

How to work with audio

Adobe Premiere Pro includes basic audio editing, which is very similar to editing video in Adobe Premiere Pro. You import an audio file the same way you import video clips and other assets.

Although you can edit audio files and add audio effects in Adobe Premiere Pro, a better way is to use a dedicated audio program, such as Adobe Audition, to create and edit your sound track, and then import these files into Adobe Premiere Pro.

Adobe Premiere Pro and Adobe Audition are integrated for smooth round-trip editing. From within Adobe Premiere Pro, you can select any individual audio file or sequence and open it for editing with Adobe Audition. The changes you make in Adobe Audition are automatically updated in your Adobe Premiere Pro project.

To complete these tasks, you need two or more audio clips and one video clip.

Inserting and deleting audio tracks

Audio clips in multiple layered audio tracks all play together. If you have ten layered audio tracks loaded with a variety of audio clips and do not adjust volume levels and stereo panning, they can sound like a cacophonous mess. Adobe Premiere Pro provides a variety of audio tracks, including mono (single channel), stereo (two channel), and 5.1 (six-channel surround). When you drag an audio clip to the Timeline panel, you can place it on an audio track that matches the audio clip. For example, you can only place a clip with mono audio on a mono audio track.

To insert and delete audio tracks:

1. Start Adobe Premiere Pro, create a new project, and give it a name that relates to the video/audio files you will import.
2. Import one video clip and two or more audio clips. The clips appear in the Project panel (**Figure 1**).
3. Drag the video clip to the Video 1 track in the Timeline panel.

Note: If your video includes audio, the audio appears on the first available audio track (**Figure 2**).

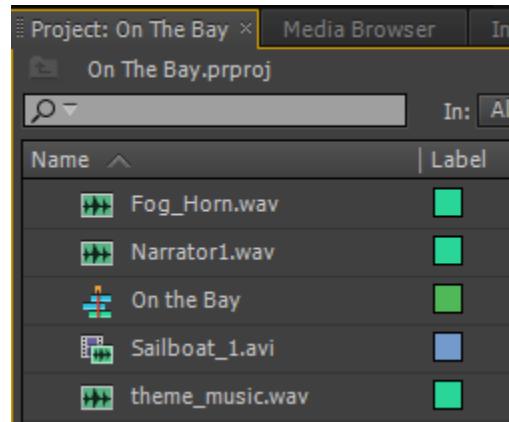


Figure 1 Clips in the Project panel

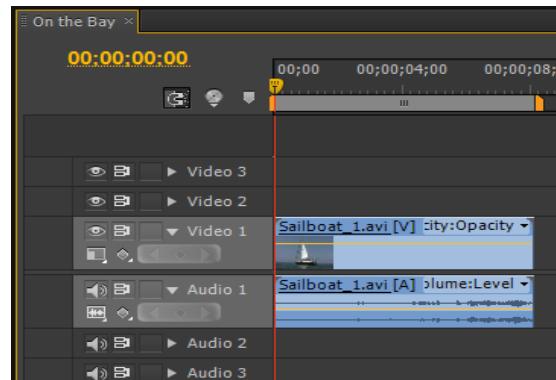


Figure 2 Video with audio added to the sequence

4. Drag the remaining audio clips to separate audio tracks.

If your sequence timeline doesn't have enough audio tracks to place each clip on a separate track, you can add new tracks.

5. To add a new track, select Sequence > Add Tracks.

The Add Tracks dialog box appears (**Figure 3**).

6. In the Audio Tracks section, enter the number of tracks you want to add. Select a position for the track from the Placement pop-up menu. Select the track type (stereo, mono, or 5.1) from the Track Type pop-up menu.

7. Click OK.

8. Select Sequence > Delete Tracks.

The Delete Tracks dialog box appears (**Figure 4**). The default is to delete all empty video and audio tracks.

9. Select Delete Video Tracks and Delete Audio Tracks to delete any empty tracks, and click OK.

The Timeline panel now includes only tracks with video or audio in them (**Figure 5**).

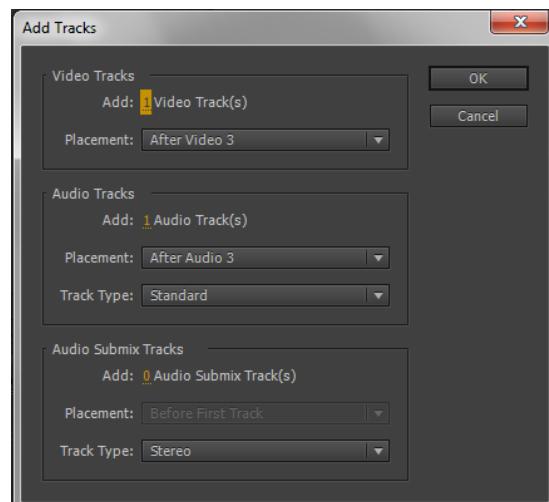


Figure 3 Add Tracks dialog box

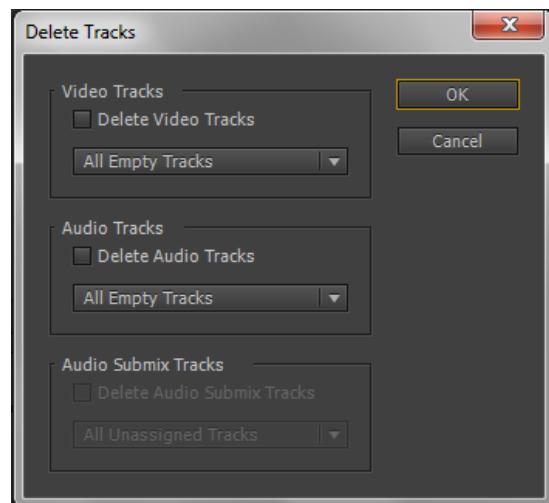


Figure 4 Delete Tracks dialog box

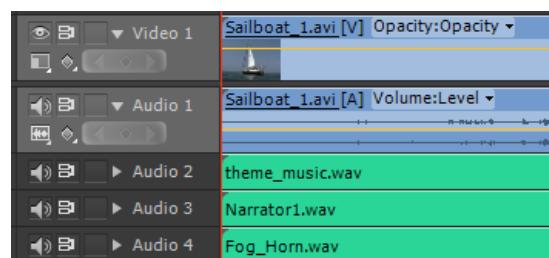


Figure 5 Timeline panel

Round-trip editing with Adobe Audition

You can edit your Adobe Premiere Pro audio tracks in Adobe Audition. You can export individual clips or the entire sequence to Adobe Audition. When exporting a sequence, the file opens in Adobe Audition as a new multitrack audio session. You can even export your video for preview in Adobe Audition, allowing you to synchronize audio to your video and maintain the integrity of the work you've already done in Adobe Premiere Pro.

To apply round-trip editing to a clip:

1. Continue where you left off in the previous task.
2. In the Timeline panel, select one of the audio clips (**Figure 6**).
3. Select **Edit > Edit In Adobe Audition > Clip**.

Note: By default, when you edit in Adobe Audition, you edit the audio for the selected instance of the audio clip, not the original file. By choosing Clip, you open only the selected clip in Adobe Audition. To open and edit all clips in the sequence, select a sequence and select **Edit > Edit In Adobe Audition > Sequence**.

Adobe Audition opens, with the selected audio clip in the Editor panel (**Figure 7**).

4. In Adobe Audition, make any necessary edits or add effects, and then select **File > Save**.

Note: Refer to the “How to edit audio tracks” guide for instructions on editing audio tracks and adding audio effects.

5. Return to Adobe Premiere Pro and play the sequence in the Timeline panel.

The changes you made in Adobe Audition are automatically applied to the clip in Adobe Premiere Pro when you save it in Adobe Audition.

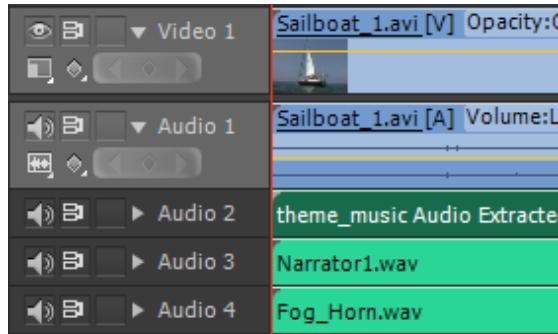


Figure 6 Selected audio clip

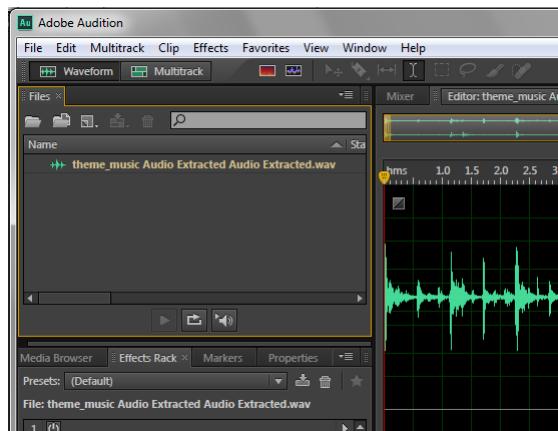


Figure 7 Adobe Audition

To apply round-trip editing to a sequence:

1. In Adobe Premiere Pro, select the sequence that contains audio you want to edit in Adobe Audition. You can select a sequence in the Project panel, or select the current Timeline (Figure 8).
2. Select Edit > Edit In Adobe Audition > Sequence.

The Edit In Adobe Audition dialog box appears (Figure 9). By default, the name of the session is the same as the sequence you are exporting.

3. Open the Selection menu and make sure Entire Sequence is selected.

You can export the entire sequence or only the work area. You define the work area in a sequence in the Timeline in Adobe Premiere Pro.

By default one-second handles are added to each clip in the sequence. This gives you greater control when adding transitions or sound effects to the individual audio clips in the sequence.

4. Select Export Preview Video.

It can be helpful to see the corresponding video while editing audio tracks in Adobe Audition.

5. Make sure Open In Adobe Audition is selected, and then click OK.

The sequence exports and shortly the files open in a new Adobe Audition multitrack session. Adobe Audition opens to the Multitrack Editor view (Figure 10). The video clip is in the top track.

6. Press the spacebar or click the Play button to play the sequence.

The sequence plays and the video preview appears in the Video panel.

You can edit each audio track by using the features available in Adobe Audition. When you finish editing, the sequence is ready to be exported back to Adobe Premiere Pro.

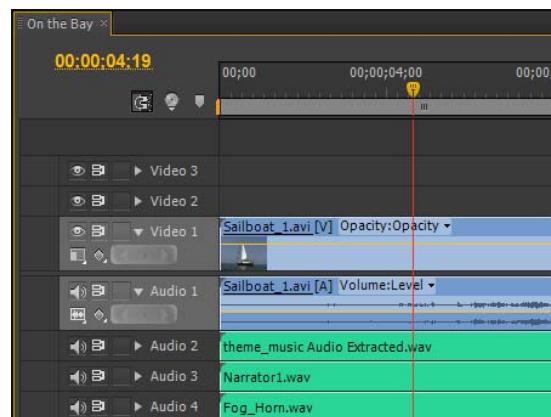


Figure 8 Adobe Premiere Pro sequence

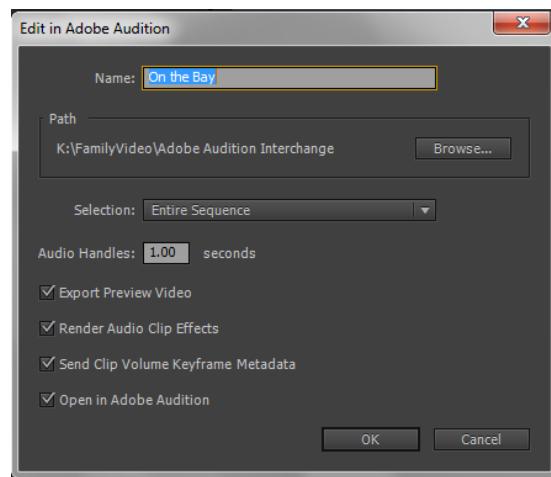


Figure 9 Edit In Adobe Audition dialog box



Figure 10 Multitrack Editor view in Adobe Audition

7. Select File > Save.

The Save As dialog box appears (**Figure 11**). By default, Adobe Audition saves the sequence in a new multitrack Adobe Audition session.

8. Click OK to accept the default settings.

9. Select Multitrack > Export To Adobe Premiere Pro.

The Export To Adobe Premiere Pro dialog box appears (**Figure 12**). Exporting each track as a stem converts the full timeline duration of each track into a single clip, combining multiple clips if necessary. Select this option to extend and align clips with sequence start and end points. You can also mix the entire session down to a single mono, stereo, or 5.1 surround sound audio file. The option to open the exported file(s) in Adobe Premiere Pro should be selected by default.

10. Select Mixdown Session To.

11. Select Mono File.

12. Click Export.

In Adobe Premiere Pro, the Copy Adobe Audition Tracks dialog box appears (**Figure 13**).

13. Open the Copy To Active Sequence menu.

You have the option of replacing the original tracks from the top down, beginning with a track you select.

New Audio Track places each edited track, or the mix down, in a new audio track below the originals. This is the default.

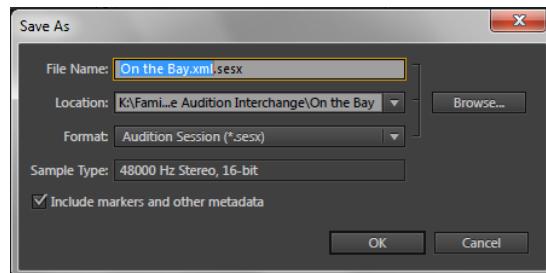


Figure 11 Save As dialog box

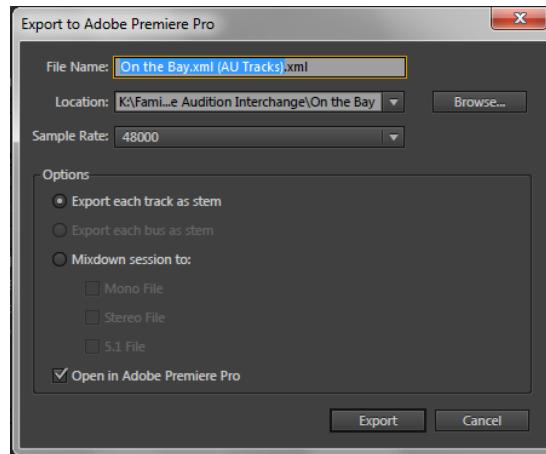


Figure 12 Export To Adobe Premiere Pro dialog box

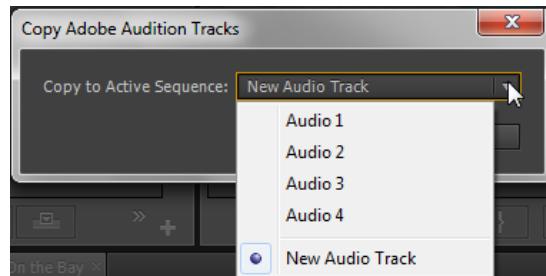


Figure 13 Copy Adobe Audition Tracks dialog box

14. Select New Audio Track and click OK.

The mixed-down mono audio file appears in a new track below the originals (**Figure 14**).

This is redundant with the original audio, so you'll want to delete the originals, or mute those tracks.

Notice the file(s) you export from Adobe Audition appear in a new bin in the Project panel (**Figure 15**).

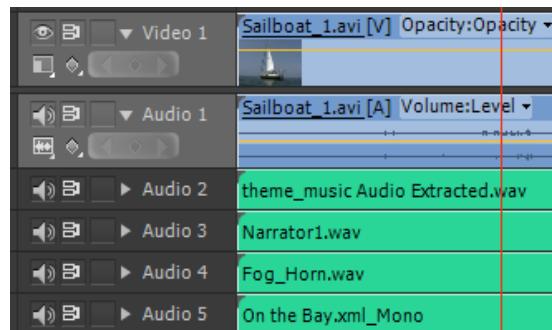


Figure 14 Edited audio file in Audio Track 5

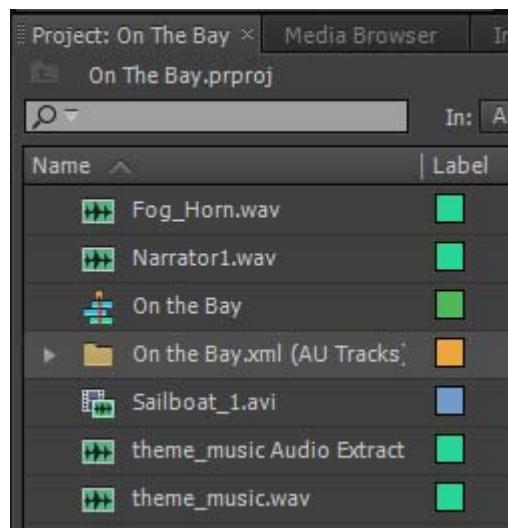


Figure 15 New bin in the Project panel