**WORKING WITH VIDEO IN GARAGEBAND**

Prepare

1. View the Superman Movie file on your desktop. Mute the volume while watching it.
2. Using the Event List Worksheet file, complete the Event Description and Time columns (describing the video shots that need sound and their times). You will complete the Sound Used column later.

Procedure

1. Open the Superman SFX Template.band file located on your desktop. This is a Garageband file with the Superman movie already imported.
2. Open the Movie Preview window by clicking on the small preview window in the Movie track. (You can resize the Movie Preview window and drag it anywhere on the screen.)
3. Click on the Loop Browser and select the FX category.
4. Browse the various sound effects available and select one sound for each event you listed on the Event List Worksheet. (Suggestion: Traffic Helicopter). Write the name of the sound effect on the worksheet.
5. Drag the sound you selected for the first event into the gray area below the Movie track. GarageBand will create a new track for the sound effect.
6. Play the file. The sound should synchronize well with the video for the start of the Robot Flying event – but it probably lasts too long.
7. Drag the play head to the left and right until you find the exact ending of the Robot Flying event. (Drag the zoom slider to the right to zoom in. This allows you to move the play head in smaller increments.)
8. Place your cursor in the lower right corner of the Traffic Helicopter region and trim the sound effect back to the red line of the play head.
9. Drag the sound you selected for the second event into the gray area to create another new track. (Suggestion: Tennis Serve for the Police Shooting event.)
10. Drag the play head to the left and right until you find the exact beginning of the Police Shooting event.
11. Drag the Tennis Serve region so it lines up exactly with the red line of the play head.
12. Play the file. The sound should synchronize well with the video for the start of the Police Shooting event – but it is probably too short.
13. Trim the Tennis Serve region shorter.
14. Drag the play head to the exact ending of the Police Shooting event.
15. Place your cursor in the upper right corner of the Tennis Serve region to display the Loop tool.
16. Click and drag your cursor to the right and stop at the red line of the play head.

To create a more realistic soundtrack, try layering your sound effects. For example, try adding Siren Sound Effect 02 to a new track below Tennis Serve. This provides a police siren sound (background sound effect) along with the shooting sound (hard sound effect).

1. Continue adding additional sound effects for every event. Remember to use the play head line as a guide for the beginning and ending of each event. Use the Track Editor window to see a more detailed view of the sound wave to line things up.
2. Listen to the finished file and adjust the volume of each track appropriately. Sounds in the background should be softer than sounds in the foreground.
3. Listen to the file again and adjust the panning of each track appropriately. If a sound occurs on the left side of the video, pan it to the left. If a sound occurs on the right side of the video, pan it to the right.
4. Add volume automation. For example, for Robot Flying, it would be cool to have the volume slowly increase as the robot gets closer.
5. Add panning automation. For example, for Police Shooting, the guns move from right to left as they follow the robot flying, and it would be ideal to also pan the audio right to left for this event.
6. Play the file and evaluate the final product.
	1. Is there a sound for every event?
	2. Are all sounds in perfect synchronization with all visual events?
	3. Did you set the volume for each sound effect appropriately?
	4. Did you pan the sound effects appropriately?
	5. Did you use the volume and panning automation to bring life to your mix?
7. Share this assignment to your desktop folder.