

Deck Tutorial: Spotting Audio to a QuickTime Movie

In this tutorial, you'll learn how to spot audio regions to a QuickTime movie. "Spotting" is the process of lining up an audio region so that it coincides with a certain frame of a movie, such as putting the sound of an explosion at the frame on which the explosion occurs. When adding sound effects or voice-covers to a movie, it's important that the synchronization between the movie and the audio be exact. This is accomplished by spotting individual sounds to their respective locations in the movie.

You'll follow four main steps to spot audio to a QuickTime movie:

1. Import the QuickTime movie into Deck.
2. Select an audio region.
3. Scrub to the correct location in the movie.
4. Place the audio region at the correct location.

This tutorial assumes you've already prepared a session with the audio that you wish to use. If you need help recording audio into a new session, see the first Deck tutorial, "Recording in Deck".

For more information about using Deck with QuickTime movies, see chapter 7 in your Deck manual.

About QuickTime

To work with QuickTime movies in Deck, you must have Apple's QuickTime software installed. QuickTime is included with current versions of the MacOS, and can also be downloaded free at:

<http://www.apple.com/quicktime/>

Spotting Audio Regions to a QuickTime Movie

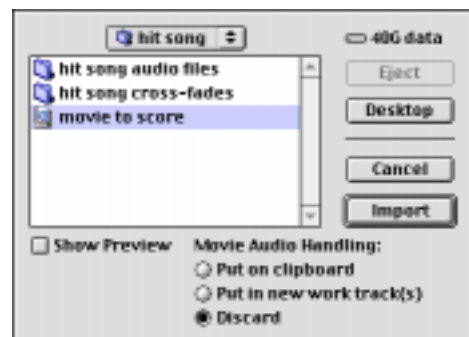
To spot an audio region to a QuickTime movie:

1. Launch Deck, and open the session you wish to work with.

Import the QuickTime movie into Deck

2. In Deck, choose QuickTime > Import Movie.

An import dialog appears.



3. Choose the movie you want to import, and select the Audio Handling option that you prefer.

For more information about these options, see chapter 6 in your Deck manual. If you're unsure which audio handling option to select, choose "Put in new work track(s)."

4. Click Import.

The QuickTime movie window opens, and the first frame of the movie is shown.



- If you want the movie to begin anywhere other than the beginning of the session, choose QuickTime > Set Offset and enter the starting time for the movie.

Select an audio region

- In the Tracks window, make a selection. The selection can include any number of audio regions.



The selection you make here will be spotted to the point in the movie that you choose in the next. For example, if you're spotting the sound of an explosion to its corresponding video, select the explosion sound here.

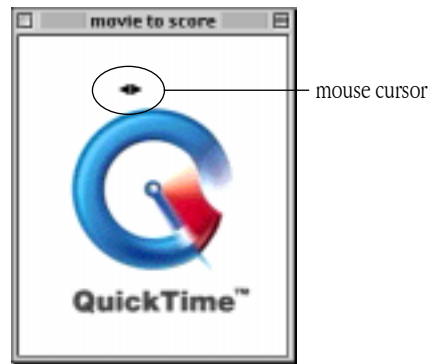
Scrub to the correct location

- Select (check) QuickTime > Chase Positioning.



When this option is checked, the QuickTime movie and the audio in your session will play in sync.

- Click and hold in the QuickTime Movie window. The mouse cursor turns into two arrows.



- Drag to the left or the right to scrub through the movie, frame by frame. In our example, scrub to the beginning of the explosion.

Place the audio

- When you reach the frame where the audio region should begin, release the mouse button.

The audio region is moved.



You can also drag the selection to the left or right in the Tracks window to move it. As you drag, the QuickTime movie scrubs to the frame that is shown at the region's start point.

For more information about scrubbing QuickTime movies, see chapter 6 in your Deck manual.

Conclusion

Congratulations! You can now record audio, automate a mix, and spot audio to a QuickTime movie in Deck. Refer to your Deck manual for in-depth descriptions of any of the features or commands described in these tutorials.
