

TWISTED WAVE

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101



# PROGRAM INFORMATION

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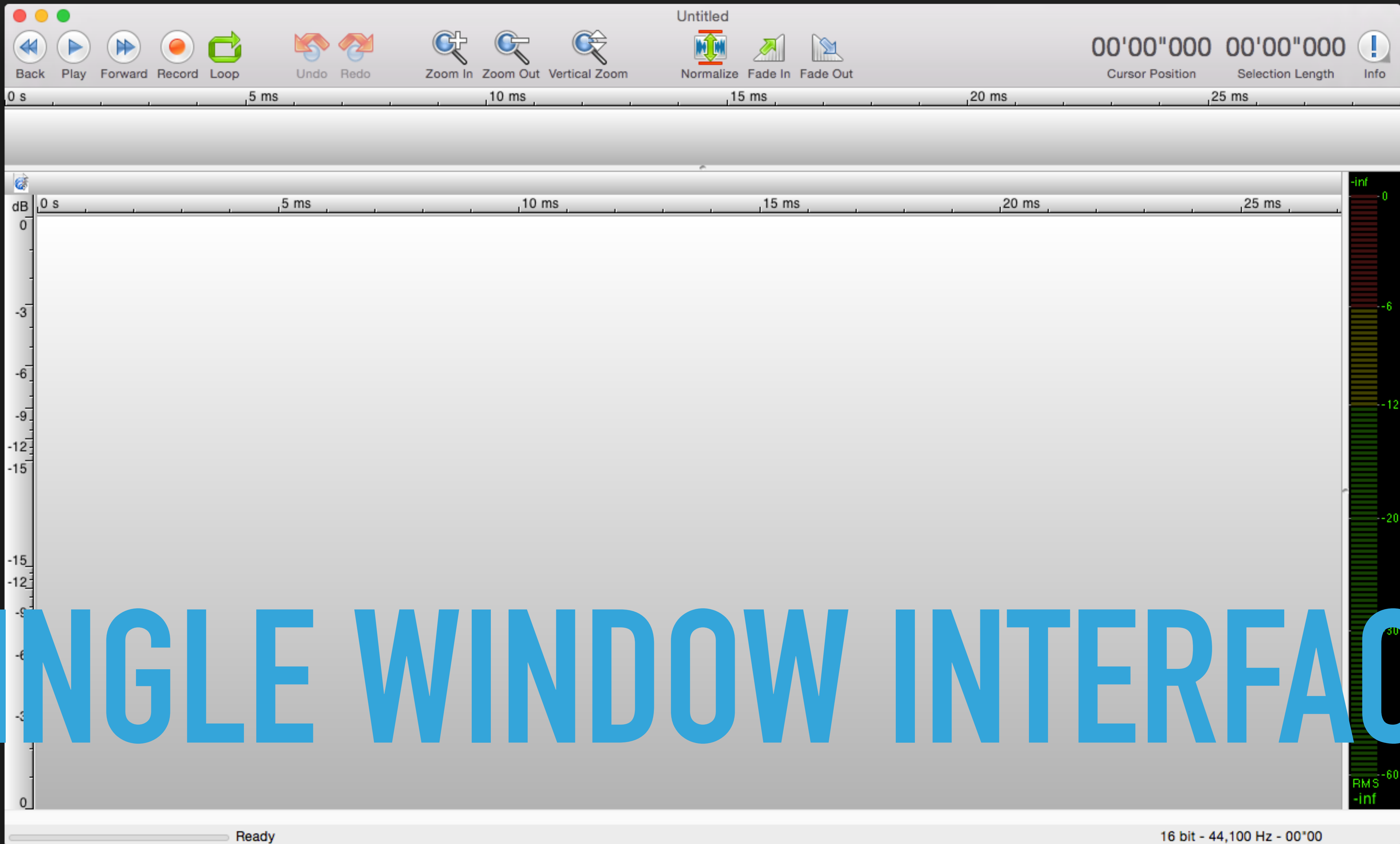
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- ▶ [www.twistedwave.com](http://www.twistedwave.com)
- ▶ \$80 (One Time)
- ▶ Free 30 day trial
- ▶ Mac only
- ▶ Updated frequently
- ▶ 2 versions available (**OSX** [more powerful] & **iOS** [more portable])
- ▶ OSX & iOS are different purchases [different OS altogether]

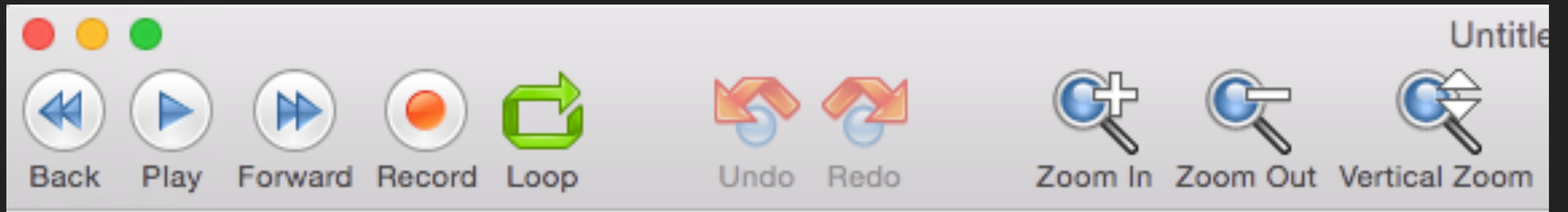
## SINGLE TRACK EDITOR

- ▶ Collapsible 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



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# TRANSPORT & ZOOM



## TOOLBAR (LEFT SIDE)

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- ▶ Play / Stop = **Spacebar**
- ▶ Cursor rewind to beginning = **Fn + Left**
- ▶ Cursor forward to end = **Fn + Right**
- ▶ Record = **CMD + R**
- ▶ Loop = Repeatedly play selection
- ▶ Undo = **CMD + Z**
- ▶ Redo = **Shift + CMD + Z**
- ▶ Vertical Zoom = **Shift Up / Down**



Normalize



Fade In



Fade Out

00'00"000

Cursor Position

00'00"000

Selection Length



Info

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# NORMALIZE, FADE AND POSITION

## TOOLBAR (RIGHT SIDE)

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- ▶ Normalize

- ▶ Normalize will globally raise or lower the volume of the recorded audio to a level of your choosing (threshold). This is similar to turning up a volume dial.

- ▶ Fade In = **Shift + <**

- ▶ Fade Out = **Shift + >**

- ▶ Cursor Position

- ▶ The location of your cursor

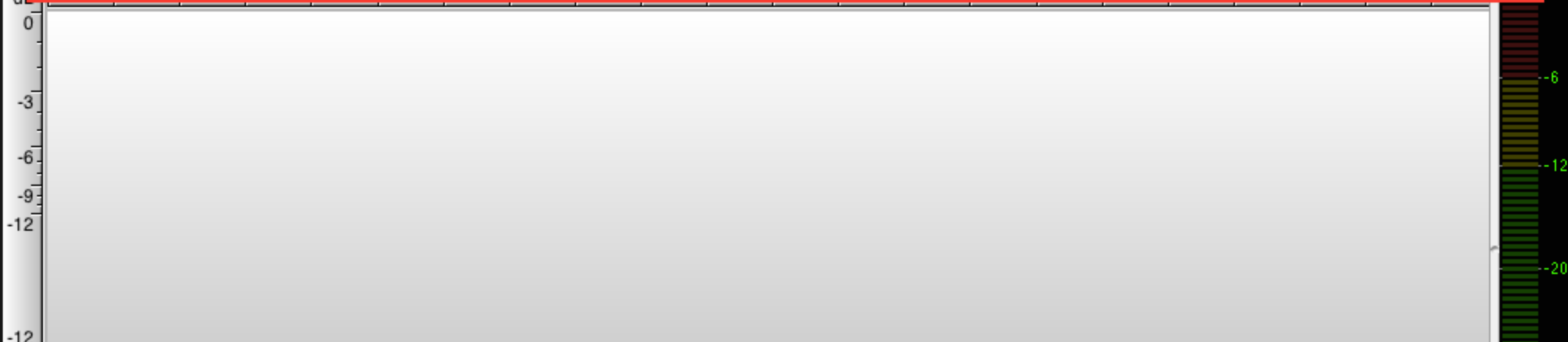
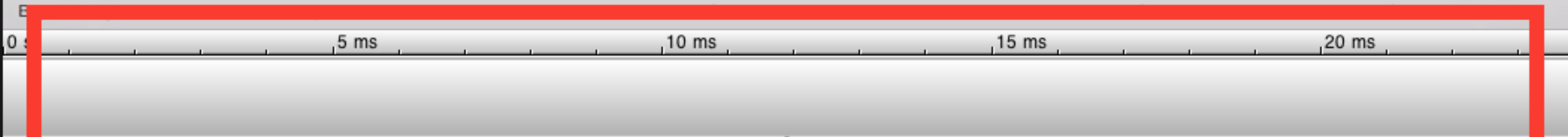
- ▶ Selection Length

- ▶ The length in time of the selected audio

- ▶ Info = Metadata tagging of your file

Untitled

00'00"000 >>



THE OVERVIEW AREA

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

Untitled

00'00"000 >>  
Cursor Position

Back Play Forward Record Loop Undo Redo Zoom In Zoom Out Vertical Zoom Normalize Fade In Fade Out

0 s 5 ms 10 ms 15 ms 20 ms



# DB METER - PEAK & RMS

- ▶ Peak

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

- ▶ RMS

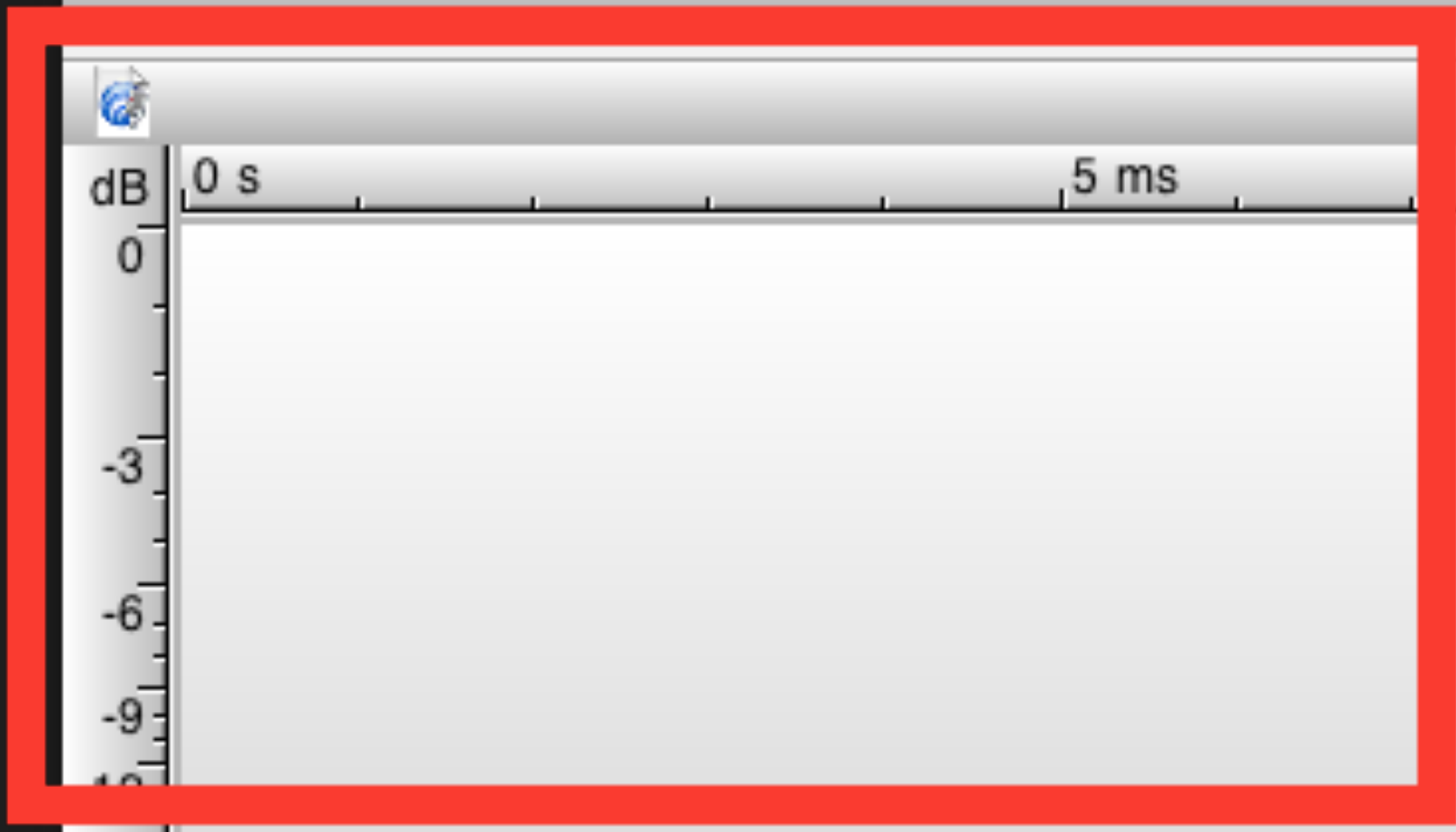
- ▶ Numeric level of average audio volume. More closely resembles human hearing. Great way to balance multiple recordings. Not great for fast real time metering, doesn't pay attention to quick adjustments

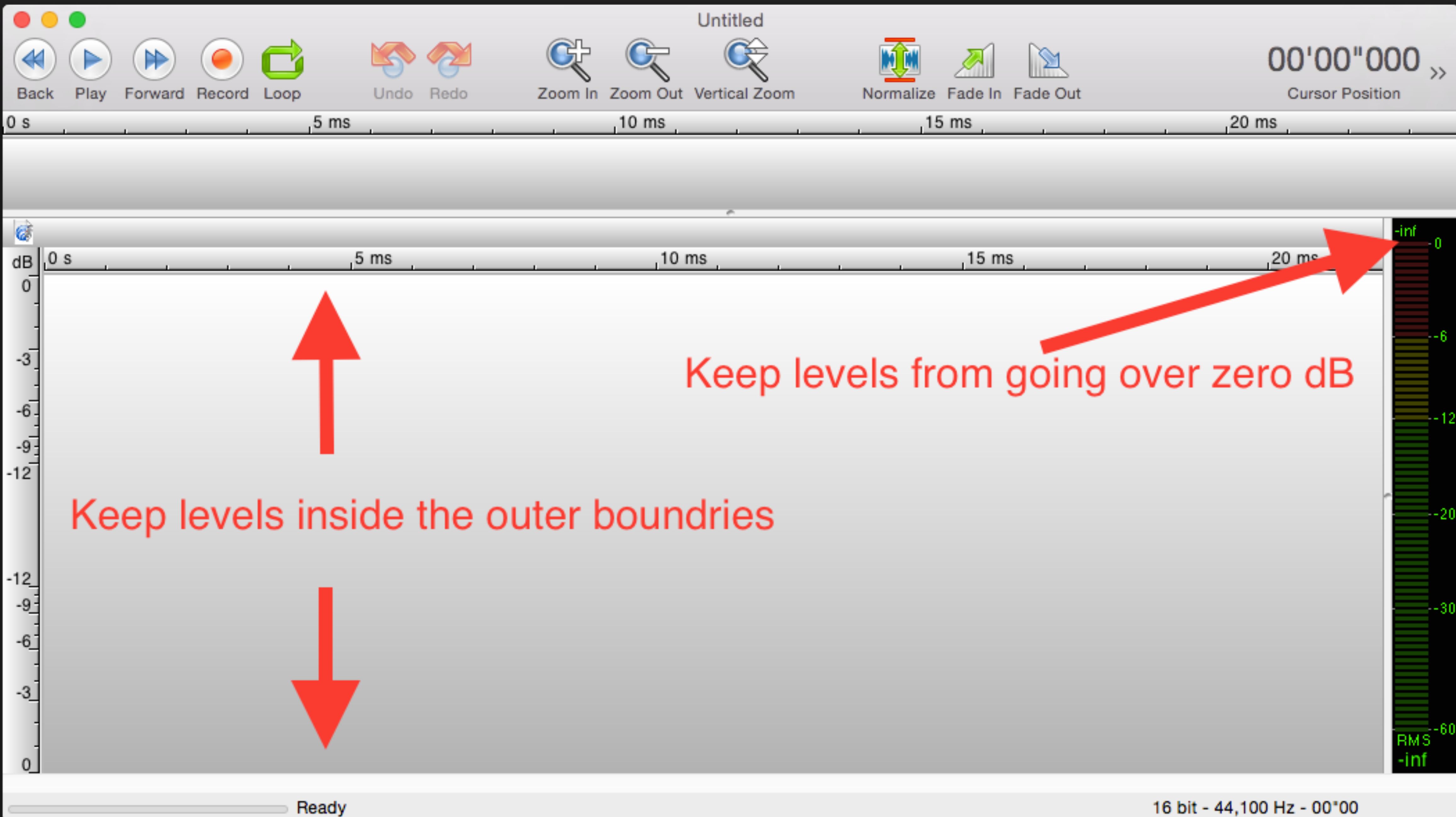
Untitled

00'00"000 >>  
Cursor Position

Back Play Forward Record Loop Undo Redo Zoom In Zoom Out Vertical Zoom Normalize Fade In Fade Out

0 s 5 ms 10 ms 15 ms 20 ms







**HARDWARE**



## ORDER OF OPERATIONS

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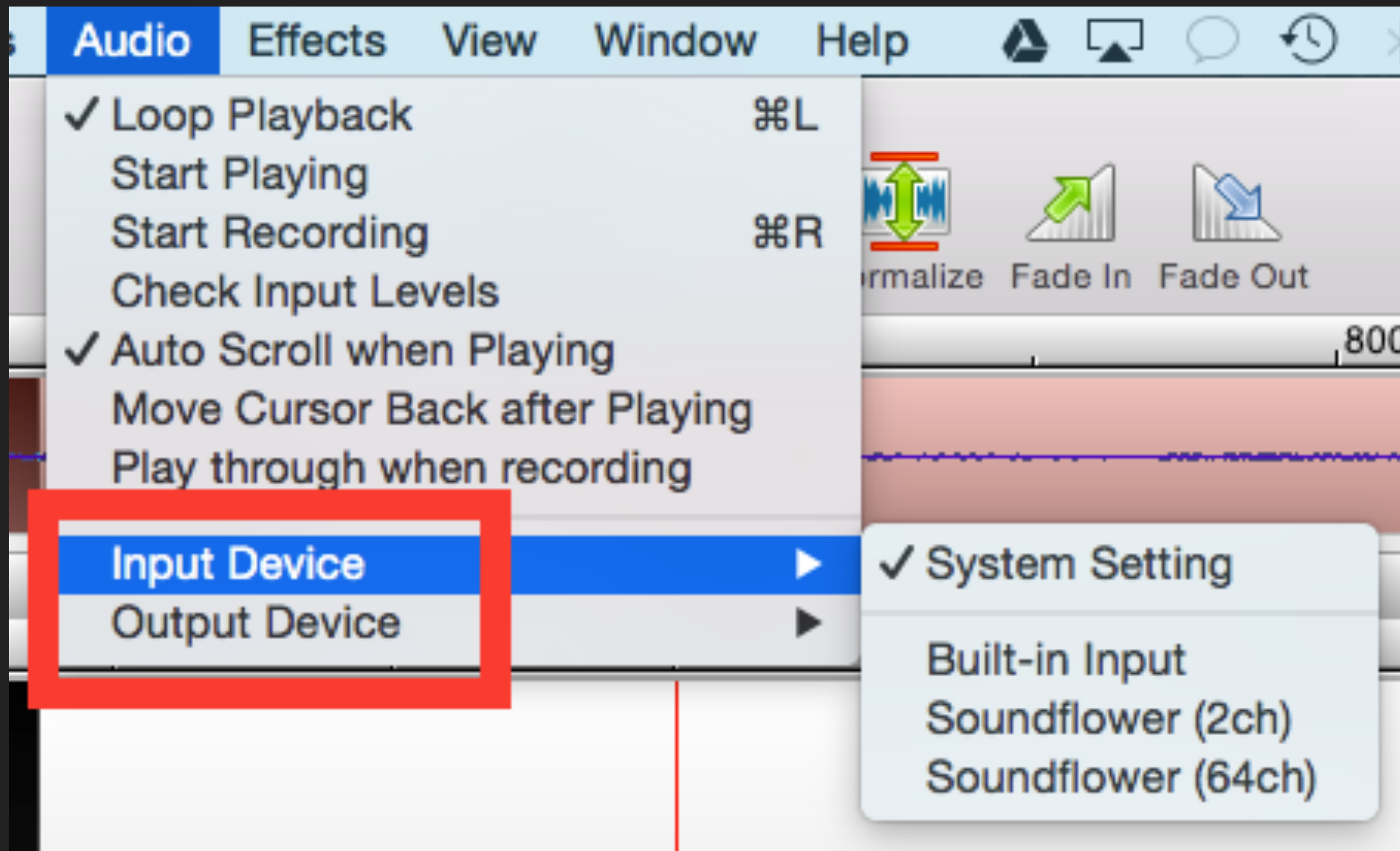
### 1. Connect hardware

- ▶ 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



**INPUT / OUTPUT**

**RECORDING**

## RECORDING PROCESS

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- ▶ 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

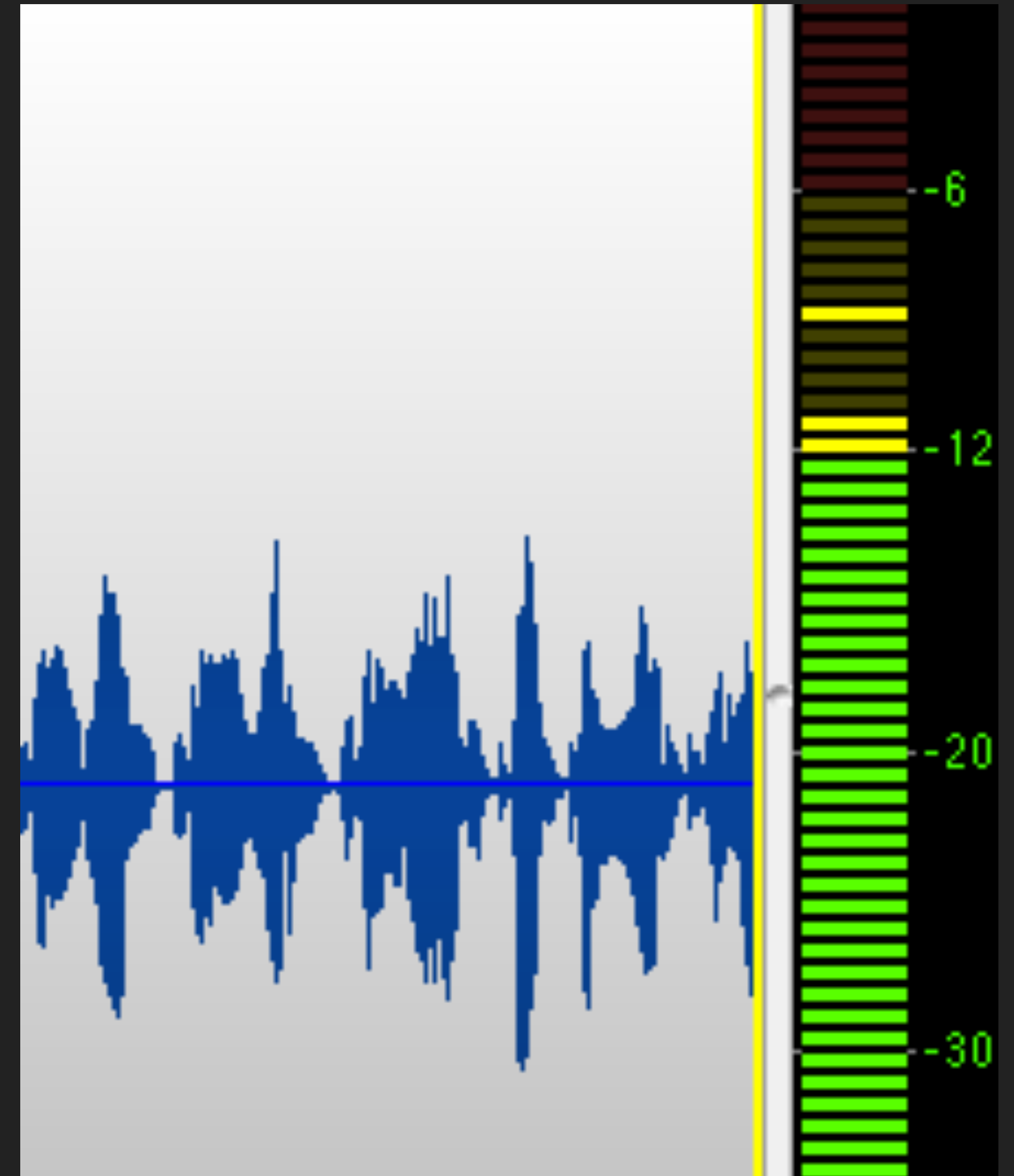
## SETTING LEVELS

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- ▶ 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

## THESE ARE AVERAGES, NOT PEAKS

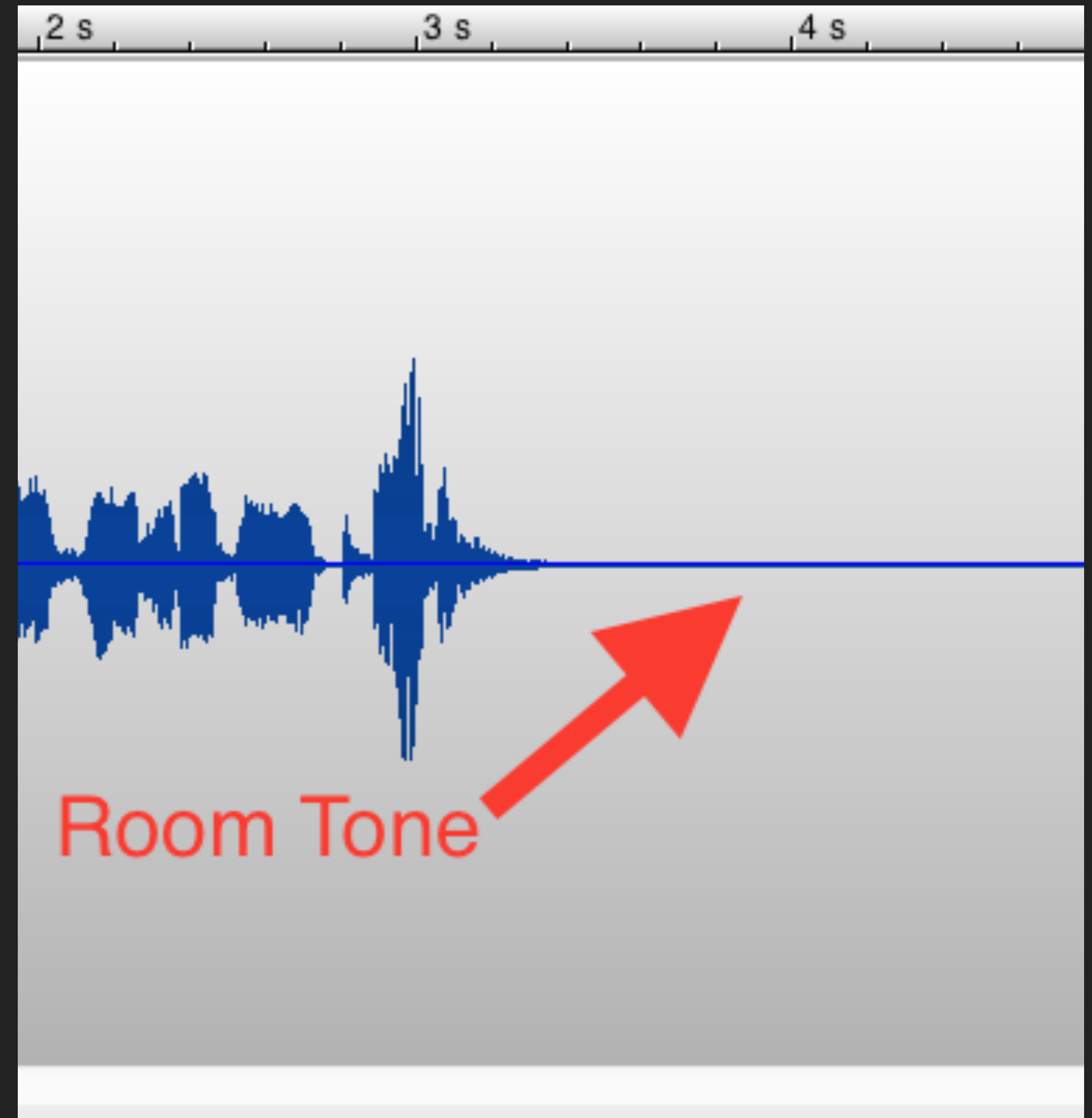
- ▶ Commercial -12
- ▶ Audiobook -25
- ▶ Animation (2 pass or ride level)
- ▶ Promo -12
- ▶ Narration -15





## ROOM TONE

- ▶ 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

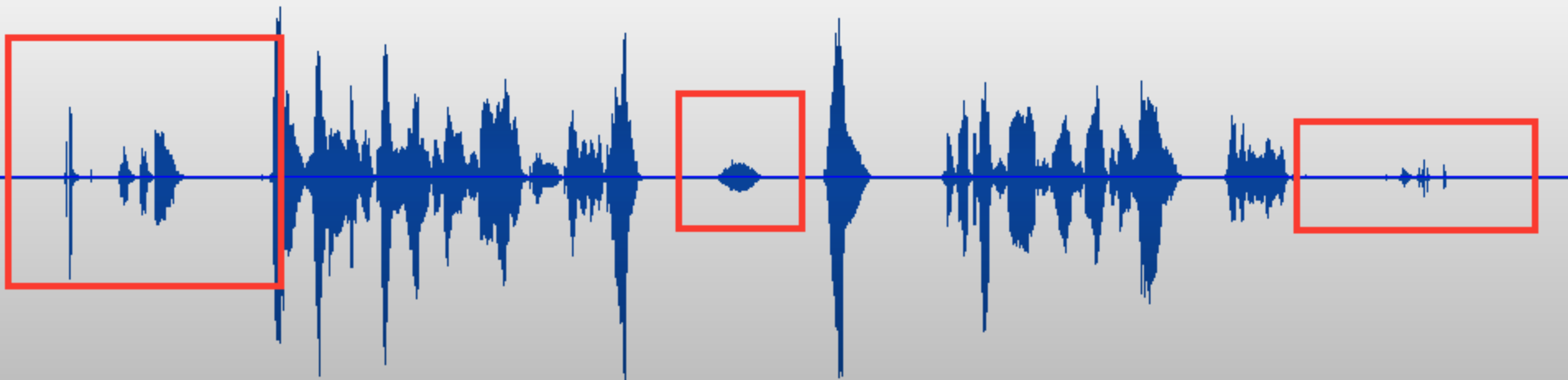


# BASIC EDITING

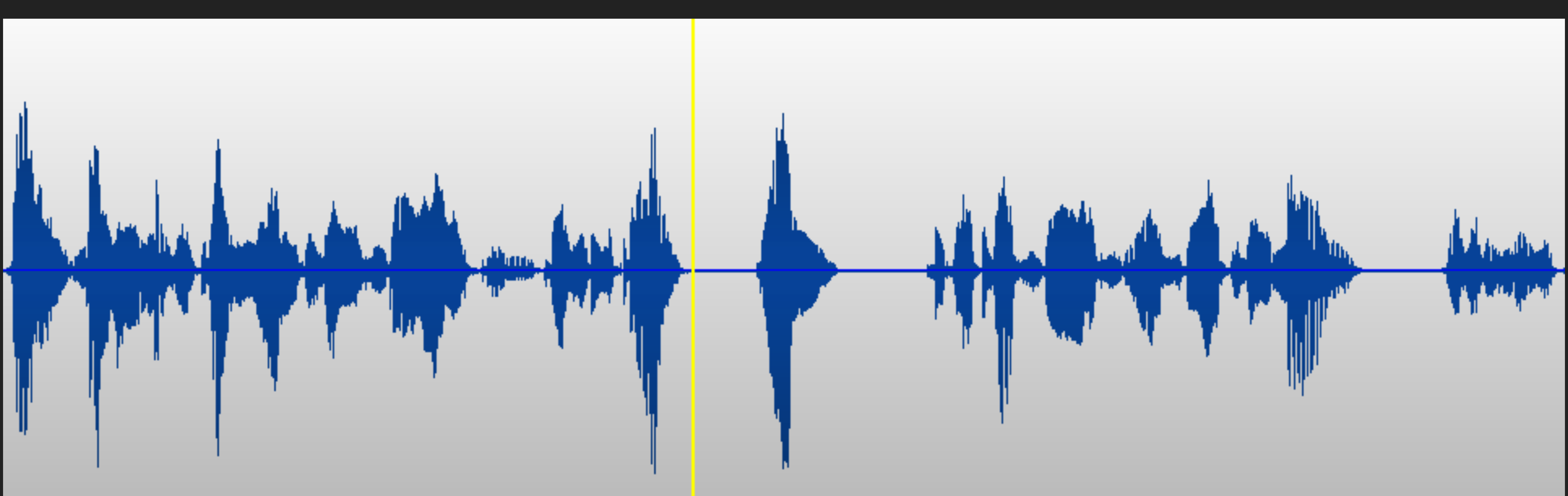
## SHORTCUTS

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- ▶ Cut = **CMD + X**
- ▶ Copy = **CMD + C**
- ▶ Paste = **CMD + V**
- ▶ Special Paste = **CMD + Y**
- ▶ Undo = **CMD + Z**
- ▶ Redo = **Shift + CMD + Z**
- ▶ Amplify = **F**



**Delete extra space, minimize or delete breaths, top and tail and use room tone to cover sections of mouth noise**

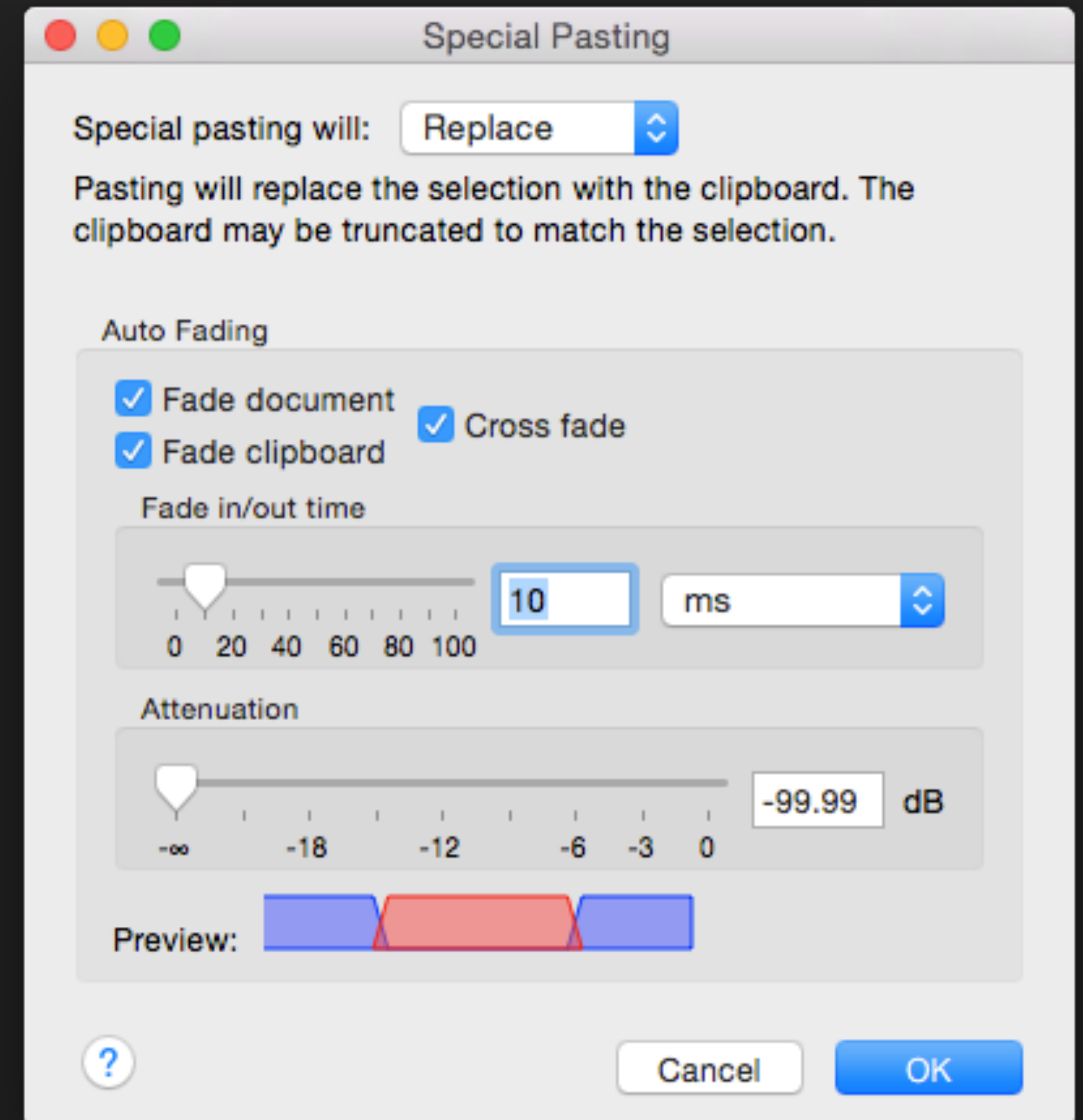


**Final take, edited for content and spacing**

## SPECIAL PASTE

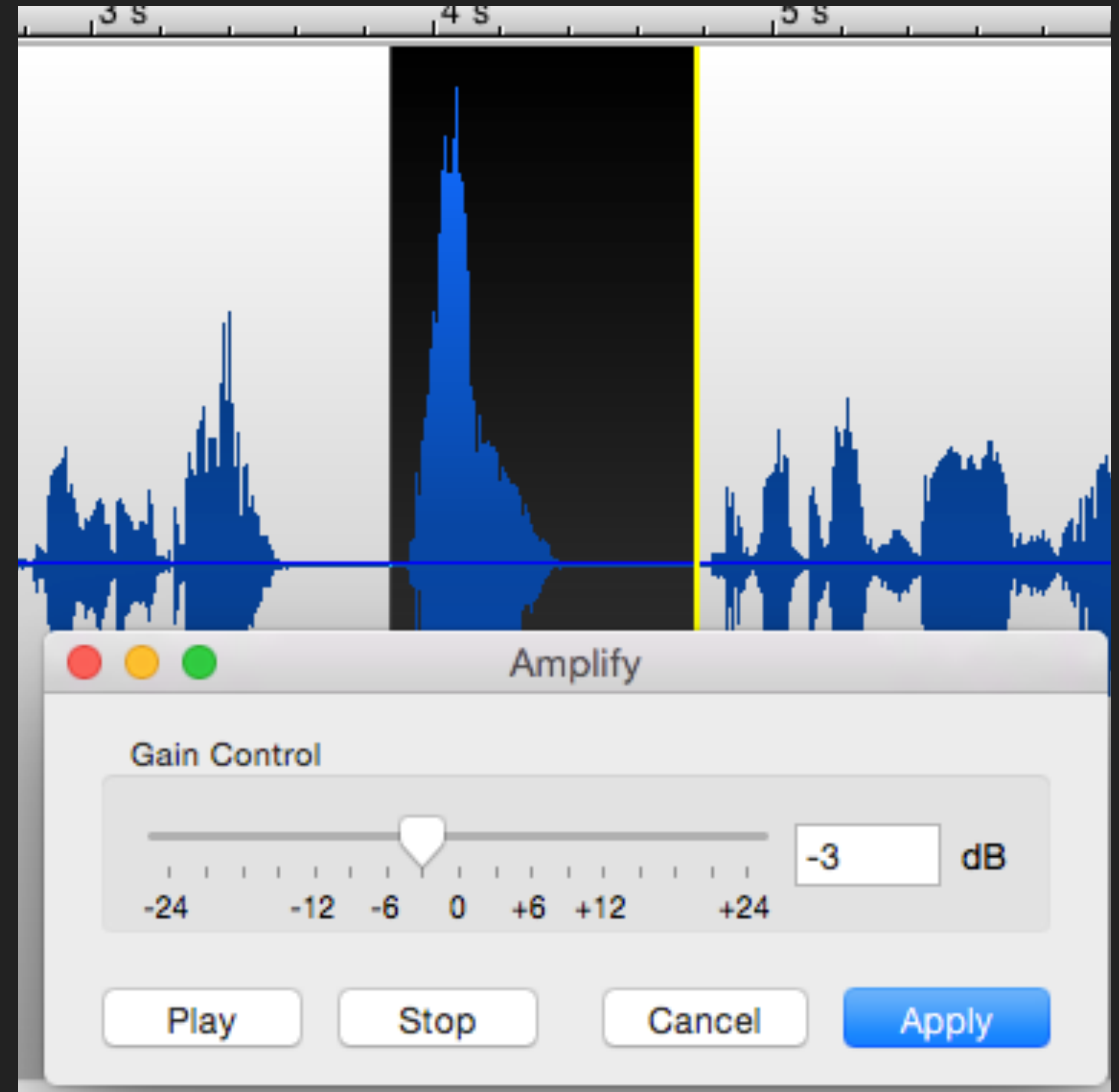
### CMD + Y

- ▶ 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
- ▶ 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!!!



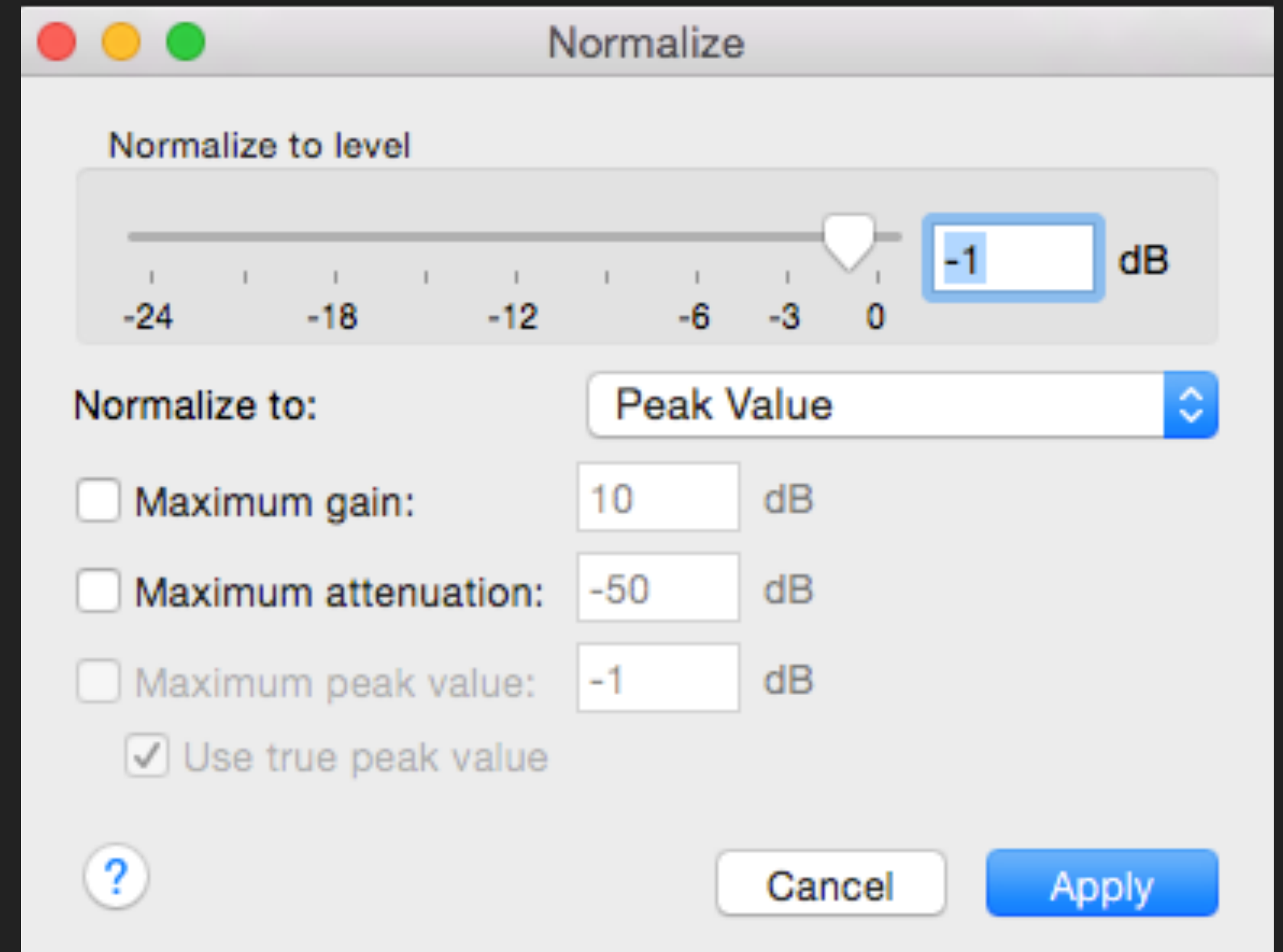
# BASIC PROCESSING



## NORMALIZE

# AUDIO MENU > EFFECTS

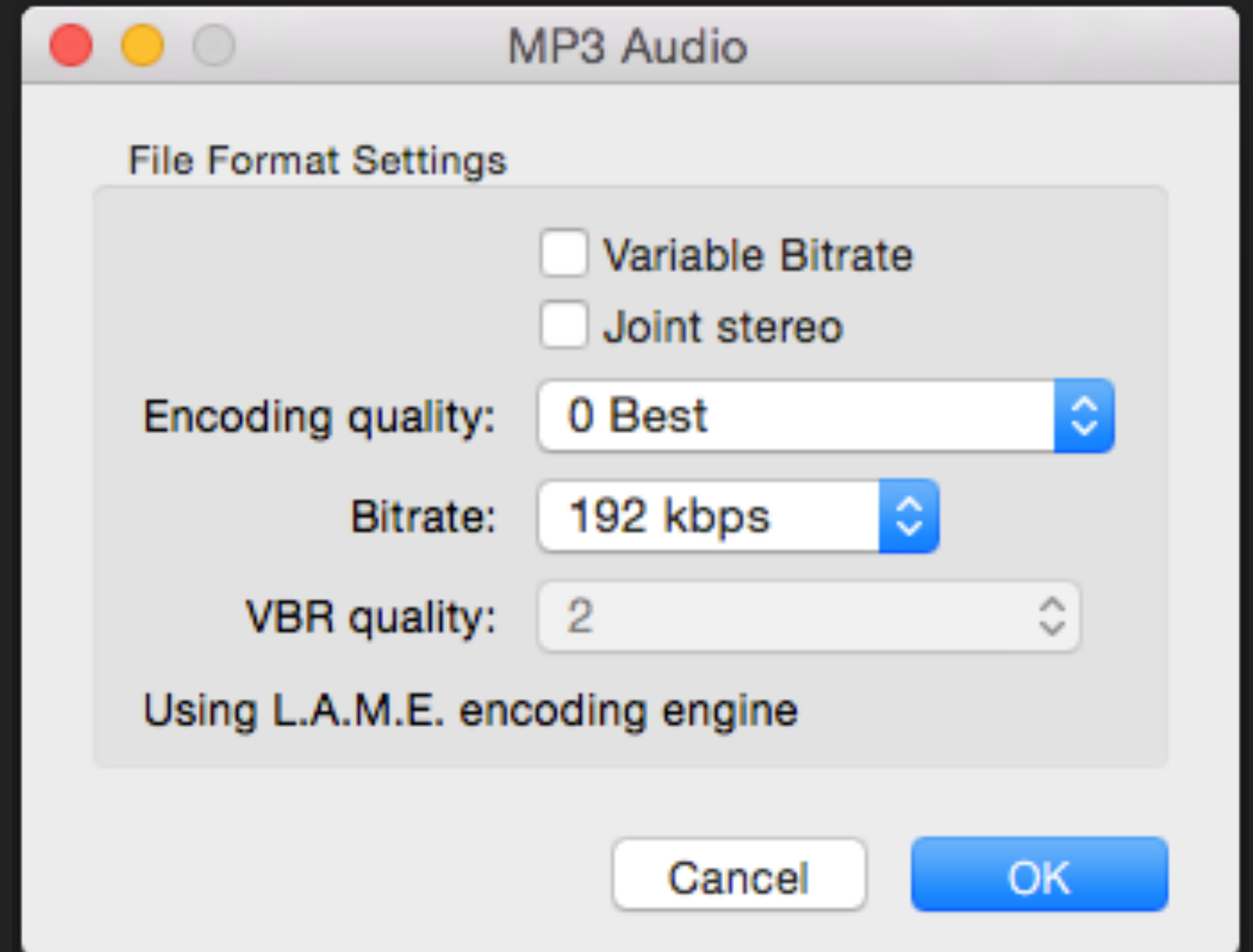
- ▶ Normalize is a global process where the peak volume is raised or lowered to a user specified level
- ▶ Normalize should be used after editing and on all auditions
- ▶ Normalize cannot over modulate your audio - 0 dBFS is the highest it can go
- ▶ Normalize always to PEAK VALUE
- ▶ A common value 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



**DEMONSTRATION**

record | edit | mix | blend  
**nuancetone**tutorials  
www.nuancetone.com

## FURTHER RESOURCES

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**TWISTED WAVE MANUAL**

**[WWW.YOUTUBE.COM/USER/NUANCETONE](http://WWW.YOUTUBE.COM/USER/NUANCETONE)**