

# AQA A level: editing audio and MIDI tracks

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Editing is a massive topic, but below are some typical methods of adjusting data that will be helpful to those either totally or relatively new to technology-based recording.

Once the data is recorded into Cubase, you can edit it in any number of ways. Reference books tend to identify sections within a recording as 'events': these can be deleted, moved, muted, copied; the volume can be adjusted up or down; additional tracks can be merged into existing ones.

To identify and work on a specific event, you might find it helpful to enlarge it on your screen by using the zoom control: this is shown as a magnifying glass icon.

Examples of editing/manipulating would be:

- 1. To delete an event** – isolate the event to be deleted and simply click on the 'erase' tool located in the project-window toolbar.
- 2. To move an event** – you can select any event and then move it to another location, simply using a 'drag and drop' technique: grab the event with your cursor, move it to its new location and drop it into place.
- 3. To mute an event** – select the 'mute' tool from the project-window toolbar and then the event you wish to mute. This will leave the event in the recording but inaudible. It is useful on those occasions when you want to listen to a section with and without an event included to help you decide on the better sound.
- 4. To copy an event** – by using this tool, you can repeat sections of your recording, be they as small as a drum beat/effect (e.g. a rim shot), a riff or an entire phrase or chorus. From the project-window toolbar, choose the 'object selection' tool, select the event you wish to copy and then click 'edit' > 'copy'. Choose the place within the track's ruler where you wish to insert the event and then click 'edit' > 'paste'.

Other adjustments can be made within the **key editor**. This transforms the wave patterns into a grid pattern. The vertical axis shows pitch, the horizontal axis duration and, at the very bottom, is the 'controller display' which corresponds to the volume (or, as it is referred to within MIDI, the velocity) of each note. The length and vertical height of each note shows its duration and pitch. The height of the bars within the controller display reflects volume or velocity.

To open the key editor, select the event and then choose 'MIDI' > 'open key editor'. Editing is as in the main window. In addition:

- 1. To shorten or lengthen the duration of a note** – choose 'object selection' from the toolbar and place the cursor at the right-hand end of the note you wish to adjust. The cursor should become a double arrow. By clicking and holding the mouse

button, you can move the end of the note to the left or right, thereby shortening or lengthening it. When the adjustment is complete, release the mouse button.

- 2. To adjust the volume/velocity level** – choose the 'pencil' from the toolbar and place it at the top of the vertical indicator for the note whose volume/velocity you wish to adjust. Holding down the left-hand button of the mouse, click on this bar and drag it up or down to increase or decrease the volume/velocity. When the adjustment is complete, release the mouse button.