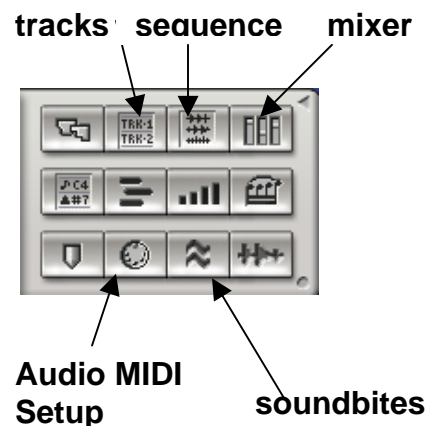


# Intro to Digital Performer 4

**Objective:** Learn the basics of capturing and editing audio into DP4

## Getting Started

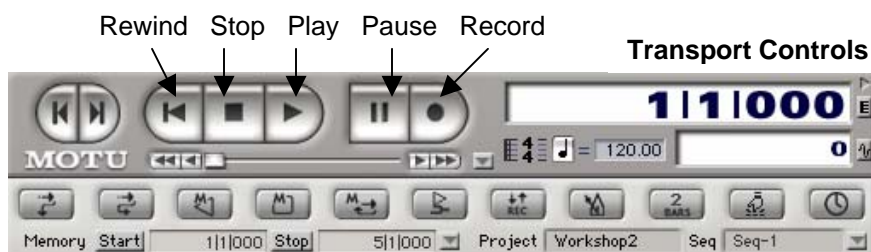
1. Launch DP4 from the Dock
2. DP assumes you want to open an existing Project.
3. To start a new project, cancel out of the Open window and go **File > New > Empty**
4. You can access most of DP4's windows from the Windows menu to the right of the transport controls



## Audio MIDI Setup

1. DP4 for OS X no longer needs FreeMIDI or OMS. It now uses OS X's built in Audio MIDI Manager. To access the Audio/MIDI Setup, select it from the Window Toolbar

**Note:** You shouldn't need to change anything here

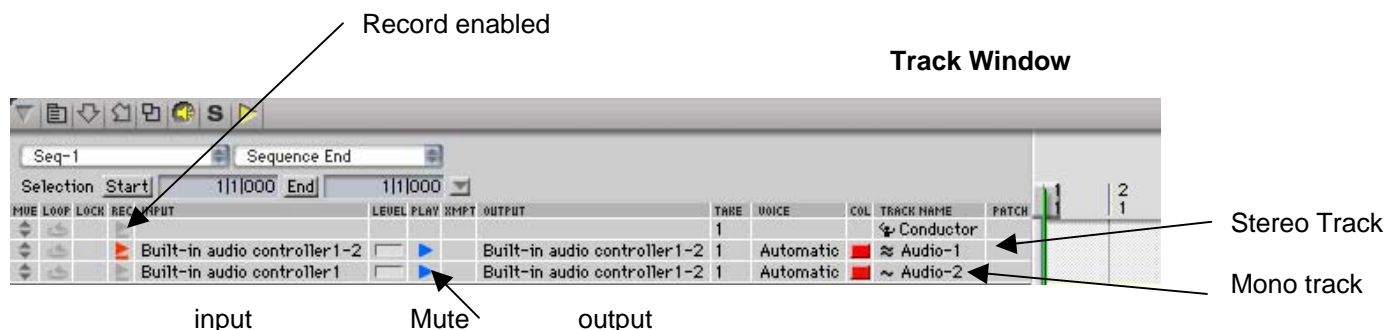


## Create new tracks

1. Open the Tracks window
  2. Create a new stereo audio track by selecting **Project > Add Track> Stereo Audio**
  3. Verify the correct Input and Output has been selected
- Alert:** if the Input/Output is in italics it will not work!

## Record Audio

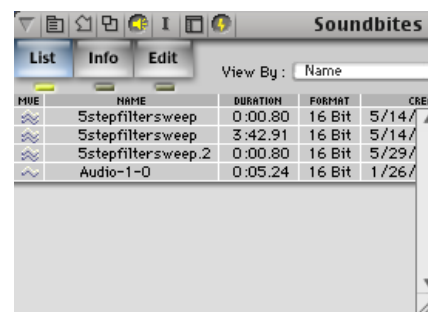
1. Put track into **Record Enable** mode (click the tiny triangle next to the input and it should turn orange)
2. Make sure your playback device or Mic is connected
3. Hit record on the transport controls of DP
4. Play back your audio or record into your mic
5. Make sure the recorded audio appears in your tracks window



## Intro to Digital Performer 4

### Edit Audio Clip

1. Open the Sound bites window and locate the audio file you just recorded
2. Double click on its Name to open the audio file in the Waveform Editor
3. you can drag the purple bars to set the **in** and **out** points for this soundbite

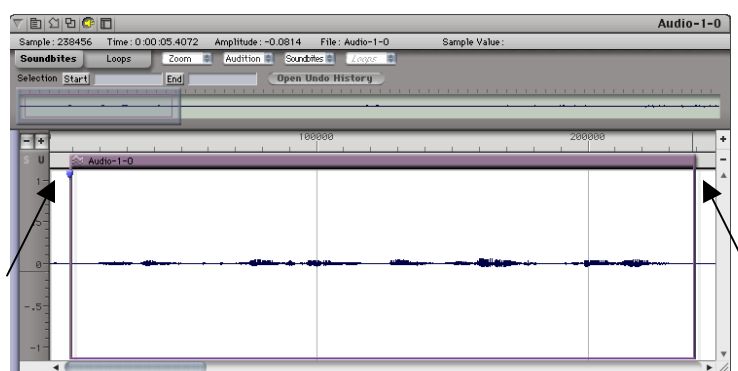


### Normalize Audio

Often audio levels are too quiet and need to be boosted. Normalizing will locate the highest peak in your audio track and proportionally boost everything so that peak is at 0 dB.

4. Highlight your waveform in the waveform editor
5. Select **Audio > Normalize** from the top menu

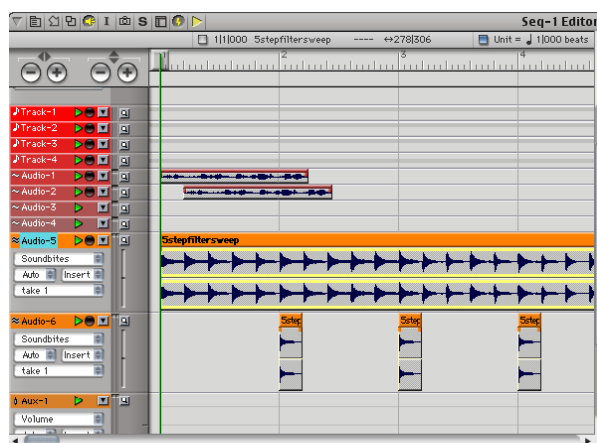
### Waveform editor



### Working with Audio Sequences

#### The Sequence Editor

1. Drag and drop soundbites onto various track in your sequence to arrange
2. Create new stereo or mono tracks as needed using **Project > Add Tracks**
3. Highlight regions of audio and use Copy and Paste to repeat sections
4. **Time Stretch** audio clips by dragging the edge of a sound bite with the hand tool. To get the hand tool position the cursor over the edge of the colored title bar.
5. **Create fade-ins and fade-outs** by dragging your cursor over the beginning and ending of clips. Note the cursor changes to indicate it's doing a fade.
6. **Edge-Edit Soundbites** each soundbite represents a portion of audio from its parent audio file. By dragging the edge you can change its start and end point without altering the original audio file.



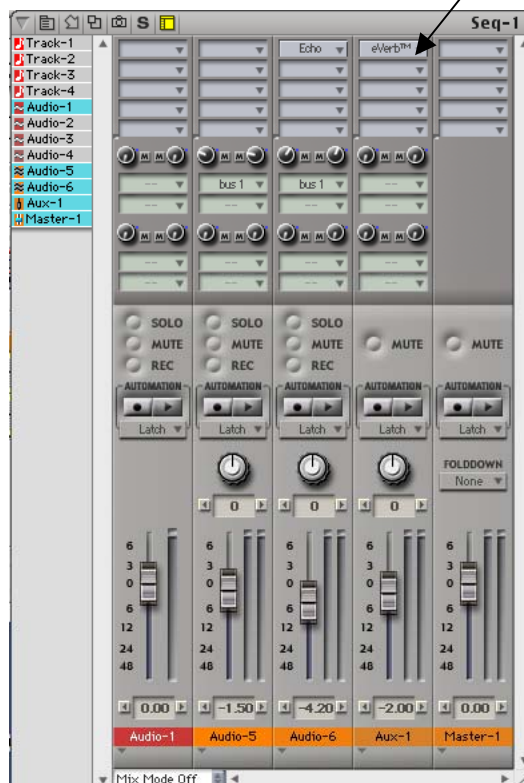
# Intro to Digital Performer 4

## The Mixer Window

1. Control the various levels of each track using the sliders
2. Control Left/Right Panning
3. Apply non-destructive effects to your tracks with inserts

Insert effects

Hide or make tracks visible



## Final Output

Once you are happy with your mix you'll need to export or "Bounce" is down to a single stereo AIFF file. To do this:

1. Set your mix levels, effects, etc. The final outputted file will sound exactly as you hear it now.
2. Select all of your tracks CMD-A
3. Choose **Audio > Bounce to Disk**  
Make sure it's set to  
Channels: Split Stereo  
Import: Add to Soundbites Window
4. Click OK
5. Open up your Soundbites Window and you should now see your new Mix file
6. Select it and from the Soundbites MiniMenu choose **Export Selected Bites**
7. Name your file, set the Format to AIFF and choose an appropriate destination.

