letters A and B represent the 2 clips. But instead you can display images of the clips.

2.7.2 Adding Special Effects

Adobe Premiere Pro includes a variety of **audio and video effects** that you can apply to clips.

An effect can add a special visual or audio characteristic or provide an unusual feature attribute. For example, an effect can alter the exposure or colour of footage, manipulate sound, distort images, or add artistic effects. You can also use effects to rotate and animate a clip or adjust its size and position within the frame...

To add special effects:

- Drag-and-drop the effect to a clip, or select the clip and drag the effect to the **Effect Control panel**.
- The effects you've used are listed in the **Effect Controls** from the monitor view.
- The intensity of an effect is determined by values that you control. The controls for all effects can also be animated using key frames in the Effect Controls panel or timeline panel.
- You can combine as many effects as you like on a single clip, which can produce surprising results... Just test them.

2.7.3 Changing a clip's opacity

If a clip is on Video 2 track or higher, you can make it partially transparent by changing its opacity. The opacity option lets you superimpose one or more clips on top of others, so that two or more clips are visible at the same time.

To change the opacity of a clip:

- Select the clip you wish to alter in the timeline. The horizontal bar in the clip is the opacity bar.
- Move the pointer onto the opacity bar and click within your clip to set a handle. The handle divides your clip into sections that you can adjust by dragging.
- Click and hold the handle and drag it downward. You see the percentage opacity as you drag.

If you reduce the opacity of a clip on Video 1, it will appear darker, because the transparency is replaced by black. But if you reduce the opacity of a clip on Video 2, the clip in video 1 will appear by transparency. This process is called **superimpose**.

2.7.4 Chroma key:

To specify that certain areas of a clip become transparent and other areas remain opaque, you need to use a **transparency key**.

Let's explain the principle:

3. How to create Chroma-Key

3.1 Introduction

Chroma key is well-known as **Blue Screen** principle.

A blue screen key (or a green screen key), makes a shade of blue (or green) transparent. In this way, an actor can be filmed against a blue screen, and then superimposed on an

outdoor action scene. It's also commonly used for weather forecast broadcasts, wherein the presenter appears to be standing in front of a large map, but in the studio it is actually a large blue or green background.

A **chroma key** is the removal of a color (or small color range) from one image. The removed color becomes transparent and reveals another image behind it.

Chroma Key creates keys on just one color channel.

Creating transparency with a particular color is called **keying out** that color.

3.2 Why blue?

Broadcast cameras use three independent sensors, one for each color, Red, Green and Blue.

Red, green and blue channels have all been used, but blue has been favored for several reasons. Blue is the complementary color to flesh tones (human skin tone). The most common color in most scenes is flesh tone. The opposite color is the logical choice to avoid conflicts.

Green is used too. It has a great flexibility in matting with blue foreground objects. Green paint has greater reflectance than blue paint which can make matting easier.

Anyway, these colors are considered to be the furthest away from skin tone.

Note that if the Chroma key subject wears clothing or accessories similar in color to the Chroma key color, they may be replaced with the background video!

The most difficult part of setting up a blue screen or green screen is even lighting and the avoidance of shadow because it is ideal to have as narrow a color range as possible being replaced. A shadow would present itself as a darker color to the camera and might not register for replacement

Sometimes the background color reflects onto the foreground subject, creating a slight blue tinge around the edges. This is known as blue spill.

This is why **preparation is crucial when it comes to a chroma key shot...**

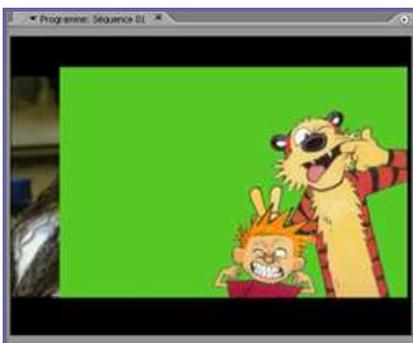
After that, the video editing software is needed to remove the keying color.

Let's follow our Adobe Premiere tutorial:

3.3 Adobe Premiere tutorial: Transparency key

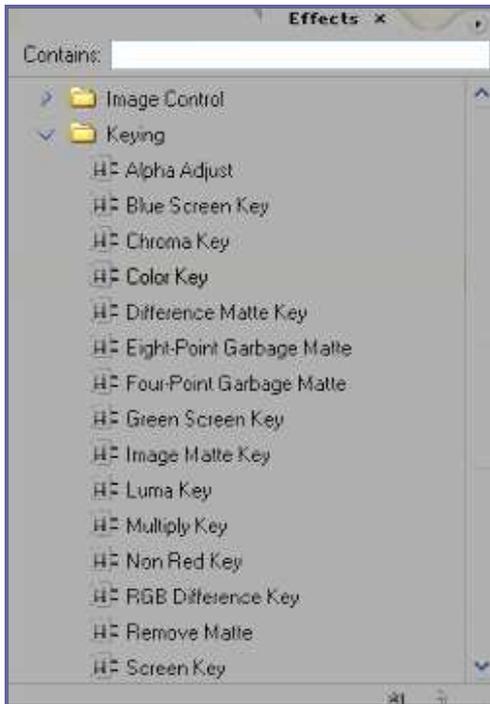
To specify that certain areas of a clip become transparent and other areas remain opaque, you need to use a **transparency key** (often referred to as a **key**).

- Place the clip you want to be transparent in the Video2 track.

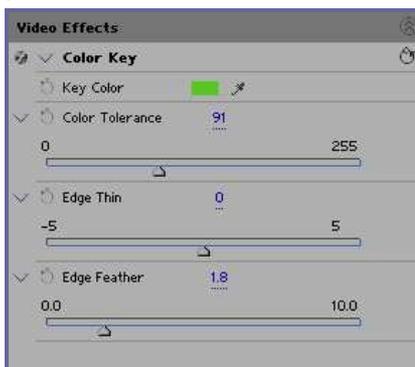


Here, the green zone has to be removed.

- Add a keying effect from the Effects tab.



- The background is green, so you could apply the **Green Screen Key** filter. But sometime you'd worth chosen another filter because it won't be able to get the various shades of the green background...
- You may use Colour Key filter. Drag the effect to the clip and adjust the parameters:



-Key Color: You can choose which colour to remove

-Color Tolerance: Determines how wide a range of the selected color to remove.

-Edge Thin: Expands or contracts the mask.

-Edge Feather: Adds a small amount of feathering to the edges of the mask to smooth things out.

- See the preview:



4. Exporting the Project

When you're finished with your project you will need to export it. You can burn it to a DVD, record it to a video tape, or compress it.

4.1 Export to DVD

With the version 2.0 of Premiere, you can export the timeline content to a DVD, but also create menus and sub menus!

This feature is also extremely customizable as it gives you the option of making animated backgrounds, the ability to have a background audio track and other options...

To create a menu :

- Go to *Window > DVD Layout*.
- To add interactive menu, choose **Change Template**, then you have to apply a template



- You can modify the template in the **Effects control**:



- You can generate DVD markers straight from the timeline by using the **DVD Marker** button .
- You can have a **preview** of your DVD : *Window > DVD Layout > Preview DVD*

To burn the DVD :

- *File > Export > Export to DVD...*
- or *Window > DVD Layout > Burn DVD*

4.2 Output back to DV tape

- Make sure your camcorder is connected, turned on, and set to play with a blank tape.
- Select *File > Export > Export to Tape*.
- Click **record**, and your video on the selected timeline will be output to tape

4.3 Export the movie

Export > Movie, Frame, Audio, or Title

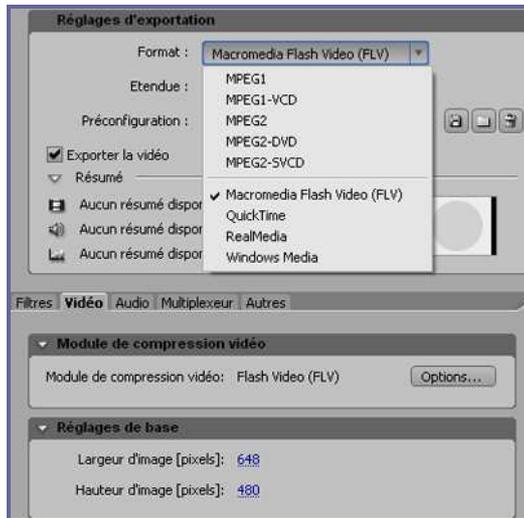
These commands are used to export full-resolution files that can be archived or brought into projects for further editing.

If you just want to export a single frame from captured video, position the playhead so that the frame you want is shown in the monitor. Then choose *File > Export > Frame* to save your image.

4.3.1 Compress the movie

To encode or compress the files in distribution format, use the **Adobe Media Encoder**.

- *File > Export > Adobe Media Encoder*
- Select the best format that suits for your output goal:



- MPEG-1 is used in CD-ROM authoring
- MPEG-2 in disc authoring
- Flash Video, QuickTime, RealMedia (Windows only), Windows Media (Windows only) are Web formats.
- You have also the ability to preview your source video, your output video as well as the ability to crop your video, right inside the Media Encoder.
- The format you've selected determines which Preset options are available. Choose the settings, and click **OK**
- Give a name to your file.

You have to know that whatever the export format you choose Premiere can take very long time to render all transitions and effects!

Chapter Four: How to Produce and Manage Audio with IT

In.For.Ef (BE)

1. How to record and digitalize audio

1.1 Recording audio

Audio can be recorded directly to the computer with a microphone or a minidisk player.

Audio connections need to be made through the sound card on the back of the computer.

- If you are using a **minidisk player**:
 - Plug the end of the cable into the blue jack on the sound card, "line input." Plug the other end into the minidisc headphone jack. Turn the volume on the minidisc player all the way up.
 - Bring up the Windows volume mixer by double-clicking the speaker icon on the lower right corner of the screen. Go to *Options>Properties*, and select *Adjust Volume For: Recording*. Make sure that the "line in" box is checked, and then click "OK". This step is often a source of errors because users forget to do that!!!
 - From the Mixer window, make sure that the "select" box for Line In is checked. Make sure the volume is turned up.
- If you are using a **microphone**:
 - Make sure your mic has a 1/8 connector. Otherwise, use the necessary adapter. Make sure the speakers are turned off, or that you are just using headphones. Otherwise, you will get feedback.
 - Bring up the Windows volume mixer by double-clicking the speaker icon on the lower right corner of the screen. Go to *Options>Properties* and select *Adjust Volume For: Recording*. Make sure that the "microphone" box is checked, and then click "OK"
 - From the Mixer window, make sure that the "select" box for Microphone is checked. Make sure the volume is turned up!

Launch your audio software, and start recording...

1.2 Digitalizing audio

Audio can also be:

- imported from S/VHS or DV in a video editing software (like Adobe Premiere) and exported as an audio file
- transferred from LP of cassette tape
- ripped from CD

This can be done with audio processing software, like **Adobe Audition**, inside which the sound can be edited.

With Audition you can:

- Open, create and save audio files;
- Display a waveform window of an audio file and apply zooming;

- Play an audio file or any part of it;
- Record new audio file from a microphone or another input device;
- Improve the quality of cassette or vinyl records (with a click and crackle filter for cleaning vinyl records, a noise filter for cassette-tape recordings...)
- Visually edit an audio file (Cut, Copy, Delete Silence, Paste, Paste From File, Mix...);
- Apply different effects (Amplify, Delay, Equalizer, Fade, Flanger, Invert, Normalize, Reverse, Multi Tap Delay, Silence, Stretch, Vibrato, Echo, Chorus...);
- Apply different filters to the selected part of an audio file (Ban Pass Filter, High Pass Filter, High Shelf Filter, Low Pass Filter, Low Shelf Filter, Notch Filter).
- Insert noise or silence in an audio file;
- Convert an audio file from one format to another;
- Compress an audio file;
- ...

See the tutorial underneath to learn how to edit with Adobe Audition:

<http://learninggame.inforef.be/tutoriaux/audition.html>

2. How to create sounds of synthesis

2.1 Introduction: the Sounds Synthesis

The sounds synthesis is a set of techniques allowing to generate and to create some sounds.

For the video games and for the virtual reality domain, the sounds synthesis allows making a virtual environment more real. In fact, the user can interact with its own environment and these interactions are attended by sounds to make them more interactive.

This creation of the sounds synthesis requires a little experiment because the possibilities offered by the software are large and some knowledge in the audio domain is required.

But, the interface of these software are more and more simple. Thus, it's possible for an amateur to create sounds.

2.2 Creation of sounds of synthesis with Orion

For this example, we'll use the synapse software called "**Orion pro**".

When we first open it, Orion offers an example of a sound creation to show its interface.

This interface is made up of several windows which are as many tools different used for the creation of sounds. Some of these windows are essential whereas others are more optional. You can display or mask these windows by clicking on the "windows" menu, at the top of the screen.

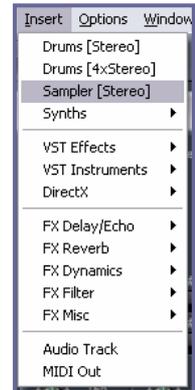
In this example, we'll work with the main window, the "Song Playlist" window.



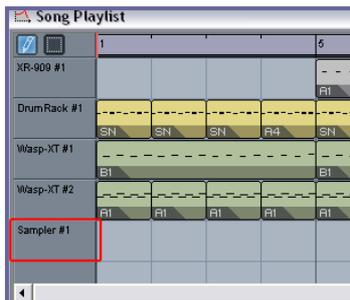


In this window, each line represents an instrument and each column represents a sound of synthesis created beforehand.

The whole composes your melody of synthesis made up of several sounds and instruments.



To add a line, thus a new sound, use the « insert » menu and choose which sound/instrument you want.



The software adds automatically a new line and opens a window for this instrument.

In the "Song Playlist" window, click on the first box of your new line, Orion will add then a new sound called A1.



Go now in the window of this instrument. At the top of this window, select the A1



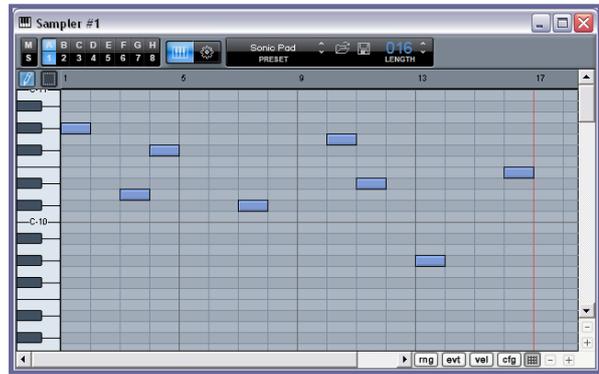
reference (a). After that click on the "fingerboard" button to compose your sound. (b)

Add some notes by clicking where your want.

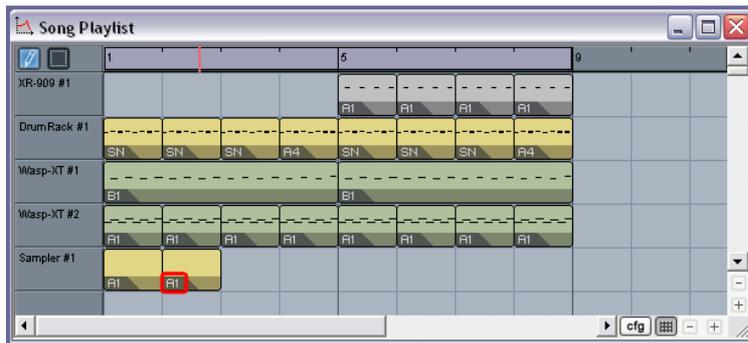
To delete a note, make a right-click on it.

In order to help you in your composition, you can play your piece by clicking on the "play" button.

Once you are satisfied, return to the default display by clicking again on the "fingerboard" button.



To add another sound of the same instrument (in the same line) click on the second blank box. By default, Orion adds the sound A1. To select another sound, click on the name of this box (A1) and select another reference (Here, select the A2)



To edit the A2 sounds proceed like for the A1 sound.

You can so edit 68 sounds for

each instrument. (From A1 to H8)

Once you have created your various sounds you can use the "Mixer" windows to improve your composition.

When you are satisfied with your final result, save your project and export it to a .mp3 or .midi sound by clicking on the "file" menu.

You can then use your sound of synthesis in other applications.