Podręcznik Debian Edu / Skolelinux Audacity

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1 Podręcznik Audacity

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<b>Tb''łb''umaczenie:</b>
2017, 2020 Stanisb''łb''aw Krukowski
2019 Damian Nadolski
2020 Piotrek Pastuszak
2020 Michal Biesiada
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To jest podręcznik dla programu audacity, opartego na wersji 1.2.4b-2.1+b1 z wydania Debian Edu Etch 3.0.

Wersja na http://wiki.debian.org/DebianEdu/Documentation/Manuals/Audacity to jest wiki. Jest ona często aktualizowana.

Tłumaczenia są częścią pakietu debian-edu-doc. Można go zainstalować na serwerze WWW. Pakiet ten dostępny jest online.

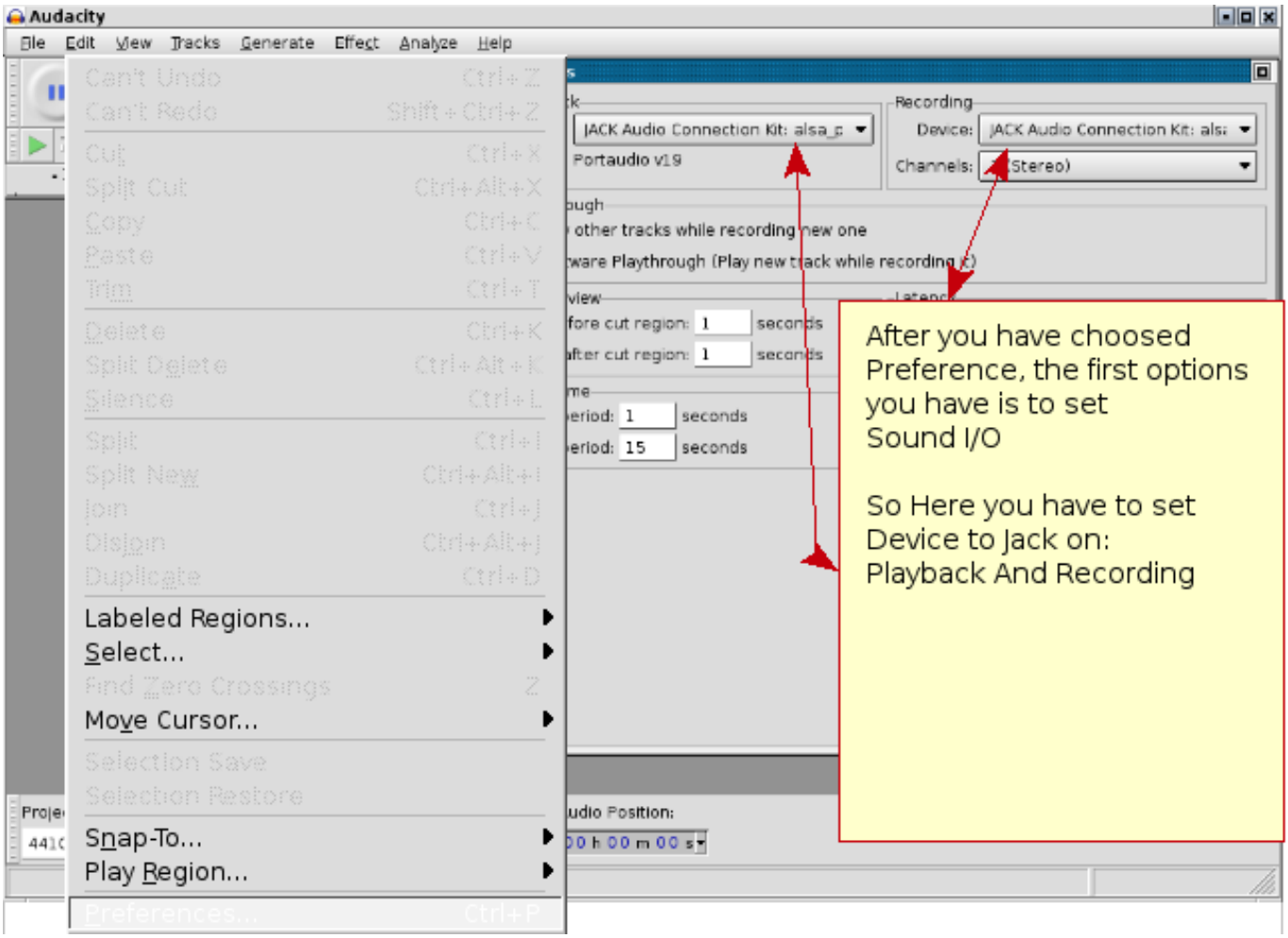
2 Zanim zaczniesz

Konfiguracja Audacity nie jest trudna, jeśli pamiętasz, aby ustawić go tak, aby używał JACK'a. Ma to umożliwić uruchomienie innego programu, który używa dźwięku w tym samym czasie. Przewodnik, jak ustawić JACK'a, aby działał płynnie, jest tutaj:

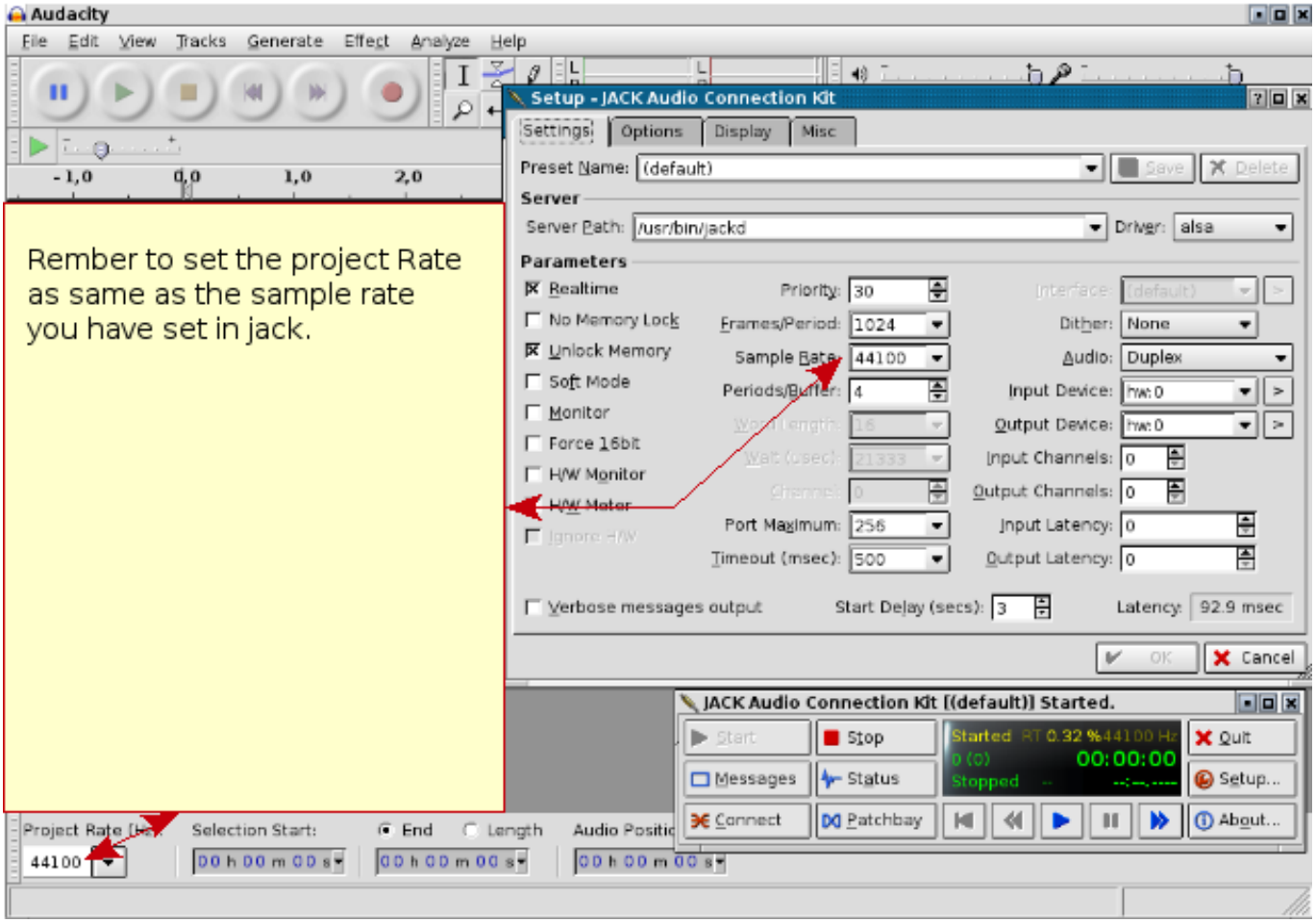
http://wiki.debian.org/DebianEdu/Documentation/Manuals/Rosegarden/Setup

Podczas tworzenia tej dokumentacji użyłem Audacity 1.3.3-Beta.

Aby ustawić Audacity, aby używał jack'a, musisz wejść w menu --> Edycja ---> Preferencje.



Następną rzeczą, o której trzeba pamiętać jest to, aby częstotliwość próbkowania projektu była taka sama, jak częstotliwość próbkowania, ustawiona w gnieździe (jack'u).



2.1 Wtyczki

Istnieje kilka wtyczek, które prawdopodobnie chciałbyś użyć:

** Wtyczki audio **
swh-plugins
mcp-plugins
terminatorx

fixme: użyj wtyczki audio, z którą masz doświadczenie

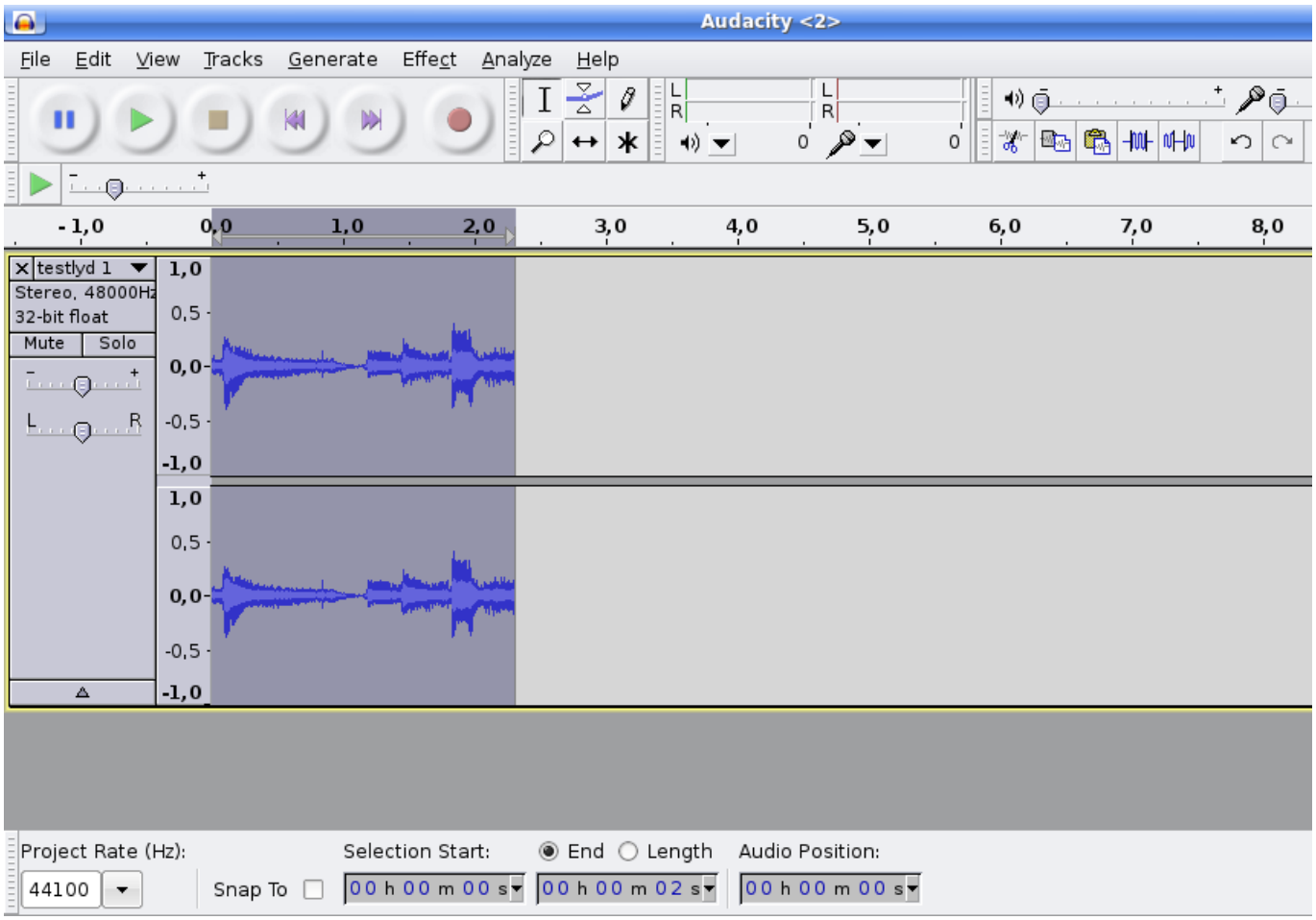
Teraz jesteś gotowy do rozpoczęcia nagrywania.

2.2 Gdzie znaleźć audacity

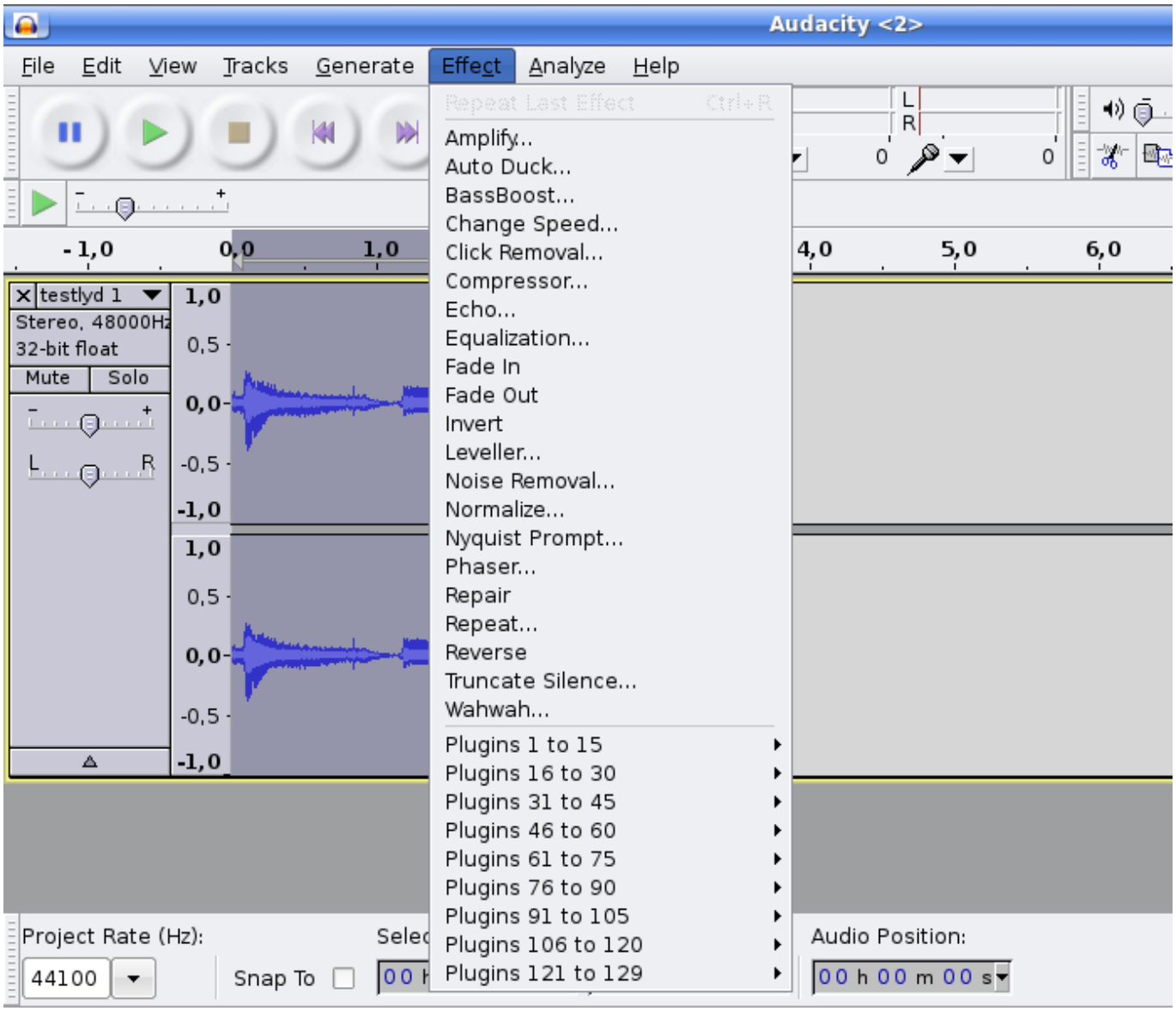
Audacity możesz w prosty sposób zainstalować za pomocą aptitude, możesz także spojrzeć na projekty tutaj http://audacity.sourceforge.net/

3 Wykonanie jakiegoś nagrania

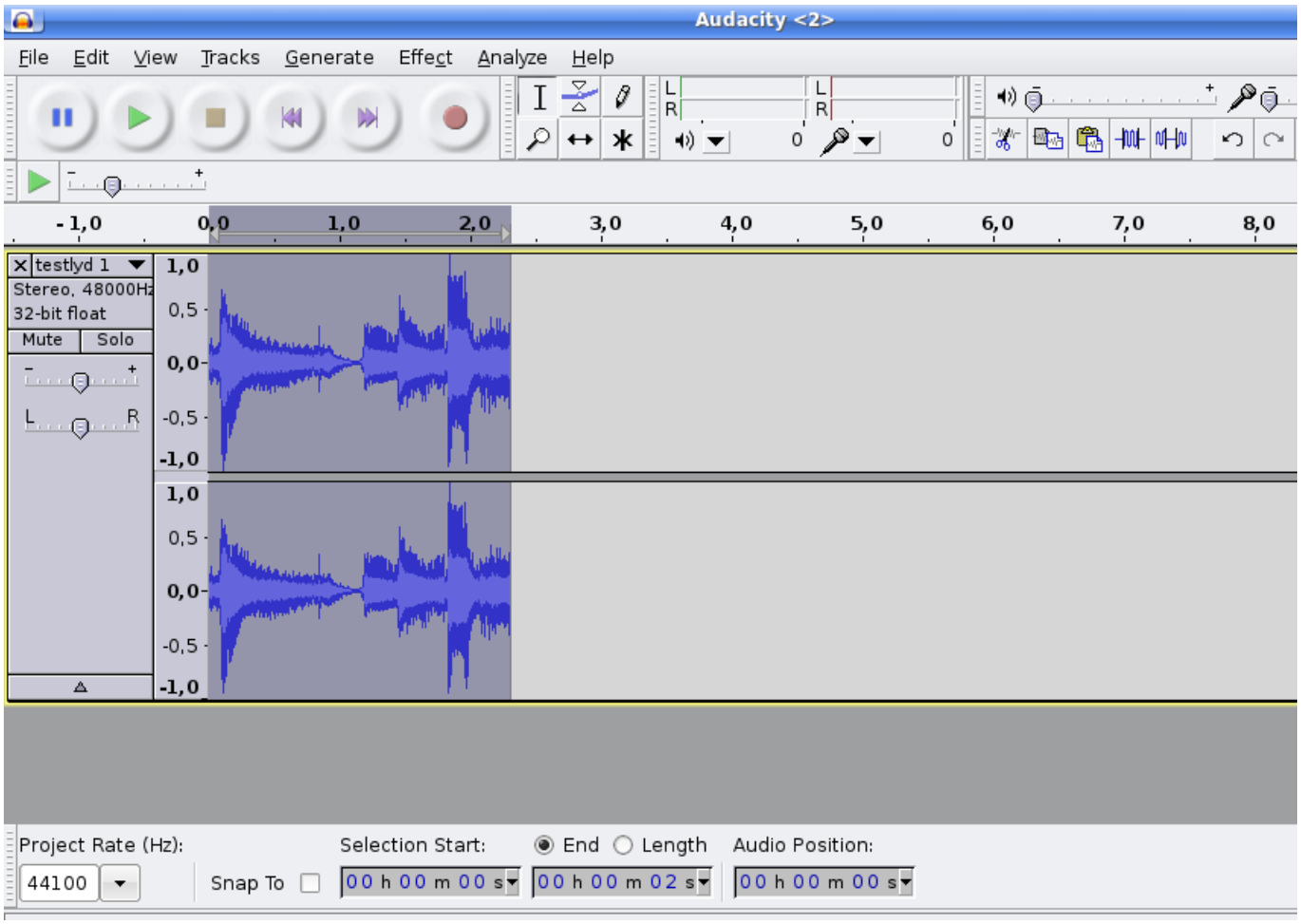
Pierwszą rzeczą, o której trzeba pamiętać podczas tworzenia nagrania, jest kwestia starannego ustawienia poziomu głośności; nie trzeba ustawiać nagrania zbyt głośno – lepiej ustawić poziom niższy niż wyższy.



A po nagraniu tego co chcesz, możesz znormalizować nagranie tak, aby program automatycznie ustawiał odpowiednią głośność na płycie, bez żadnego niebezpieczeństwa, że część dźwięku zostanie przesterowana.



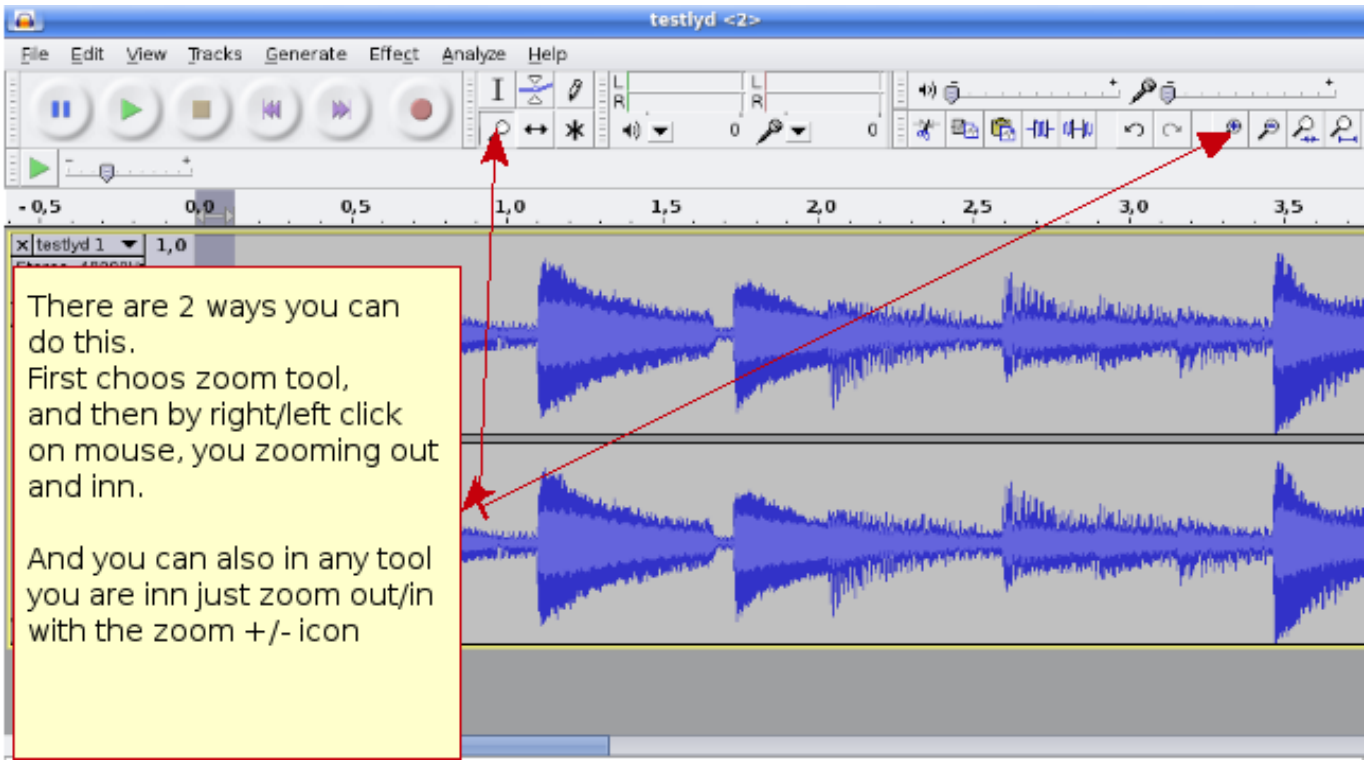
Gdy nagrany segment zostanie już znormalizowany, wygląda podobnie jak ten:



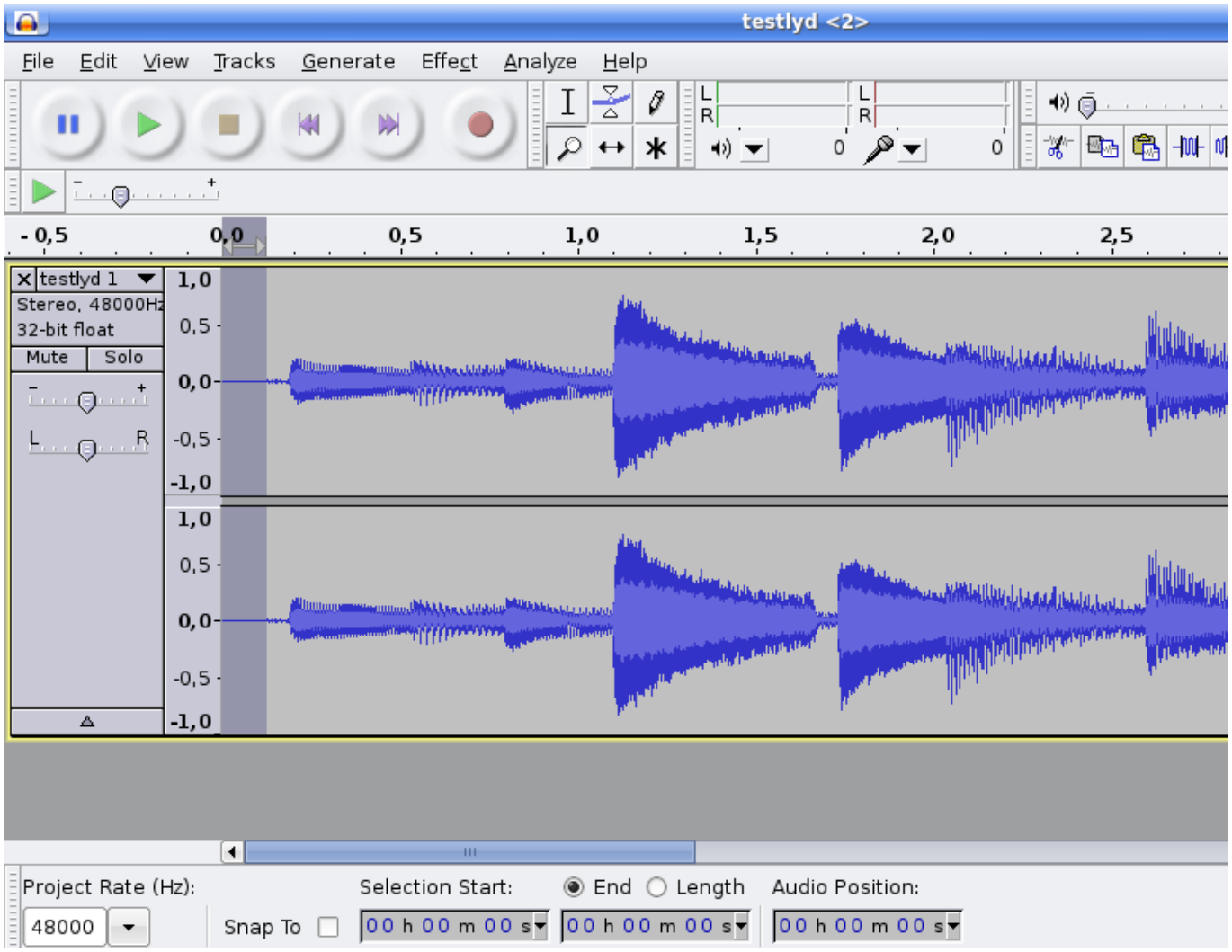
Teraz poziom głośności nagranego segmentu jest poprawny. Jest to lepszy sposób na upewnienie się, że wykonane nagranie nie jest przesterowane, a więc, początkowo trzeba zastosować ustawienia niskie (Low), a następnie pozwolić audacity na dostosowanie poziomu głośności we własnym zakresie.

Teraz chcemy usunąć z nagrania szumy, być może jakieś dodatkowe dźwięki z otoczenia, "wyłapane"przez mikrofon. A więc, po pierwsze, trzeba zrobić "profil szumu"tego, co chcemy usunąć z nagranego segmentu.

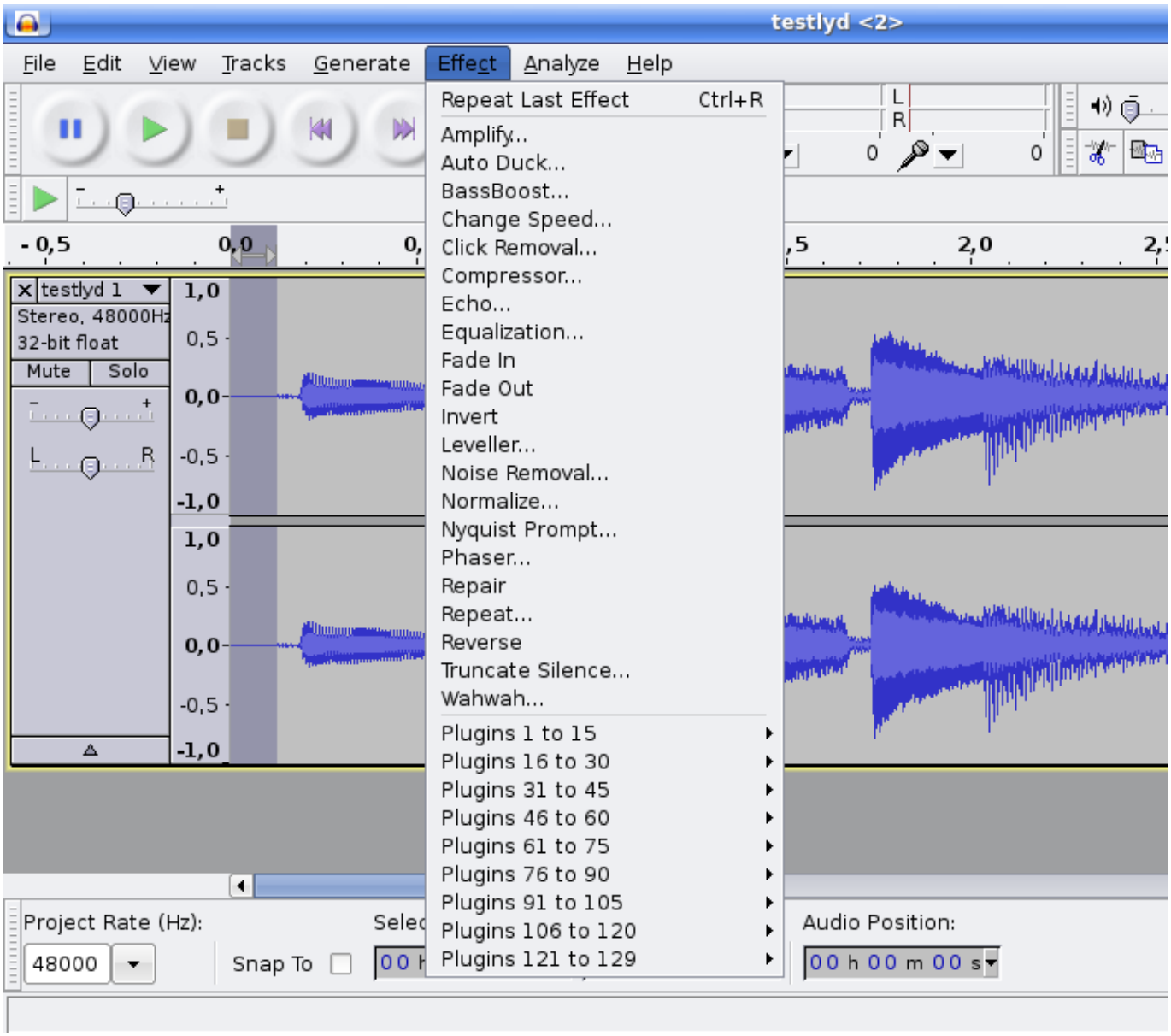
1. Po pierwsze, zrób powiększenie, aby wyraźnie zobaczyć nagranie.



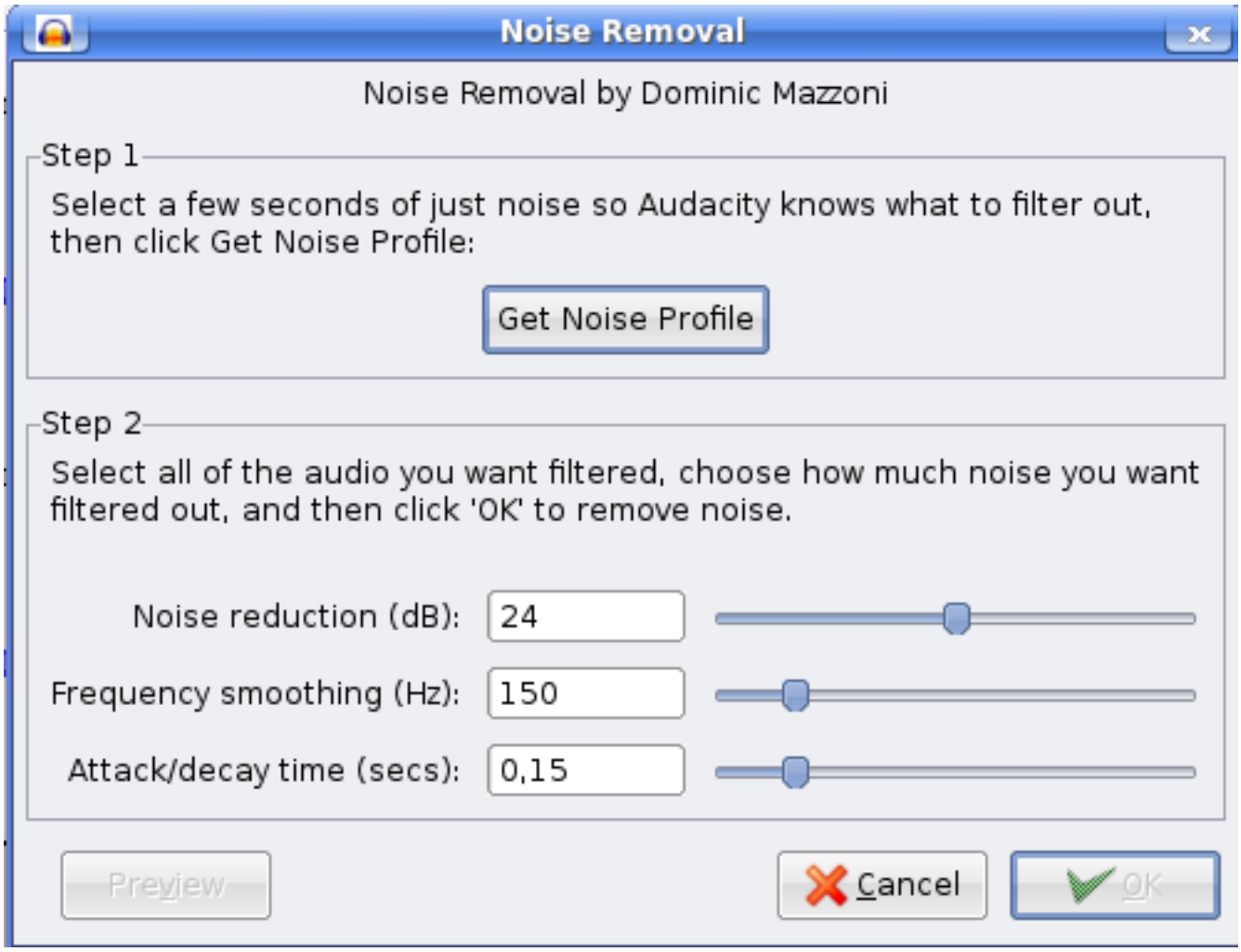
2. Następnie, zaznacz to, z czego chcesz zrobić profil. Kliknij lewym przyciskiem myszy i przytrzymaj nim na segmencie, a potem przeciągnij. W ten sposób zaznaczyłeś to, z czego chcesz zrobić profil.



3. Następnie, wybierz, że chcesz użyć opcję usuwania Szumu.



4. Teraz, Stwórz "profil szumu".



5. A teraz, wybierz całe nagranie klikając CTRL + A, i ponownie wybierz z menu 'usuwanie szumu', lecz tym razem naciśnij OK.

Następnie, jeśli chcesz dodać jakiś pogłos lub inne ulubione przez ciebie efekty, musisz przeszukać główne menu, dostępne po zainstalowaniu zalecanych wtyczek.

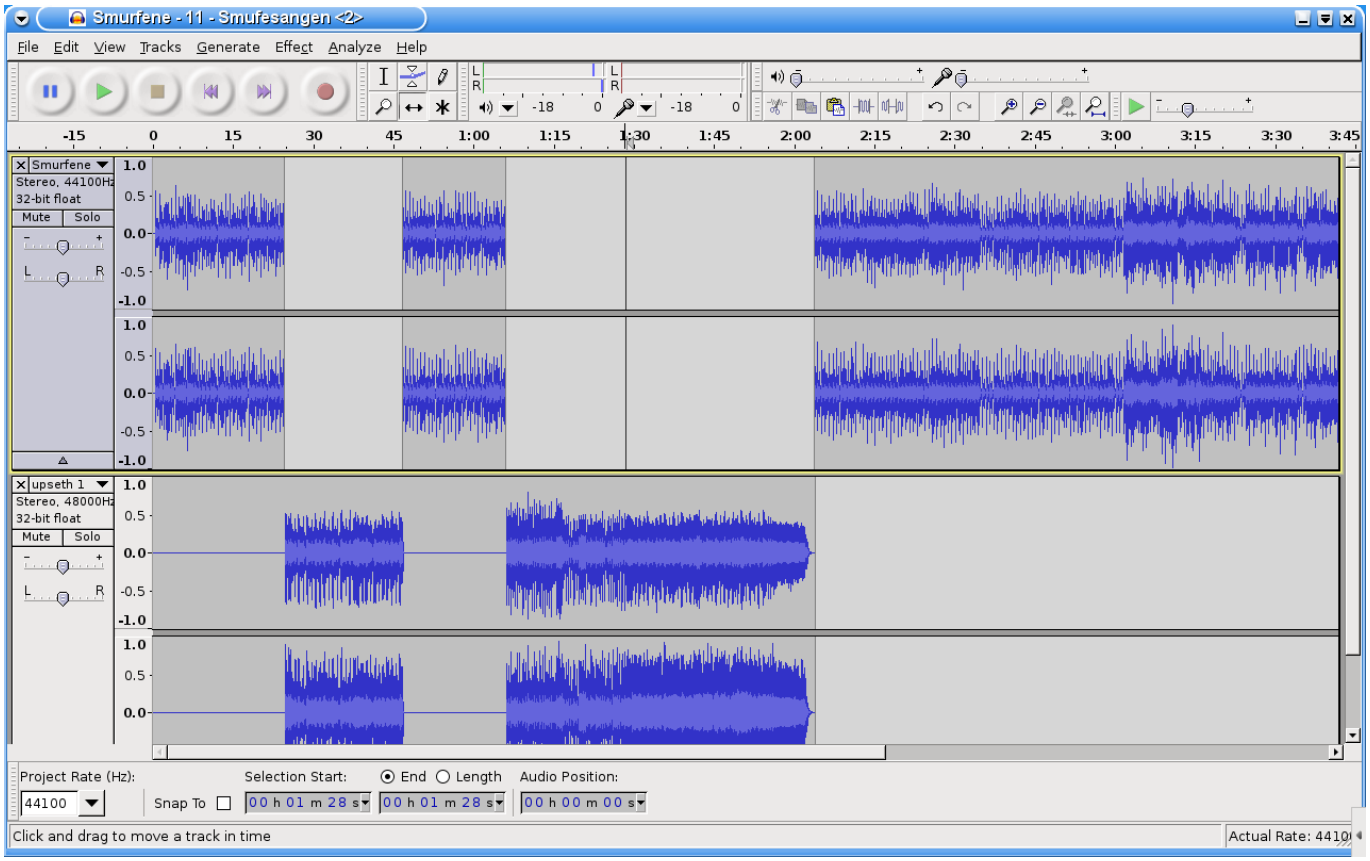
Jest wiele sposobów wyeksportowania twojego efektu końcowego. Możesz go wyeksportować jako WAV, AIFF, MP3, OGG, FLAC — po prostu wybierz eksport w menu plik.

4 Importowanie audio

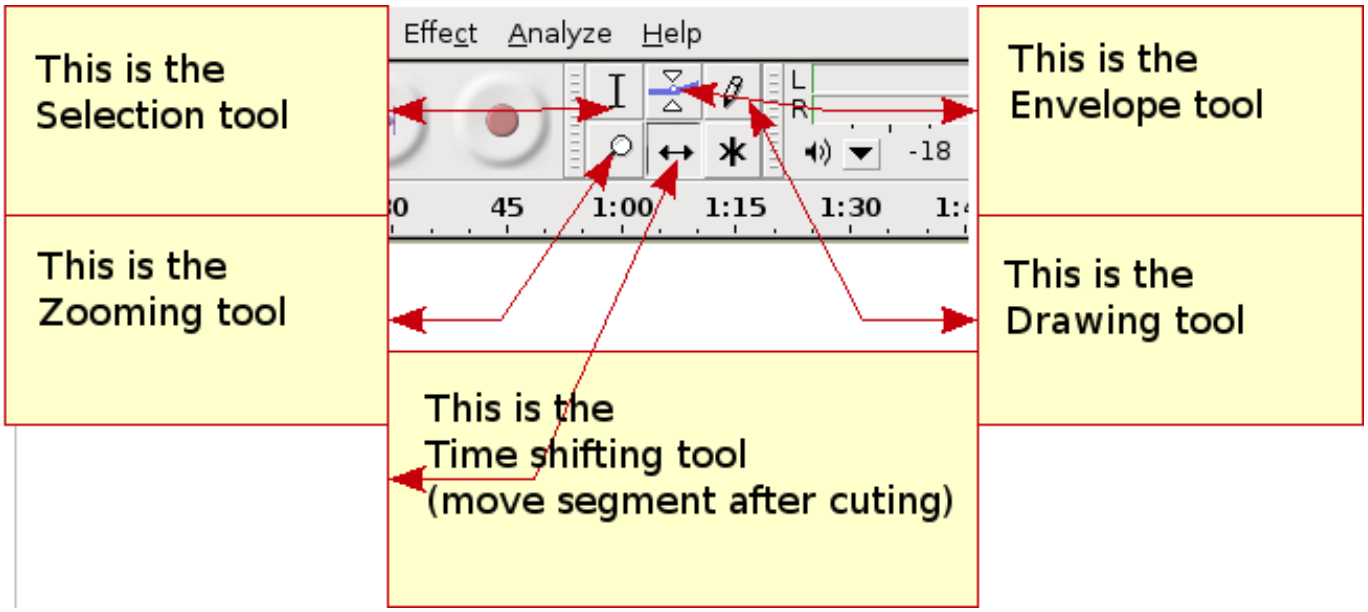
Za pomocą audacity można importować audio w różnych, regularnych postaciach, jako: Audio, MIDI, Etykiety i Dane surowe. Można też importować pliki bezpośrednio do projektu i miksować razem różne piosenki.

Przyjrzyjmy się temu w oparciu o przykład.

Po pierwsze, moja główna piosenka "smurfesangen", a następnie do miksowania można zaimportować kolejną piosenkę, po prostu wybierz w menu >> plik >> Import Audio, a wtedy nowe zaimportowane audio pojawi się pod twoim pierwszym audio; możliwość miksowania jest tutaj ogromna.



5 Sekcja Narzędzia

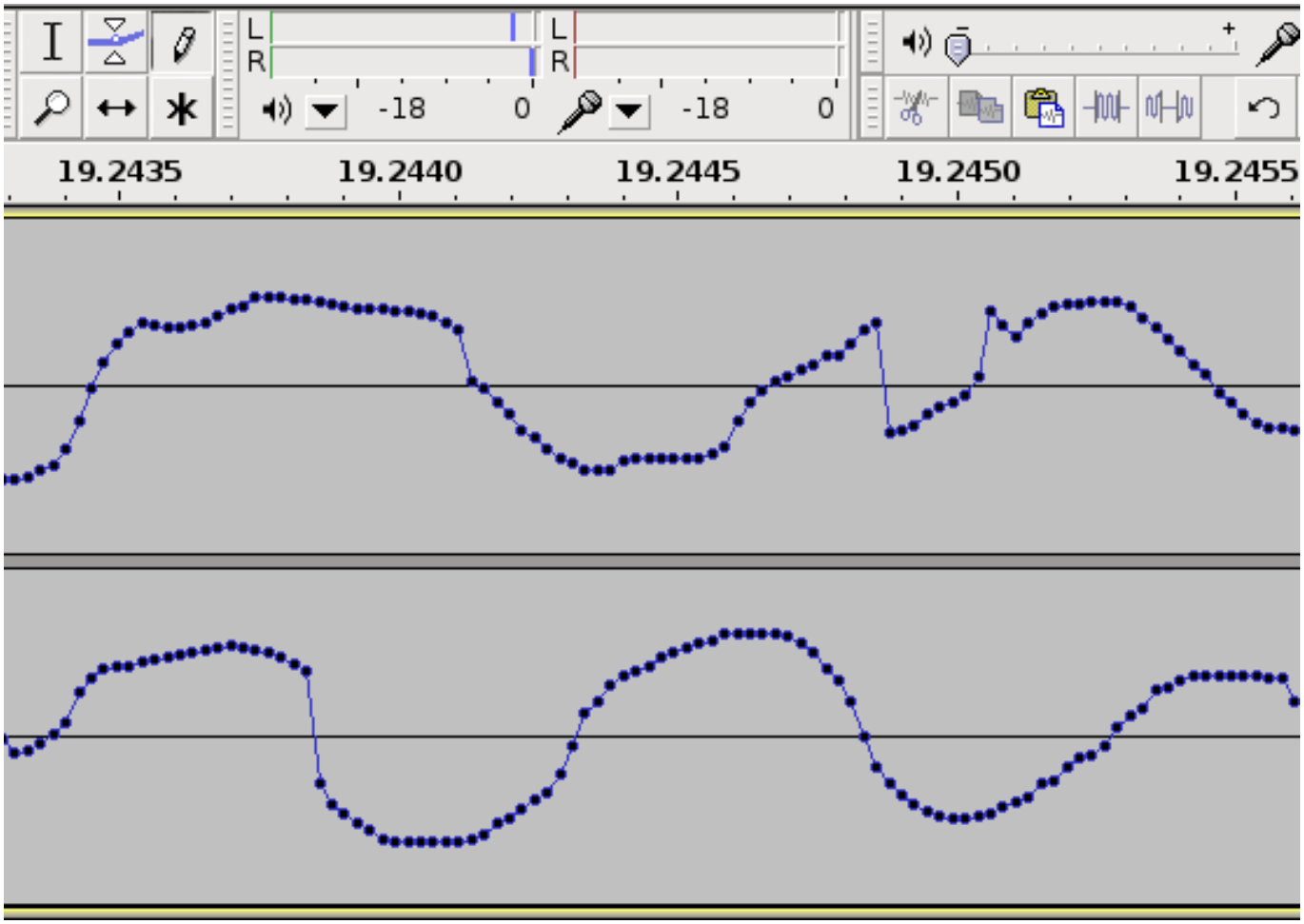


5.1 Narzędzie wyboru

Aby podzielić audio w celu przemieszczenia jego części, najpierw trzeba użyć narzędzia wyboru i wybrać miejsce przecięcia. Następnie, aby dokonać cięcia, wystarczy użyć skrótu klawiaturowego "ctrl + I". Potem, za pomocą narzędzia przesunięcie czasowe można przemieścić ten segment.

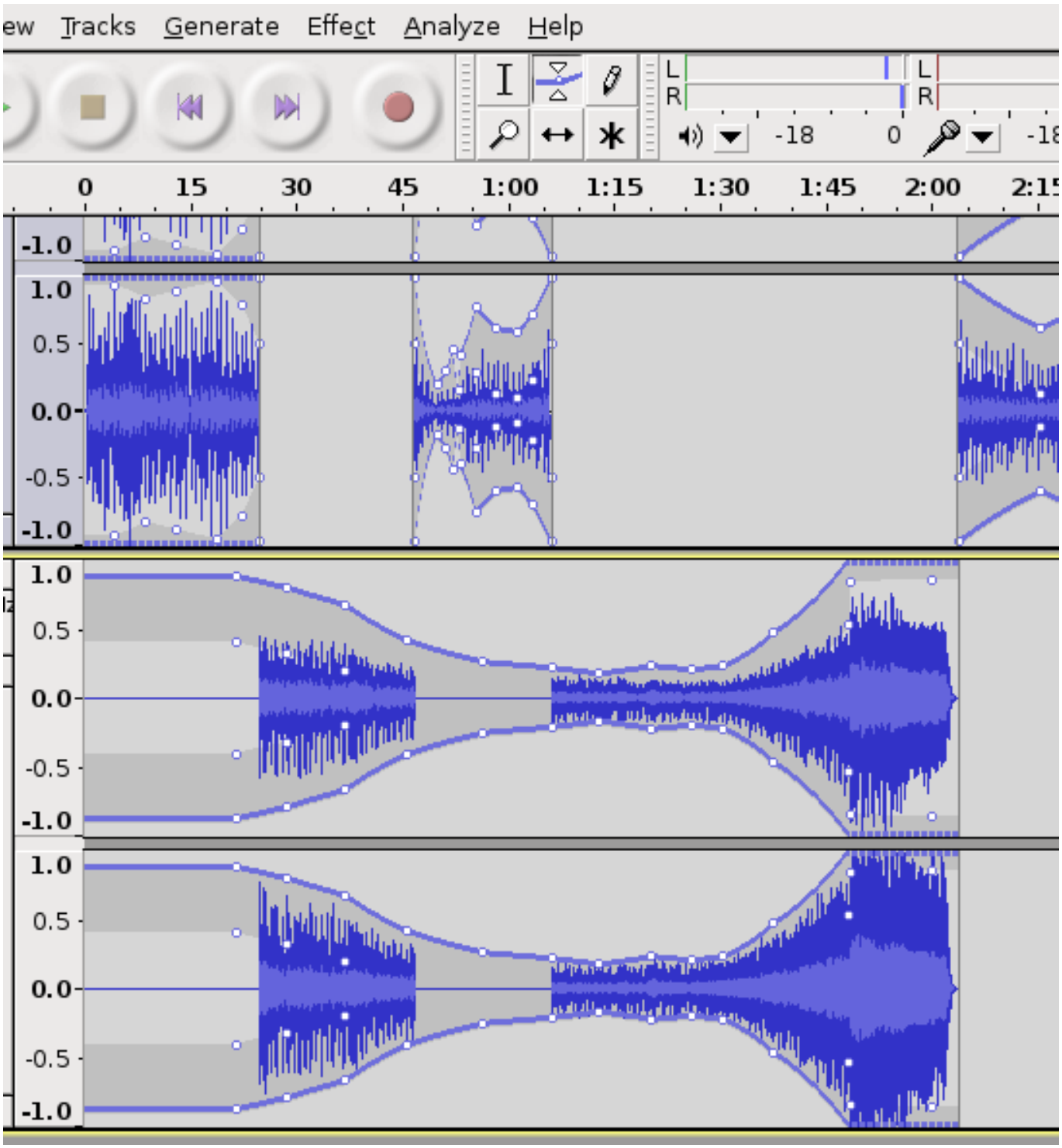
5.2 Narzędzie powiększenia

Za pomocą narzędzia Powiększenie można powiększyć segment audio, a następnie, na powiekszonym segmencie, mozna dokonać obróbki za pomocą narzędzia Rysowanie.



5.3 Narzędzie Koperta

Za pomocą narzędzia Koperta można manipulować głośnością poprzez zwiększanie jej poziomu podczas obróbki dowolnego segmentu.



5.4 Narzędzie Przesunięcie czasowe

za pomocą tego można pracować na segmentach audio.

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7 Appendix A - The GNU Public License

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