

Recording in Pro Tools

Setting up a Session in Pro Tools.

Open Pro Tools on your edit station.

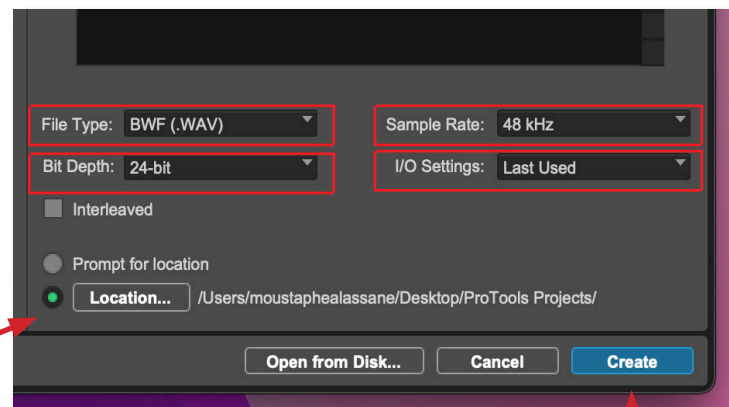
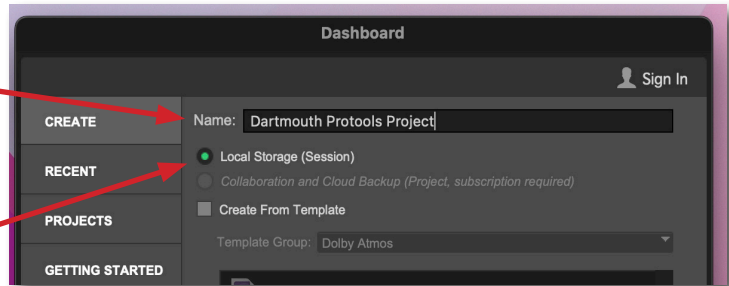
The *Dashboard* window will open first. If you are starting a new project, from the options on the left-hand side select **CREATE**



In the CREATE window, first you will give a *Name* to your project

and then check that the following items are selected:

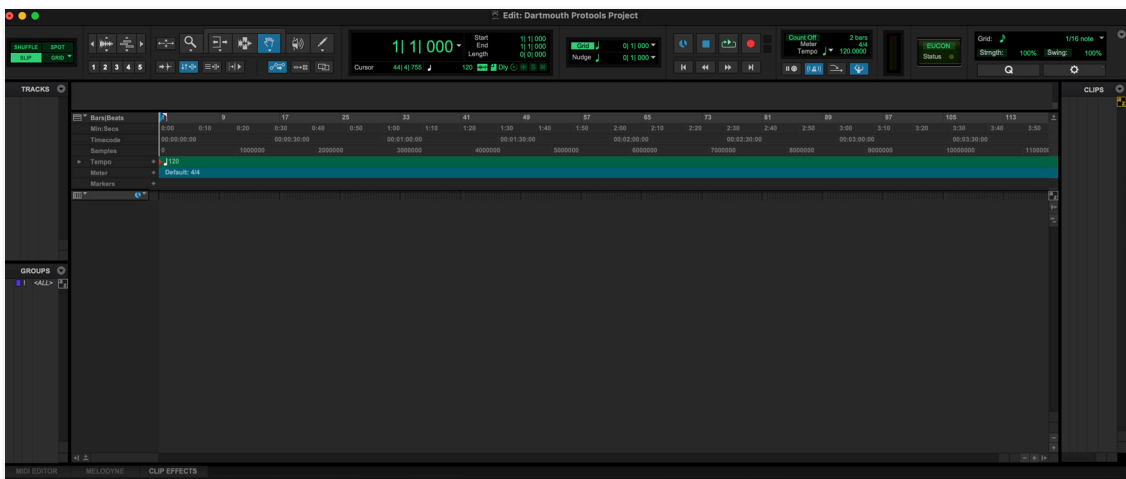
- **Local Storage** (your files will be saved onto the computer station you are using)
- File Type: **BWF (.WAV)**
- Bit Depth: **24-bit** (most of our audio interfaces are accustomed to this and will provide a good dynamic range)
- Sample Rate: **48 kHz**
- I/O Settings: **Last Used** (you are at a work station, and so will likely be using settings that work with that station- but we will check these settings further on)

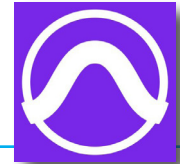


Location: This is where your project will be saved on the computer. In this example the project will save to a folder on the desktop named *Pro Tools Projects*.

Click the **Create** button in the lower right of the window.

Your Pro Tools session will now open using two windows- Edit and Mix.



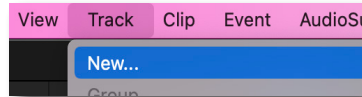


Recording in Pro Tools

Creating a new track in Pro Tools.

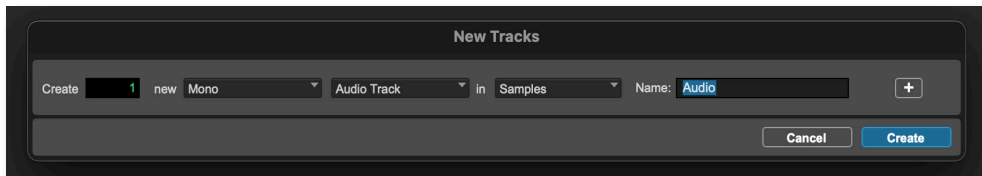
First we want to create a Track that we can record to.

From the top menu choose Track > New

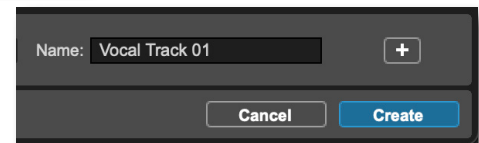


A window will open with information about your new track.

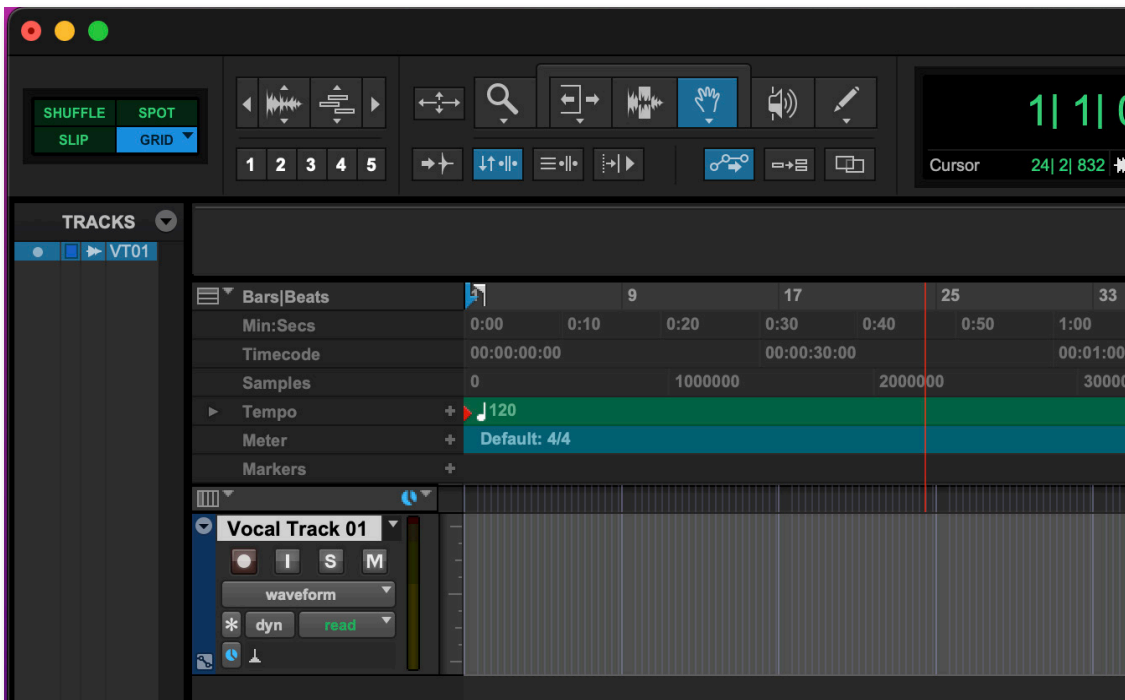
In this case, we will create 1 Mono Audio Track in Samples.



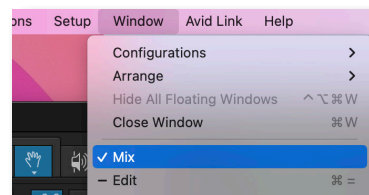
By default the name of the track is "Audio"- give it a new name and then click on the *Create* button



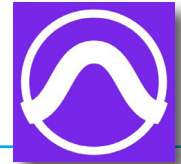
Our new track now appears in our Edit window as well as the Mix window



If either window does not open, go to the top menu and choose Window, and select both Mix and Edit



Next we will let Pro Tools know what we will be using as I/O (*Input*, such as a microphone, and *Output*, such as speakers or headphones).

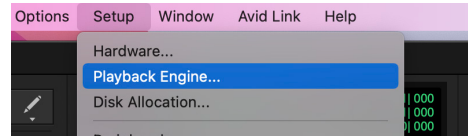


Recording in Pro Tools

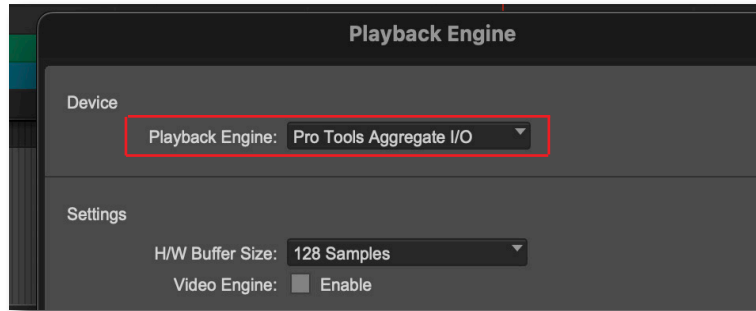
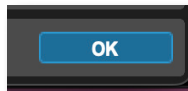
Setting up I/O in Pro Tools.

In this example, we will be using the computer itself for recording and playback.

From the top menu, select Setup > Playback Engine.

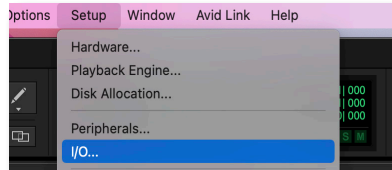


From the Device > Playback Engine pulldown menu, choose *Pro Tools Aggregate I/O* if it is not already selected, then click the OK button at the bottom right of the window.



Next let's check that Pro Tools knows what we would like to have available as Inputs and Outputs.

From the top menu, choose Setup > I/O

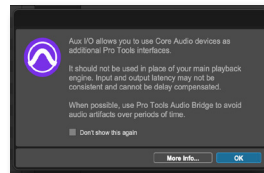


The I/O Setup Window will open.

To be sure that we have all options available to us, click on the *Aux I/O* button on the bottom left of this window.



An alert window may pop up; click OK and continue



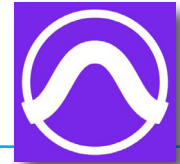
The Aux i/O window will now open.

This window lists all possible Input and Output sources that are available. We don't necessarily need all of them- but we want to activate the options we do want.

In this example, the green checks in the boxes show us that we have the option of recording with the iMac microphone, and playing out using the iMac speakers and the External Headphones.

| Aux I/O | | | | | |
|-------------------------------------|-------------------------------------|-------|----------------------------|----------------------|--|
| In | Out | I/O | Device Name | | |
| <input type="checkbox"/> | <input type="checkbox"/> | 0 / 2 | DELL U2718Q | DELL U2718Q | |
| <input type="checkbox"/> | <input checked="" type="checkbox"/> | 0 / 2 | External Headphones | External Headphones | |
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | 1 / 0 | iMac Microphone | iMac Microphone | |
| <input type="checkbox"/> | <input checked="" type="checkbox"/> | 0 / 2 | iMac Speakers | iMac Speakers | |
| <input type="checkbox"/> | <input type="checkbox"/> | 16 | Pro Tools Audio Bridge 16 | Pro Tools Audio Brid | |
| <input type="checkbox"/> | <input type="checkbox"/> | 2 | Pro Tools Audio Bridge 2-A | Pro Tools Audio Brid | |

* Note that external headphones need to be already plugged in to the computer for an External Headphones option to be visible.



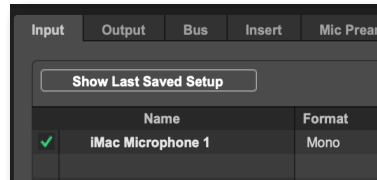
Recording in Pro Tools

Setting up the I/O in your track in Pro Tools.

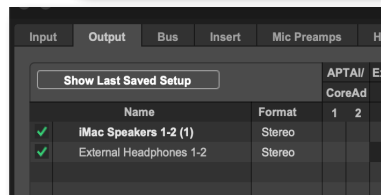
Now that we have activated the I/O options we want to have available, click on the blue OK button at the bottom right of the *Aux I/O* window, and we return to our I/O Setup window.



In the top left of the window choose the *Input* tab and be sure that the **iMac Microphone** box is checked.



Next, select the *Output* tab and check the **iMac Speakers** box and the **External Headphones** box.

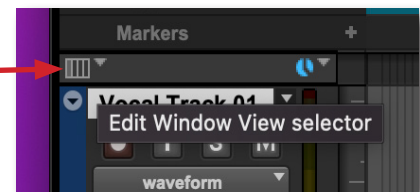


Having completed that, click on the blue OK button at the bottom right.

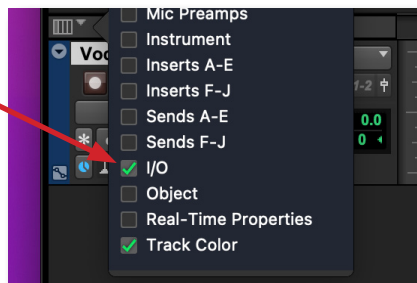


Now to set up the I/O in the new track we created.

It's helpful to have an I/O field visible next to our track. If it isn't, click on the *Edit Window View Selector*



and in the resulting window check the box next to I/O.

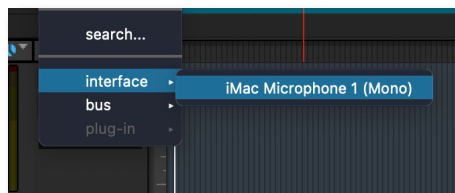


Having set the checkmark, click anywhere else to close this window.

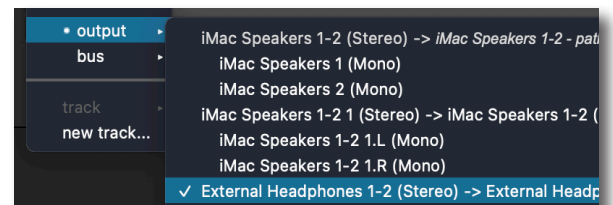
The I/O view should now be visible to the left of your track.

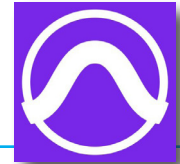


Click on the top I/O button and choose *Interface* > **iMac Microphone (Mono)**,



then click on the lower i/O button and choose *Output* > **External Headphones 1-2 (Stereo)**

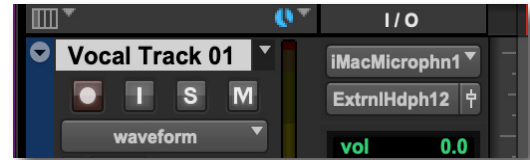




Recording in Pro Tools

Recording to your track in Pro Tools.

Your track is now set to record from the computers built-in microphone, and play out of the External Headphones.



A note on why we chose to play out of the External Headphones, rather than the iMac Speakers: "Feedback" happens when the sound from the speakers is picked up by the microphone and is re-amplified and sent to the speakers again. This continuous loop results in the howl/rumble of the feedback effect.

In our case, if we were playing out of the computers speakers, we would wind up with the feedback effect once we were set to record to our track- which is our next step.

Prepare your track to record by clicking on the *Track Record Enable* button...



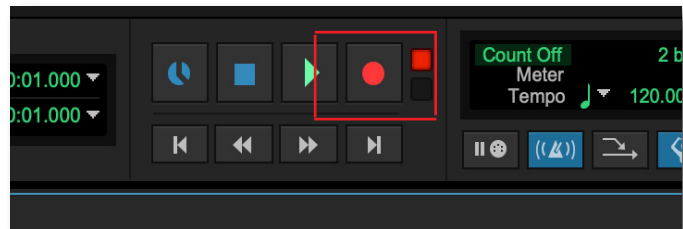
...it will begin to blink red, activating your track for recording.



If you were recording to multiple tracks, you would enable all of them in this same way.

At the top of the Edit window near the center, click on the red Record Enable button.

It too will begin blinking red to indicate that it is active.



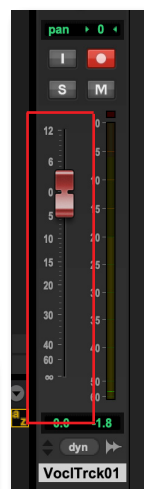
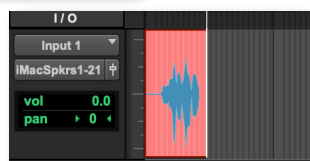
With your I/O selected and both record enable buttons active, you should now be able to monitor the sound coming into your microphone via the audio levels meter.

You can help to control the audio levels with the audio level control of your track, found in your Mix window.

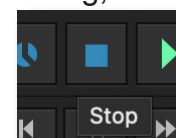
When you are ready to record, click on the Play button

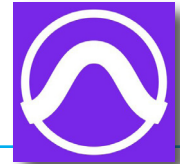


and recording will begin.



When you have finished recording, click the blue Stop button.





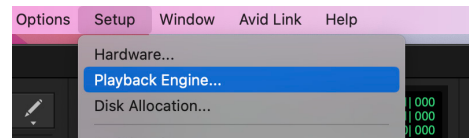
Recording in Pro Tools

Setting up I/O in Pro Tools.

In this example, we are connected to a Focusrite Scarlett 2i2 audio interface

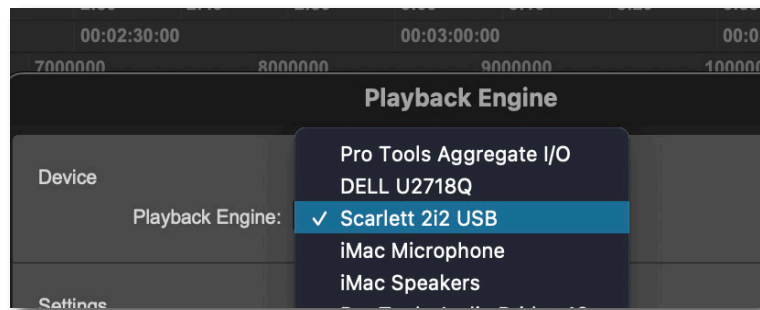
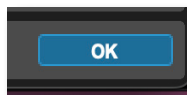


From the top menu, select Setup > Playback Engine.



And from the Device > Playback Engine pulldown menu, select Scarlett 2i2,

and click the OK button at the bottom of the window.

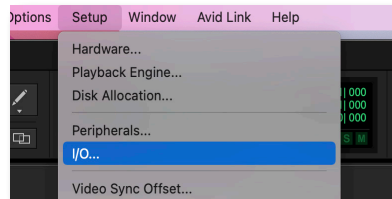


The Scarlett 2i2 has two mono inputs. In this example one microphone is connected to one of the mono inputs.

Next let's check that Pro Tools knows what we would like to have available as Inputs and Outputs.

From the top menu, choose Setup>I/O

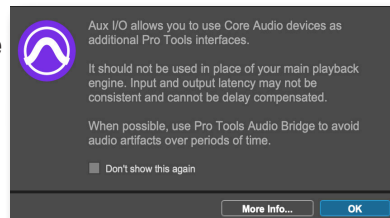
The I/O Setup Window will open.



To be sure that we have all options available to us, click on the blue Aux I/O button on the bottom left of this window.



An alert window may pop up; click OK and continue



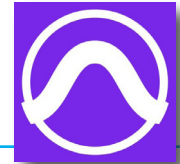
The Aux I/O window will now open.

This window lists all possible Input and Output sources that are available. We don't necessarily need all of them- but we want to activate the options we do want.

In this example, we want to have the option of recording with the iMac microphone, and playing out using the iMac speakers and the External Headphones.

| In | Out | I/O | Device Name | |
|-------------------------------------|-------------------------------------|-------|---------------------------|----------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | 0 / 2 | DELL U2718Q | DELL U2718Q |
| <input type="checkbox"/> | <input checked="" type="checkbox"/> | 0 / 2 | External Headphones | External Headphones |
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | 1 / 0 | iMac Microphone | iMac Microphone |
| <input type="checkbox"/> | <input checked="" type="checkbox"/> | 0 / 2 | iMac Speakers | iMac Speakers |
| <input type="checkbox"/> | <input type="checkbox"/> | 16 | Pro Tools Audio Bridge 16 | Pro Tools Audio Brid |

Note- External Headphones need to be already plugged in to the computer for this option to be visible.



Recording in Pro Tools

Setting up the I/O in your track in Pro Tools.

Now that we have activated the I/O options we want to have available, click on the blue OK button at the bottom right of the *Aux I/O* window, and we return to our I/O Setup window.

In the top left of the window choose the *Input* tab and check the **Input 1-2** box (for the Scarlet 2i2 interface) and the **iMac Microphone** box

next, select the Output tab and check the **iMac Speakers** box and the **External Headphones** box.

Note that we have an option to choose the Scarlett 2i2 as an option (**Output 1-2**), but in this case we aren't going to activate it.

Having completed that, click on the blue OK button at the bottom right.

Now to set up the I/O in the new track we created.

It's helpful to have an I/O field visible next to our track. If it isn't, click on the Edit Window View Selector

and in the resulting window check the box next to I/O.

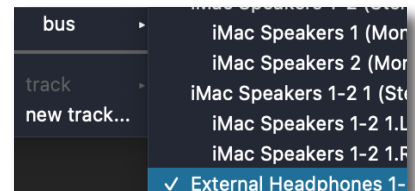
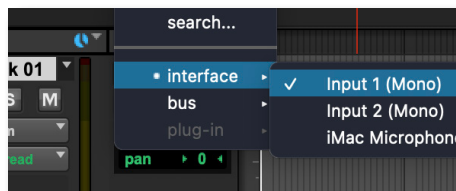
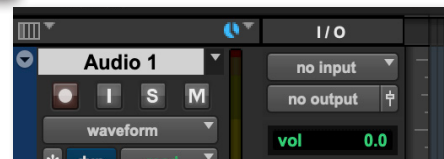
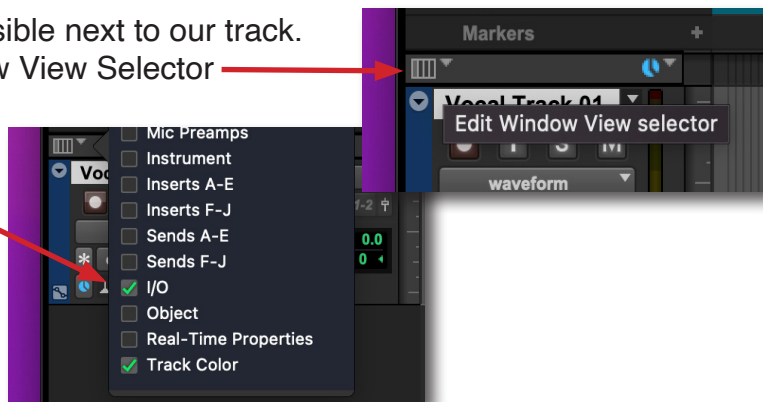
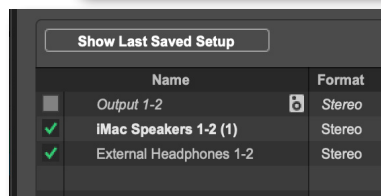
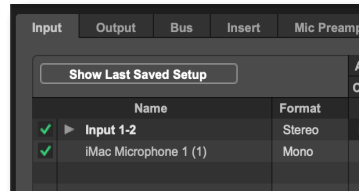
Having set the checkmark, click anywhere else to close this window.

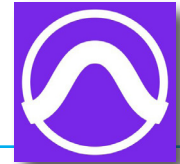
The i/O view should now be visible to the left of your track.

We will be using the microphone connected to the Scarlet 2i2 and the iMac speakers. To select these,

click on the top I/O button and choose *Interface* > **Input 1 (Mono)**,

click on the lower i/o button and choose *Output* > **iMac Speakers 1/2 1**





Recording in Pro Tools

Recording to your track in Pro Tools.

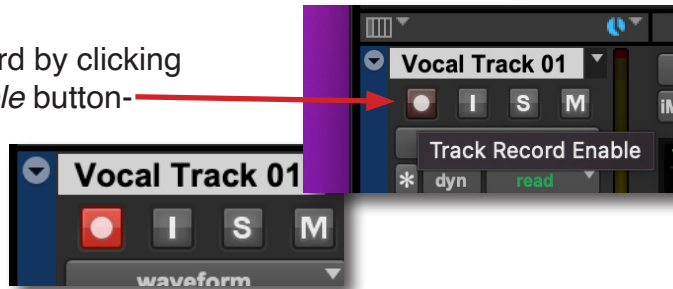
Your track is now set to record from the microphone plugged into the Scarlett 2i2, and play out of the iMac speakers.



Prepare your track to record by clicking on the *Track Record Enable* button-

it will begin to blink red.

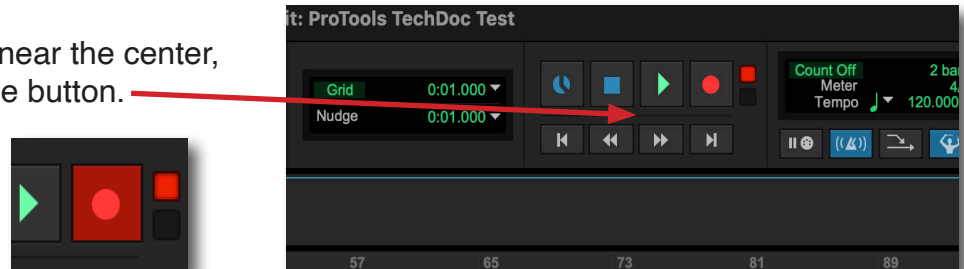
This activates your track for recording.



If you were recording to multiple tracks, you would enable all of this in this same way.

At the top of the Edit window near the center, click on the red Record Enable button.

It too will begin blinking red to indicate that it is active.



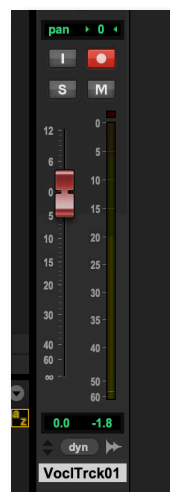
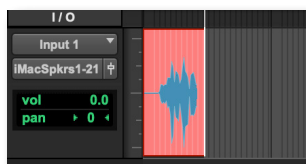
With your I/O selected and both record enable buttons active, you should now be able to monitor the sound coming into your microphone via the audio levels meter.

You can help to control the audio levels through your audio interface (in this case the Scarlett 2i2) and/or the audio level control of your track, found in your Mix window.

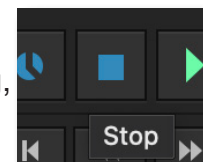
When you are ready to record, click on the Play button

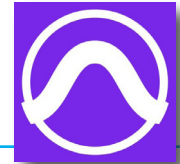


and recording will begin.



When you have finished recording, press the blue Stop button.





Recording in Pro Tools

Bouncing your track from Pro Tools.

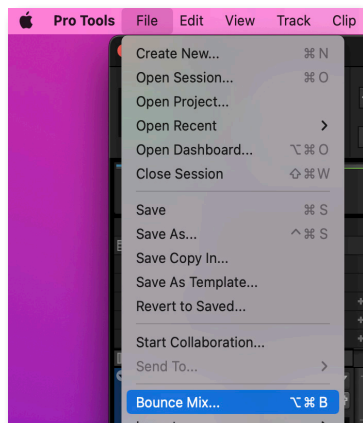
The term “bouncing” refers to the process of converting your audio into one stereo file.

All of the tracks you have created in your Pro Tools session can be sent out as a single file- provided they can all be heard. Be sure that the tracks you want to send out are not muted.

In this example to the right, there are two tracks that have audio recorded to them. Both will sent out when bounced– even though only one of them (Vocal Track 02) is currently selected.



Go to the top menu and choose
File > Bounce Mix



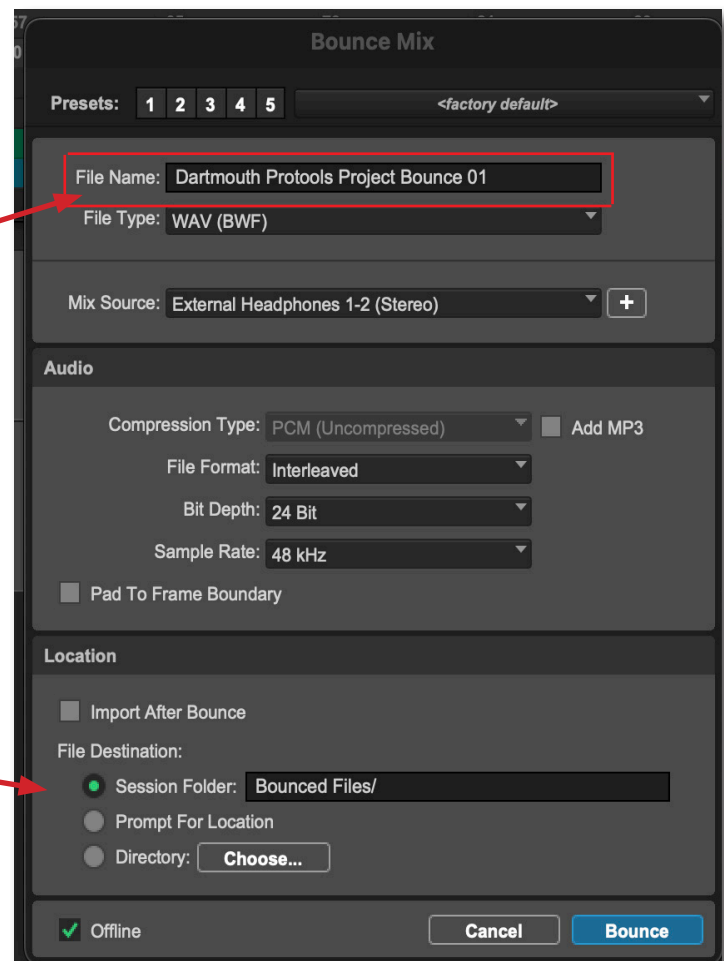
The *Bounce Mix* window will open.

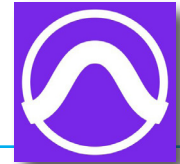
Enter a file name,

and check that the File Type and Audio settings are what you are expecting.

The Location for the File Destination is probably already preset to go to a “Bounced Files” folder in your Project folder– this is a good location to save it to.

With your options selected, click on the blue Bounce button in the lower right of the window.

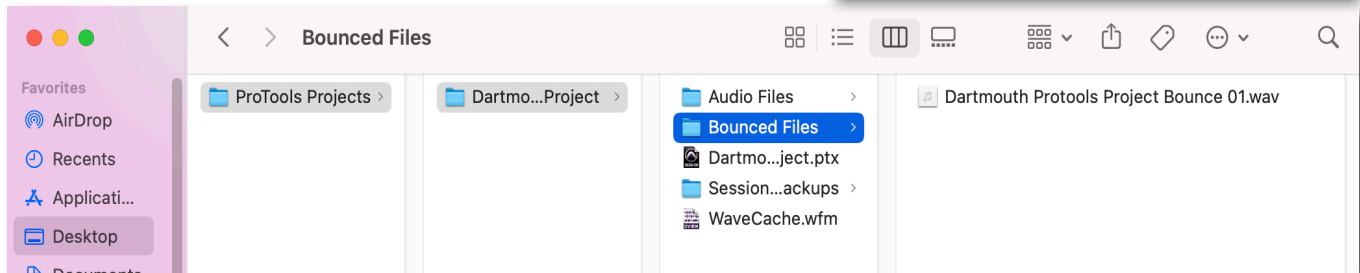
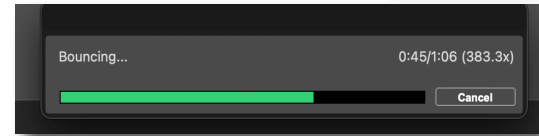




Recording in Pro Tools

Bouncing your track from Pro Tools.

A window will open, charting the progress of your bounce.

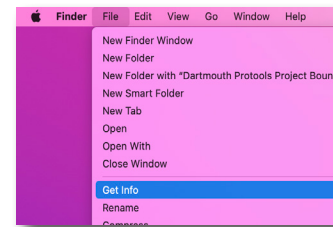


We had saved our Pro Tools project files to a folder named *ProTools Projects*, on the desktop. As we had specified in the Bounce Mix window just now, our audio file mix can be found in the *Bounced Files* folder with our project.

A note:

Your computer station will have an application selected as default to open audio files (such as Apple Music, Audacity, etc.).

You can select the default application you would like to use to open audio files by selecting your audio file and from the top menu select *File > Get Info*

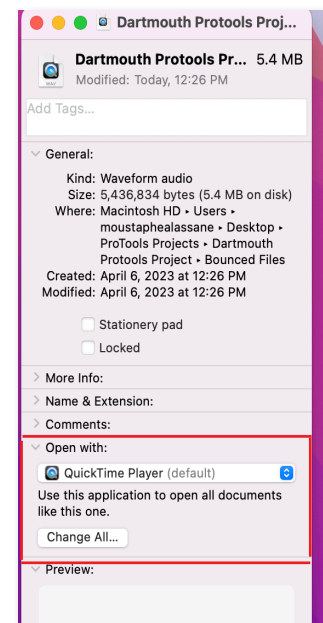
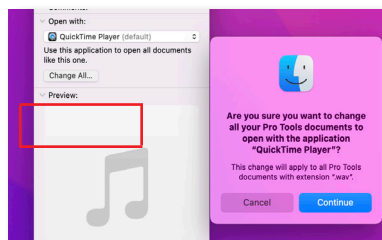


and in the resulting window go to the Open with: section and select your preferred application from the pull-down menu.

In this example, we have selected Quicktime Player.

If you would like your selection to be the default application to open audio files, click on the *Change All* button.

A window will open checking that you want to do that- click *Continue*.



With your tracks and record/export options set, you can continue recording within the same track or new ones.

When you are finished, save your Session and quit Pro Tools.