Twisted Wave 101

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What We'll Cover

- Program Information

- Demonstration (throughout)

- Interface

- Hardware Setup & Input and Output (i/o)

- Recording

- Basic Editing

- Basic Processing (normalize)

- Exporting

- Further Resources

Program Information

Twisted Wave Details

- www.twistedwave.com

- $99.90 (one time)

- Free 30 day trial

- Mac only

- Updated frequently

- 2 versions available (macOS [more powerful] & iOS [more portable])

- macOS & iOS are different purchases [different OS altogether]

Single Track Editor

- Collapsable editing behavior (delete what you want, you're left with what you need)

- Large streamlined work area with easy to understand options

- Audio in / Audio Out (no metadata, session docs or imposed organization)

- Limited if any mixing capabilities

- Ability to batch process files offline

- Extendable through the use of plugins

Interface
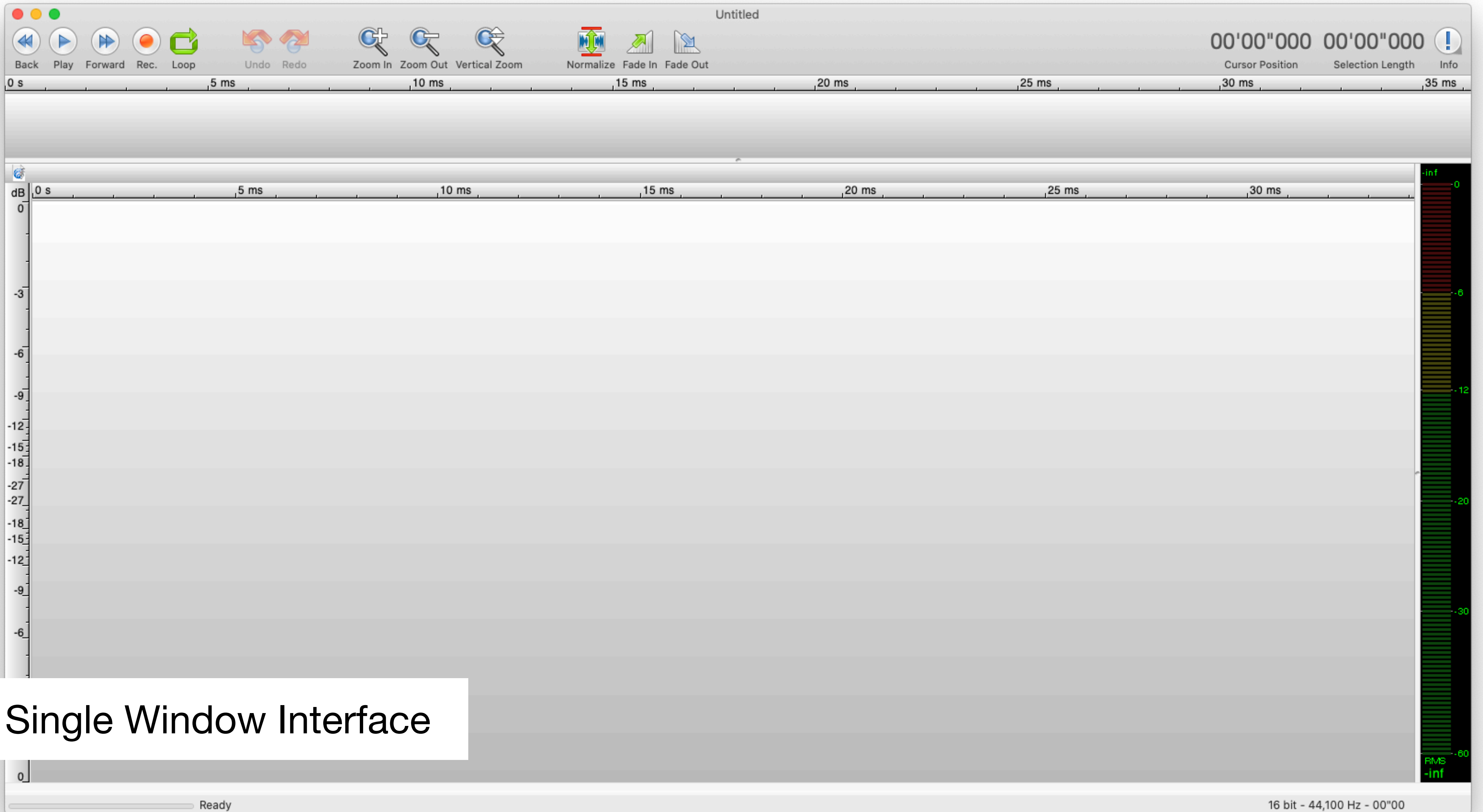
Single Window Interface
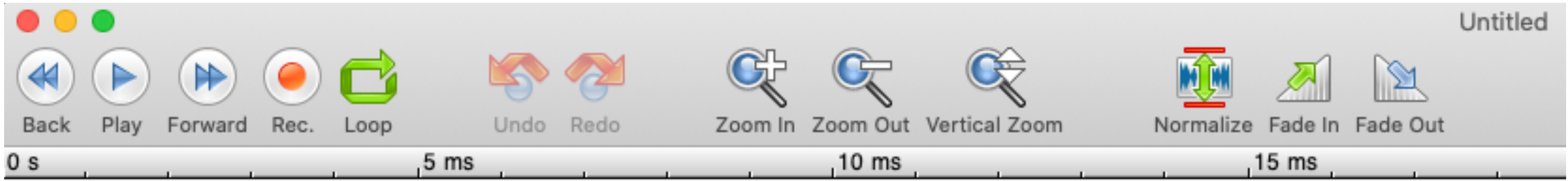
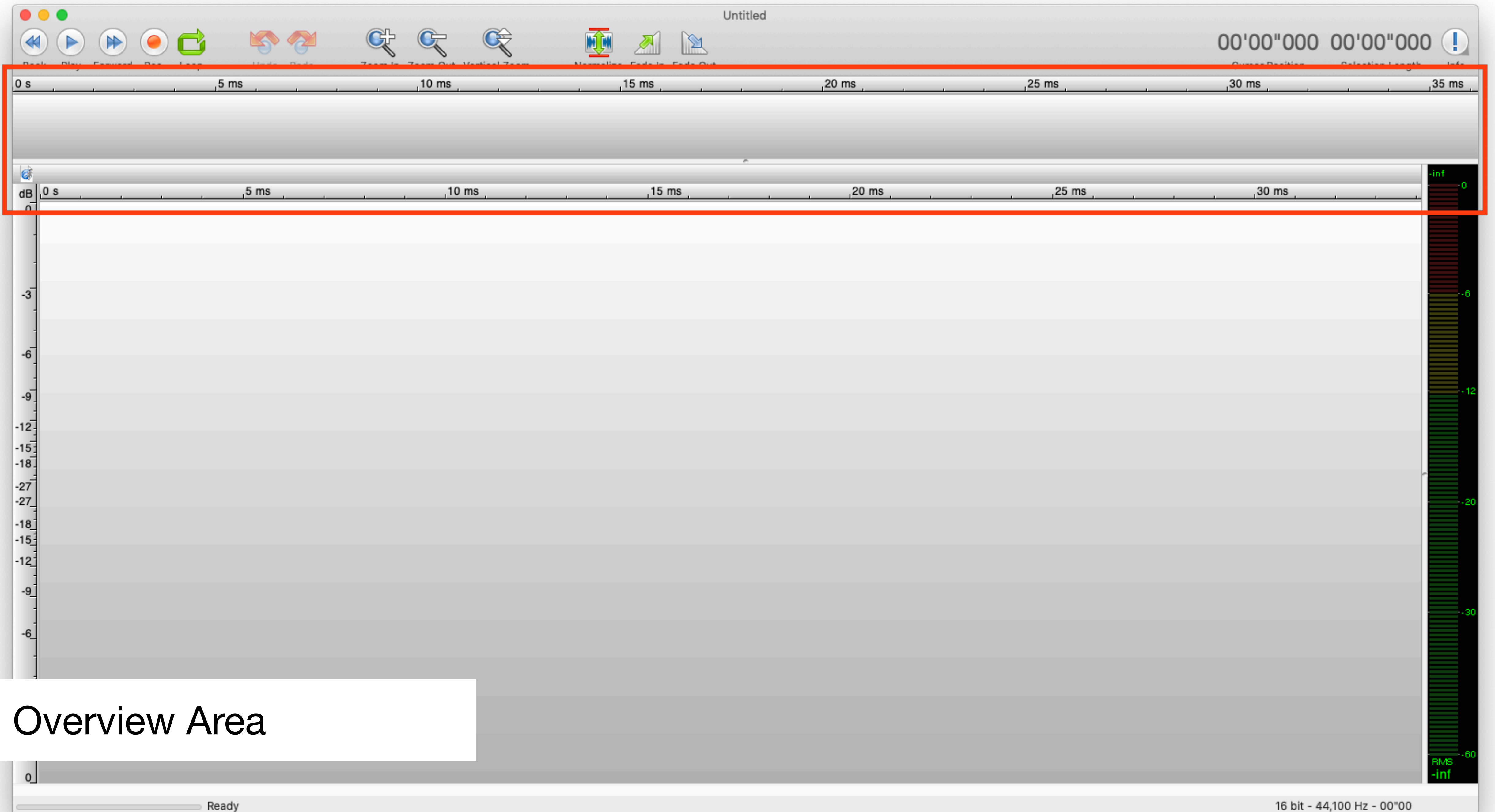# Transport / Zoom / Normalize

Cursor Position / Selection / Info

Shortcuts

Play / Stop	Spacebar
Record	CMD R
Punch & Roll Record	Shift CMD R
Loop	Repeatedly Play Selection (Toggle)
Undo	CMD Z
Redo	Shift CMD Z
Zoom In	CMD +
Zoom Out	CMD -
Vertical Zoom	Shift Up Arrow / Down Arrow

Untitled

00'00"000 00'00"000

0 s   5 ms   10 ms   15 ms   20 ms   25 ms   30 ms   35 ms

dB
0 s   5 ms   10 ms   15 ms   20 ms   25 ms   30 ms

-inf
0

dB

-3   -6

-6   -12

-9

-12
-15
-18
-27
-27   -20
-18
-15
-12
-9   -30

-6

0   -60
RMS
-inf

Overview Area

Ready   16 bit - 44,100 Hz - 00"00

Meters

- Peak

  - Instantaneous level indicated by input or playback. Chaotic. Good indicator for overs and as a way to gauge dynamic range.

- RMS

  - Numeric level of average audio volume. More closely resembles human hearing. Great way to balance multiple recordings. Not great for fast real time metering, doesn't pay attention to quick adjustments.

dB Meter & Time

Stay Inside The Lines
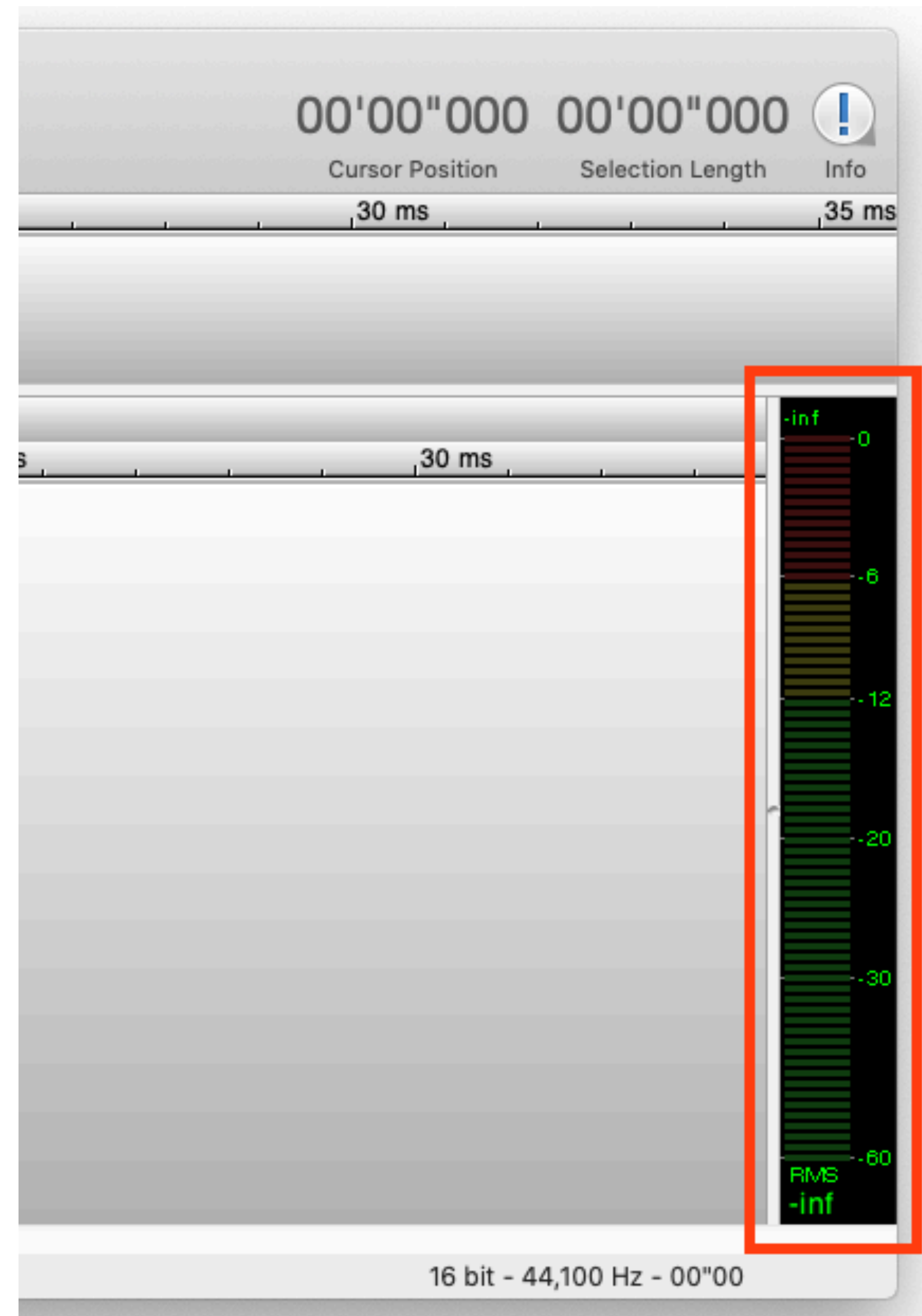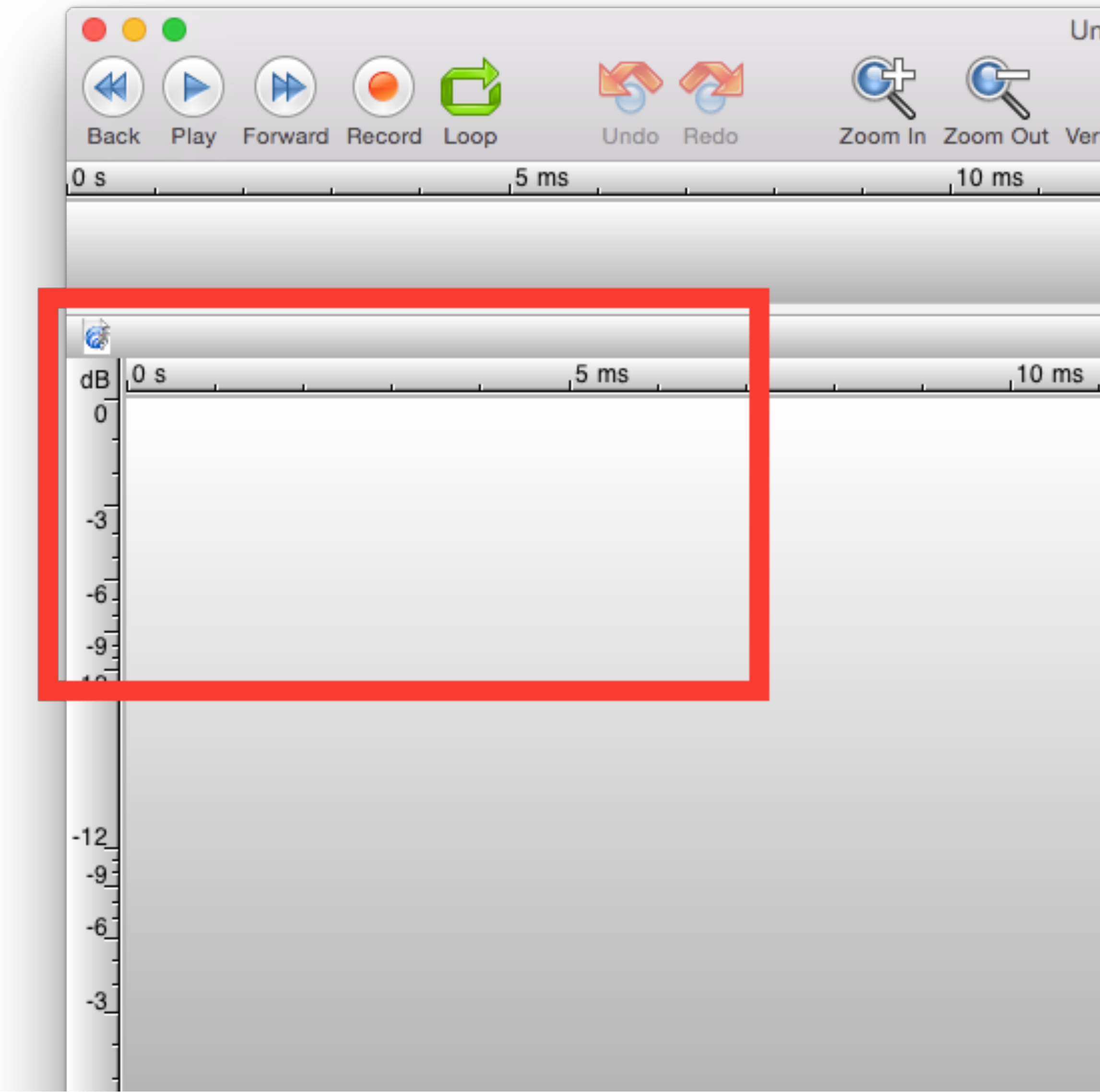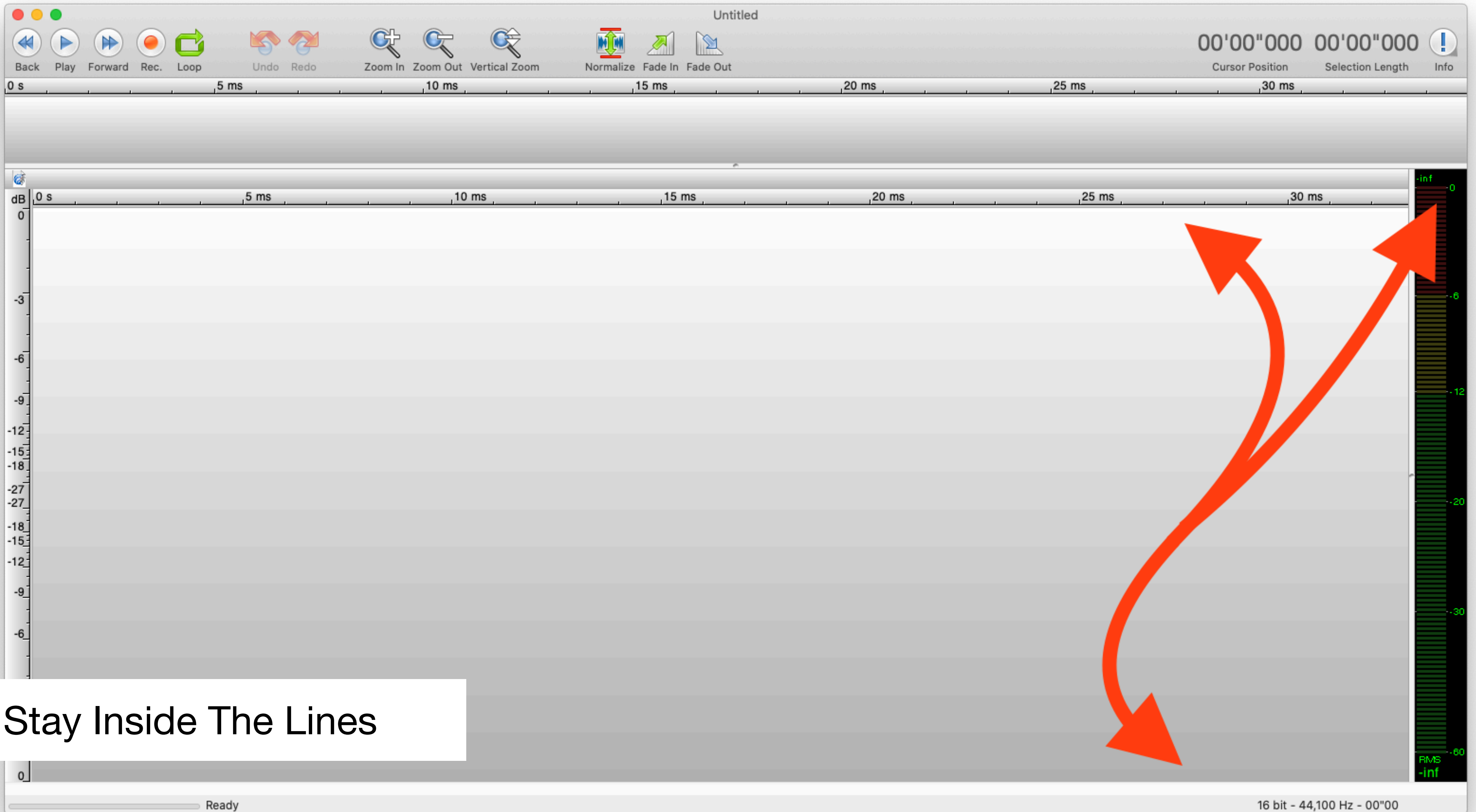
Hardware

What You'll Need

- Apple Computer

- Software (Twisted Wave)

- Microphone

  - USB Mic

  - Analog Mic + Audio Interface + XLR cable

- Pop Filter

- Headphones

- Mic Stand

Order Of Operations

1. Connect hardware

   ‣ Computer can be on, but connect before opening audio software

2. Open Twisted Wave

3. Choose hardware in Twisted Wave

   ‣ Need to tell TW that you want to use your chosen hardware's inputs and outputs
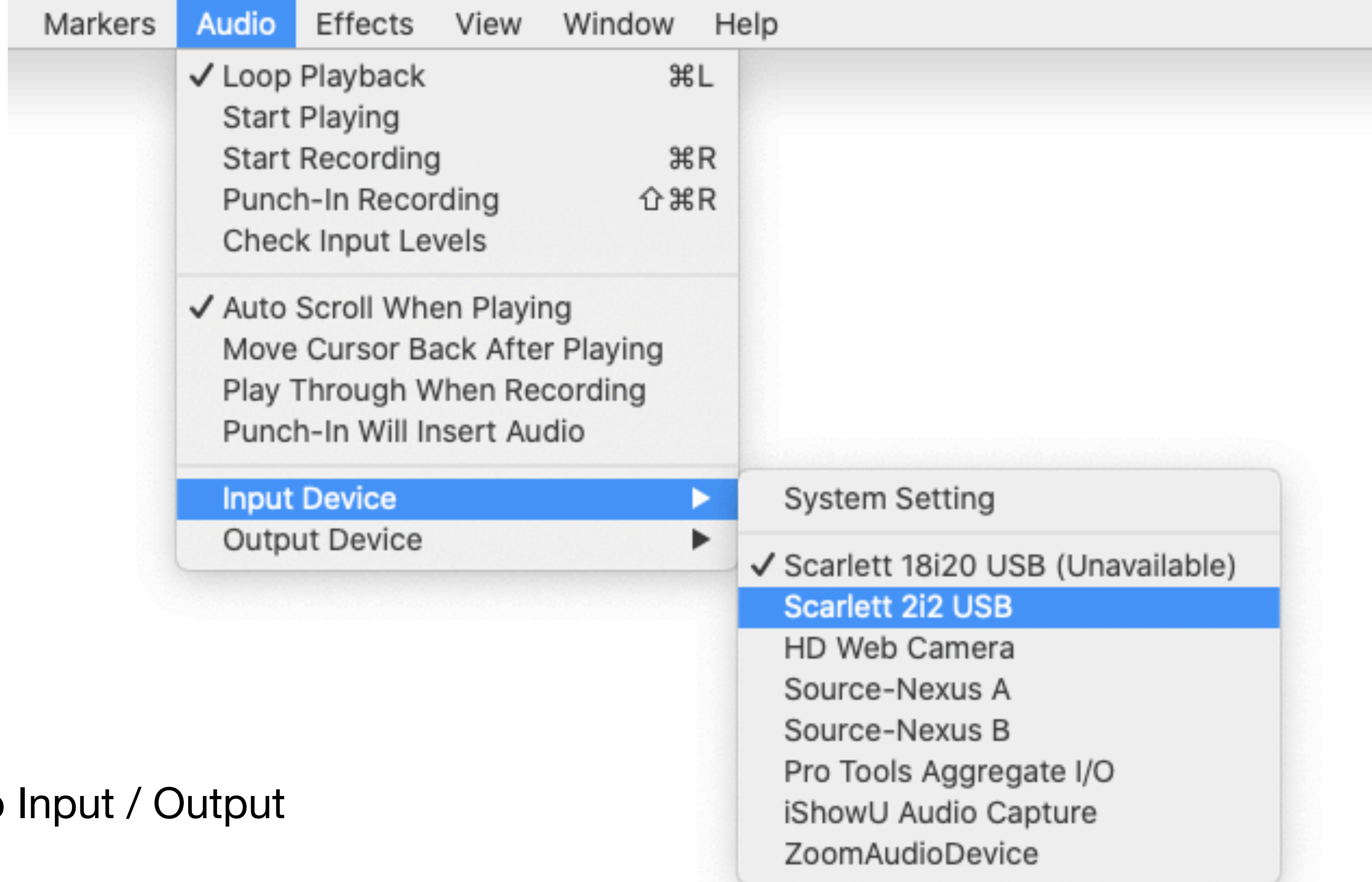
Audio Input / Output

Recording

Process

- Practice script

- Set level for script (changes for each style of recording)

- Record as many takes as needed

- Record room tone after recording to be used in editing

- Edit take(s) for content, noise and spacing

- Normalize (for auditions only)

- Export in required format

Levels

- A good level means a good amount of input signal at the preamp

- Watch your dynamics throughout part of the script and set your level accordingly to the actual text, not the over used "testing 123"

- On average, I usually shoot for -12 for non dynamic commercial reads and about -20 for audiobook sessions. Animation can be all over the map

- You should never over-modulate/peak/'go-over' 0dBFS. Once done, there's no way to undo this distortion

- Not paying attention to levels is just bad practice. A good engineer focuses on consistency and the signal path

Room Tone
Noise Floor

- It's always a good idea to record some extra room tone at the end of your take(s)

- Be sure when recording this 'tone' that you don't make any noises. In fact, freeze and don't breathe for several seconds. Also, don't touch your clothes or other surfaces

- Record at least 5 seconds

- Before using, listen to the tone for issues
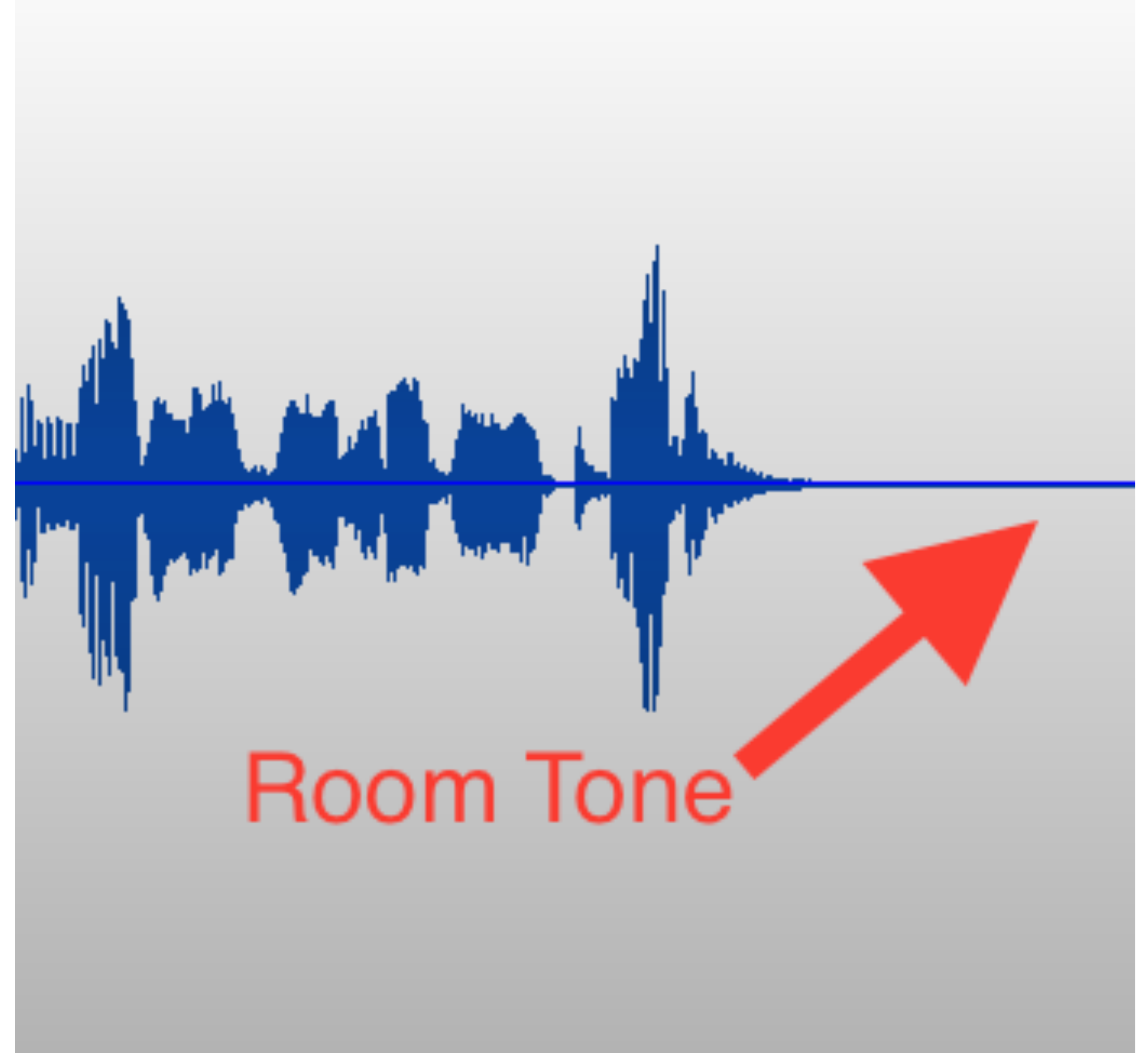

Room Tone

Basic Editing

Order Of Operations

- Record using a signaling method for mistakes

  - Markers / Snaps / Clicker

- Record room tone at end

- Edit to script first, fix mistakes

- QC (Quality Control) edit. Using room tone, fix, repair and replace sections that need adjustments, fine tune spacing, reduce breaths.

  - Use vertical zoom in this pass to investigate the quieter parts

  - Use Special Paste to speed up workflow

- Then master

Special Paste
CMD Y

- Used to paste the contents of the clipboard into a user selectable area

- Must setup the "SPECIAL PASTE OPTIONS" first. These are found in the EDIT menu

- Match the window settings to the right

- Allows you to take clean room tone copied to your clipboard and selectively paste it into areas you highlight with your mouse

- Best to copy at least a few seconds of CLEAN room tone to your clipboard for this use
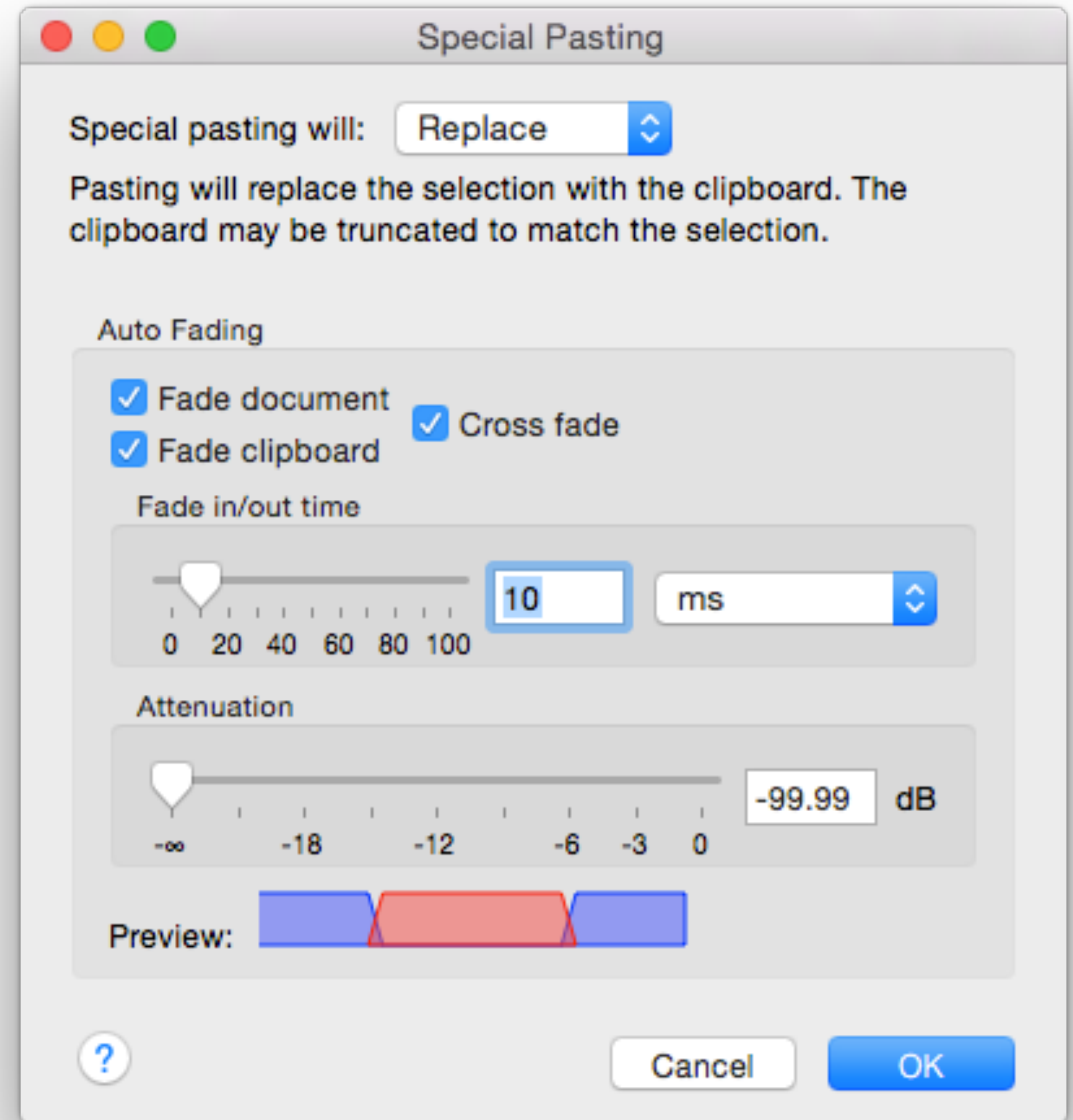
Amplify
'F' Key

- Amplify is used to raise the global or selected area of audio by a specified dB amount

- The window remembers your last value

- Best to move in 3 dB increment amounts

- Great for reducing sections of your take

- Negative numbers reduce, positive numbers increase

- Amplify can be used to over modulate your audio - be careful!!!
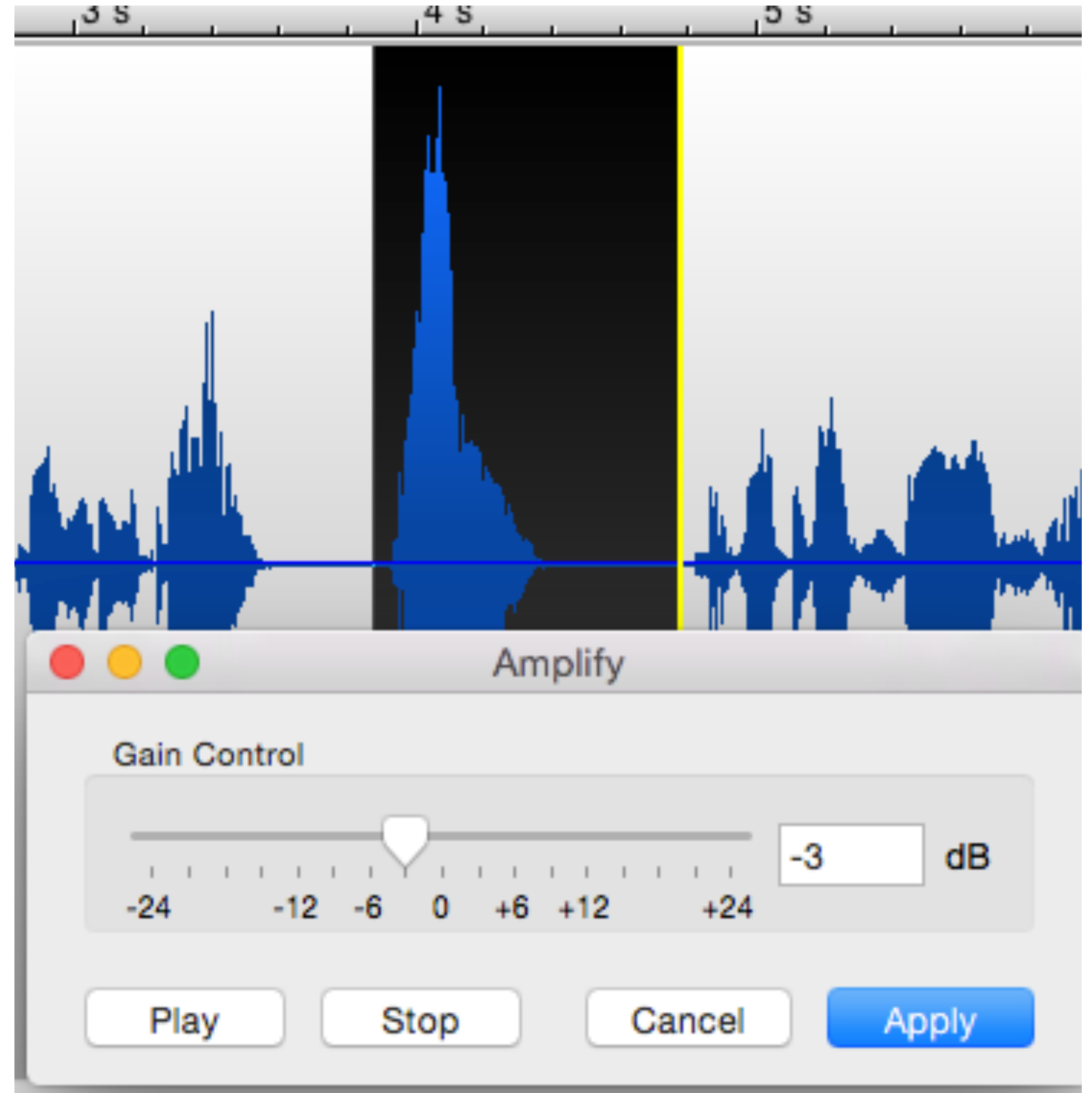
Basic Processing
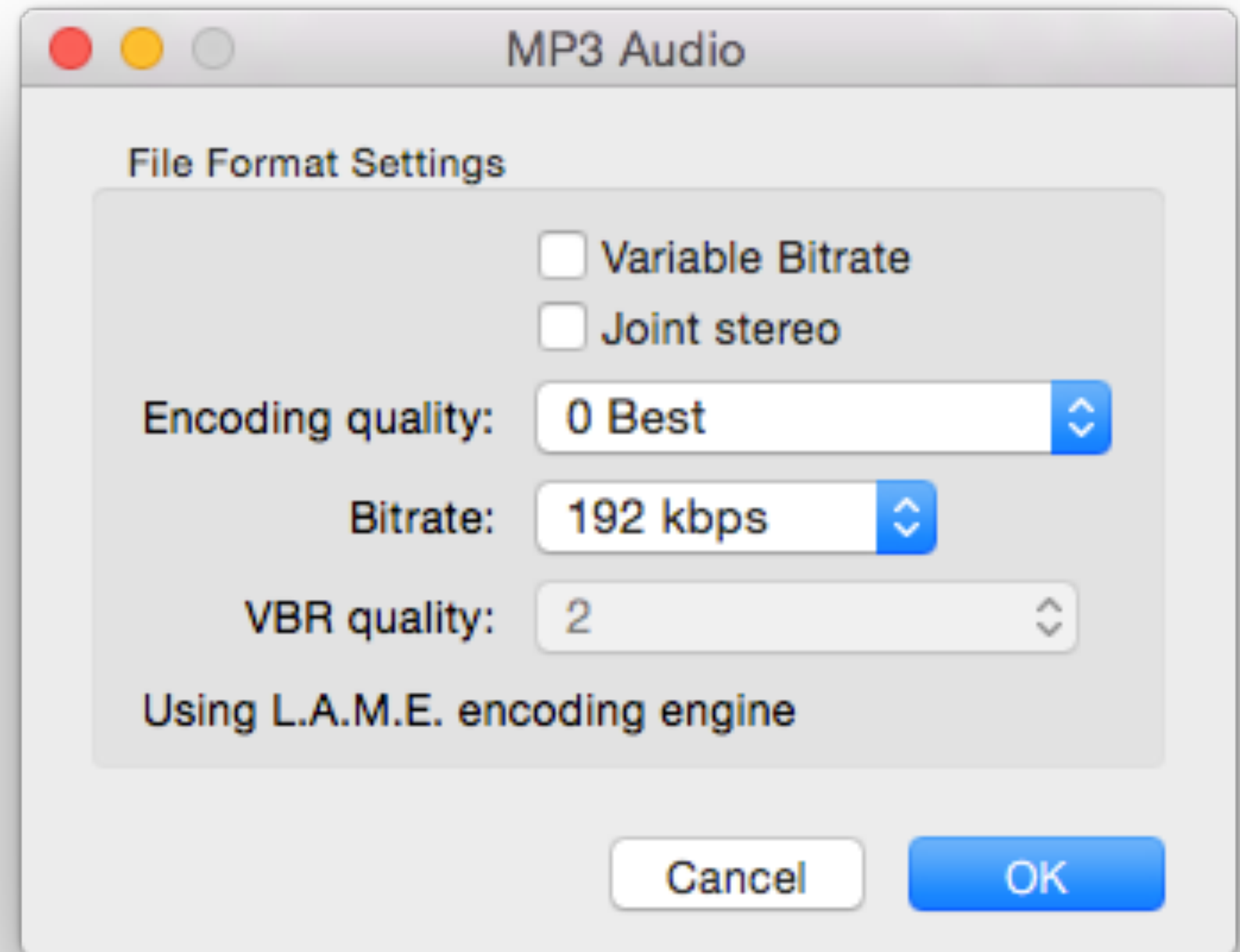
Audio Menu > Effects
Or Normalize Icon
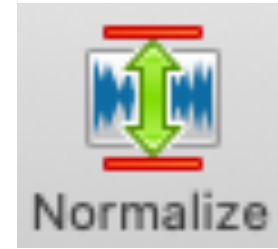
- Normalize is a global process where the peak volume is raised or lowered to a user specified level

- Normalize should be used after editing and on all auditions

- Normalize cannot over modulate your audio - 0 dBFS is the highest it can go

- Normalize always to PEAK VALUE

- A common value is -1 dBFS
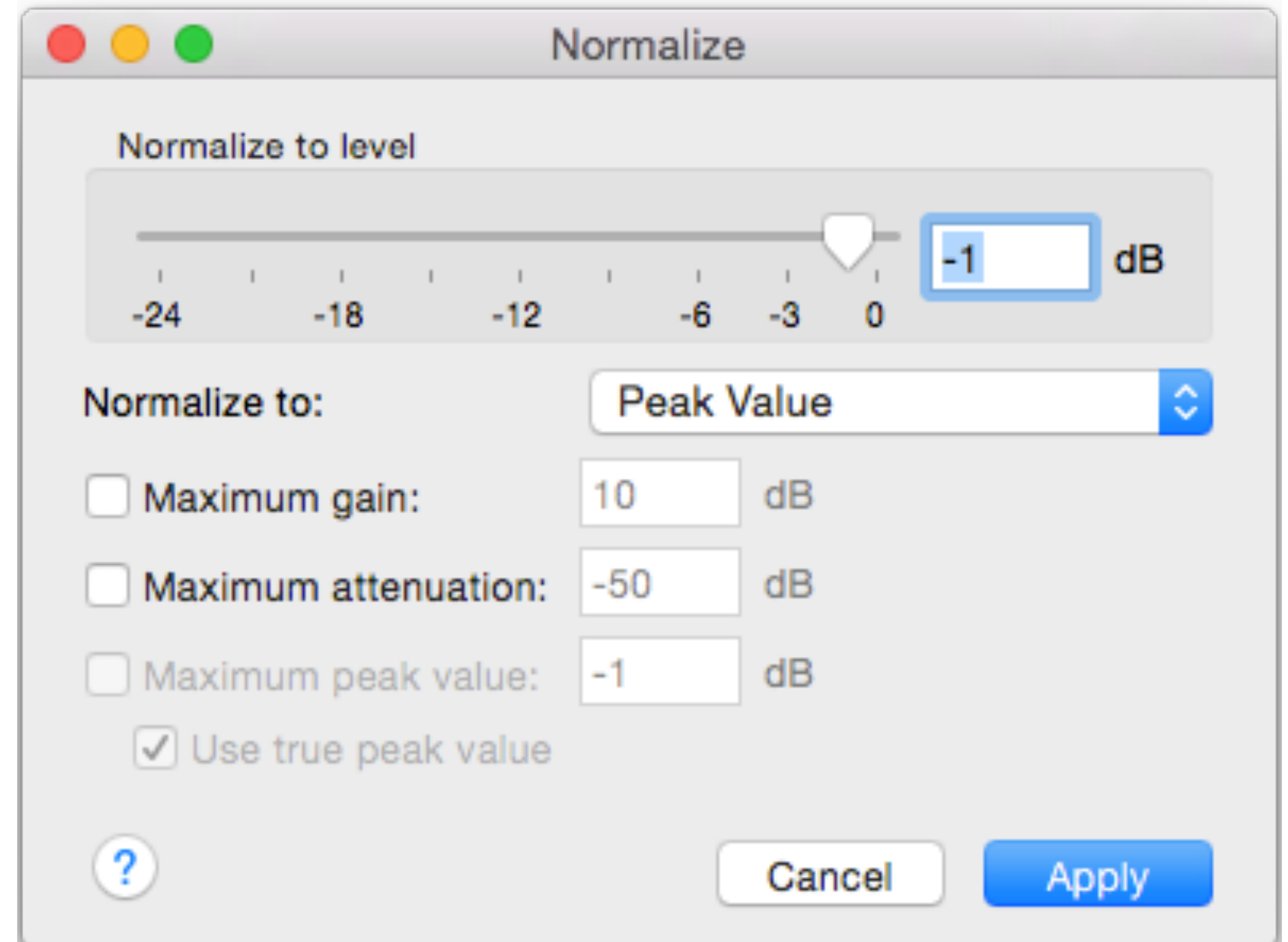
Exporting

Wave / MP3

- Export WAVE for full resolution high-quality files to be used for further editing or to send to paid clients or engineers

- Use MP3 for auditions or review. The MP3 codec deteriorates your audio quality to make it smaller. This should be the last process in your chain and you shouldn't edit MP3 files after saving them

- The settings to the right are common for VO

- Settings are found in Save As… Bottom of window dialog box

MP3 Audio

File Format Settings

☐ Variable Bitrate
☐ Joint stereo

Encoding quality: 0 Best

Bitrate: 192 kbps

VBR quality: 2

Using L.A.M.E. encoding engine

Cancel   OK

Further Resources

- Twisted Wave Manual

- Nuancetone Tutorials

  - youtube.com/user/nuancetone