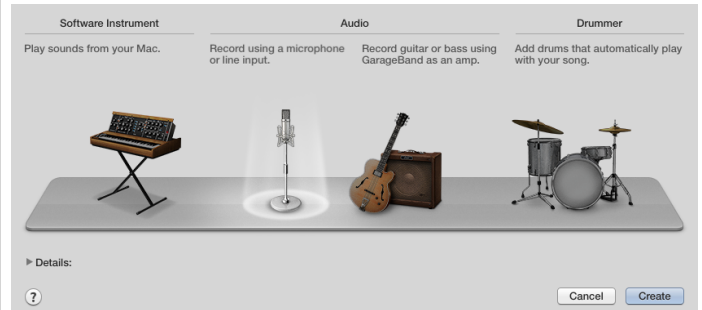


# Foley Project Tutorial

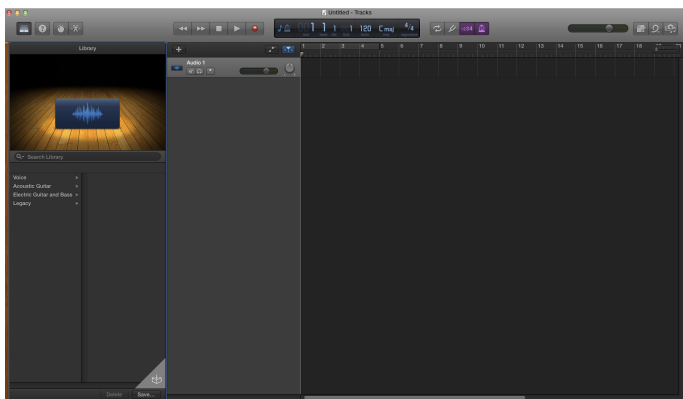
- Open GarageBand
- Select New Project on the left side
- Click on Empty Project
- Click Choose



- Click on the highlighted microphone under Audio section (Record using a microphone or line input)
- Click Create



- GarageBand work area opens and there are a few things that will need to be changed



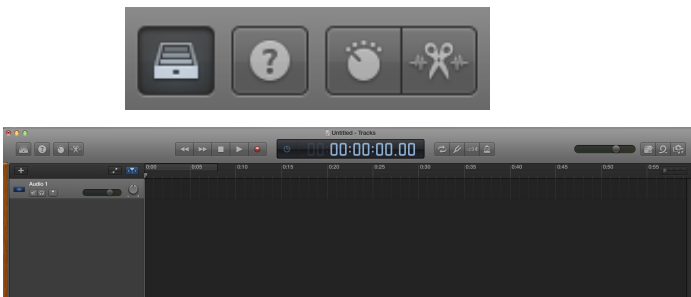
- Click the purple boxes for the 1234 and Metronome count in to cut them off and turn them grey



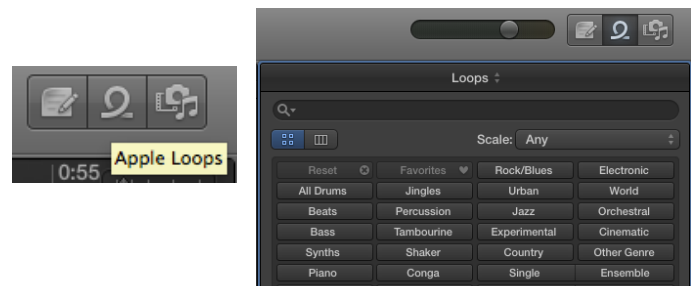
- Click on the Display mode, blue music note and metronome, and change to Time



- Click on the Library icon in the upper left (looks like a drawer) to close the Library window to provide more working space for your project Timeline

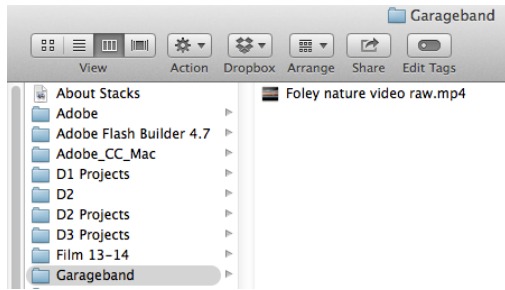


- Click on the Apple Loops icon in upper right (looks like a roller coaster loop) to open the library of pre-made beats, music, instruments, and sound effects

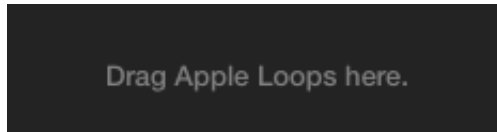


# Foley Project Tutorial

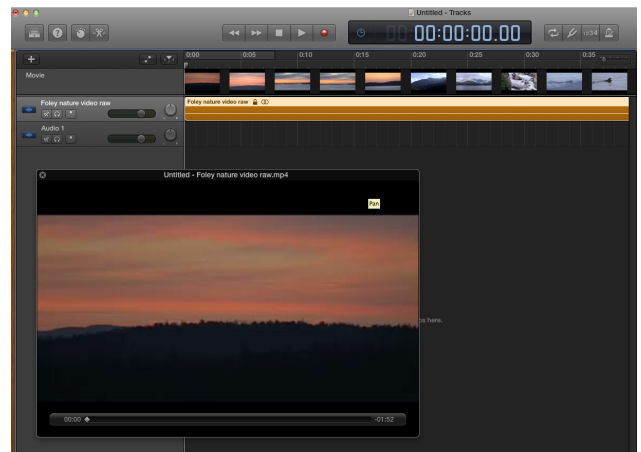
-Open Finder Window and locate the Foley nature video raw file.mp4



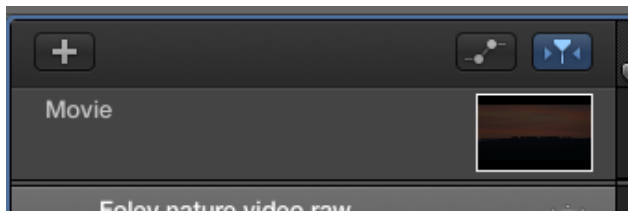
-Drag the video file from Finder onto the middle of the GarageBand work area that says Drag Apple Loops Here



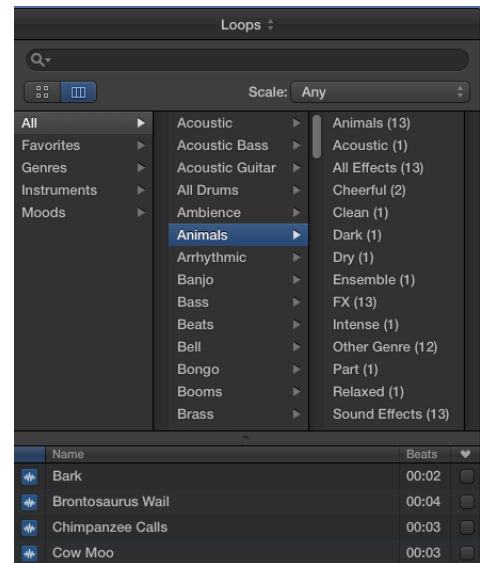
-Foley video file opens in GarageBand Timeline, with a preview window so you can see the video as you work.  
-Empty Audio 1 track appears below video track



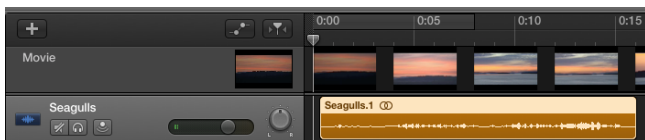
-If you close the video preview window you can reopen it by going to the Movie track and double clicking on the image thumbnail of the movie



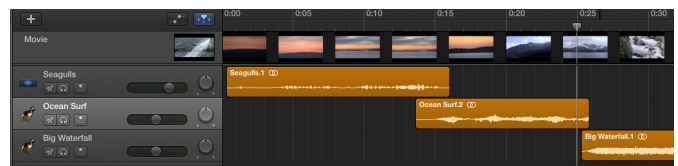
-Add nature sounds from the Apple Loops library and from sounds that you find online and download to Finder  
-Click on the 3 window column view in the Loops window  
-Click All on far left column  
-Choose category of choice for middle and right column



-To add sounds from the Loops window, click and drag the individual sound onto the Drag Apple Loops Here area just like you did from Finder.  
-It will add the audio file with name of the track to the Timeline



-Continue to add natural sounds to every scene.  
-Each sound will be on a separate track and the audio clips will be staggered in the timeline so they only play at a particular scene



## Foley Project Tutorial

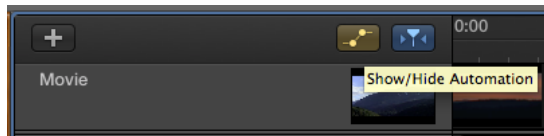
- To cut any audio clip, place the playhead in the Timeline where you want to make the cut
- Click the audio clip to make sure it is highlighted
- Command T to split the clip
- Click on the part of the audio clip to be deleted so that only that part of the newly split clip is highlighted
- Hit delete



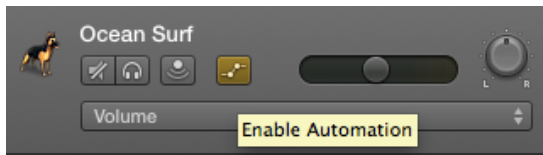
- To trim an audio clip, place the cursor at the bottom end of a clip or bottom front of a clip
- Cursor will turn into a bracket with right/left arrow
- Click and drag right or left to shorten or lengthen the track



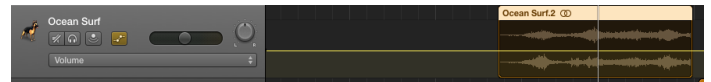
- To adjust the volume level of an audio clip:
- Click on the Show/Hide Automation icon just above the Movie track (looks like a two dot connect the dot ramp up) to activate the button (will turn yellow).



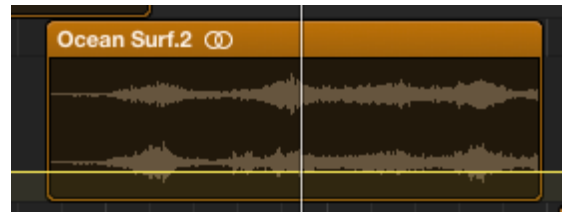
- Click on the Enable Automation button (same looking button) on the track that you want to adjust the volume for a clip to turn it on (will turn yellow)



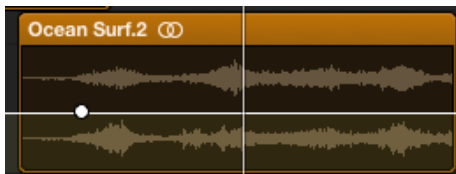
- Now click on the audio clip on this Enabled Automation track and you will see a yellow horizontal line in the middle of the audio clip. This is the volume level.



- Click and drag the yellow line down to decrease the volume of the entire clip or drag the yellow line up to increase the volume of the entire clip. You will see the loudness of the volume increase or decrease in decibels (db) as you move the line.



- To add keyframes to fade in/out an audio clip:
- With the Enable Automation clicked yellow, click anywhere on the yellow line where you want to make a keyframe. A dot will appear wherever you click on the yellow line.



- It takes two keyframes to make a ramp in the audio to either fade up or fade down. Click on the line to make the keyframes where you want, and then drag down the keyframe dots to form the change in volume ramps.



## Foley Project Tutorial

-Continue to add sounds either from the Apple Loops library, from sounds provided, or from sounds you download from the Web.

-After you have added all the nature sounds, select a background music that fits the target audience to play for the length of the video. Adjust the volume level of the background music so that it does not overpower the nature sounds.

-The video fades in from black at the beginning and fades out to black at the end. The volume level should do the same so the first audio clip should fade up using keyframes with the video and the last audio clip should fade out with the video using keyframes to adjust the volume.

-Remember to adjust the volume levels of all nature tracks so that they sound like they are at the same volume. You do not want some scenes to be really loud and some to be really quiet.

-Once all scenes have a natural sound and background music has been added, watch and listen once more to the entire video to make sure all volume levels are correct.

-When the project is complete open the tutorial on how to export a video from GarageBand and submit your exported file.