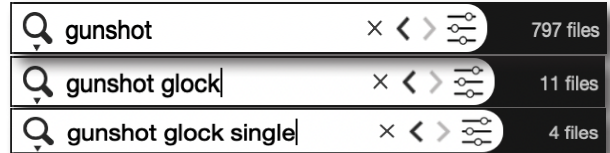




How to use Soundly

How to search, filter, and import sound effects from the Soundly library

Finding a sound is as simple as **keyword searching**. Being too broad will result in an overwhelming amount of sounds. Let's start by searching for a **gunshot** sound. We're given 797 files, which could take forever to listen to. Narrow your search with a specific gun like a **glock**. 11 files sounds much better! But we can



shrink our results even more. Learn to search with specific modifiers, such as emotional terms, lengths of time, quantities, etc. In this case, I'll add **single** to my search, because I'm interested in a single shot and not a volley of shots. Now we're down to 4 files. Much easier to deal with.

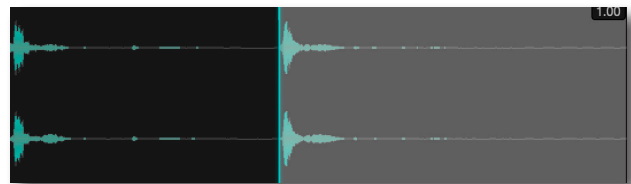
This is what a sound file looks like at a glance. Note the **duration** and the **Channels** category, which tells us whether the sound is in **mono** or **stereo**.



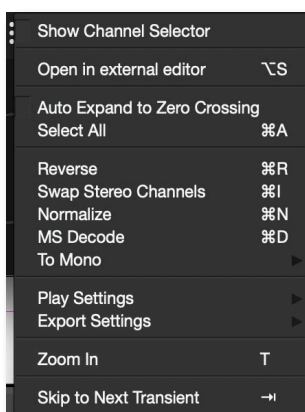
Also take note of these sliders here located above the actual waveform of the sound. To the left is **pitch/time manipulation**. Whatever pitch/time settings you choose here will be preserved on import. To the right is a volume slider.



You can **highlight** specific portions of the waveform with your cursor to playback only that region. You can also import specific parts of a sound by doing this. That way, if you only want a 2 second portion of a minute-long sound, this strategy saves time and storage space!



Clicking the **ellipses** above the waveform or **right-clicking** the waveform itself will display more options. Some useful options are **Reverse** and **To Mono** (which converts stereo to mono).



Lastly, an extremely handy way of using Soundly is these next two methods of getting your sound into your editor. You can actually **click and drag** your sound directly into your editor or desktop. But an even better option is available if you have Pro Tools open. A new option will appear called **Send to Pro Tools**. Clicking it will drop your sound directly into Pro Tools wherever your cursor is.

