

Working with Dialogue & Voice in Logic Pro X

1. Viewing Projects & UI Setup

- Introduction
- Viewing Project Files
- Opening the Start Project
- Enabling Advanced Settings

2. Configuring a Podcast Recording

- Checking Recording Settings
- Configuring Track Recording
- Choosing an Input
- Viewing Record Settings
- Configuring Overlapping Recordings

3. Recording a Voice Track

- Reviewing Recording Notes
- Monitoring the Recording
- Recording the Sponsor ID
- Recording Another Take
- Reviewing Takes

4. Recording the Podcast Intro

- Changing the Region Name
- Editing the Marker Duration
- Adding Theme Music
- Why Record with Music
- Viewing Timecode
- Recording the Intro

5. Recording the Podcast Interview

- How the Interview was Recorded
- Reviewing the Podcast Workflow
- Best Practices for Long Interviews

6. Recording Multi-Take Vocals - Part 1

- Opening the Project

- Reviewing the Score
- Breaking Down the Melody
- Reviewing Project Notes
- Showing the Score
- Vocalist Recording Workflow
- Preparing for the Vocalist

7. Recording Multi-Take Vocals - Part 2

- Creating a Vocal Track
- Renaming the Track
- Recording the Track
- Enabling Cycle Recording
- Monitor Mirroring for the Vocalist
- Checking Record Settings
- The Vocal Recording Session
- Reviewing the Final Recording Project
- Playing Back the Raw Version

8. Recording ADR - Part 1

- Opening the Project
- Reviewing the Cut
- Final Cut Pro X Setup
- Adding a Film "Punch"
- Adding Chapter Markers
- Reviewing the Notepad

9. Recording ADR - Part 2

- Customizing the Control Bar
- Reviewing the Task
- Creating an ADR Recording Track
- Choosing an Input Source
- Creating a Cycle Region
- Recording the Takes
- Punch-in Recording
- Recording an Alternate Take
- Using Record/Record Repeat
- Replacing a Word
- Minding the Playhead Location
- Why Word Punch-ins are Useful

10. Retiming Voiceover - Part 1

- Why Retime Voiceover
- Viewing the Projects
- Opening the Movie Template

11. Retiming Voiceover - Part 2

- Reviewing the PSA
- Identifying the Timing Issue
- Using Flex Tool
- Adding an End Marker
- Enabling Flex
- Choosing a Flex Mode
- Choosing a Monophonic Mode

12. Retiming Voiceover - Part 3

- Identifying the Problem
- Trimming the Region
- Trimming to the Zero Crossing
- Adjusting the Timing
- Combining Regions
- Choosing an Overlap Option
- Joining Regions
- Viewing the Media
- Replacing a Word
- Using the Scissors Tool
- Activating the Secondary Tools

13. Editing a Podcast Interview - Part 1

- Reviewing the Project Workflow
- Reviewing the Notepad
- Reviewing the Editing Tools
- Creating "Keeper" Tracks
- Why Keeper Phrases are Important

14. Editing a Podcast Interview - Part 2

- Trimming Tracks to Maintain Sync
- Listening for Dead Space
- Using the Marquee Tool
- Removing Gaps

- Shuffle Left
- Delete and Move
- Creating a Keyboard Shortcut

15. Editing a Podcast Interview - Part 3

- Speeding up Your Workflow
- Variable Speed Playback
- Setting the Display to Timecode
- Grabbing a Keeper Phrase
- Splitting a Region
- Selecting All Regions
- Fast Voiceover Cleanup

16. Editing Multi-Take Vocals - Part 1

- Reviewing the 3C's
- Reviewing the To Do List
- Checking for Open Mics
- Adding a Natural Vocal Preset to Dry Vocals
- Choosing the Best Take
- Listening to the Take with Additional Music
- Combining Multiple Takes
- Using the Comp Swiping Tool
- Working with Different Comp Modes
- Swiping a Take
- Choosing a Different Section of the Take

17. Editing Multi-Take Vocals - Part 2

- Reviewing the Comp
- Limitations of Swipe Mode
- Creating a Cut
- Extending a Container in Swipe Mode
- Extending the Take Inside the Comp
- Switching the Edit Mode
- Adding Silence to the Comp
- Editing a Comp with the Marquee Tool

18. Editing Multi-Take Vocals - Part 3

- Opening Your Comp in the Editor
- Enabling Flex Pitch
- Reviewing the Vocal Pattern

- Selecting a Note in the Editor
- Changing a Vocals Note
- Adjusting Fine Pitch
- Adjusting Pitch Drift
- Adjusting Gain
- Adjusting Fine Pitch
- Adjusting Vibrato
- Set Perfect Pitch
- Fixing the Vibrato's Pitch
- Pitch Drift
- Formant Shift
- Organizing the Vocal Tracks

19. Editing Interview Audio

- Replacing Audio
- Opening a Region in a Floating Editor
- Playing Past the Region
- Duplicating the Region
- Extending the Region in the Editor
- Keeping Sync
- Isolating the Bad Audio
- Editing the Replacement Audio
- Comparing Audio Length
- Cutting Out Repeated Words

20. Editing Mixed Audio with One Mic - Part 1

- Opening a Movie In Logic Pro X
- Reviewing the Dual Audio Track
- Mono Vs Stereo
- Volume Differences

21. Editing Mixed Audio with One Mic - Part 2

- Adding a Marker
- Making Cuts Across the Marker
- Labeling the Markers
- Choosing Colors for the Different Markers
- Navigating Between Markers
- Using Markers & the Cycle Area Together

22. Editing Mixed Audio with One Mic - Part 3

- Bouncing the Track in Place
- Changing the Track Channel Mode
- Changing the Track Output to Mono
- Bouncing from the Mono Output Channel
- Adding the New Mono File to the Tracks
- Playing the Mono Track in Two Speakers
- Bouncing the Mono Track Back to Stereo

23. Editing Mixed Audio with One Mic - Part 4

- Cleaning up the Project
- Renaming the Track
- Duplicating the Mono Audio to Other Tracks
- Creating Tracks
- Adding Custom Images to the Tracks
- Matching Track Colors to Corresponding Markers
- Cutting Multiple Tracks at Once
- Deleting Audio Sections According to Their Track (Checkerboarding)
- Overlapping Cuts

24. Enhancing Vocals with Sound Design - Part 1

- Getting Familiar with the Project
- Reviewing the Notes
- Adding Breathing Effects to the PSA
- Creating New Tracks
- Strip Silence
- Duplicating the Breathing Effect
- Timing the First Breathing Effect
- Using the Fade Tool
- Using Flex Pitch
- Adjusting Formants in the Inspector
- What are Formants?
- Adjusting Formants in the Timeline
- Adjusting Formant Shift
- Condensing with Flex Stretch
- Using the Video as a Placement Guide

25. Enhancing Vocals with Sound Design - Part 2

- Using Automation to Lower the Volume

- Adjusting Fade Timing
- Working on the Last Breathing Effect
- Using the Pick Up Clock Tool
- Raising the Formants
- Adding Music to the PSA
- Reviewing the PSA with Music & Effects
- Lowering the Music
- Adjusting Effect Timing
- Creating a Track Stack
- Working with a Summing Stack
- Adding a Speed Fade

26. Normalizing Voice Tracks

- Using Normalize in the Editor
- Extending Multiple Regions at Once
- Joining Tracks
- Lowering Audio Peaks Before Normalizing
- Adjusting the Overlapping Audio

27. Compressing Voice Tracks - Part 1

- Adding a Compressor to a Track
- Understanding the Compressor Threshold
- Viewing the Compression Graph
- Setting the Ratio
- Working with the Compression Gain
- Compression Knee
- Compression Attack
- Compression Release
- Setting the Limiter
- Bouncing the Compressed File

28. Compressing Voice Tracks - Part 2

- Applying Compression to Abba's Track
- Applying Compression to Steve's Track
- Creating a Track Stack

29. Improving the Voice with Effects

- Improving the Voice with Effects
- Reviewing the Different Effects
- Applying a Noise Gate

- Recognizing Mic Bleed
- What a Noise Gate Does
- Adjusting the Noise Gate Threshold
- Understanding Your Effects Chain
- Strip Silence
- Using a DeEsser
- Adjusting the Detector Frequency
- Changing the Monitor Mode
- Adjusting the Suppressor Frequency
- Adjusting the Sensitivity
- Using the Strength Parameter
- Pitch Shifter
- What is Cents?

30. Mixing & Bouncing a Podcast

- Setting the End of Project
- Bouncing the Edited Tracks
- Output Settings
- Finalizing the Podcast
- Finishing Notes
- Verifying Compressor Settings
- Automating Music Volume
- Attenuating Music with EQ
- Enhancing Specific Song Elements
- Applying the Final Fade
- Outputting the Finished Master
- Using the Broadcast Ready Effect
- Setting the End of Project Marker
- Bouncing the Finished Project
- Final Output Settings

31. Mixing D, M, & E Stems

- Working with Stems
- Attenuating Music with the EQ
- Analyzing Audio Conflicts
- Sweeping the Music

32. Adding Reverb & Bus Mixing

- Cleaning Up & Joining Regions
- Considerations for Applying Reverb
- Analyzing Track Reverb

- Creating a Reverb Effect
- Using the Space Designer
- Using an Effect Bus
- Mixing Effects
- Using a Bus as a Track

33. Creating an Alternate Mix

- Comparing Alternate Versions
- Building Out a Chord
- Comparing Alternate Version #2
- Comparing Alternate Version #3
- Comparing Alternate Version #4

34. Applying Cross Fades En Masse

- Selecting Regions to Crossfade
- Modifying Multiple Regions
- Adjusting Fade Duration

35. Media Managing a Project

- Locating & Removing Excess Track Data
- Locating & Removing Unused Media
- Deleting Undo History
- Deleting Alternative Versions
- Deleting Unused Video Files

36. Removing Background Noise

- Isolating Sounds with the EQ
- Sweeping the Dialogue
- Working with a Second EQ
- Refining the Effect
- Adding a Noise Gate

37. Thicken Dialogue with Pitch Shifting

- Understanding Vocal Thickening
- Analyzing the Enhancing Elements
- Refining the Mix

38. Turning Vocals into a MIDI Instrument

- Previewing the Project

- Using the Vocal Warm Up
- Checking & Perfecting Pitch
- Determining Individual Notes
- Separating Notes
- Building the Midi Instrument
- Testing the Instrument

39. Outputting a Movie

- Outputting Your Project to a Movie
- Insuring the Playhead is at the Start
- Export Audio to Movie
- Choosing a Save Location
- Enabling or Disabling Embedded Audio Tracks
- Exporting the Dry Mix
- Choosing a Different Video Within Your Project
- Reviewing the Exported Movie
- Exporting the Dual Audio Project
- Choosing Video Export Options