



audio design desk

User Manual

# Table of Contents

1. <u>Installing Audio Design Desk</u> .....	
<u>1.1 System Requirements</u>	
<u>1.2 Download</u>	
<u>1.3 Launching Audio Design Desk</u>	
2. <u>Sound Packs</u> .....	
<u>2.1 Sound Pack Manager</u> .....	
<u>2.2 Spot Mode</u>	
3. <u>Exploring the Interface</u> .....	
<u>3.1 Video (Red)</u> .....	
<u>Transport Bar</u> .....	
<u>3.2 Library (Yellow)</u> .....	
<u>Library</u> .....	
<u>Frame.io</u> .....	
<u>Search</u> .....	
<u>Replace</u> .....	
<u>3.3 Timeline (Teal)</u> .....	
<u>Timeline Toolbar</u> .....	
<u>Timeline Functions</u> .....	
<u>3.4 Triggers / Metadata (Purple)</u> .....	
<u>Triggers</u> .....	
<u>Metadata</u> .....	
<u>3.5 Sound Editor (Orange)</u> .....	
<u>File Menu</u> .....	
<u>Marker Menu</u> .....	
<u>Edit Menu</u> .....	
<u>Snap Menu</u> .....	
<u>Transport Commands</u> .....	

- 4. Menu Items.....
- 4.1 ADD.....
- 4.2 File .....
- 4.3 Edit.....
- 4.4 View.....
- 4.5 Audio.....
- 4.6 Video.....
- 4.7 Library.....
- 4.8 Timeline.....
- 4.9 Track.....
- 4.10 Region.....
- 4.11 Marker.....
- 4.12 Triggers
- 4.13 Window.....
- 4.14 Help.....

- 5. Projects.....
- 5.1 Creating a New Project.....
- 5.2 Importing Video.....
- 5.3 Tracks and Regions.....
- 5.4 Elements Vs. Stems.....
- 5.5 The Sync Marker.....
- 5.6 The Magic Marker.....
- 5.7 Mix Controls.....
- 5.8 Rendering.....
- 5.9 Saving Versions.....
- 5.10 Adding & Creating Music.....
- 5.11 Recording Audio.....

- 5.12 MIDI Time Control Sync.....
  - Preparing Audio Design Desk.....
  - Pro Tools.....
  - Logic.....
  - Ableton Live.....
  - Reaper.....
  - Studio One.....
  - Cubase.....

## 6. Triggers.....

- 6.1 Using Preset Triggers.....
- 6.2 Custom Triggers.....
- 6.3 Trigger Pad.....

## 7. Replacing.....

- 7.1 Replace Settings
- 7.2 Using the Replace Window
- 7.3 Mini Library
- 7.4 Replace From Triggers
- 7.5 Replacement History

## 8. Importing Audio.....

- 8.1 Importer Window.....
  - Importer Menu...
    - File...
    - Edit....
    - Metadata.....
    - Markers.....
- 8.2 Assigning Metadata.....
- 8.3 Assigning Markers.....
- 8.4 Import to Library.....
- 8.5 Export as Sound Pack.....
- 8.6 Sound Editor.....
  - Export Elements as Clips.....

<u>9. Export Your Project</u> .....	
<u>9.1 Bouncing</u> .....	
<u>9.2 Export as AAF</u> .....	
<u>9.3 Export as XML</u> .....	
<u>9.4 Export Cue Sheet</u> .....	
<u>10. Additional Resources</u> .....	
<u>10.1 Keyboard Shortcuts</u> .....	
<u>10.2 Sound Definitions</u> .....	
<u>Beds</u> .....	
<u>Hits</u> .....	
<u>Rises</u> .....	
<u>Transitions</u> .....	
<u>Pitched</u> .....	
<u>Textural</u> .....	
<u>Rhythmic</u> .....	
<u>FX</u> .....	
<u>11. ADD System Messages &amp; Dialogs</u> .....	
<u>11.1 Missing Files When Opening Project</u> .....	
<u>11.2 Mixed Sample Rates</u> .....	
<u>11.3 Software / Sound Pack Updates</u> .....	
<u>11.4 No Matches Found</u> .....	
<u>12. Thank You</u> .....	
<u>12.1 Help Emails</u> .....	
<u>12.2 Company / Product Details</u> .....	

# 1. Installing Audio Design Desk:

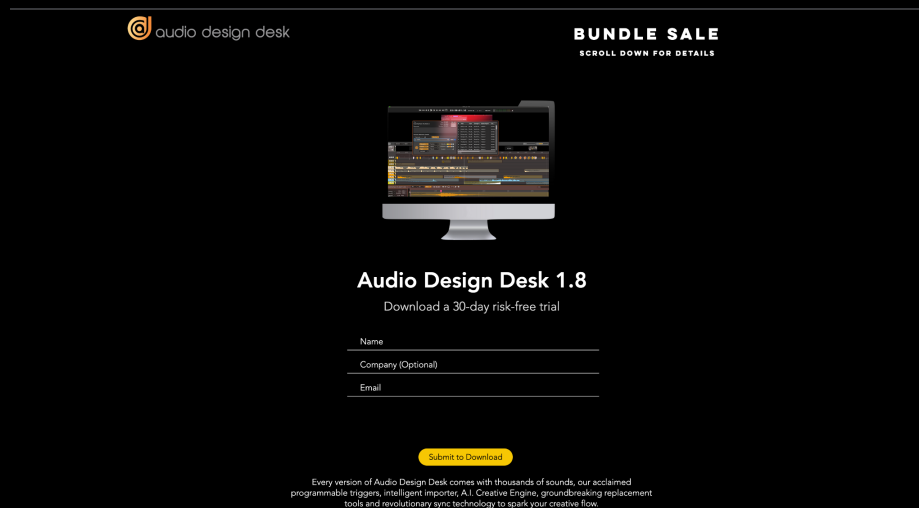
## 1.1 System Requirements:

Audio Design Desk is currently only available for MacOS.

- Operating System: MacOS High Sierra Version 10.13 or later
- Processor: 1.3 GHz Intel Core M or higher
- Memory: 8GB RAM
- Storage: ADD itself isn't so big, but you will need a fair bit of free space to download our Sound Packs. You can use an external hard drive. Using an external hard drive is explained in Sound Pack Manager

## 1.2 Download:

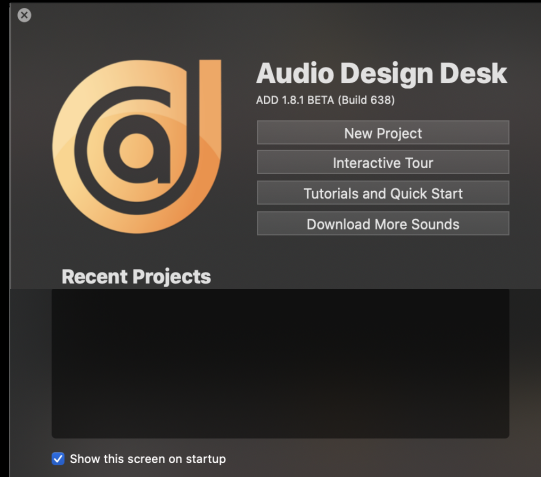
- Go to [www.add.app](http://www.add.app)
- Click on “[Download Now](#)”
- Type your: Name, Organization (Optional), and email address



- Click “Download Now,” and your download will start right away
- Once the download is complete, open the .dmg file, and you will be guided through the installation process

## 1.3 Launching Audio Design Desk:

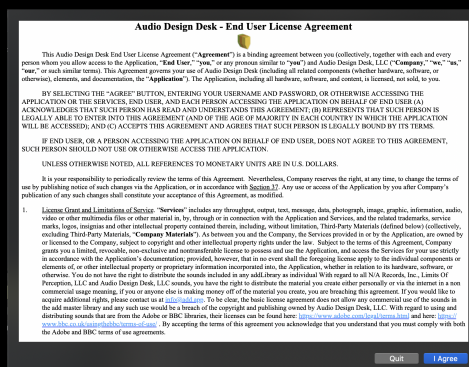
When you open ADD, you will see:




Click:

- New Project - to open a new project
- Interactive Tutorial - opens a new project that quickly walks you through the basic fundamentals of Audio Design Desk
- Quick Start Guide - to be redirected to our quick start guide webpage
- Download More Sounds - to open the **Sound Pack Manager**.

If it's your first time opening ADD, you will be prompted to read through our **End User License Agreement**:



If you click “I Agree”, ADD will prompt you to choose your license. Click “ADD > License” in the top menu bar.


Choose Your License: **ADD - Free** 

USD \$0 / month. Stereo Export, Single User, Internet License

Click the menu to open a drop-down menu of ADD licenses.

	Produce	Professional	Perpetual
Included Sounds	30,000 AAC	30,000 WAVE + Weekly Updates	30,000 WAVE + Weekly Updates
Export	Stereo AAC & Movie	Multichannel WAVE, AIFF, CAF, AAC, AAF, OMF, XML, Cue Sheet	Multichannel WAVE, AIFF, CAF, AAC, AAF, OMF, XML, Cue Sheet
Unlimited Regions	✓	✓	✓
100 Tracks	✓	✓	✓
20 Triggers	✓	✓	✓
Unlimited Import	✓	✓	✓
Unlimited Versions	✓	✓	✓
Unlimited Replacements	✓	✓	✓
Publishing	Internet	Internet   Broadcast   Worldwide	Internet   Broadcast   Worldwide
Introductory Price <small>105.00</small>	\$15/month	\$30/month	One-time payment of \$399

Clicking “Continue” will open this window: Type your email address. You are given the option to subscribe to product updates, future sound packs, and special offers via email.

 **ADD - Free**  
Qty: 1

Audio Design Desk may send me product updates and offers via email. It is possible to opt-out at any time.

Save your details for future payments

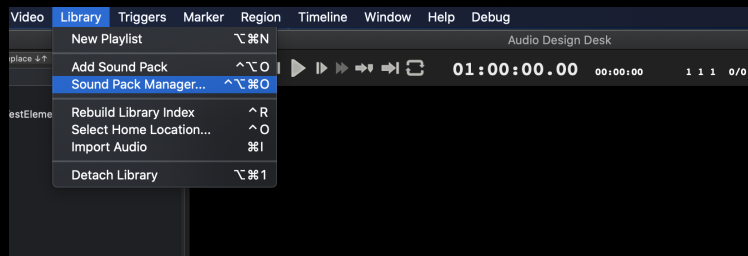


## 2. Sound Packs:

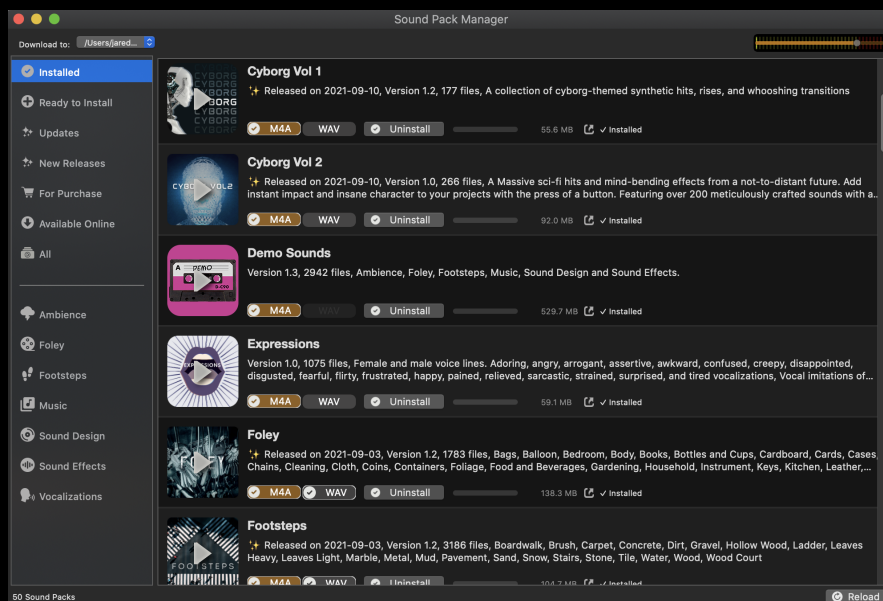
### 2.1 Sound Pack Manager:

Once registered, you can download the sound packs specific to your license. These sound packs include Ambience, Foley, Footsteps, Sound Effects, Sound Design and Music.

To download sound packs, go to the Library Menu and click “Sound Pack Manager” or press (^⌘O). The sound pack manager will open with a list of sound packs.



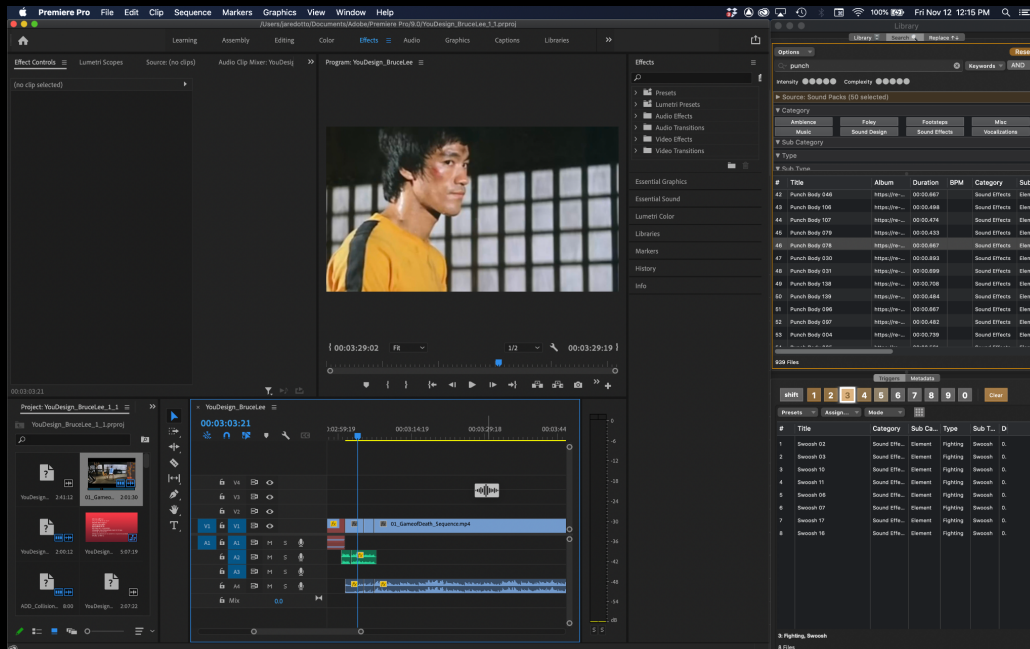
Click “Install” on the packs you want to download and install.



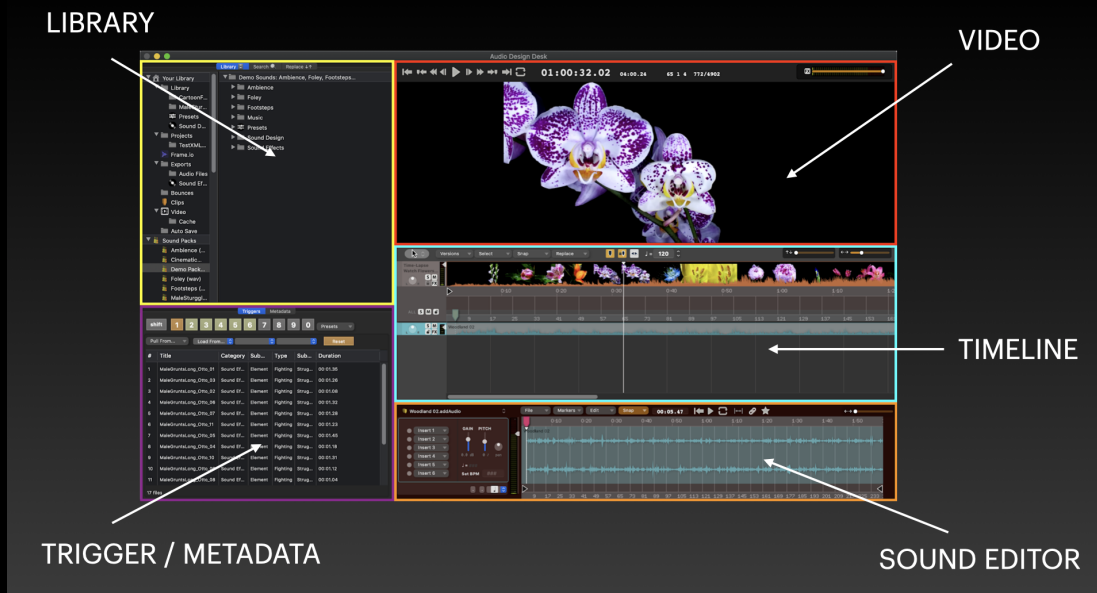
Once the sound pack(s) have finished installing, close the Sound Pack Manager and your packs are ready to use.

## 2.2 Spot Mode:

Don't forget that Audio Design Desk is more than just an incredibly powerful Software. It's also one of the largest sound libraries in existence and it allows you to use that library with any preferred editing software. Simply detach the library using Option-Command-1 and then minimize the main DAW window. Now you can use Command-Drag to drag sounds from ADD directly into your preferred editing software.



### 3. Exploring the Interface:



Audio Design Desk comes with 5 resizeable and 2 detachable windows to adapt to your workspace.

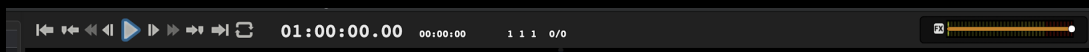
#### 3.1 Video (Red):

This window contains a Video Viewer, which can be:

- Viewed in fullscreen by clicking “Video > Fullscreen” or pressing (⌘F).
- Closed or Opened by pressing (⌘2).
- Detached by selecting “Video > Detach Video” or pressing ⌘(⌘2).

The detached video window can be closed by pressing (⌘W).

#### Transport Bar:



The Transport contains transport controls, timecode, master FX and volume.

- **Playback** button (Spacebar): Plays and stops the video.
  - Playback at 1/3 or 1/2 Speed, press (L)

- Play in reverse at Half-Speed, press (J)



- **Step back / Step forward** button (← / →): Moves video forward or backwards one frame at the time.



- **Rewind (J-J), Fast Forward (L-L-L)**: Rewind and fast forward speed will increase by pressing this button multiple times.



- **Previous / Next Marker** button (↶ / ↷): Moves your cursor to the next or previous marker.



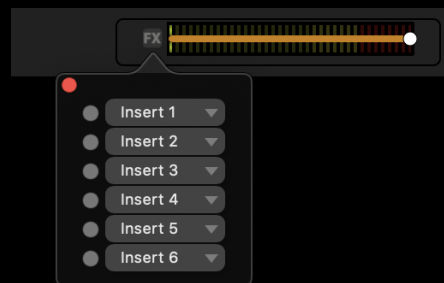
- **Go to beginning / Go to end** button (⏮ / ⏭): Moves cursor to the beginning or end of the video. •Return also takes your cursor to the beginning.



- **Loop** button (⏮): Loops a selection or the entire timeline.
  - The start of a looped section can be placed with ( i )
  - The end of a looped section can be placed with ( O )



- **Master Gain**: Displays the project levels. Can be adjusted by dragging the fader. FX can be added by clicking the “FX” button.



## 3.2 Library (Yellow):

This window contains 3 tabs: Library, Search, and Replace.

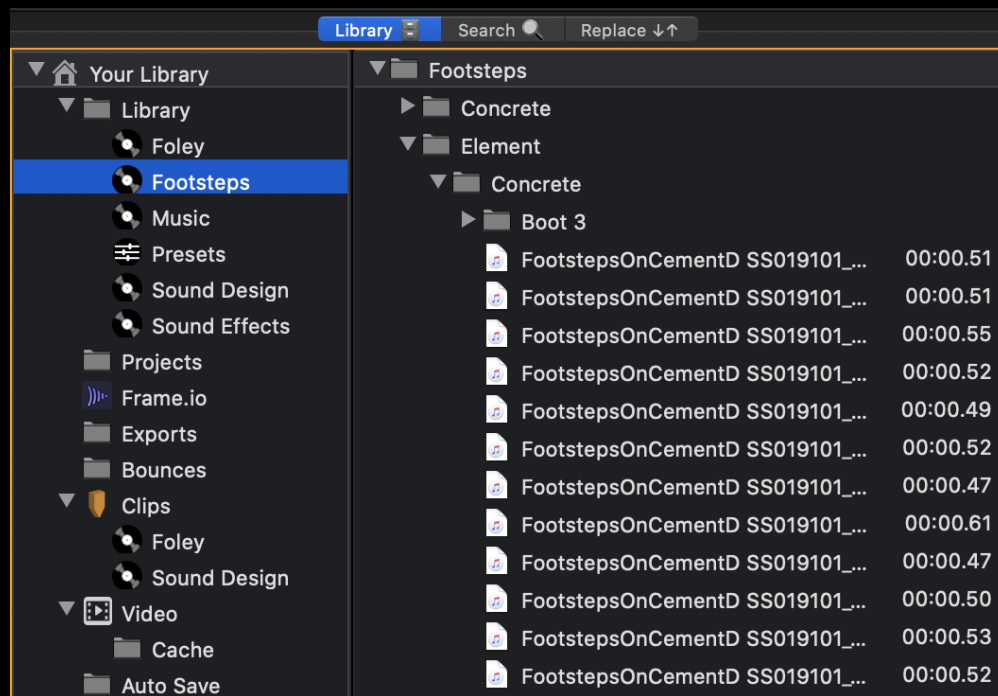
The Library Window can be:

- Closed and reopened by pressing (⌘1).
- Detached by selecting “Video > Detach Video” or pressing (⇧⌘1).

### Library:

The Library Tab contains access to: your library, your installed sound packs, your saved presets, ADD’s playlists, and your personal playlists.

“Your Library” is where your sounds, projects, exports, bounces, clips, and videos are stored.

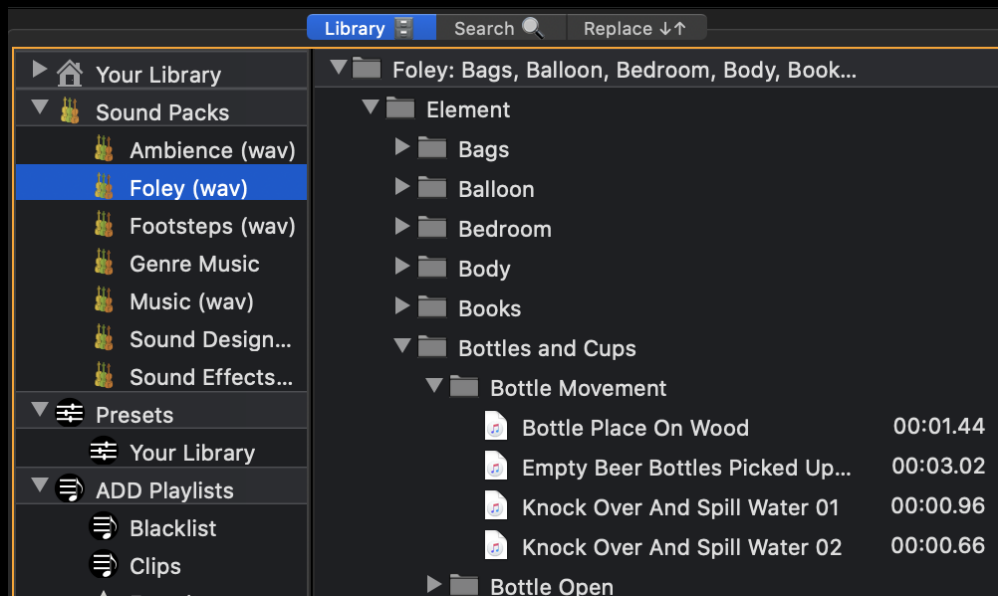


Inside the Sound Packs are folders where you can see how Audio Design Desk sounds are organized. Many of the Sound Packs are the names of “Categories” (Ambience, Foley, Footsteps, Music, Sound Design, Sound Effects).

The Folder Structure is:

- **Sub Category:** “Element”, which is typically a single sound, and “Stem”, which is typically a longer region with multiple sounds.
- **Type:** describes the basics of the sound. For example, “Transportation” is a “Type”.
- **Sub Type:** gives more detail on the exact sound such as “Drive By Car”.

Organizing files in this way gives you the ability to quickly find sounds. If you’ve placed a sound you later want to replace with an alternate, they are in the same folder as the original.



**ADD Playlists** are where several playlists are housed.

▼ ADD Playlists	6	Carpet Sneaker Walk2			Clip
Blacklist	7	Carpet Sneaker Walk3			Clip
Clips	8	Carpet Sneaker Walk4			Clip
★ Favorites	9	GML2133_42-DFPA Bu...			Clip
Latest Import	10	GML2133_27-DFKA Ca...			Clip
★ Project Favorit...	11	Sneaker Squeak			Clip
Session					

**Blacklist:** For sounds that you don’t want to appear in dynamic replace results. If you (Right Click) on a sound and “Blacklist” it, Audio Design Desk will know not to use that sound.

**Clips:** Where clips created in the audio editor are stored. Clips are small reference files of audio files where edits and effects can be applied, so that you can take one sound and create alternates without bouncing new audio files. Clips can be assigned to triggers. You can search for your clips in this window, and all keywords are stored in the “Keywords” drop-down.

**Favorites:** Where all of your favorite sounds are stored. (Right Click) on a file to favorite it or click the “Star” icon in the Sound Editor.

**Latest Import:** Where the most recent imported sounds appear. This is useful when you want to quickly import sounds and immediately find them or apply them to a trigger.

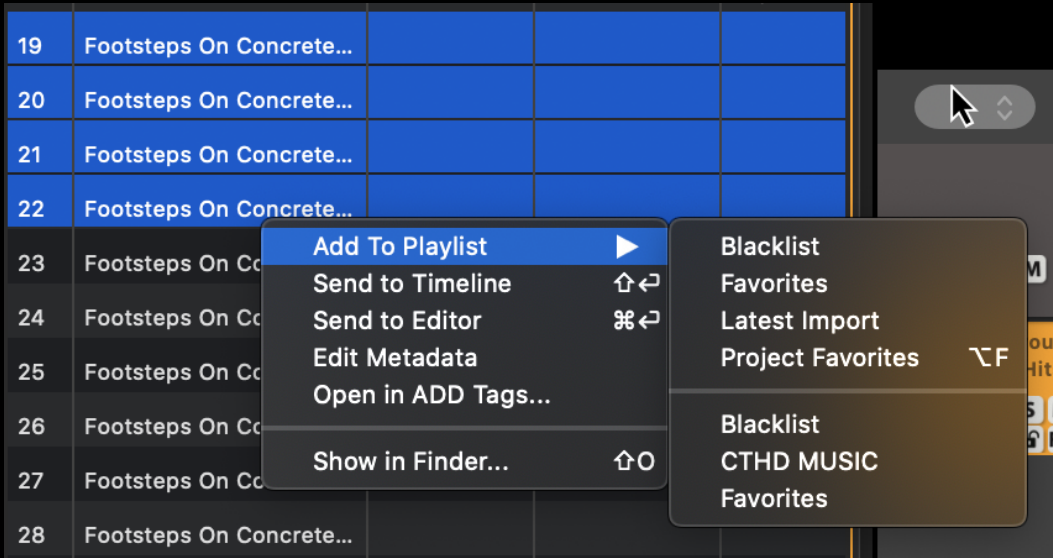
**Project Favorites:** Where your favorite sounds within the open project are stored. This is especially useful when you’re auditioning music to video and want to quickly create a “Selects” folder. (⌘F) throws the selected file into this playlist.

**Session:** Where you can find every sound in your session. This is useful when you want to reuse specific sounds.

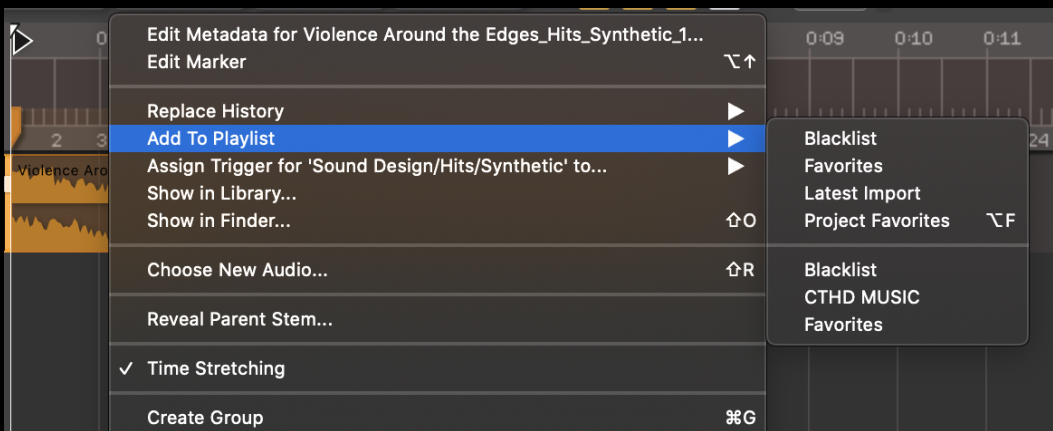
**Your Playlists:** Where you can create playlists for your own reference. You can tell Audio Design Desk to only use sounds from a specific playlist, which is especially useful when you are working on multiple projects and have specific sonic identities for each.



To create a playlist, you can (Right-Click) or (⌘N) anywhere in the library.



To add a sound to a playlist, (Right-Click) on a sound in the library or in the timeline, and choose “Add to Playlist” or drag the sound from a pool into the playlist.

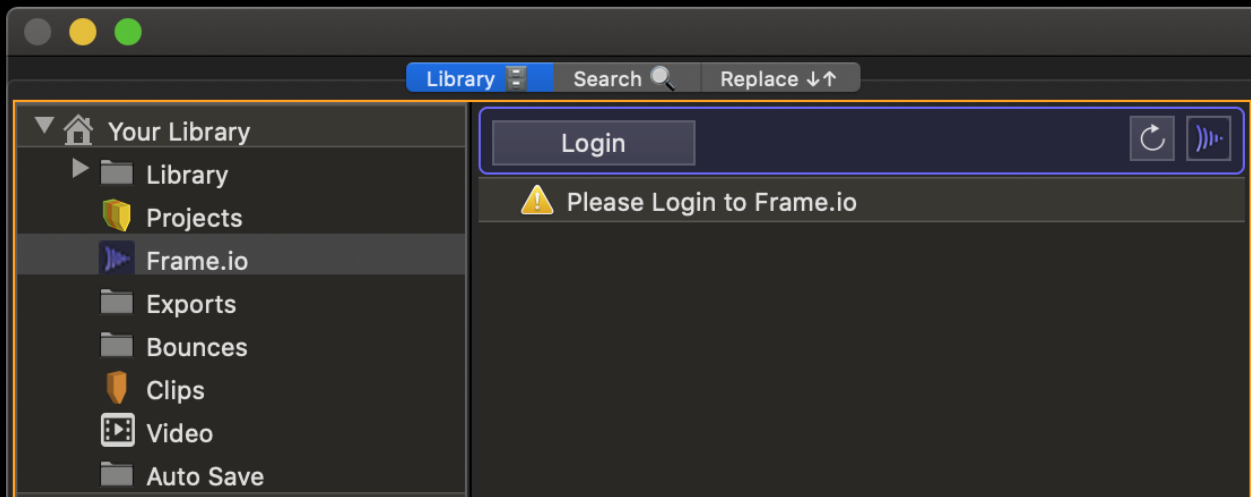


## Frame.io

If you are a Frame.io user, you can now use their service within Audio Design Desk so you never need to leave the ADD timeline to upload files, download files, create version stacks, or receive notes. If you are not a Frame.io user, contact us to receive 60 days of their service for free at [info@add.app](mailto:info@add.app).

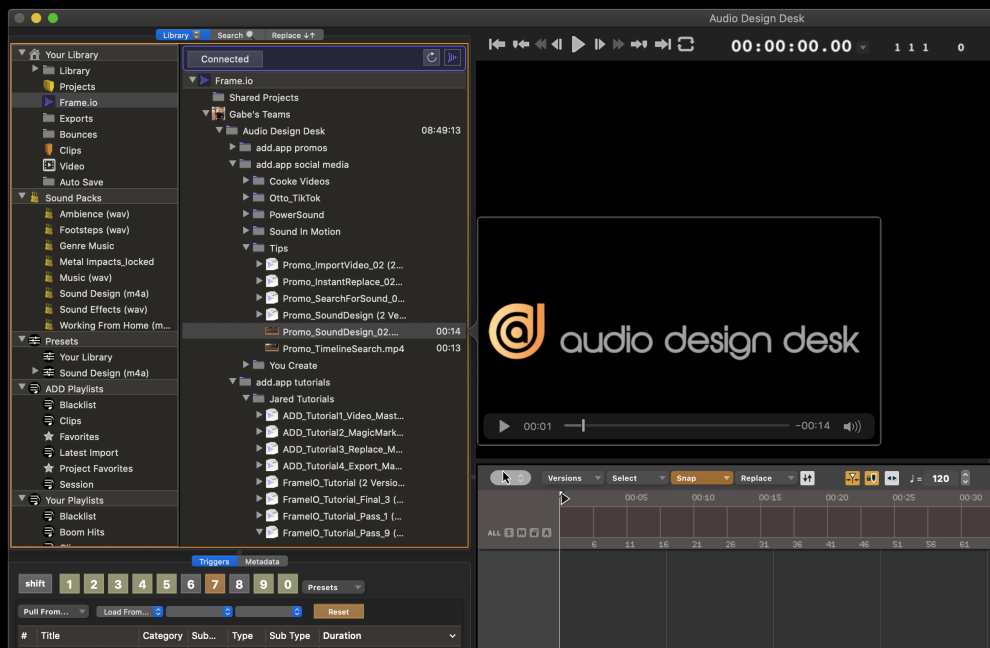
To get started, first log into Frame.io from the library window.



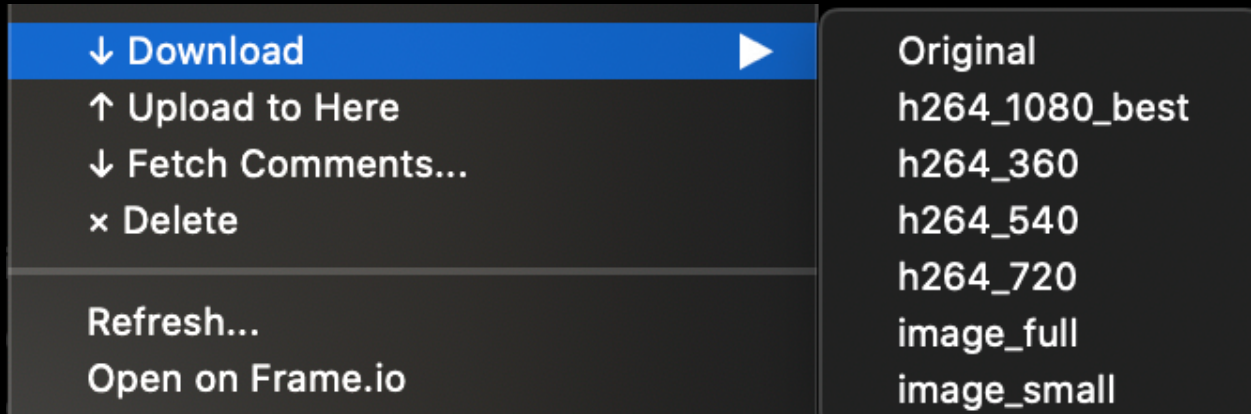


Once you've logged in, you will see all of your Frame.io projects represented in folders where you can easily navigate to the project you would like to work on.

Once you've found your project, you can preview any video by pressing the spacebar, or you can double click the video file, and ADD will download it and place it in the timeline.



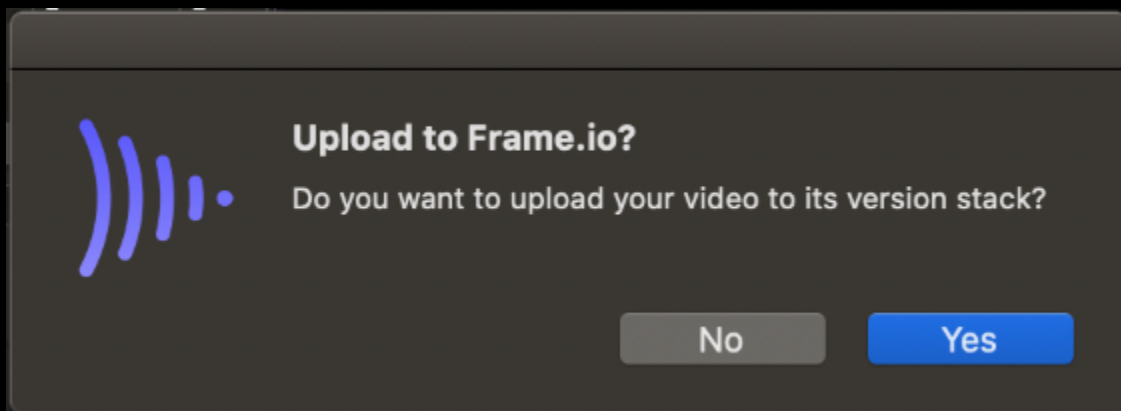
By default, ADD imports the 720p file, but you can right click on any file to download higher or lower resolution versions.



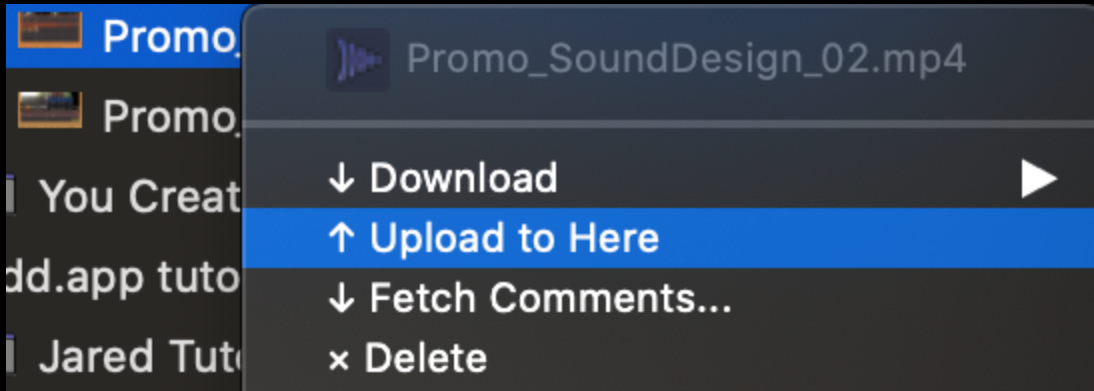
Once you've downloaded the video into your timeline, you can create a score for this project using triggers, replacements, and any other ADD techniques. When your work is ready to be backed up or reviewed, you can upload your work to Frame.io in a few ways.

First, bounce the project by pressing (⌘B).

If you include the video ADD will offer to upload it to its Frame.io version stack on completion:

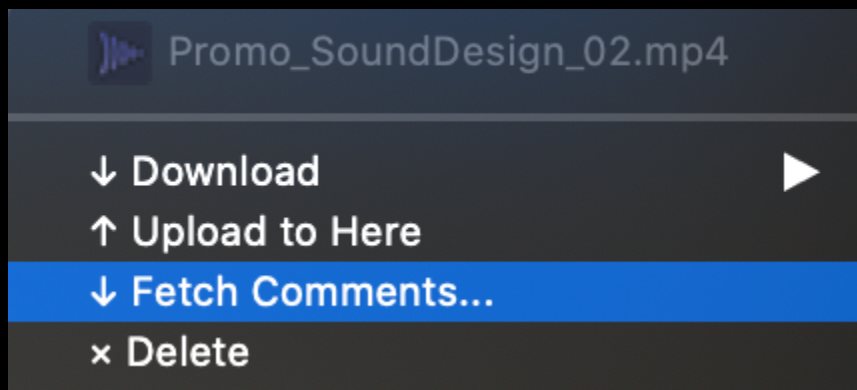


The second way to upload your work is to manually find the folder where you'd like to upload by right clicking on the folder you'd like to upload to and selecting "Upload to Here."

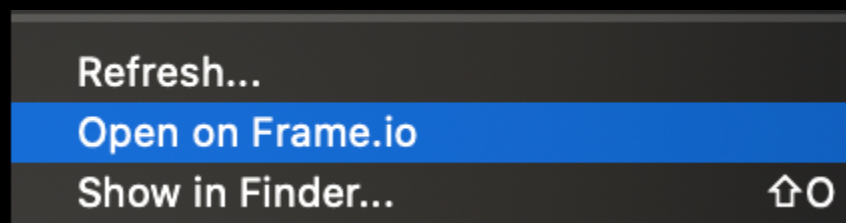


A drop-down menu will appear where you can select the file you'd like to upload, and the upload will begin.

If at any point, you'd like to refresh the comments from your collaborators, select "Fetch Comments..." and frame-accurate comments will appear in your timeline.

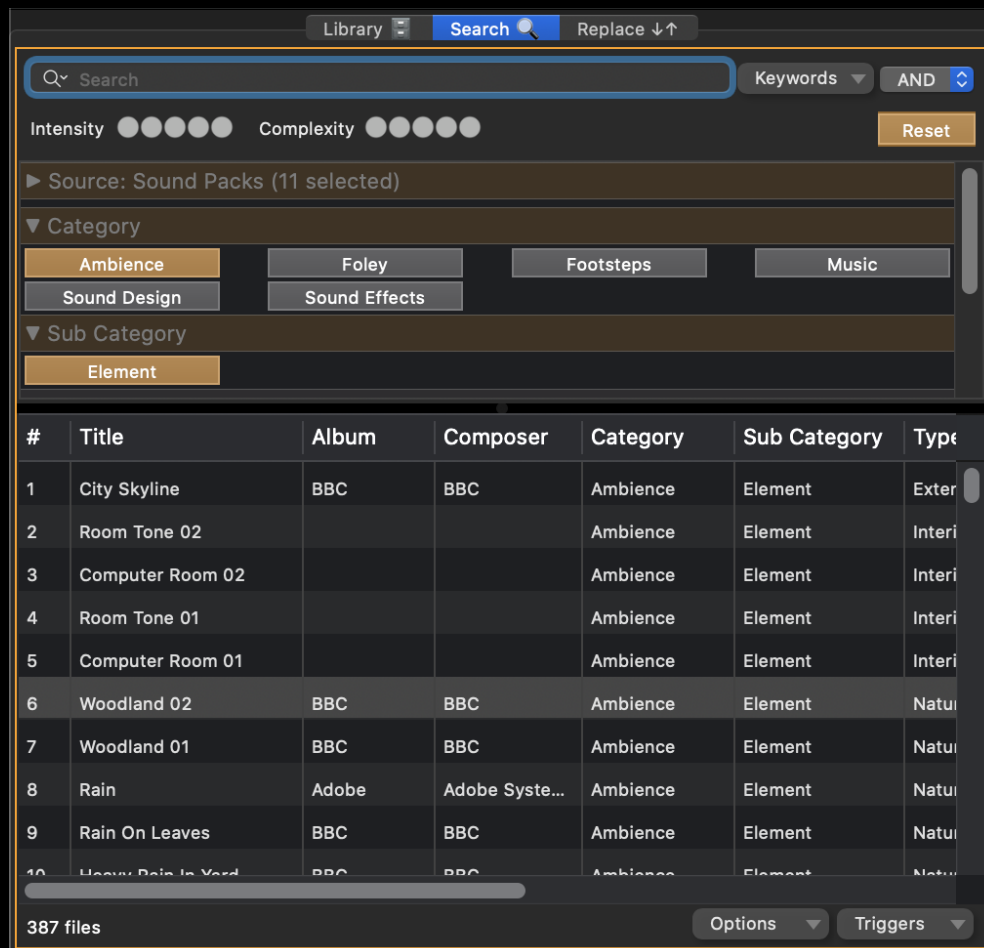


If you would like to review anything on the Frame.io website, select "Open on Frame.io."



## Search:

The Search Tab helps you quickly search for the sound(s) you're looking for.



Find sounds by typing a keyword in the search browser.

The “Keywords” drop-down shows all keywords that are in the current pool of sounds you can select from. This is helpful when you aren't sure what word you're looking for.

“AND / OR” tells Audio Design Desk if you'd like to find sounds that have ANY of the keywords or ALL of the keywords in your search.

“Reset” clears the search browser.

You can refine your search using the “Intensity” and “Complexity” parameters.

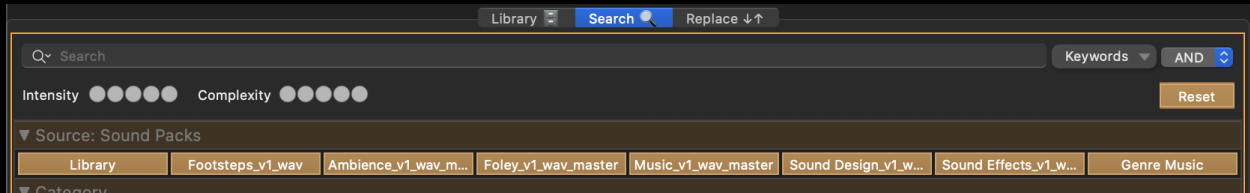
- Intensity: How strong the sound(s) are.

- Complexity: How many layers the sound(s) have.

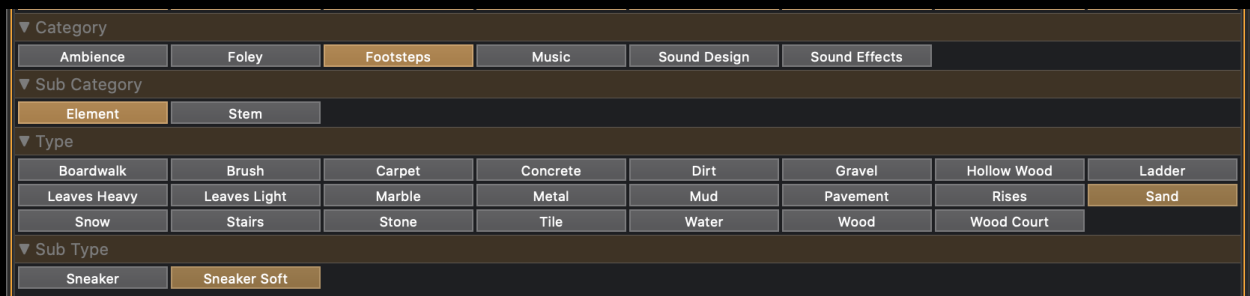
Click on the circles 1-5 correlating with how intense/complex you wish the sound(s) to be. Only sounds with the intensity/complexity rating you selected will appear in the search pool.

You can also search for sounds by clicking on the buttons in the search window.

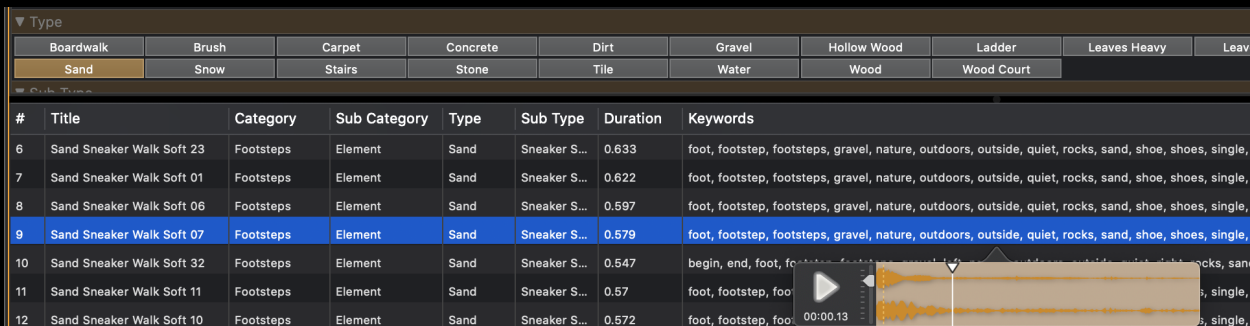
The **Source** buttons select where Audio Design Desk is searching from.



The **Category**, **Subcategory**, **Type**, and **Subtype** buttons provide an alternate way to search for the type(s) of sound(s) you're looking for.



Once the **Search Pool** is loaded, select an audio file and press (Spacebar) to preview it. When you're first using ADD, sounds will auto play when selected. This can be changed in the Preferences Menu by deselecting "Auto Play on Selection". The slider to the left of the audio waveform will raise or lower the volume of the preview player.



If you (Double Click) on the file, the “Sound Editor” will open.

To place the selected sound(s) in the timeline, click the sound(s) you want and press (⇨Return).

In the bottom right there is an “Options” drop-down and a “Triggers” drop-down.

- Options:
  - **Include Related Genres:** Broadens your search pool by including sounds with genres related to the genre(s) you’ve selected above.
  - **Create Playlist From Pool:** Creates a playlist from all of the sounds in your current search pool.
  -
- Triggers:
  - Assign the current search pool to a specified trigger of your choice.

The screenshot displays a software interface with a table of sound files and a control panel. The table at the top lists 11 files, all categorized as 'Footsteps' and 'Element' type, with durations ranging from 0.57 to 0.633. Below the table, there are 'Options' and 'Triggers' dropdown menus. The control panel includes a 'shift' button, a row of numbered buttons (1-0), a 'Presets' dropdown, and 'Pull From...' and 'Load From...' dropdowns with a 'Reset' button. A 'Triggers' dropdown menu is open, showing a list of triggers from 1 to 0, with 0 being the selected trigger. A blue button labeled 'Assign Selection to Trigger...' is also visible.

#	Title	Category	Sub Category	Type	Sub Type	Duration
6	Sand Sneaker Walk Soft 23	Footsteps	Element	Sand	Sneaker S...	0.633
7	Sand Sneaker Walk Soft 01	Footsteps	Element	Sand	Sneaker S...	0.622
8	Sand Sneaker Walk Soft 06	Footsteps	Element	Sand	Sneaker S...	0.597
9	Sand Sneaker Walk Soft 07	Footsteps	Element	Sand	Sneaker S...	0.579
10	Sand Sneaker Walk Soft 32	Footsteps	Element	Sand	Sneaker S...	0.547
11	Sand Sneaker Walk Soft 11	Footsteps	Element	Sand	Sneaker S...	0.57

32 files Options Triggers

Assign Selection to Trigger...

shift 1 2 3 4 5 6 7 8 9 0 Presets

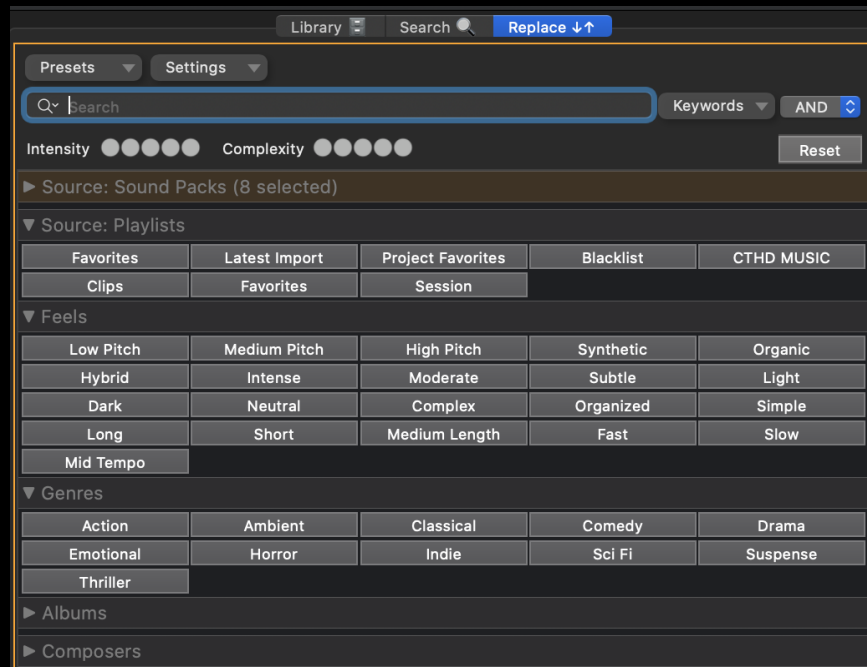
Pull From... Load From... Reset

#	Title	Category	Sub...	Type	Sub...	Duration
---	-------	----------	--------	------	--------	----------

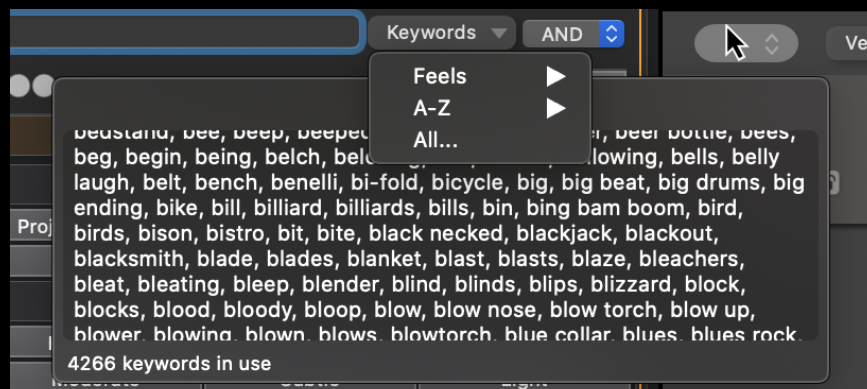
Triggers: 1, 2, 3, 4, 5, 6, 7, 8, 9, 0, ⇨1, ⇨2, ⇨3, ⇨4, ⇨5, ⇨6, ⇨7, ⇨8, ⇨9, ⇨0

## Replace:

The Replace Tab displays the way Audio Design Desk replaces sounds. In this tab, you can broaden or narrow replacement parameters. You can also use this window to search for sounds that can augment, add to, or replace existing sounds in your project.



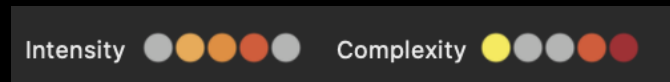
Find sounds by typing a keyword into the search bar. You can select additional keywords from the “Keywords” drop-down, which shows all keywords that are in the metadata of your current pool of sounds. Select “And/ Or” to indicate if you want results with all keywords in the search bar or with any keyword in the search bar. “Reset” will clear the search browser.



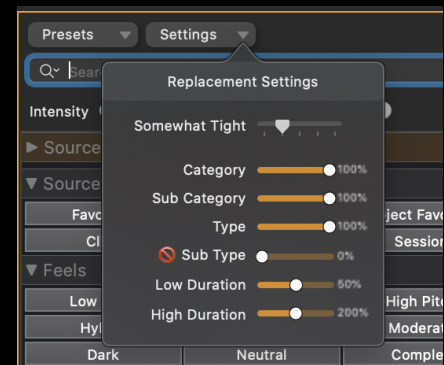
The “Intensity” and “Complexity” parameters can be used to find different types of sounds.

- Intensity: How strong the sound(s) are
- Complexity: How many layers the sound(s) contain within them

Click on the circles 1-5 correlating with how intense/complex you wish the sound(s) to be. Only sounds with the intensity/complexity rating you selected will appear in the replace window.



In the **Settings** pulldown, you can broaden or narrow your replacement parameters. The top slider dictates your overall setting. You can select from the replacement settings called **Tight, Somewhat Tight, Medium, Somewhat Loose, and Scramble**. Tight will find replacements that are very close to your originals, and Scramble will find sounds that are very different from the originals. Play with these parameters to find settings that work for you. For example, for sound effects, foley, ambiences, and footsteps, you may want your randomness settings to be set to level one “tight match”. This will force the replacement sounds to come from the same Subtype. For sound design and music, you may want to move your randomness settings to level 2 or 3. Experiment with this to find all the ways Audio Design Desk can inspire you.



Below the overall settings are the Category, Sub Category, Type, and Sub Type sliders. 100% means that 100% of the replacement sounds will have the same setting as the original sound. 0% means that replacement sounds will not pay attention to that setting. Below Sub Type are Low Duration and High Duration. These sliders dictate what percentage shorter or longer the replacement sounds will be from the original.

You may also narrow your search pool by choosing: **Feels, Genres, Albums and Composers**.

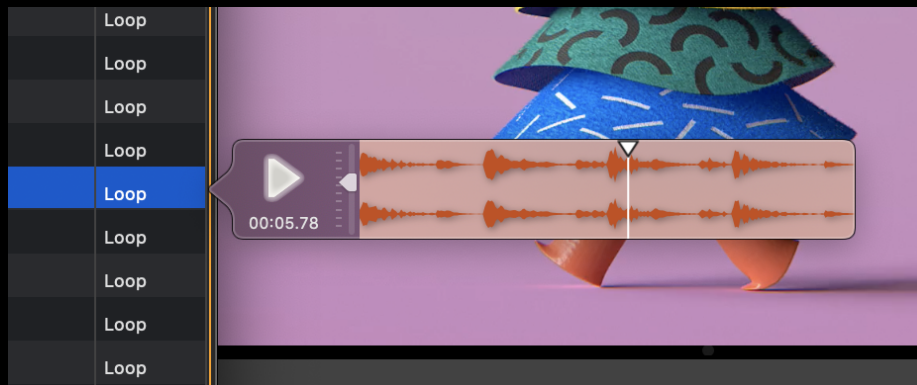
▼ Feels				
Low Pitch	Medium Pitch	High Pitch	Synthetic	Organic
Hybrid	Intense	Moderate	Subtle	Light
Dark	Neutral	Complex	Organized	Simple
Long	Short	Medium Length	Fast	Slow
Mid Tempo				
▼ Genres				
Action	Ambient	Classical	Comedy	Drama
Emotional	Horror	Indie	Sci Fi	Suspense
Thriller				



You can use these buttons to build the pool of replacement sounds Audio Design Desk will pull from when you use the Replacement command.

When you select a sound in the timeline and Replace (⌘R), it will be replaced from the sounds in your replacement pool. There are other ways to use this replacement pool as well.

Select an audio file from the replacement pool and press spacebar to preview it. When first using ADD, sounds will open in the ADD preview window and auto play when selected. This can be changed in the preferences menu by deselecting “Auto Play on Selection”. The preview window has volume control to the left of the waveform.



If you (Double Click) on a sound, the Sound Editor will open and play back the selected sound.

To replace a selected sound in the timeline, click the sound(s) you want in the timeline, select a sound from your sound pool and press (⌘Return)

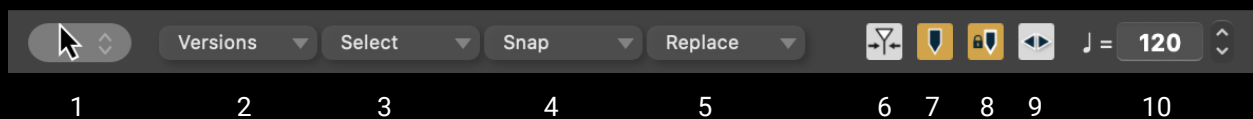
More info on replacing sounds can be found in Chapter 7.1 Replace Settings.

### 3.3 Timeline (Teal):

This window holds all of the components of your session: tracks, audio regions, clips, sync markers, time ruler, timeline toolbar, and video track.

#### Timeline Toolbar:

The Timeline Toolbar displays buttons for quick access to the most-used features.



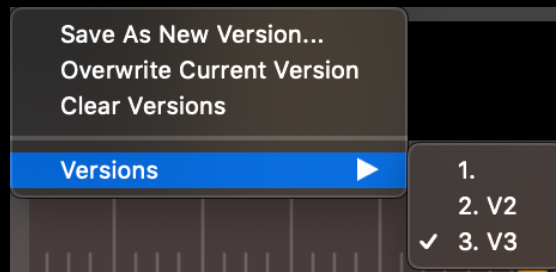
**1. Edit Tools:** The four general editing tools in ADD. They are: **Arrow**, **Cut**, **Fade**, and **Timestretch**.



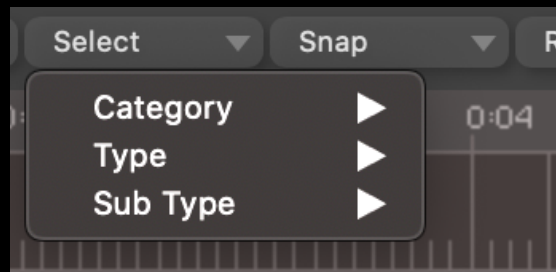
#### Edit Tools Shortcuts:

- **Arrow ( A ):** Select and move regions.
- **Cut ( C ):** Cut regions.
- **Fade ( F ):** Apply a fade to regions. Currently all fades applied are **Exponential**.
  - **Fade In (⇧-< ):** Toggles fades applied to the beginning of a region.
  - **Fade Out (⇧-> ):** Toggles fades applied to the end of a a region.
- **Time Stretch ( E ):** Change the length of a region by altering the time of the file.

**2. Versions Menu:** Here you can save different versions of your composition. For more detail, read [Chapter 5.9 Saving Versions](#).



**3. Select Menu:** Select regions or markers by category, type, or subtype. Use Case: There are footsteps on concrete, wood, and sand in your project but you only want to select the sand footsteps.

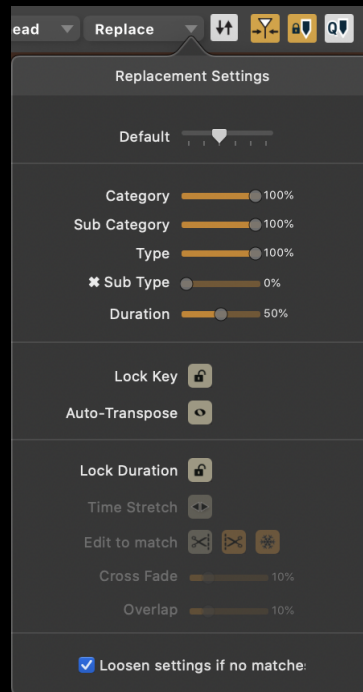


#### 4. Snap:

- Region: Adjust how the playhead snaps to a region. Either the beginning, sync point, or end.
- Ruler: Adjust how the region snaps to the timeline grid. Either to another object, beat, or bar.



**5. Replace Menu:** This menu adjusts the randomness level ,which dictates how close the Category, Sub Category, Type, Sub Type, Low Duration, and High Duration of the replacement sound is to the original sound. This is further explained in [Chapter 7.1 Replace Settings](#).



**6. Auto Scroll:** When on (orange), the timeline window will snap to the current placement of the playhead during playback. When off (white), you will be allowed to move freely about the timeline without being snapped to the playhead during playback.



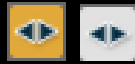
**7. Sync marker:** The sync marker option has two functionalities. When it's on (orange), the marker will place audio in the timeline. When it's off (white), a marker will be placed in the timeline ruler with no audio. In this case, once you layout all of your empty markers in the timeline, you can easily fill them with "Marker > Fill All Empty Markers" or by pressing ( $\sim\#\text{R}$ ).



**8. Lock Sync Marker:** When this option is on (orange), it locks sync markers to the timeline regardless of tempo changes. When this option is off (white), sync markers do not lock to the timeline regardless of tempo changes.



**9. Tempo Stretch:** When this option is on (orange), it changes the tempo of all audio regions using the global tempo. When it's off, the tempo of each audio region will not be affected by the global tempo.



**10. Global tempo:** When the tempo stretch is off (white) the changes that you make in the global tempo will only affect the grid. When tempo stretch is on, it changes the tempo of all audio regions as well as the grid. The global tempo is set to 120 bpm by default.



**Vertical Zoom Slider:** This slider increases and decreases the vertical size of the tracks. (⌘⇧+ / ⌘⇧-)



**Horizontal Zoom Slider:** This slider increases or decreases the horizontal zoom of the timeline. (⌘+ / ⌘-)



## Additional Timeline Functions:



More detailed timeline controls and functions are covered in Chapters [4.8](#), [4.9](#), and [4.10](#).

## 3.4 Triggers / Metadata (Purple)

The Metadata / Triggers window can be closed and reopened by pressing (⌘4).

### Triggers:

The Triggers Tabs shows which triggers have sounds assigned to them, what sounds are assigned to the trigger, and you can make changes to the assigned sounds.

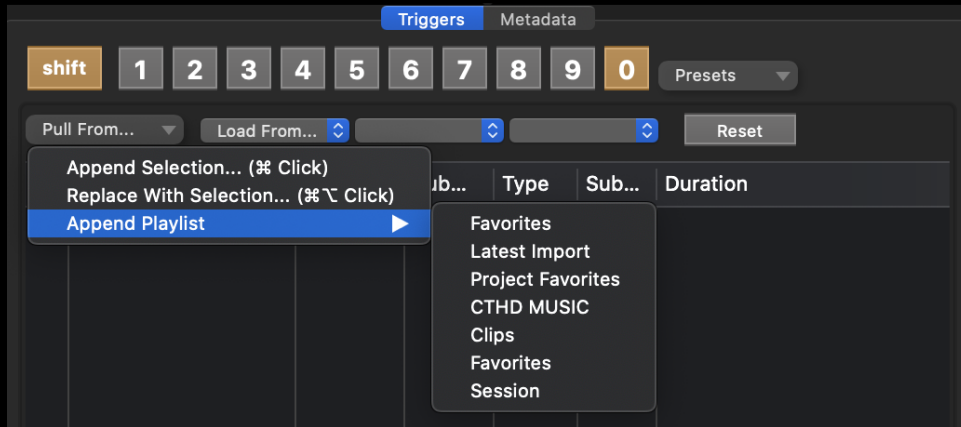


Grey triggers do not have any sounds assigned to them. Green triggers have sounds assigned to them. When a trigger is selected, it is highlighted Orange and shows which sounds are assigned in the pool below. You can click on any trigger in the Trigger Bar to see what, if any, sounds are assigned to the trigger.

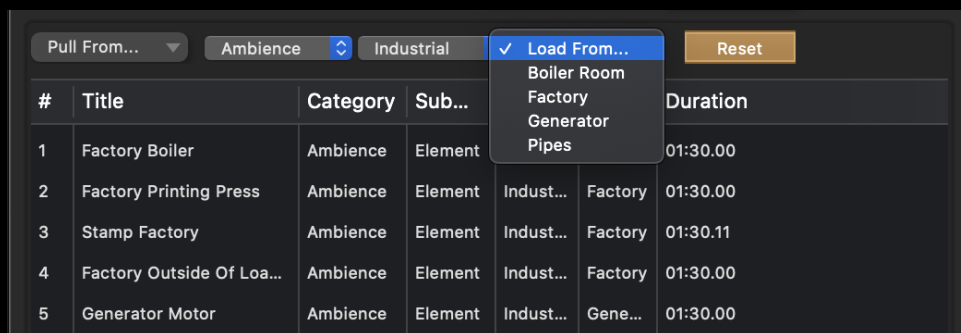
To assign sounds, (Right-Click) on a selected sound, hover over “Assign Trigger”, then select the trigger you would like it to be assigned to.

Alternatively, you can drag sounds into the window under a selected trigger. Whatever sounds are in the list beneath the selected trigger will be called upon when that trigger is pressed.

There are 2 additional ways to assign sounds to a trigger in the Trigger Tab: Pull From and Load From.



- Pull From: In this pulldown, you can pull from other playlists or append your current trigger sounds with selected sounds.
- Load From: In this pulldown, you can select category, sub category, type, and subtype to assign to a trigger.



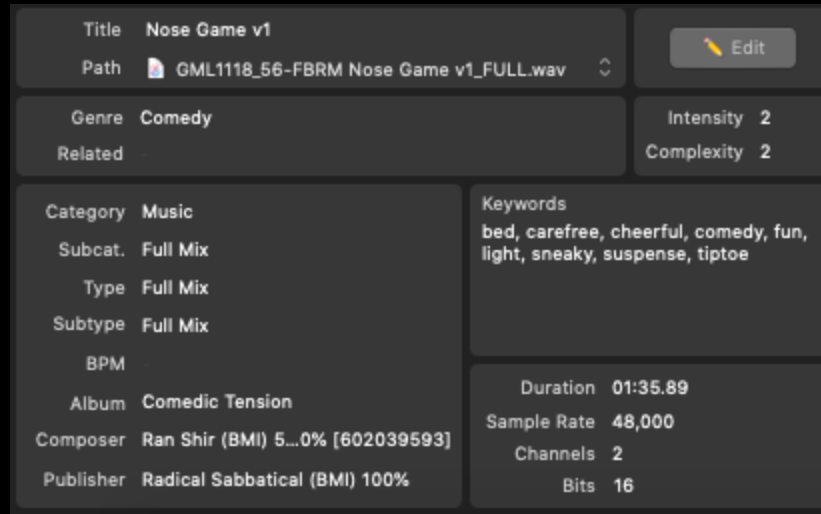
You can save your trigger assignments as a preset in the “Presets” drop-down.

You can clear a single trigger by selecting it and clicking “Reset”. You can clear all triggers by holding (Option) and clicking “Reset”.

## Metadata:

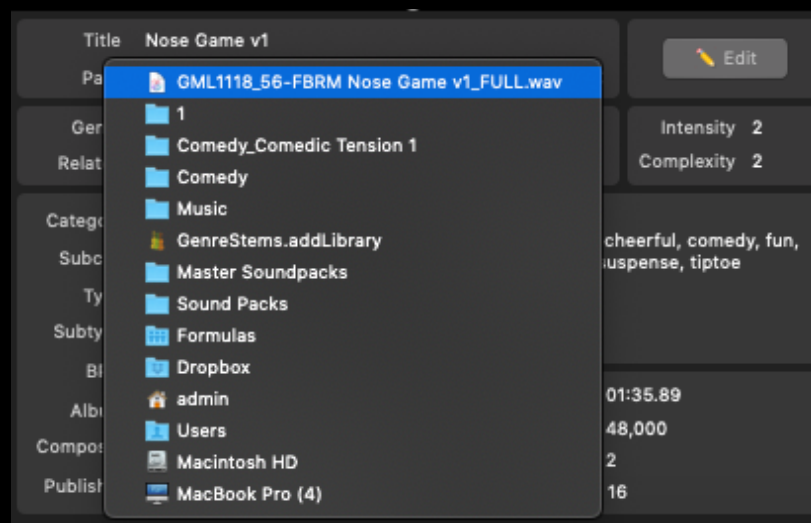
All the information for a specific audio file (intensity, complexity, sample rate, keywords, etc.) are displayed in this window.





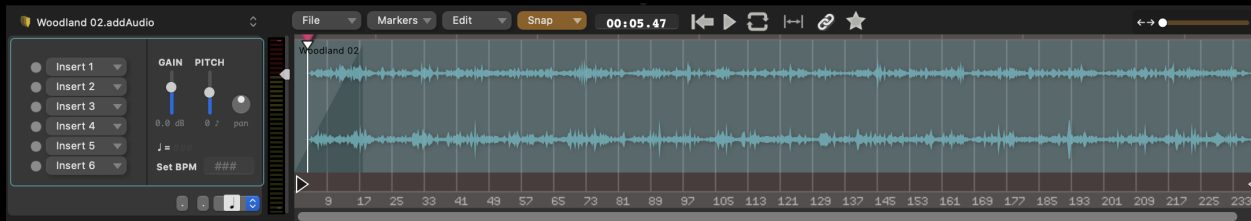
Find where the audio file is originally located by clicking on the path up and down arrows.

Open the Metadata Editor by clicking on the edit button.



### 3.5 Sound Editor (Orange):

The sound editor gives a more detailed view of the selected region. The editor window displays one region at the time.



To access the editor window:

1. In the timeline, (Double Click) on an audio region.
2. To close and reopen, go to (View > Sound Editor) or press (⌘3).

**Sound Editor** provides 6 inserts, gain, pitch, pan, original BPM and new BPM information.

To open a **Plug-in**, click on the pull down window and choose the Audio Unit plugin of your choice. To open the **Plug-in** window, click on the circle next to the insert slot.



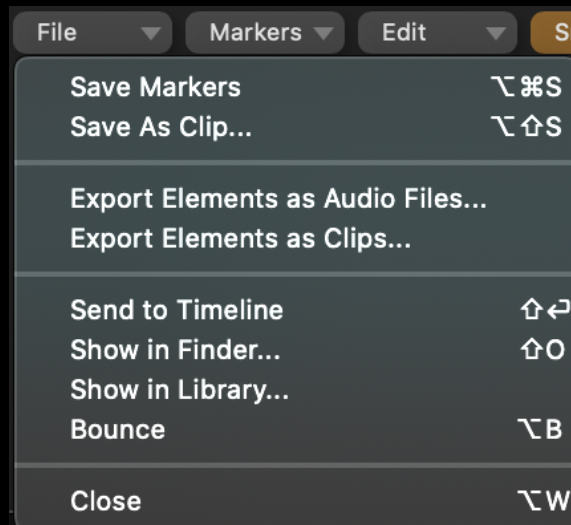
Under the gain and pitch sliders, you will find the tempo of the region selected. The “Set BPM” box changes the bpm of the original file.

At the top of this window you can locate the file on your drive by clicking on the double arrow next to the file name.

The quarter note drop-down menu at the bottom of the window will expand or reduce the length of the region by the selected amount. Either: 1 Beat, ½ Beat, or ¼ Beat.

## File Menu:

Is where you can export, bounce, send, and save the audio file after changes are applied



**Save Markers:** Saves the position of the markers applied to or removed from the audio file

**Save as a clip:** You can always save the region that you have edited as an individual clip.

1. Go to “File > Save As Clip”.
2. The finder window will open in order to select your destination and rename your clip.

**Export Elements as Audio Files:** If you placed element markers on the audio file, you can export them as individual elements that will show up in the “latest import” playlist for use as a trigger.

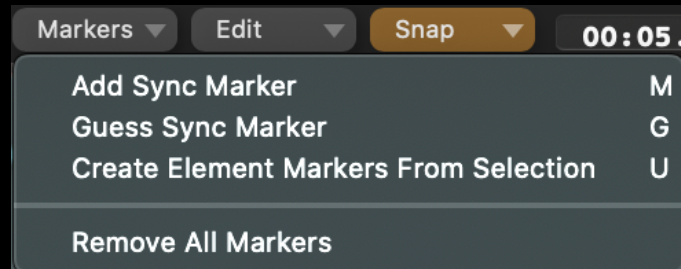
**Export Elements as Clips:** If you have placed element markers on the audio file, you can export them as individual audio file clips.

**Send To Timeline** (Command-Return): Send a selection made within the audio file to the timeline as an individual file.

**Bounce** (Command-B): You can bounce the audio file as a .wav file by using this command.

## Marker Menu:

Is where you can edit and add markers applied to the audio file selected.



### Add Sync Marker:

1. Place the cursor where you want to add a sync marker.
2. Go to "File > Create A Sync Marker" or press ( M ).
3. Go to "File > Save Markers" or press (  $\sim$ ⌘S ).

### Guess Sync Marker:

ADD can guess the location of sync markers on the audio file by pressing ( G ). Guessed markers can be moved by clicking and dragging or removed by selecting the marker(s) and pressing (delete) on your keyboard.

### Boundary markers:

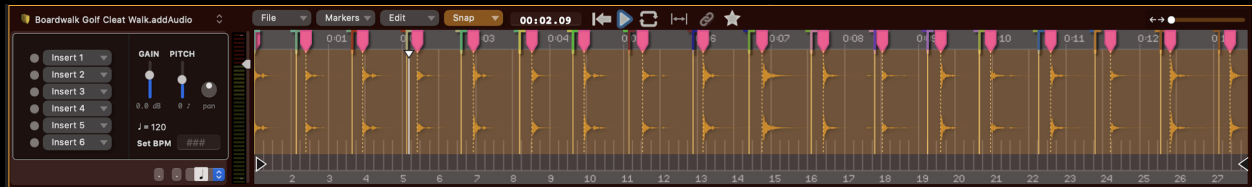
Setting boundary markers will create divisions in a stem should you wish to. These divisions serve as automatic cut points when using the Divide command (⌘D).

1. Place the cursor where you want to add a boundary marker.
2. Go to (File > Create Boundary Marker) or press (  $\hat{c}$ -M ).
3. Go to (File > Save Markers) or press (  $\sim$ ⌘S ).
4. To separate stems by the boundary markers press (⌘D).

### Element Markers:

Element markers create in and out points that surround a portion of a region. This is typically used to create elements out of stems.

1. Click and drag to select your desired area.
2. Go to (File > Create Element Markers From Selection) or press (U) to create the marker.
3. Go to (File > Save Markers) or press ( $\text{⌘-S}$ ) to save the marker.
4. The markers will be added to the region in the timeline.
5. To divide the regions, press ( $\text{⌘-D}$ ).
  - a. You may want to pull down the File Menu and select “Export Elements” to use the newly divided elements right away.



The above picture shows a footstep stem divided into elements (U) with sync markers in each (M).

## Edit Menu:

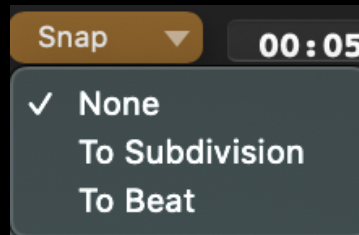
Provides you with basic edit functions such as adding fades, crop and reverse.



The above image shows how you can make a selection in the sound editor and edit it in the timeline by pressing ( $\text{⌘K}$ ).

## Snap Menu:

Choose the movement of the playhead between subdivision or beat.



## Transport Commands:

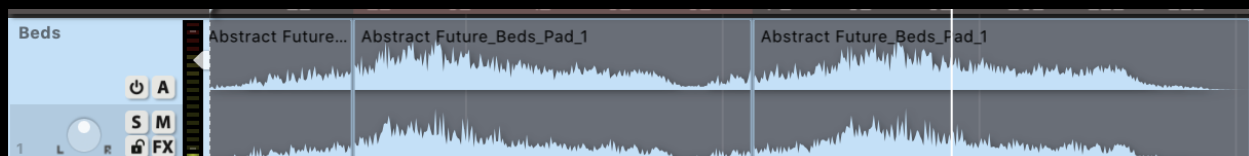
Go to beginning, playback, loop, slip, link favorite and zoom with the zoom slider.



1. **Go to Beginning** (⌘←): Moves the playhead to the beginning of the audio file.
2. **Play** (Space): Plays the audio file from the playhead's current position.
3. **Loop Tool** (⌘L): Loops the audio file within the loop locators.
4. **Slip Tool** (⌘Y): adjusts the in and out points of a region while maintaining the length in the timeline. Here's how it works:

Often you want to keep the length of your region but want to use a different part of the sound. This often happens with ambiences and music. Using the Slip Tool, you can maintain the length of your region and “Slip” the sound inside of it.

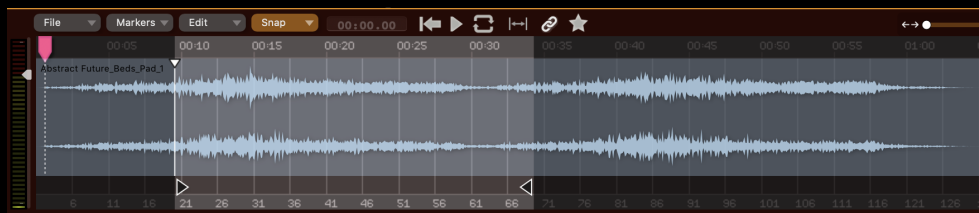
- In this image below, the “In/Out” locators have been set to show where you would like the sound to start and stop. The beginning and end of the region has been cut.



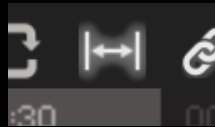
- Delete the beginning and end by selecting and pressing (Delete).



- Now you have the correct length but not necessarily the best part of the sound.
- (Double Click) the region to open it in the Sound Editor.



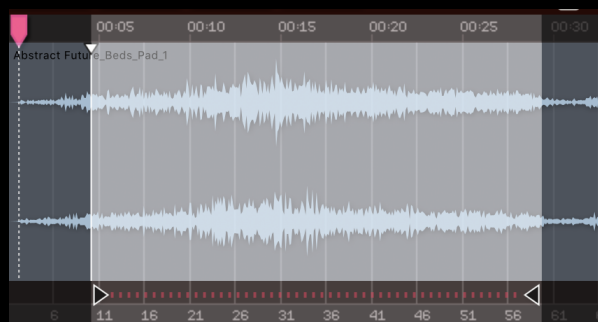
- A grey box shows what part of the audio file is currently in the Timeline.
- To change the selection, engage the Slip Tool at the top of the Sound Editor (⌘Y).



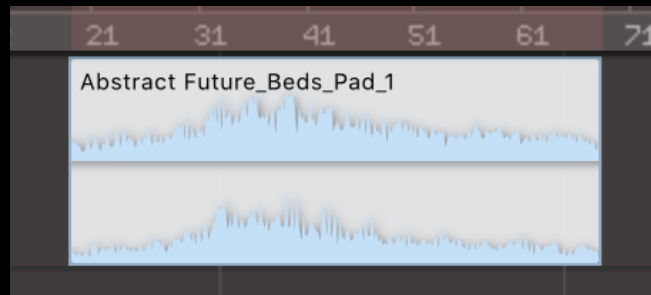
- Next, grab the bottom left or right arrow of the grey section.



- Drag the arrow so that the grey box highlights the desired area.



- Now the region in the Timeline is the selection of the audio file you prefer.



5. **Link Tool:** locates the region in the timeline.



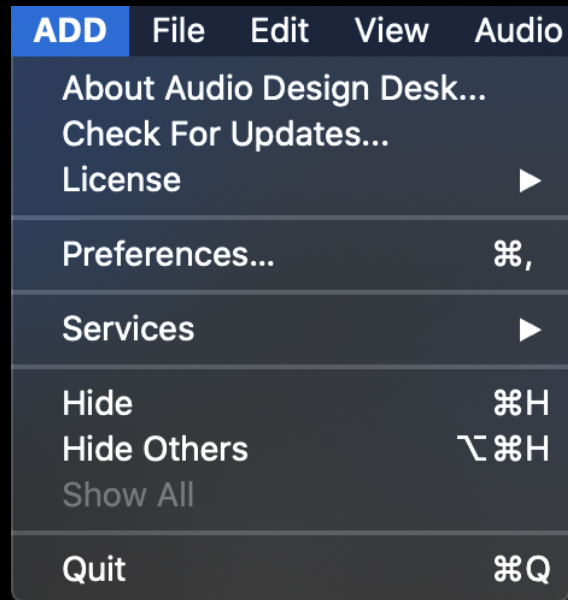
6. **Favorite:** You can add or remove favorites by clicking the "Star". This adds the file to your "Favorites" playlist.





## 4. Menu Items

### 4.1 ADD:



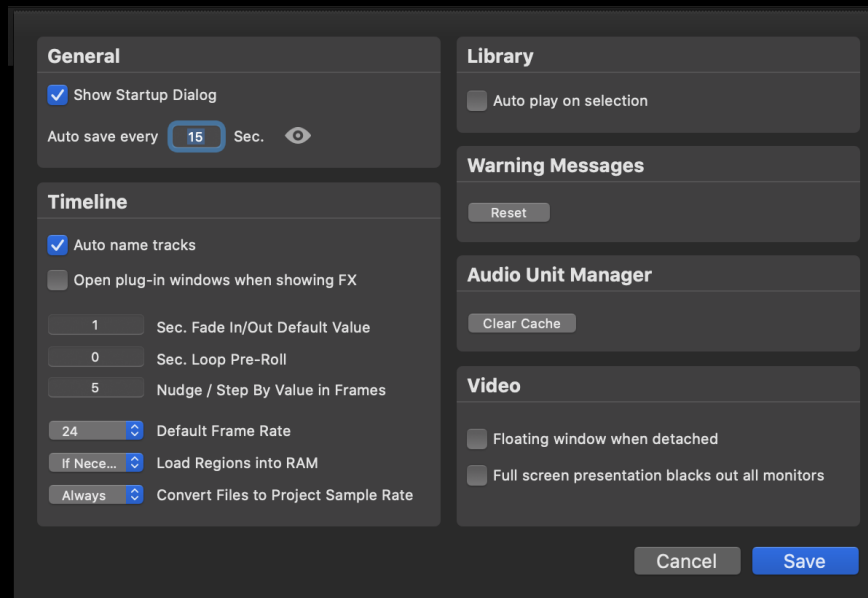
The **ADD Menu** provides you access to information about the licenses, operating system and the Preference window.

**Check for Updates...:** Searches online to see if there are any available updates for Audio Design Desk.

**License:**

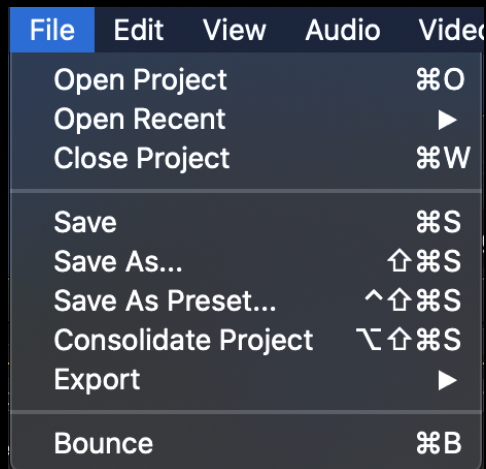
- **Your License:** Shows your License Number and who it is registered to.
- **Recover License:** Use this to recover a license if you were to lose it.

## Preferences (⌘,):



- Toggle Startup Dialog.
- Choose how often to auto save your project. ADD saves your project at regular intervals of time chosen by the user in this window. If the application unexpectedly quits, it will give you a dialog prompting you to reopen the most recent saved version upon relaunching. Everytime a crash happens, the last backed-up session will be saved in a folder called "Auto-Save". In this case, the system will overwrite it every 15 seconds. If you'd like to see the auto saved files, press the eye to the right of "Sec."
- Choose "Autoplay on Selection". This will automatically preview an audio clip when it's selected in the Library Window and will automatically play as you arrow down from sound to sound.
- Auto name tracks names tracks based on name or type. If this is not checked, track names will just be the number of the tracks.
- Open plugin window when showing FX will automatically open plugin UI's when you press SHIFT-G on a region or when you press the FX button on a track.
- Set the default length of fades applied to the beginning and end of regions when using the shortcuts (⇧<) and (⇧>).
- Set the pre roll for a loop to give some headroom when nudging regions.
- Nudge step by value will change the amount by which you nudge selected region.

## 4.2 File:

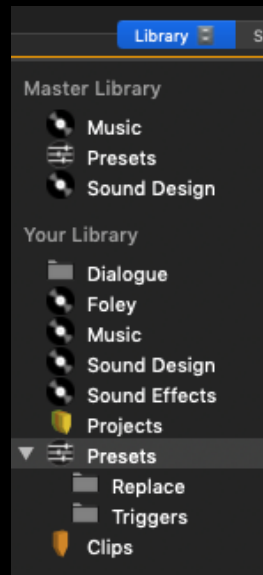


The File Menu has file-based commands allowing you to manage your session. In this menu you will find exclusive commands such as:

**Open Project** (⌘O): Opens a finder window for you to select a project to open.

**Close Project** (⌘W): Closes current project and opens a new one.

**Save As Preset...** (^⇧⌘S): Saves your current composition in the timeline without the video as a preset so it can be used in any project. This preset will be saved in the Preset section of the Library tab under Your Library.



**Consolidating Project** (⇧⇧-⌘S): Consolidates all audio and video files from the timeline and puts them into an audio folder along with the session.

**Export:**

- AAF - Advanced Authoring Format - for use with Avid and ProTools.
- XML - For use with Premiere, Logic, Final Cut Pro, Davinci or any other application that accepts XML.
- CueSheet - Selecting this option exports a .CSV file with in and out times, file names, titles, album name, composer name and publishing information.

**Bounce:** Opens up the Bounce Window. More explained in [Chapter 9.1 Bouncing](#).

**\*\*We recommend consolidating your projects to archive them for later use or to share with any other Audio Design Desk users\*\***

## 4.3 Edit:

Edit	View	Audio	Video	Library
Undo				⌘Z
Redo				⇧⌘Z
Cut				⌘X
Slice				⌘E
Copy				⌘C
Paste				⌘V
Paste Attributes				⇧⌘V
Paste To All Empty Markers				⇧⌘V
Select All				⌘A

The Edit Menu has commands related to the library and the timeline.

**Cut:** Removes the selected region.

**Slice:** Cuts the selected region in half at the playhead.

**Paste Attributes** (⇧⌘V): Brings up a window where you can select any clip attributes you'd like to apply including gain, pitch, effects and fade data that were copied from a region.

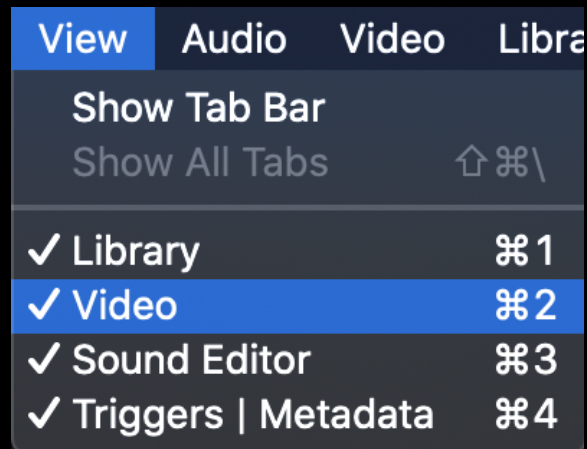


In order to Paste attributes:

1. Highlight the region you want to copy the attributes from.
2. Press (⌘C) or (Copy) from the Edit Menu.
3. Click on the region you would like to paste the attributes on.
4. Press (⌘V) or (Paste) attributes from the Edit Menu.
5. The attributes window will open.
6. Select the attributes you want to apply.
7. Press (OK).

**Paste to All Empty Markers** (⇧⌘V): Pastes copied regions to all empty sync markers in the timeline.

## 4.4 View:



The View Menu reveals which windows are shown or hidden.

**Show Tab Bar:** Creates an Audio Design Desk bar that can be easily dragged to other screens.

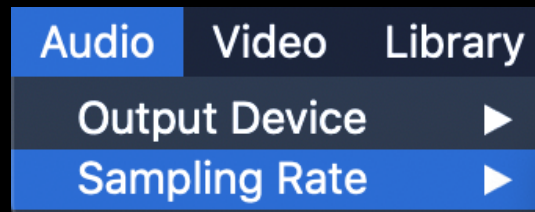
**Library** (⌘1): Shows/Hides the Library.

**Video** (⌘2): Shows/Hides the Video Window.

**Sound Editor** (⌘3): Shows/Hides the Sound Editor.

**Triggers/Metadata** (⌘4): Shows/Hides the Triggers | Metadata Window.

## 4.5 Audio:



The Audio Menu reveals choices for the output device and the sample rate in ADD.

**Output Device:** Select the Audio Hardware you wish to use with ADD.

**Sampling Rate:** The project's Sample Rate. Select a supported value based on your Audio Hardware's capabilities.



## 4.6 Video:

Video	Library	Triggers	Marker	Regio
Open Video...				⇧⌘O
Open Remote Video...				⇧⌘O
Open Recent				▶
Close Video				⇧⌘W
Copy Video URL				⇧⌘C
Copy Video Audio To Timeline				⇧⇧⌘C
Show in Finder...				
Fullscreen				⌘F
Detach Video				⇧⌘2

The Video Menu reveals items related to Video within the session.

**Open Video...** (⇧⌘O): Imports any video file from the computer or attached drive. ADD pulls the video from its location, but does not copy it so you may want to save the video in your session folder or in the video cache in your user folder.

**Open Remote Video...** (⇧⌘O): Opens a video from a URL pulled from YouTube or Vimeo.

**Close Video** (⇧⌘W): Removes the current video from your session.

**Copy Video URL** (⇧⌘C): Copies video source URL.

**Copy Video Audio to Timeline** (⇧⇧⌘C): Creates a copy of the video audio on a separate track within the timeline.

**Fullscreen** (⌘F): Preview the video in fullscreen.

**Detach Video** (⇧⌘2): Detaches the video window from the main project window.

## 4.7 Library:

Library	Triggers	Marker	Region
New Playlist			⌘ N
Add Sound Pack			⌘ O
Sound Pack Manager...			⌘ O
Rebuild Library Index			⌘ R
Select Home Location...			⌘ O
Import Audio			⌘ I
Detach Library			⌘ 1

The **Library Menu** has commands related to your library and sound packs within Audio Design Desk.

**New Playlist** (⌘N): Creates a new playlist in the Library tab of the Library Window.

**Add Sound Pack** (⌘O): Adds any ADD Sound Packs to the program. Alternatively, you can double click or drag sound packs into ADD.

**Sound Pack Manager** (⌘O): Opens the Sound Pack Manager Window.

**Rebuild Library Index** (⌘R): Updates all library indexes for ADD sound packs, and ADD playlists. Especially helpful when importing many of your own sounds.

**Select Home Location** (⌘O): Select where ADD libraries are stored and pulled from.

**Import Audio** (⌘I): Opens a separate window to import personal sounds and libraries. More info on this in [Chapter 8 Importing Audio](#).

**Detach Library** (⌘1): Detaches the Library Window from the main project window.

If you'd like to distribute and protect your sounds for other Audio Design Desk users to purchase or use, you can encrypt your sounds with an .addLibrary extension. It is recommended to make a copy of your sound library before encrypting them.

1. Select a folder that contains all the individual audio files from your personal sound library.
2. Add the extension ".addLibrary".

3. In ADD, go to (File > Library > Add Sound Pack) or press (^⌘O).
4. Select the encrypted folder.
5. The sound folder will be displayed under “Sound Packs” in your Library Window.

This **WILL NOT** create sync markers, elements, or metadata to index your sounds. While all of this can be edited individually within ADD, it is recommended that you use the “Audio Importer” or our separate application “ADD Tags” to add information to your sounds before they’re imported as a library.

## 4.8 Timeline:

Timeline	Window	Help	Debug
Tool Selection ▶			
Auto Scroll			
→ Zoom In			⌘=
← Zoom Out			⌘-
↓ Zoom In			⇧⌘=
↑ Zoom Out			⇧⌘-
Show All			⇧Z
Add Track			⌘N
Remove Track			⌘⌫
Remove Empty Tracks			⌘⌫
Consolidate Selected Tracks			⇧⌘M
Enable Selected Track Automation			⇧⌘A
Show Selected Track Automation			⇧A
Organize Timeline			⇧⌘T
Select Next Track			⇧⌘↓
Select Previous Track			⇧⌘↑
Loop			⌘L
Set In Point			I
Set Out Point			O
Clear Selection			
Play From Selection			⇧Space

The Timeline Menu contains the edit tools and commands to help you navigate and work within the timeline.

**Tool Selection:** Choose between different tool options. More info available in [Chapter 3.3 Timeline](#). You can find the (A) Arrow, (C) Scissors, (F) Fade and, (E) Time Stretch tools.

👉	Arrow	A
✂	Scissors	C
▲	Fade	F
⏪	Time Stretch	E

**Auto Scroll:** Auto Scroll will scroll further down the timeline when the cursor reaches the end during playback.

**Horizontal Zoom In** (⌘+): Narrows the horizontal view of the timeline.

**Horizontal Zoom Out** (⌘-): Extends the horizontal view of the timeline.

**Vertical Zoom In** (⇧⌘+): Narrows the vertical view of the timeline.

**Vertical Zoom Out** (⇧⌘-): Extends the vertical view of the timeline.

**Show All** (⇧Z): Zooms out horizontally to show all regions placed in the timeline.

**Add Track** (⌘N): Adds an empty track to the timeline.

**Delete Track** (Delete): Removes the selected track from the timeline.

**Remove Empty Tracks** (⇧⌘⌫): Removes empty tracks in your timeline.

**Consolidate Tracks** (⇧⌘M): Moves selected regions across multiple tracks to a single track.

**Enable Selected Track Automation** (⇧⌘A): Toggles whether or not your regions will follow the automation on the selected track.

**Show Selected Track Automation** (⇧⌘A): Shows you what automation is drawn onto the selected track.

**Organize Timeline** (⇧⌘T): Organizes all of your regions onto tracks organized by type and subtype. Extremely useful to stay organized and for bouncing stems.

**Select Next Track/Previous Track** (⇧⌘↓) / (⇧⌘↑): Selects the next track below or above your currently selected track.

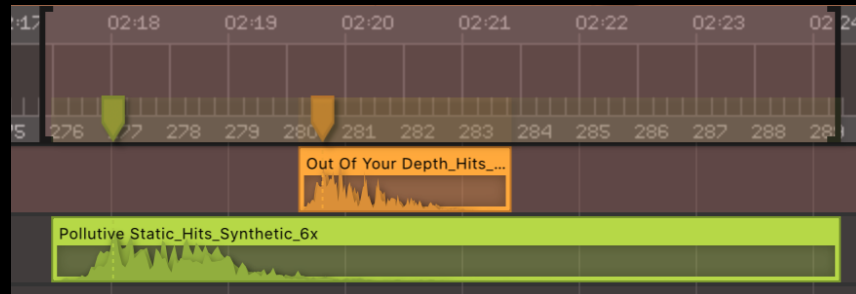
**Loop** (⌘L): Loops the timeline based on your “In” and “Out” points.

**Set In Point** ( I ): Sets an “In” point to start your loop or bounce.

**Set Out Point** ( O ): Sets an “Out” point to end your loop or bounce.

**Play From Selection** (⇧Space): Playback starts from the beginning of the selected region.

**Loop Selection** (⌘⌘L): Creates “In” and “Out” points based on what is selected in the timeline and sets a loop for that area.



## 4.9 Track:

Track	Region	Marker	Triggers	Window
Add Track				⌘N
Remove Track				⌘⌫
Remove Empty Tracks				⌘⌫
Consolidate Selected Tracks				⌘M
Select Next Track				⌘↓
Select Previous Track				⌘↑
Show Selected Track Automation				⌘A
Enable Selected Track Automation				⌘A
Solo				S
Mute				M
Record Enable				+
Lock				⌘L

More information on Track Automation in [Chapter 5.3 Tracks and Regions](#)

## 4.10 Region:

Region	Timeline	Window	Help	D
Create Group			⌘G	
Remove Group			⇧⌘G	
Divide on Markers			⌘D	
Set Master Tempo From Region			⇧T	
Align			⇧A	
Align To Sync			⌘⇧A	
Snap To Current Time			^⇧A	
Nudge +1 Frame			⇧→	
Nudge -1 Frame			⇧←	
Freeze			⇧M	
Consolidate To New Track			⌘M	
Solo			S	
Mute			M	
Lock			⇧L	
Effects			⇧G	
Reverse			V	
Duplicate			⇧D	
Replace			▶	
Fade In			⇧,	
Fade Out			⇧.	
Increase Gain +2dB			⇧↑	
Reduce Gain -2dB			⇧↓	
Reset Gain to 0 dB				
Raise Pitch 1 Semitone			⌘⇧↑	
Lower Pitch 1 Semitone			⌘⇧↓	

The Region Menu commands allow you to manipulate the audio in the selected region(s).  
Commands in this menu are:

**Create Group** (⌘G): Groups selected regions together so any change made to one region affects all of the regions in the same group. This includes volume changes but excludes FX.

**Remove Group** (⇧⌘G): Removes regions from the highlighted group.



**Divide on Markers** (⇧D): Creates individual elements from the boundary or element markers within the stem. A definition of elements and stems will be explained in [Chapter 5.4 Elements Vs. Stems](#).

**Set Master Tempo From Region** (⇧T): Sets the tempo of a selected region as the tempo for the entire project.

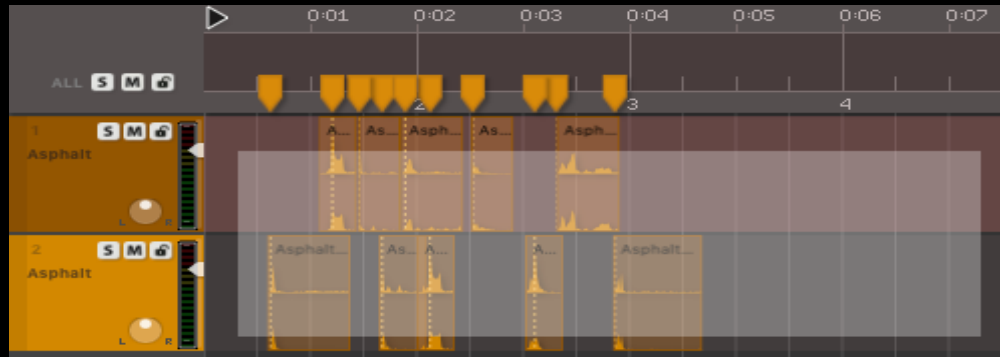
**Align** (⇧A): Aligns the start of all selected regions using the first region selected as a reference.

**Align To Sync** (⇧⌘A): Aligns selected sync markers using the first region selected as reference.

**Freeze** (⇧M): This option will render all selected regions on a new single track.

#### To Freeze Regions:

- Select the regions you would like to merge by dragging the arrow through the timeline or (⇧Click) or (⇧Click) on the desired regions in the timeline.



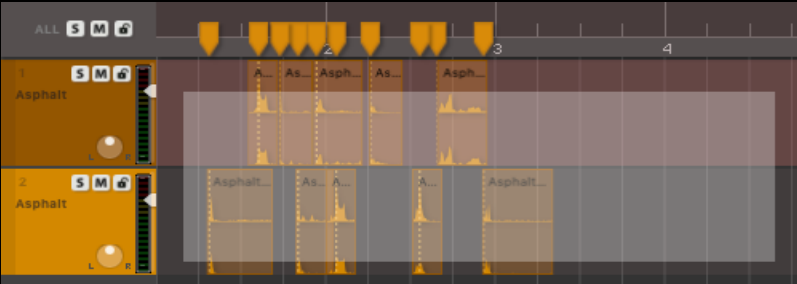
- Go to (Region > Freeze) or click (⇧M).
- All your regions will be rendered in a new track with volume, fade, FX, and panning information intact.



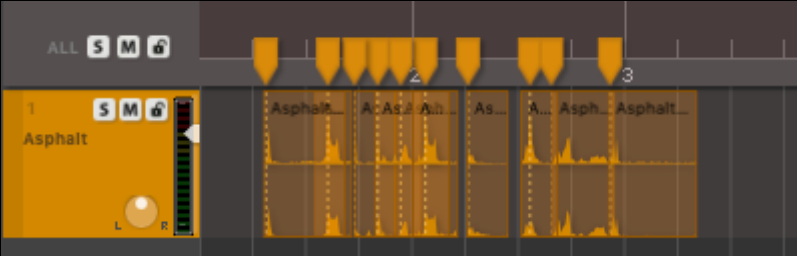
**Consolidate to New Track** (⇧M): This command will group all selected regions to a new track. This function is very useful before rendering or freezing all of your regions or for keeping things organized.

**To Consolidate a New Track:**

- Select all the regions you would like to consolidate by dragging the arrow through the timeline or pressing (⇧Click) on the desired regions.



- Go to (Region > Consolidate to New Track) or press (⇧M).

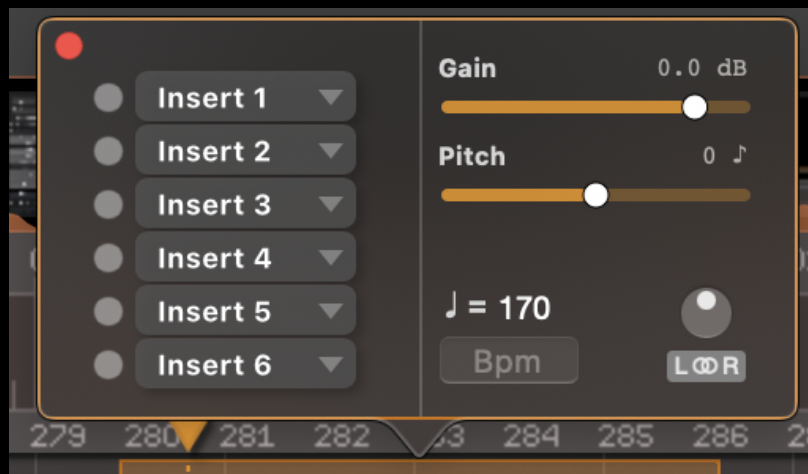


- All the regions will be grouped in a new track.

**Lock** (⇧L): Locks region into place on timeline. Locked regions will not respond to replacement commands, which can be helpful to lock in sounds you love and replace all others.

**Region Effects** (⇧G): When a region is selected and this command is pressed, ADD opens a small effects window. Here you can adjust gain, pitch, pan, BPM and add up to six plug-ins that

will only affect the selected region. Clicking the LR button under Pan will flip the stereo field. A second click will make your region mono and a third click returns stereo to its original position.

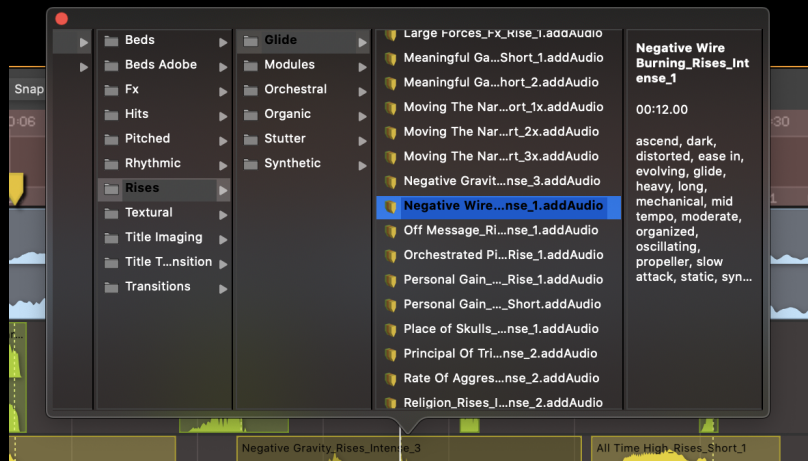


**Reverse ( V ):** Reverse the audio region(s).

**Duplicate (⇧D):** Creates a copy of the region next to the original. Helpful for looping material.

#### Mini Library:

- **Choose Replacement (⇧R):** When a region is selected and this command is pressed, a mini version of the library pops up showing similar sounds to the original for quick replacement. Press (Space) to audition and (Return) to replace.

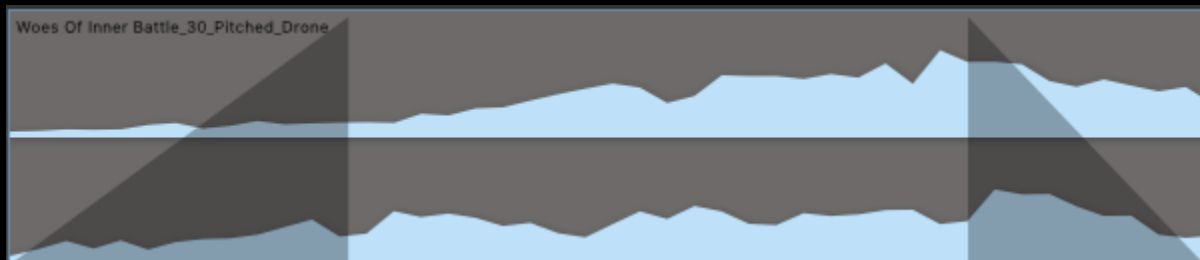


- **Selected Items (⇧R):** Replaces selected region with a replacement based on replace settings.

- **Everything** (⇧R): Replaces all audio regions with alternate audio clips based on replace settings.
- **With Longer** (⇧↑): Replaces selected region(s) with longer region(s).
- **With Shorter** (⇧↓): Replaces selected region(s) with a shorter region(s).

**Fade In** (⇧←): Adds and removes fade in. Length is set in preferences.

**Fade Out** (⇧→): Adds and removes fades out. Length is set in preferences.



All fades you create will be graphically drawn on the screen and rendered in real time.

To change the length of a fade:

- Select the Fade Tool ( F ).
- Click on the desired starting point and drag it to the right (fade out) or to the left (fade in).

## 4.11 Marker:

Marker	Region	Timeline	Window	Help
Edit Marker				⌘ ↑
Lock				⌘ L
Select Previous Marker				⌘ ←
Select Next Marker				⌘ →
Select Previous Comment Marker				⌘ ⌘ ←
Select Next Comment Marker				⌘ ⌘ →
Fill Selected Marker				⌘ R
Fill All Empty Markers				⌘ ⌘ R
Remove Empty Markers				⌘ ⌘ M
Measure Tempo From Markers				⌘ T

The **Marker Menu** has commands related to marker placement, status and data.

**Edit Marker** (⌘↑): Is where you can edit information within the marker. You can select type, subtype, intensity, complexity, length and refine by keywords, then listen to and select the pool of sounds ADD uses to replace from. The Magic Marker is further explained in [Chapter 5.6 The Magic Marker](#).

**Lock** (⌘L): Locks marker in place in the timeline.

**Select Previous/Next Marker** (⌘←) / (⌘→): Moves playhead to next/previous marker.

**Select Previous/Next Comment Marker** (⌘⌘←) / (⌘⌘→): Moves playhead to next and previous comment marker.

**Fill Selected Marker** (⌘R): This command will fill any selected sync marker(s) using the current replacement settings. This same command will also replace any selected regions.

**Fill All Empty Markers** (⌘⌘R): Places audio regions on all empty markers using the current replacement settings.

**Remove Empty Markers** (⌘⌘M): Removes any empty markers from the timeline.

**Measures Tempo From Markers (^T):** Measures the tempo between markers, typically used to measure the tempo of your edited video. To measure tempo from selected markers:

- Make sure the Lock Marker icon is on (orange) from the Timeline Menu.
- Select at least 2 markers in order to measure the tempo.
- Press (^T).
- The new tempo will be displayed in the global tempo viewer.

## 4.12 Triggers:

Triggers	Marker	Region
Comment Marker		N
Sound Effect		▶
Hit		H
Rise		R
Transition		T
Rhythmic		P
Textural		X
Fx		W
Full Mix		Z
Bed		▶
Pitched		▶

The Triggers Menu reveals which keys trigger which types of sounds: (H) for Hit, (T) for Transition, etc.

**Comment Marker ( N ):** Creates an empty marker for you to write comments in.

**Sound Effect ( G ):** Adds an empty sound effect marker. Place a marker where you know that you need a sound without having to choose the sound right away (brown marker).

**Hit ( H ):** Impact that adds emphasis and/or intensity.

**Rise ( R ):** An element that evolves over the duration of the sound. It starts low in either tone, volume, or complexity and gradually increases one or more of those elements until the end.

**Transition ( T ):** An element that crescendos at the beginning and decrescendos at the end.

**Rhythmic ( P ):** Sound design element that has a clear and consistent rhythmic or music motif.

**Textural ( X ):** An assortment of atmospheric elements that serve as ethereal sound waves.

**FX ( W ):** Heavily layered complex sound design compositions. They are less atmospheric and more sound design to achieve results.

**Full Mix ( Z ):** A mixture of elements that can be used as a score or song.

**Bed ( B ):** Low velocity, multi-timbral design element used for subtle atmospheric purposes.

**Pulse ( Q ):** Pitched and/or percussive sonic element whose volume goes up and down at a consistent rate.

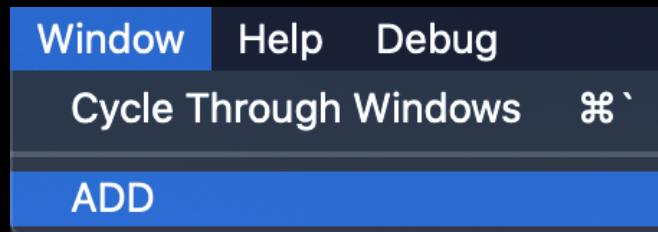
**Drone ( D ):** Long, generally low velocity, low frequency element used for atmospheric purposes.

**Pitched Singles ( U ):** design elements that have a clear and tangible fundamental frequency pitch and often have a musical motif.

**Pitched Other ( Y ):** Rests between beds and music. It has more sonic content than a bed or drone and doesn't come up to the composition of what we call traditional music. Think of it as melodic filler.



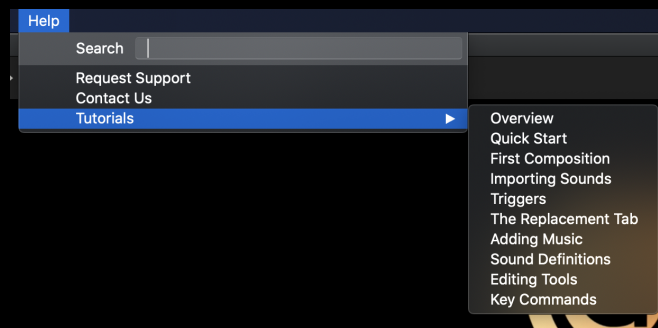
## 4.13 Window:



**Cycle Through Windows** (⌘): Switches between detached windows.

**ADD**: Brings the main project window to the front.

## 4.14 Help:



In the help menu you will find the latest Audio Design Desk manual which you can search using the search tab.

You will also find a list of video tutorials. When selected, video tutorials will be brought into ADD for your review.

Please use the Contact Us tab to let us know if you have any questions or if you'd like to set up a personalized online tutorial.

## 5. Projects:

### 5.1 Creating a New Project:

Now you are ready to start building your project!

Before you start working on your project, it is always a good idea to save it in a desired location.

#### To save your project:

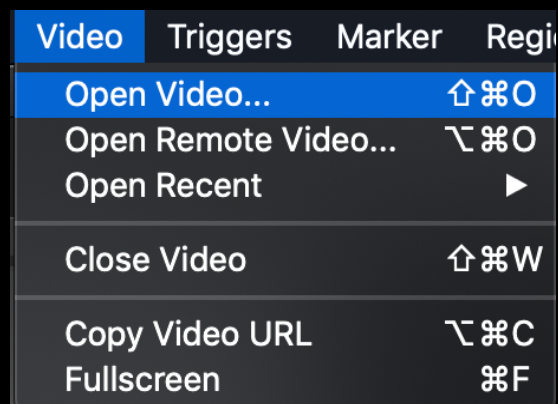
1. Choose “File > Save” or (⌘S). In this step, you are saving your composition for the first time, so a save dialog opens up.
2. Name your project and select a destination for it. “Documents > ADD Projects” is a suggested option.
3. Click “Save”. The name of the project will be displayed on top of the project window.

### 5.2 Importing Video:

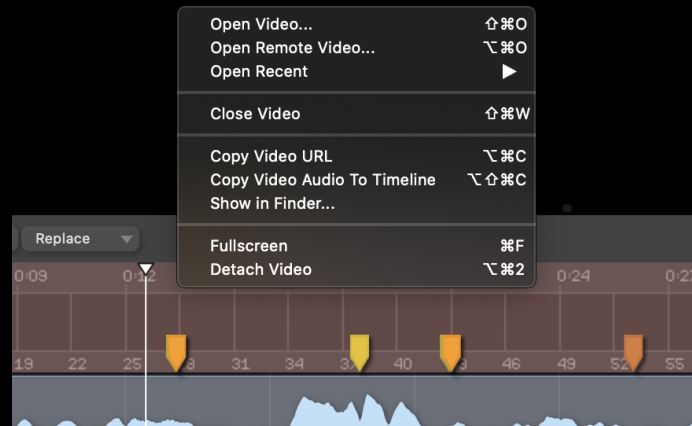
Audio Design Desk supports all quicktime video formats including mov, mp4, m4v, and mpg video. You can import videos from your local hard disk or from the internet using a URL link.

#### From Local Disk:

1. Click on “Video > Open Video” (⇧⌘O) from the menu bar.



2. Right click in the video window and select “Open Video” from the menu that appears.

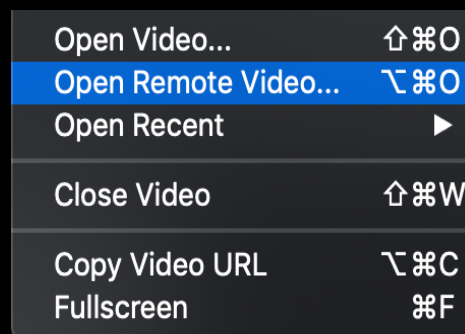


3. Drag video from your hard drive into the video window in Audio Design Desk.

After using one of these methods, select the video you wish to work on and press “Ok”.

#### Remote Video:

- Go to “Video > Open Remote Video” (⇧⌘O) from the menu bar.



- Right Click on the project window and select “Open Remote Video”.

Either of these commands will open a window where you can enter your URL.

- Paste the URL of the Youtube or Vimeo video that you wish to import and then click “Open” .

A URL to a remote video. Can be either a direct link to a file, or a video page from YouTube or Vimeo.

## 5.3 Tracks and Regions:

### Tracks:

Audio Design Desk currently supports up to 100 tracks. Each track comes with its own track number, name, meter, a pan knob, volume slider, solo, mute, FX, show and enable automation toggles, and a lock button, which enables you to lock all regions in place. You can drag individual tracks up and down to change their order. The track numbers will automatically adjust depending on their position in the timeline.

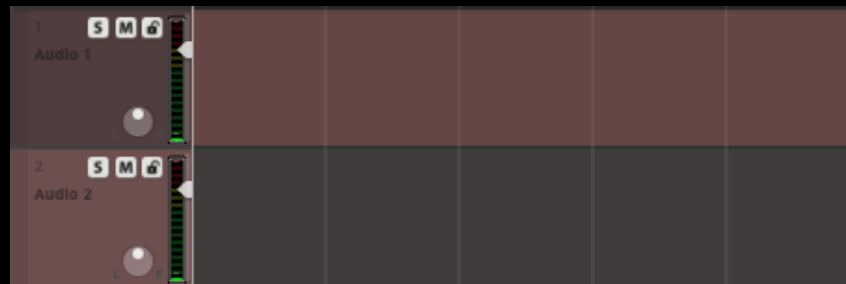
To select multiple consecutive tracks, click on the first track and (⇧Click) on the last track.

To select multiple nonconsecutive tracks, (⌘Click) on the desired tracks. To deselect, (⌘Click) again.

In order to delete a track, click on the track head and press (Delete). (⌘X) deletes the track and copies its regions to the clipboard.

### How To Create A New Track:

- Choose "Timeline > Add Track", or press (⌘N).

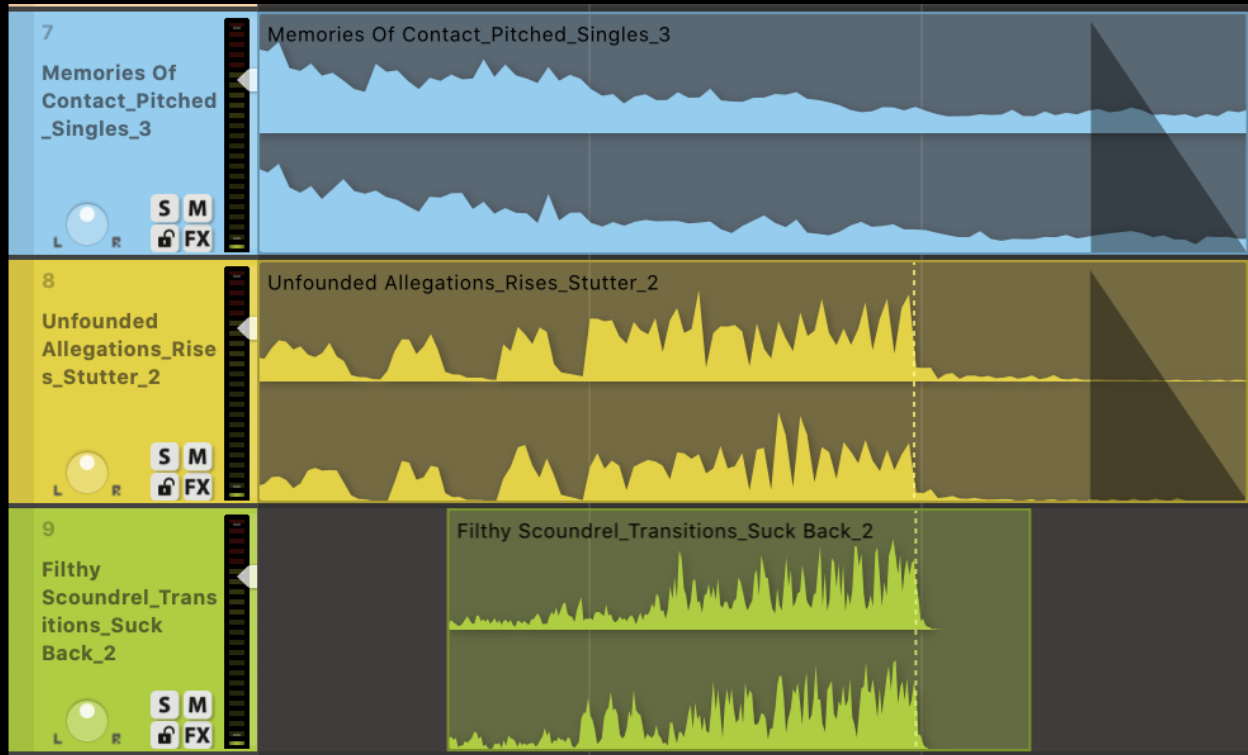


Every new track created will be named "Audio 1" (or whichever track number it is). You can easily rename tracks by clicking on the name.

Every time you drag an audio file from the Library Window into the Timeline, a color will be assigned to the track that corresponds with the category of the audio file.

When you create a new track by triggering a sound, the track header color will match the category of the sound triggered. The track will use the name of the audio file as the track name,

but if a track has multiple regions of the same type, Audio Design Desk will name the track the type name—for example, “Hits 1” or “Rises 1”. Of course, you can name your tracks whatever you’d like by clicking on the track name and typing.



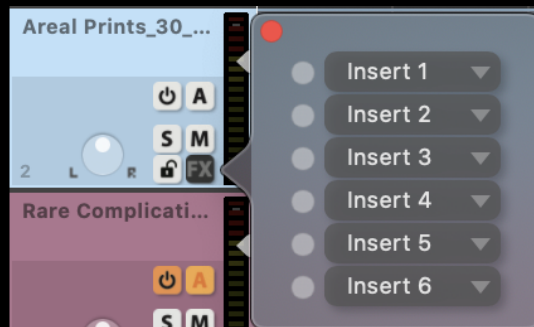
To avoid creating a new track when triggering a sound, place the playhead where you want the region to start, and then click on the desired track. Press a trigger [for example (T) for transition], and the region will be placed in the selected track as long as it’s not overlapping another region.

**Ruler Track:** The ruler track is above all of the audio tracks. It contains the markers and the time indicators. In the head of the track you will find global commands that allow you to solo, mute, or lock all tracks. You can also see before 0:00 by dragging the black triangle to the right.



**Video Track:** The video track displays frames of the video and its waveform. You can solo, mute, pan, add track FX, and lock the video, and it comes with a meter to control the volume level. The video track cannot be renamed.

**Track FX:** You can apply up to 6 plug-ins on each track by clicking the “FX” button on a trackhead.

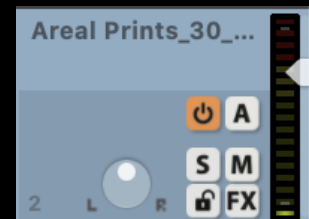


When a plug-in is assigned, the circle to the left of the insert will light up green. To open the plug-in window, click the green circle

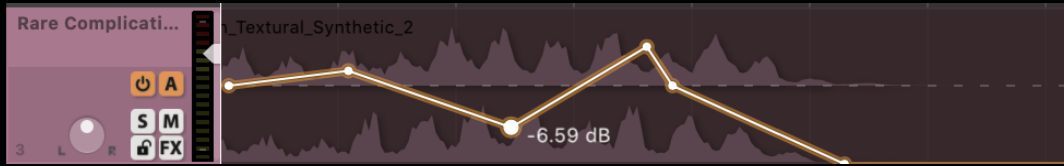
Assigned plug-ins can also be found in the **Sound Editor**. More information in [Chapter 3.5, “Sound Editor”](#)

**Track Automation:** In ADD you can draw-in volume automation. All drawn-in automation is applied to the mix Pre-Fader.

To turn on Track Automation, click the “Power Button” or press (⌘+A) on your selected track. The “Power Button” will appear orange when it is on and white when it is off. If it is turned off, your regions’ volume will bypass any drawn-in track automation.



To view and draw Track Automation, click the “A” to the right of the “Power Button” or press (⌘A) on your selected track. If the “A” button is orange, automation has already been drawn-in on that track.



While in the Track Automation view, click a spot in the timeline to add a node and drag it to your desired level.

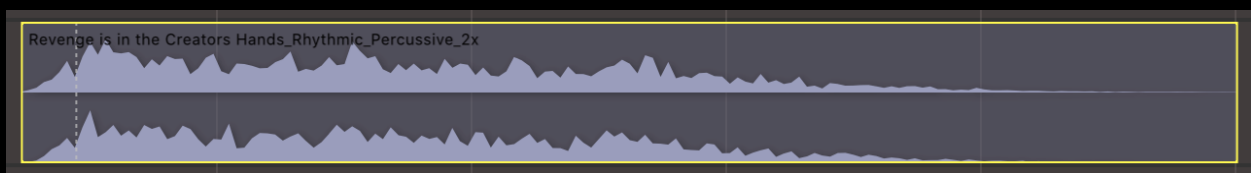
If you want to delete automation, simply click a node and press (Delete).

### Regions:

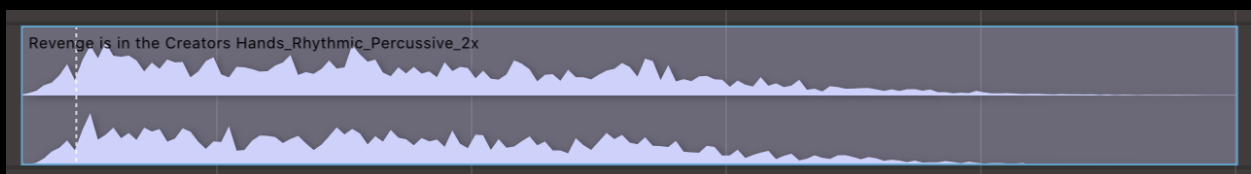
A region is a single audio file. Regions can be stems, elements, clips, or any type of audio in the timeline.

Every region displays the waveform and the name of the sound at the top left corner, and regions which come from Audio Design Desk sound packs display a perforated line that shows where the Sync Marker is. When a region is selected, the color becomes darker. When it's unselected, it becomes brighter.

When you solo a region, it will be outlined in yellow.



When a region is muted, it will be outlined in blue.





**To trim a region:**

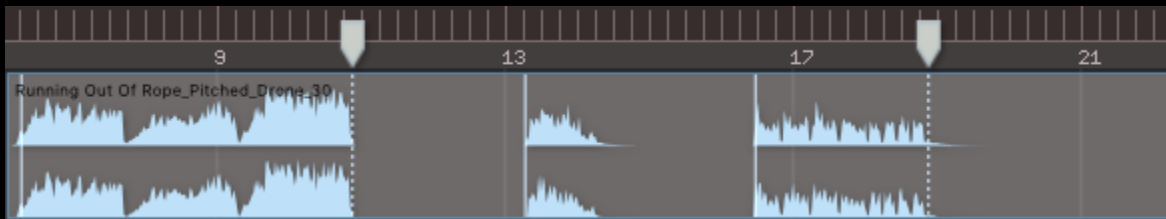
1. Position your pointer to the left or right region.
2. The pointer will turn into an arrow indicating it is ready to trim.
3. Drag the arrow to a desired position.

**\*\*When two regions are overlapped, both regions will sound at the same time. In Audio Design Desk, regions do not overwrite one another\*\***

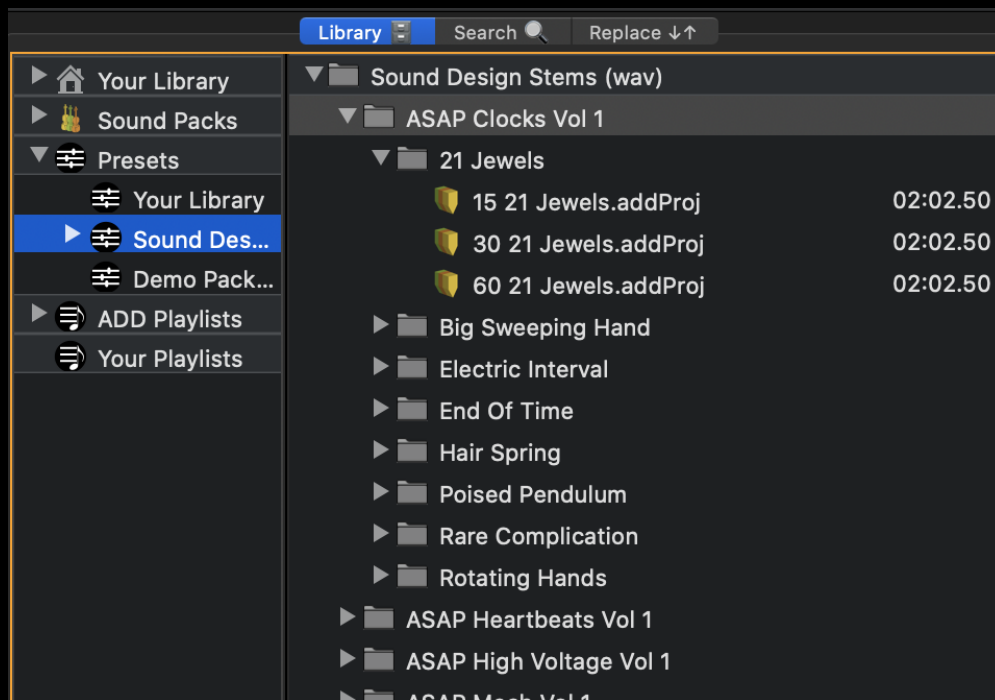
## 5.4 Elements Vs. Stems:

In ADD there are two main subtypes: **Elements** and **Stems**.

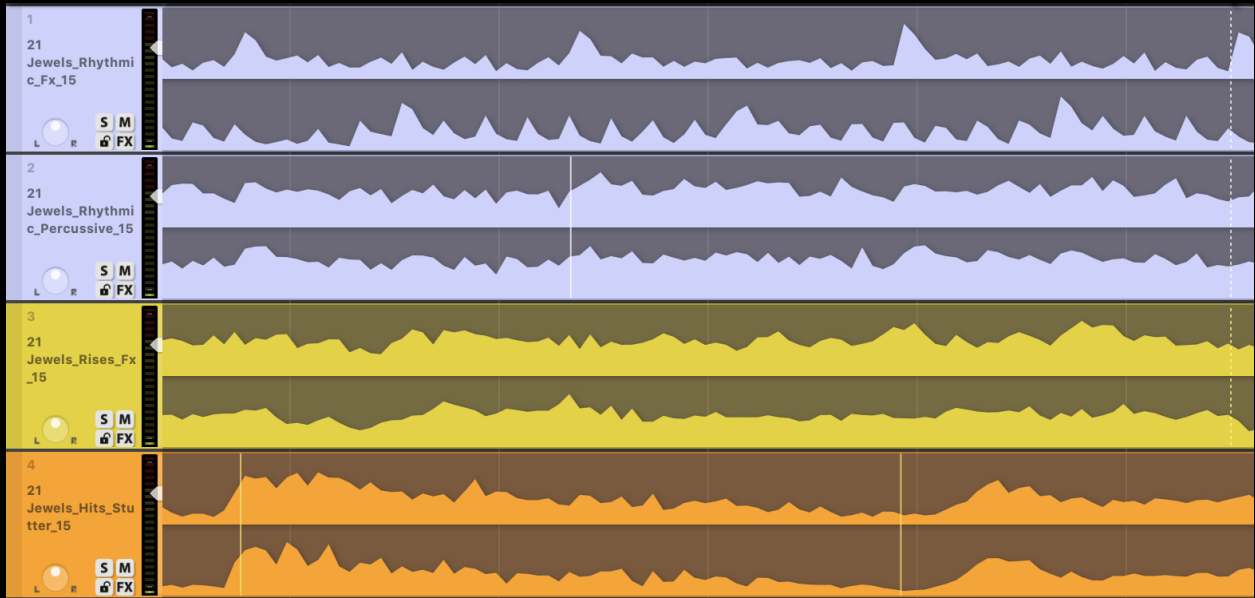
Stems are typically longer audio files that are made up of a series of smaller parts. In the stem pictured below, you can see 3 different elements divided by dotted lines. By pressing (⌘D) you will be able to separate this stem into individual elements.



A very easy way to work with stems is by using the Presets from the Library window.

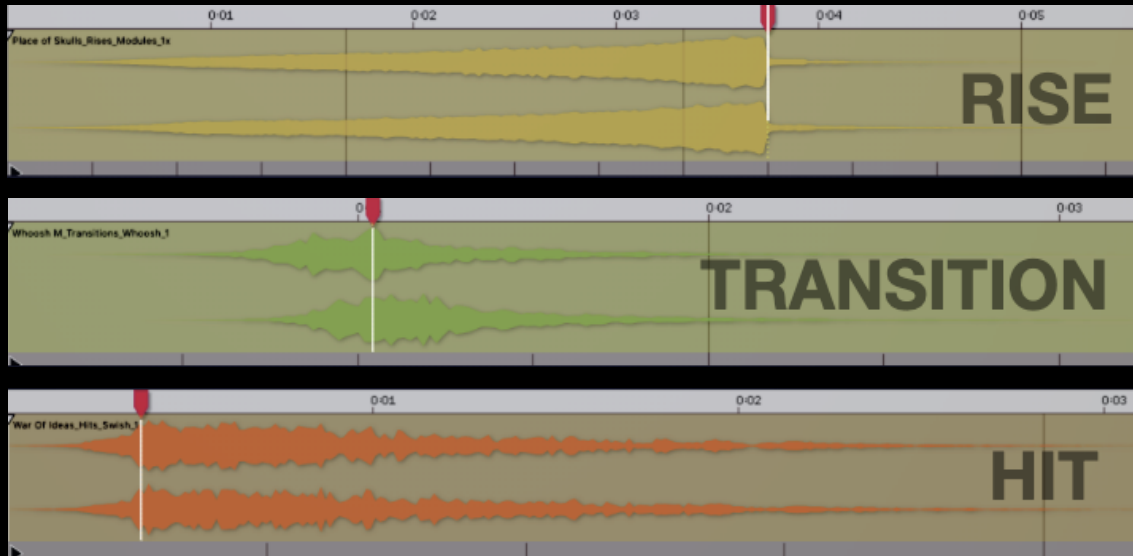


When double clicking or dragging a preset into the timeline, each stem will be assigned to a new track. All the stems together create a single composition.



## 5.5 The Sync Marker:

Audio Design Desk sounds have metadata that contain a Sync Marker, which tends to be placed on the highest transient of each region. The Sync Marker is the point in the region where audio will sync to video when triggered.

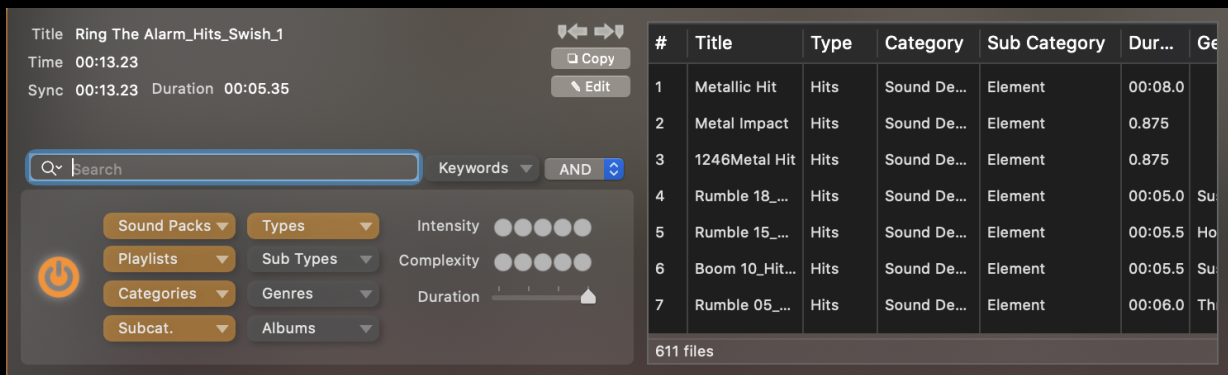


If you would like to change where the sync marker is located, it can be changed and saved in the Sound Editor. This is explained in [Chapter 3.5. “Sound Editor”](#)

## 5.6 The Magic Marker:

The **Magic Marker** opens when you double click a marker in the timeline or press ( $\text{⌘}↑$ ). In this window, you can see which information Audio Design Desk is using to determine the pool of sounds it is choosing from. In this window, you can make larger or smaller pools of sounds or select a single sound to place. Category, Sub Category, Type, Subtype, Playlist, Genre, Album, Intensity, Complexity, Genre, as well as Keyword Search give you incredible control in the types of sounds they'd like Audio Design Desk to find.

When the Magic Marker is powered on, it acts as a randomization override. So whatever information you have in your Replace Window, the information applied to a Magic Marker will take priority.



One way of placing sounds using the Magic Marker is by clicking ( $\text{⌘}G$ ), which places a blank sound effects marker that opens immediately. This makes the process of searching for sounds much faster as you are searching for the sound on the frame where you want the sound to be.

### To add a Magic Marker:

- Press ( $G$ ) when the timeline scrubber is on your desired frame. An upward facing Sound Effects Marker will be placed on the top part of the timeline ruler.



- Press (⌘ ↑) while the Marker is selected, or (Double Click) on the marker and the **Magic Marker Window** will open.
- Click on the “Power Button” to activate or just start typing and the Magic Marker will automatically power on.
- Type keywords in the search browser (separate with commas) and select “OR / AND” from the drop-down menu.
- As you type in keywords, you will see a pool of results based on your search.
- To preview a sound, click on a file and press (Spacebar).
- (Double Click) or press (Return) on a selected file to send it to the timeline.

**After typing keyword(s) in the search browser, the resulting pool of sounds will automatically be displayed. DO NOT press “Return” from your keyboard to start your search, that command will close the Magic Marker window.**

**You can copy all Magic Marker data and apply it to other sounds by copying the region, clicking on regions you’d like to apply the Magic Marker data to and pressing (⌘V) to “paste attributes”. To find out more about paste attributes, please reference Chapter 4.3, “Edit”.**

## 5.7 Mix Controls:

Audio Design Desk allows you to quickly and easily mix your regions with the help of hot keys

Shift-Up / Down

Gain Up / Down

Shift-Left / Right

Pan Left / Right

Shift Option Up / Down

Change Pitch Up / Down

Shift Option Left / Right

Make Region Faster (Shorter) / Slower (Longer)

## 5.8 Rendering:

Audio Design Desk has Rendering options that can be toggled in the Preferences menu. You can select Background Rendering to have ADD render all regions with pitch or timestretch changes to save stress on your computer.

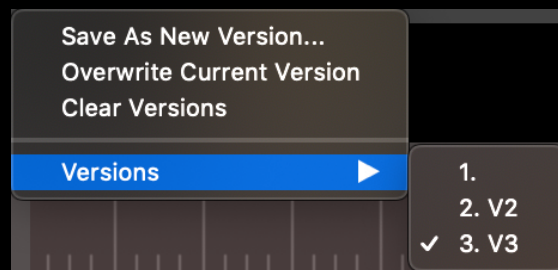
## 5.9 Saving Versions:

In ADD, you can save different versions of the same project. This is especially useful when you want to create different sonic experiences using the same video. For Audio Design Desk users who utilize the “replacement” features of the program, this will be an especially useful feature.

Save, Overwrite, and Clear Versions:

1. Go to the “Versions” drop-down at the top of the timeline.
2. Select “Save As New Version”.
3. A new window will open to name the version. Then click on “OK”.

To view your versions, go to “Versions” under the versions drop-down. If you wish to replace the previous version with a current version, you can select “Overwrite Current Version”. If you wish to delete all versions, you can do so by selecting “Clear Versions”.



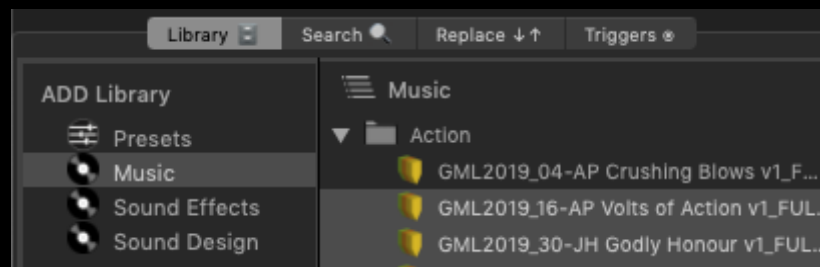
**The project will NOT close.** You can continue creating as many different versions of your project as you wish.



## 5.10 Adding & Creating Music:

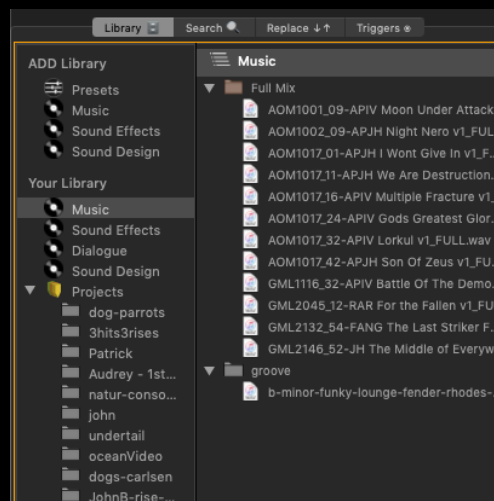
To add music in the timeline, use one of the following options:

1. Press ( Z ) to add a new random music track into the timeline.
2. Go to the Library tab in the Library Window and select “Music” under “Soundpacks.” ADD music tracks will appear in the right column. Bring the track of your choice to the timeline by dragging or using the key command (⇧Return).
3. Go to the Search tab of the Library Window and select “Music”.



### Adding your own music:

1. Import your music using the importer. More info in [Chapter 8, “Importing Audio”](#).
2. Go to “Library” in the Library Window.
3. Under “Your Library” select “Music”. All of your imported music will be displayed in the right column.



## Creating Music:

You can compose your own music in ADD by triggering music loops and elements and layering them together.

### Hot Key:

Control 1  
Control 2  
Control 3  
Control 4  
Control 5  
Control 6  
Control 7  
Control 8  
Control 9  
Control 0

### Music Loop:

Place Beat  
Place Bass  
Place Chord  
Place Line  
Place Lead  
Place Vocal  
Place Percussion  
Place Fill  
Place Music FX  
Place Stack

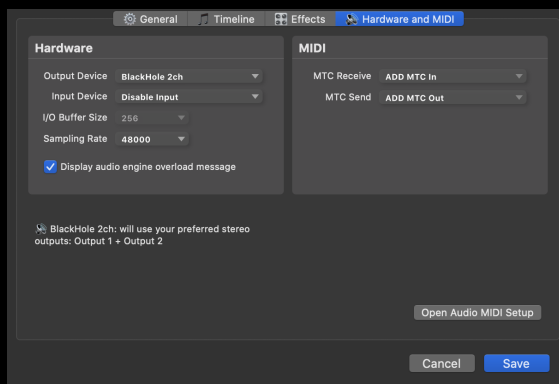
## 5.11 Recording Audio

You can record audio onto a track by selecting the track and pressing ( + ) to Record Enable your track. Then click the record button at the top

## 5.12 MIDI Time Control Sync:

### Preparing Audio Design Desk:

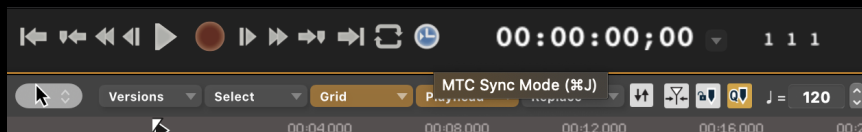
Go to Preferences in Audio Design Desk and enable MTC Receive and Send.



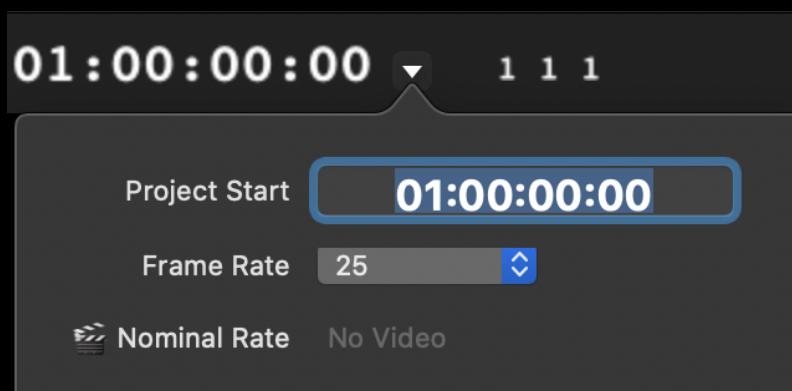
You will need to set a Virtual Audio Device such as Blackhole or Loopback as your Output. (We will be using Blackhole 2ch for this example).

Select Disable Input as your Input Device

Save your Preferences and select the “MTC Sync Mode” clock icon at the top of ADD

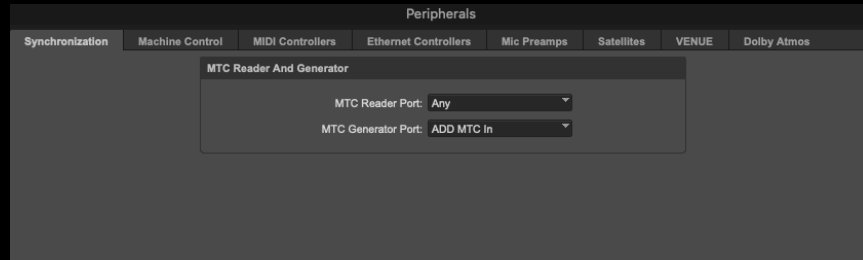


Set ADD's Project Start point and Frame Rate to align with your DAW by clicking the dropdown arrow next to the Timecode.

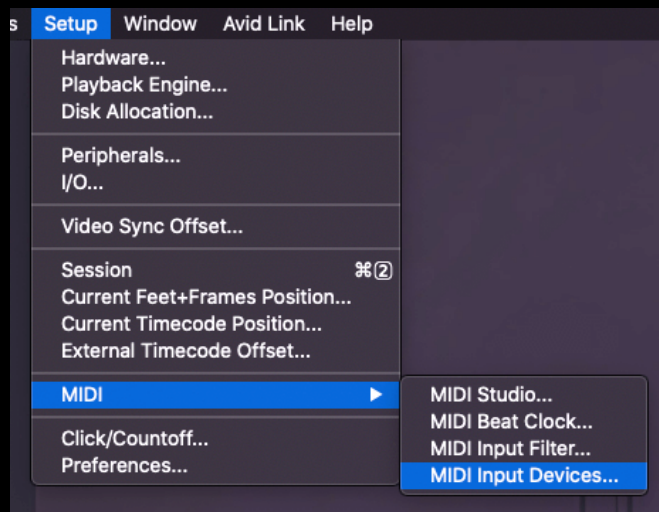


## Pro Tools:

Go to Setup > Peripherals in the Pro Tools menu, and set the MTC Generator Port to Audio Design Desk MTC In. (This allows Pro Tools to send MTC to Audio Design Desk.)



Open up the MIDI > MIDI Input Devices window.



Enable Audio Design Desk MTC Out



Engage MTC in Pro Tools

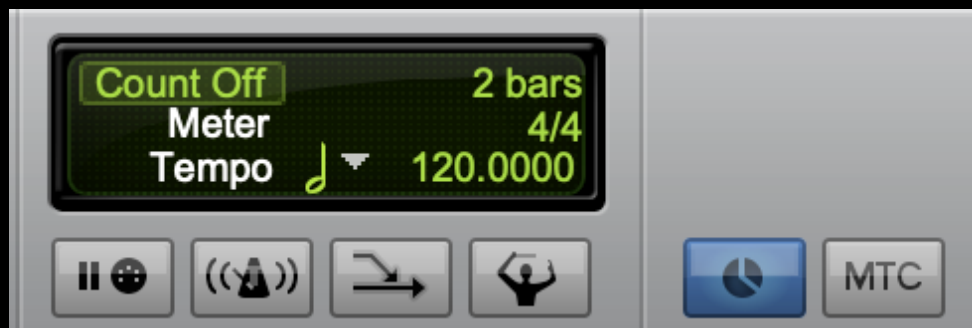


Now, when you press play in Pro Tools, Audio Design Desk will be in sync.

If you want Pro Tools to Sync to Audio Design Desk:

Uncheck MTC in the Pro Tools control panel

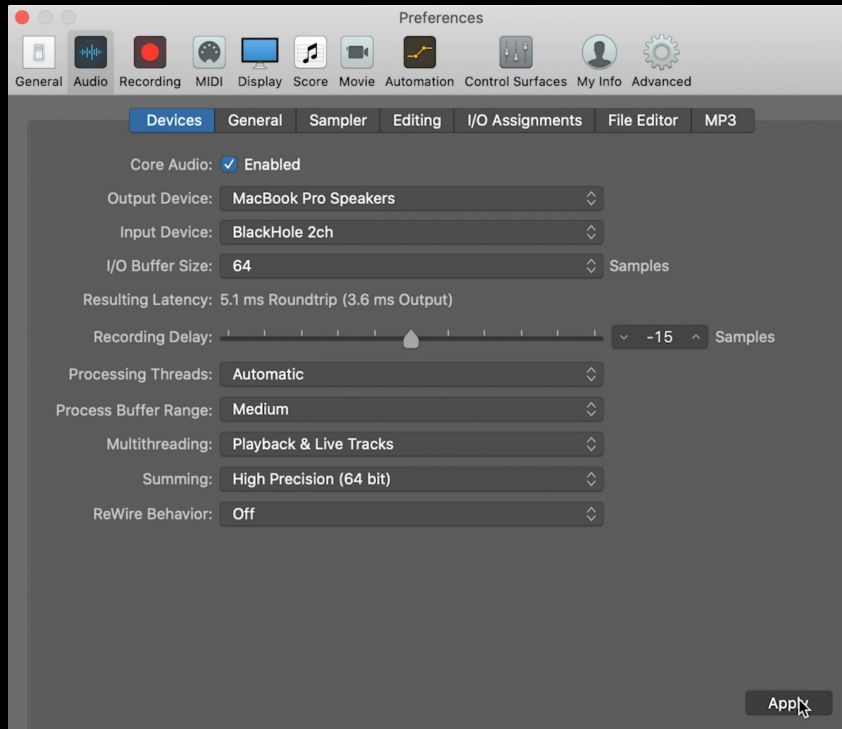
Check the "Online" button.



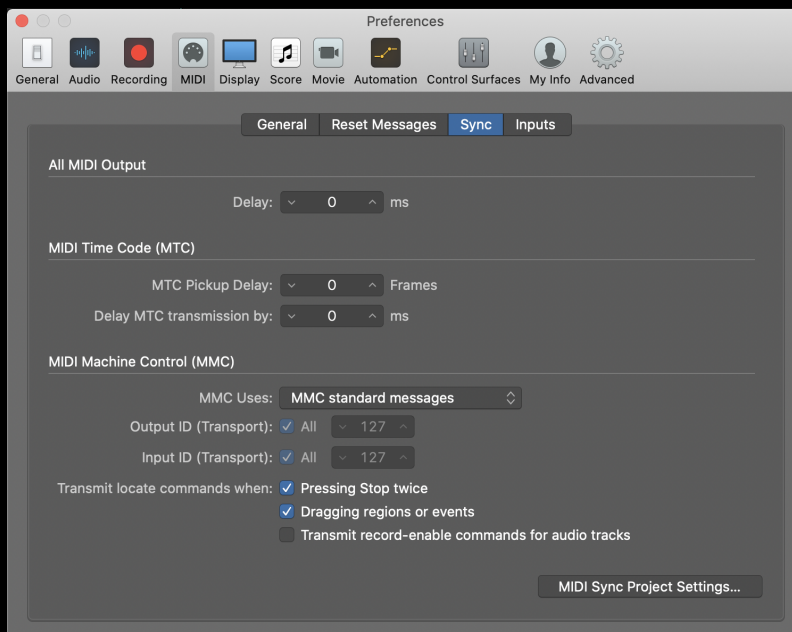
Using this method, you can switch between Pro Tools and ADD being the leader in Sync.

## Logic:

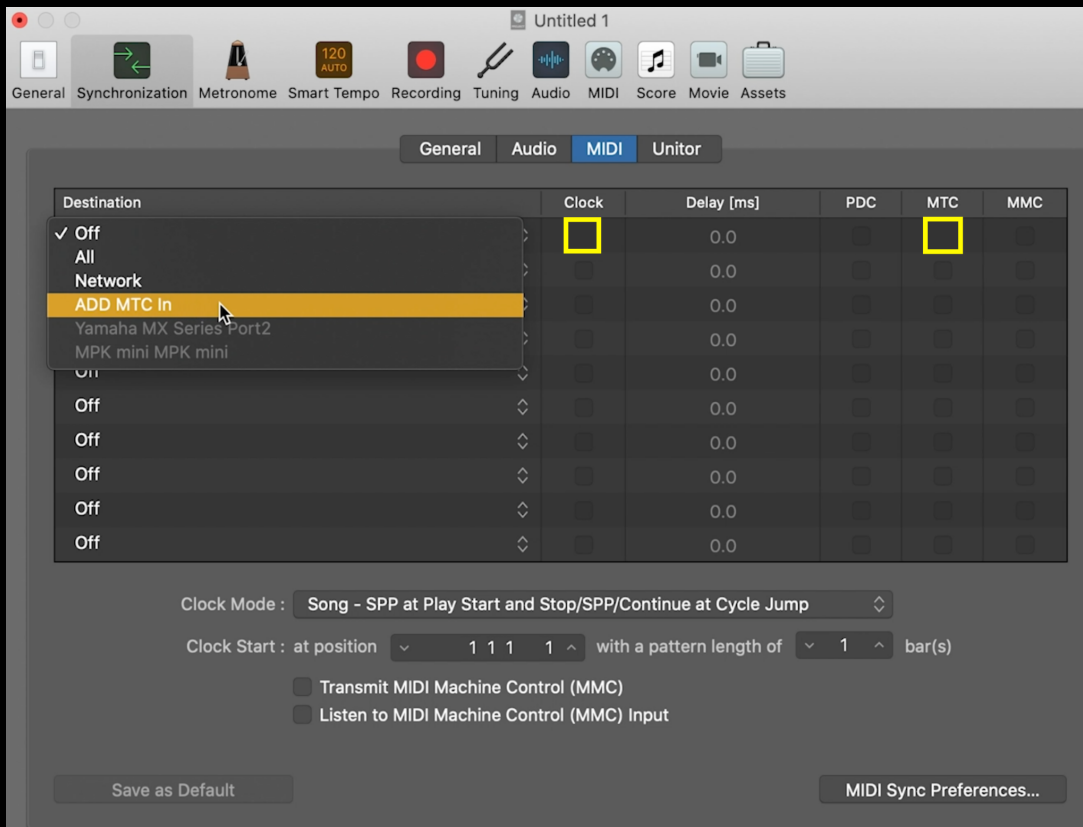
Now go to Logic and open Preferences. Set Blackhole 2ch as your Input Device



Now go to the Midi tab and select the Sync sub-tab. Then select “Midi Sync Project Settings” at the bottom



Click the first Destination dropdown and select ADD MTC In. Then click the MTC checkbox and the Clock checkbox.

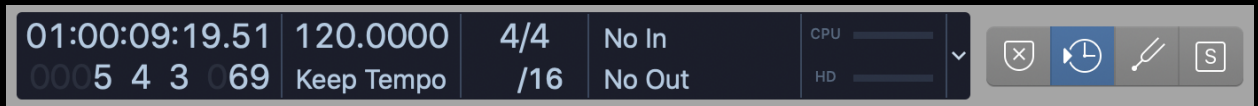


Now press play in Logic and Audio Design Desk will follow along!

To make Audio Design Desk the Master:

Deselect the Clock icon at the top of the Video Window

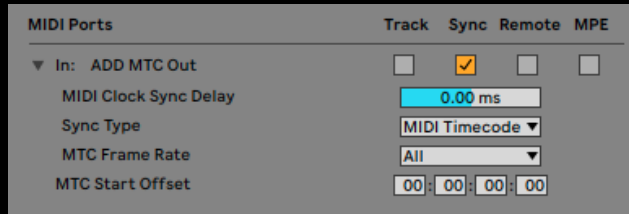
Go into Logic and select the Clock icon up in the Control Bar. (If you don't see the clock you need to add it by right clicking the Control Bar and selecting Customize)



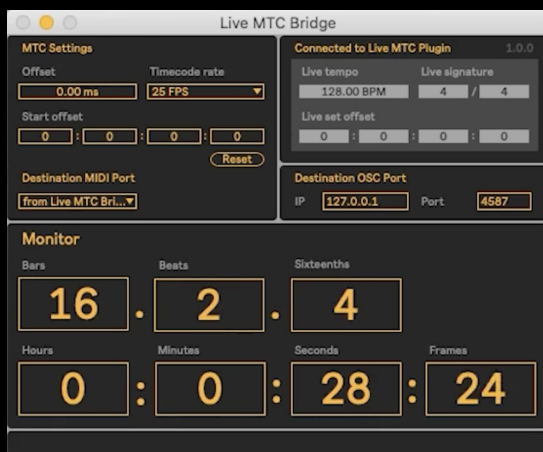
Now press play in Audio Design Desk to control Logic!

## Ableton Live:

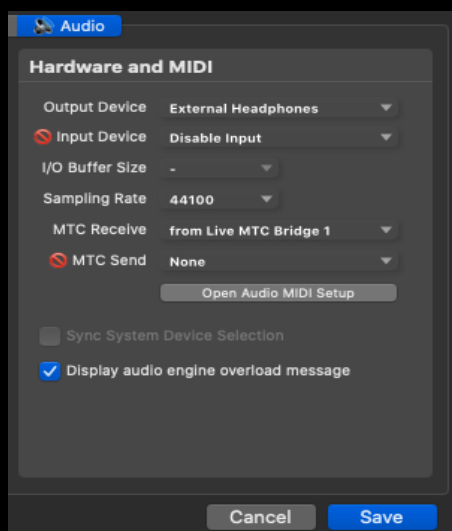
To set up MTC in Ableton, go to the menu bar and select "Preference > Link > Midi Ports" and change the "In" to ADD MTC Out and click the "Sync" checkbox.



To send MTC from Ableton to ADD, first download the plugin "[Max Runtime](#)". Then open the app and drag the MTC.amxd file onto any Live track

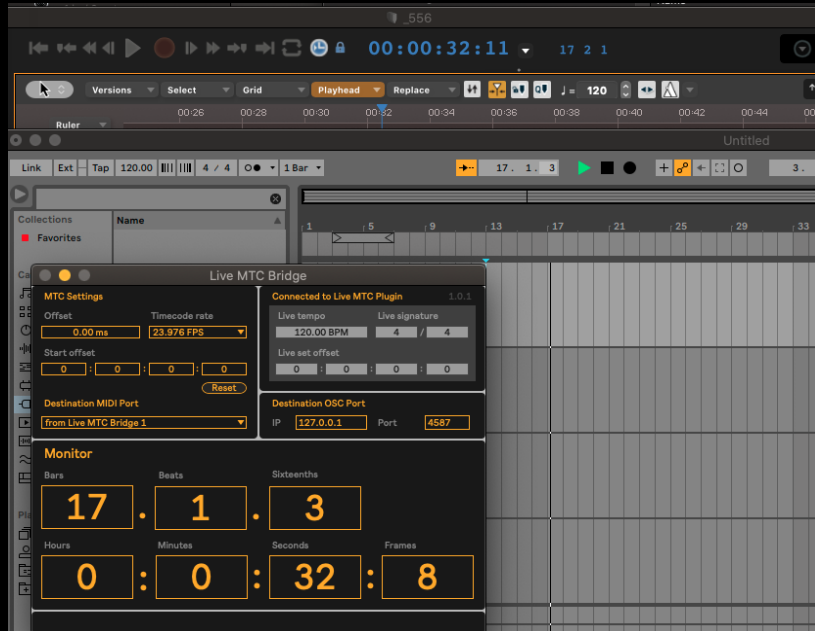


Inside ADD, change MTC Receive to the Live MTC Bridge.





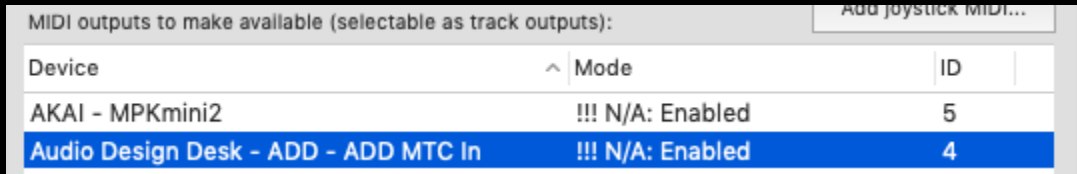
Now you are set and can configure all the things from the LiveMTC app interface



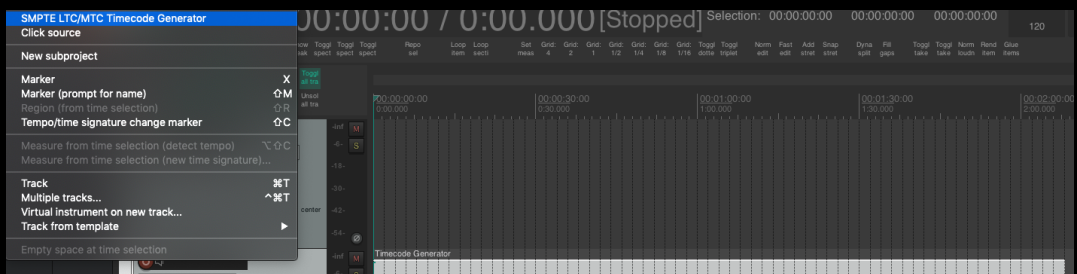
**\*\*We recommend using one way MTC sync when working in realtime\*\***

## Reaper:

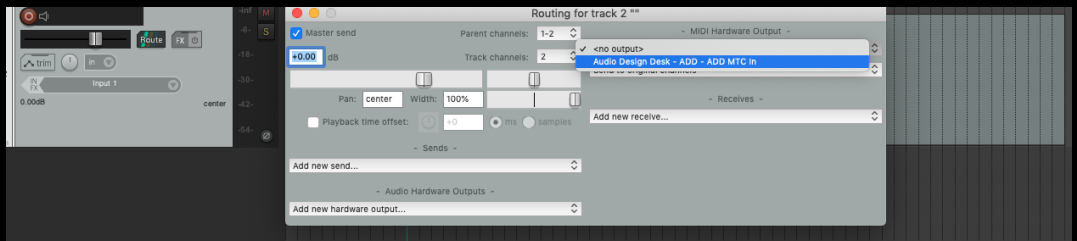
With ADD open, REAPER / audio device setup / enabled.



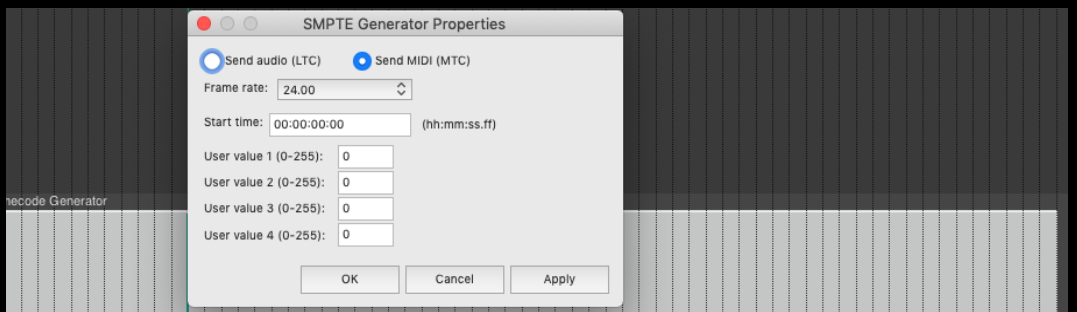
In Reaper, Insert menu, select the SMPTE LTC/MTC Timcode Generator and resize the length as you want



Open the route on that track with the MTC generator and select the hardware MIDI output to ADD MTC IN

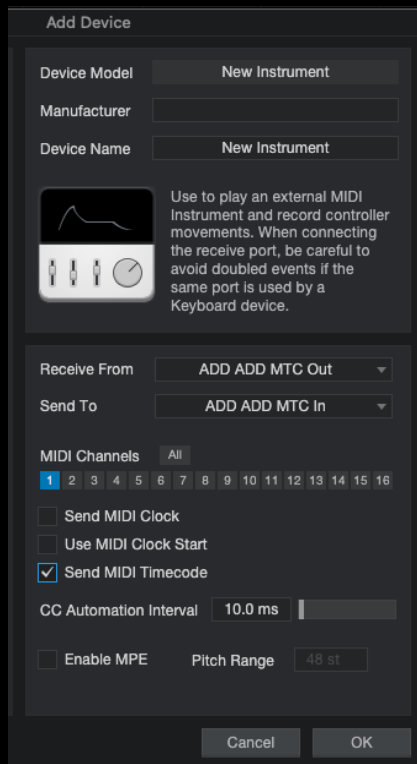


After you have done all the steps above, can do cmd+F2 on the region to edit the property such as frame rate and start time to ensure it is consistent with Audio Design Desk setting

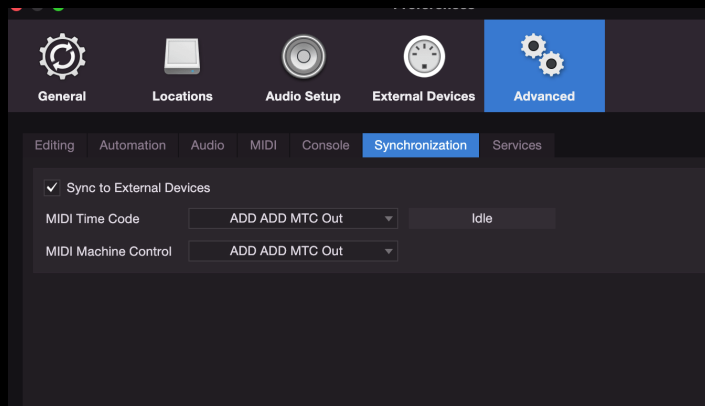


## Studio One:

Now go to the Studio One Menu bar and select "Preference > External Device" to add a new device. In the Receive From and Send dropdowns, select ADD MTC and click Send MIDI Timecode



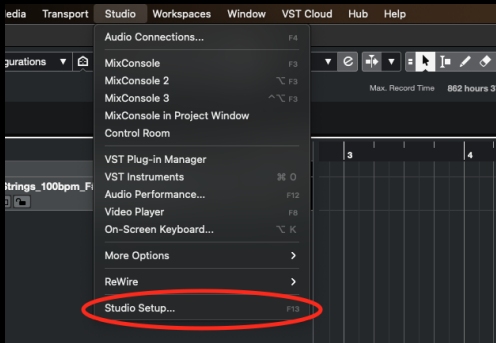
Go to "Advanced > Synchronization" and click Sync to External Device. Then select ADD MTC Out in the dropdowns.



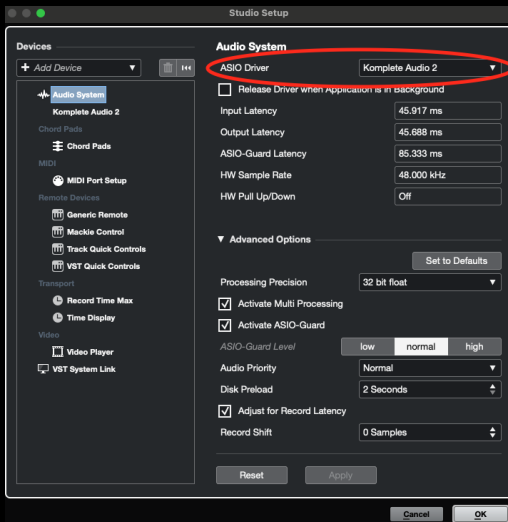
## Cubase:

**\*\*For this example we are using Complete Audio 2 as our virtual audio device\*\***

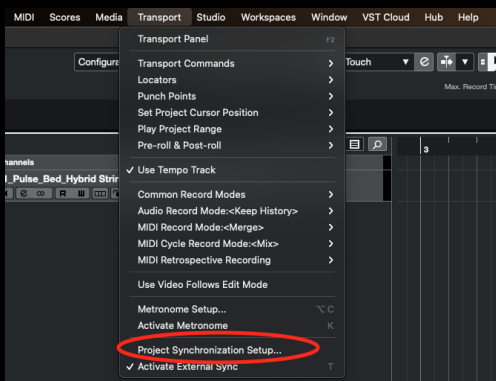
Go to Cubase and open Studio Setup in the Studio menu. Under Audio System, set Complete Audio 2 as your ASIO Driver, and select OK.



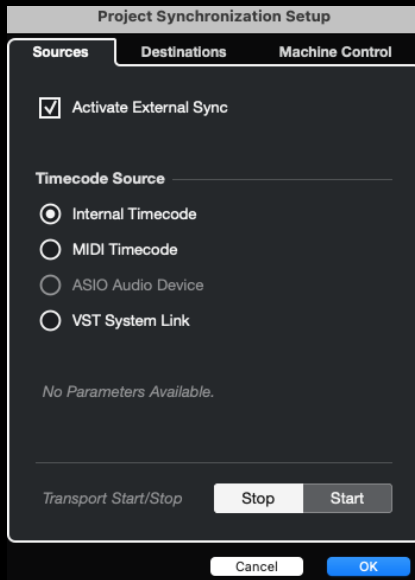
Under Audio System, set Complete Audio 2 as your ASIO Driver, and select OK.



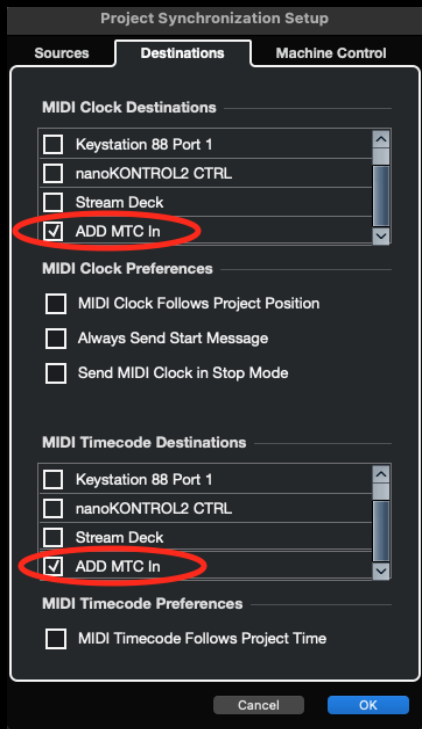
Next, under the Transport menu, go to Project Synchronization Setup.



There, check the boxes for both “Activate External Sync” and “Internal Timecode”.



In the Destinations tab, select ADD MTC In for both “MIDI Clock Destinations” and “MIDI Timecode Destinations”. Press OK.



Now press play in Cubase, and Audio Design Desk will follow along!

## 6. Triggers:

### 6.1 Using Preset Triggers:

Audio Design Desk comes with 30,000+ sounds that can be triggered to your video in real time using your QWERTY keyboard. In the **Triggers Menu** there is a list of hard coded keys that will send sound design, music, and sound effects directly to your timeline. Below is a list of the keys and the types of sounds they are assigned to:

TRIGGERS	SOUNDS
H	HIT
R	RISE
T	TRANSITION
D	DRONE
P	PULSE
X	TEXTURAL
W	FX
Z	MUSIC FULL MIX
Q	PULSE
B	BED (OTHER)
U	PITCHED (SINGLES)
Y	PITCHED (OTHER)
N	COMMENT MARKER
G	SOUND EFFECT
1-10 and (⇧1-10)	USER PROGRAMMABLE

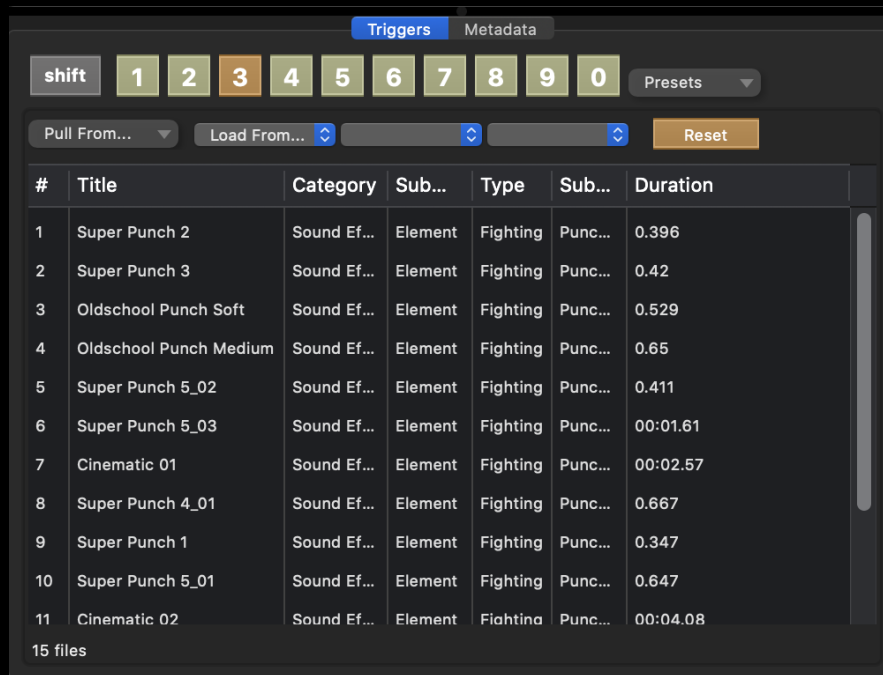
The trigger presets above contain commonly used sound design element types (Hit, Rise, Drone, etc.) in addition to other options that are assigned to particular keys. To use these, simply:

1. Navigate anywhere in the timeline.
2. Using your QWERTY keyboard, press on any trigger from the list above.

For definitions of the triggers listed above, go to [Chapter 10.2 Sound Definitions](#).

## 6.2 Custom Triggers:

In the “Triggers Tab” of the Triggers / Metadata Window, you are able to assign any sounds in ADD to customizable triggers. If you want to save any set of triggers you have created, you can save a preset by clicking on the “Presets” drop-down menu.



### To customize a trigger:

1. Select a type of sound you would like to assign to a trigger and (Right-Click).
2. Select “Assign Trigger” and then select a number from “1 to 10” or “⇧-1 to 10”.
3. The sound, and its relative subtypes will populate the trigger pool window.

### Or:

1. In the Triggers Panel, select a number from “1 to 10” or “⇧1 to 10” at the top of the trigger window.
2. Drag your desired sound(s) into the pool under the trigger numbers.

**\*\*The second method will only use the sounds you drag in. It WILL NOT add related sounds to your trigger\*\***

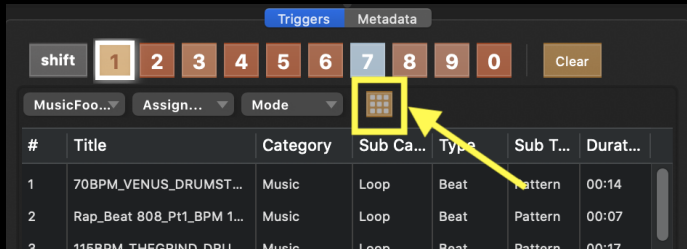
More information can be found in [Chapter 3.4, “Triggers / Metadata”](#).



## 6.3 Trigger Pad:

The Trigger Pad is a useful tool for triggering sounds with a single click of the mouse as well as learning the hotkeys to trigger sounds.

It's located at the top of the Triggers / Metadata Window



It will open up next to the Triggers / Metadata window and show the pads for your Custom Triggers.



You can use the tabs at the top of the pop-up window to cycle through different pad selections. The middle tab is for Sound Design and the third tab is for Music.



# 7. Replacing:

## 7.1 Replace Settings:

Replace by parameters:

1. Select a region or regions in the timeline to be replaced.
2. Adjust the randomness (under the “Settings” drop-down located at the top), intensity, and complexity to define the sounds you want to find.
3. Press (⌘R).

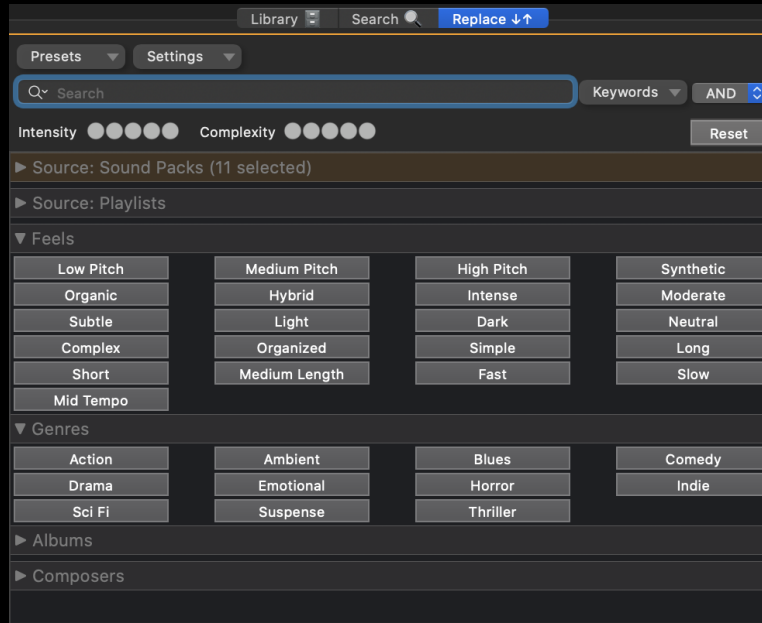
\*Note; for sound effects, foley, ambiences, and footsteps, you may want your randomness settings to be set to level one “tight match”. This will force the replacement sounds to come from the same Subtype. For sound design, you may want to move your randomness settings to level 2 or 3. Experiment with this to find all the ways Audio Design Desk can inspire you.

## 7.2 Using the Replace Window:

You can easily replace regions in the timeline with new regions that have similar or different characteristics. Audio Design Desk gives you a series of tools to define the types of sounds that will be replacing the original.

Much of this information is covered in [Chapter 3.2, “Replace”](#).

There is a “Settings” pulldown that defines the way Audio Design Desk will produce its replacements. This panel controls how similar or different replacement sounds will be from the original. There is a “Keywords” drop-down that shows all of the keywords remaining in any given selection, an “Intensity Meter”, and a “Complexity Meter”. You can also use the pull downs, such as “Feels” and “Genres” to help give you ideas for search terms that describe the type of sound you’re looking for.



**Replacing One Sound With Another:** There will be times when you place one type of sound and want to replace it with another type of sound. For example, you may place sneaker footsteps on concrete and then realize they should be heel footsteps. In those cases, replace comes in very handy.

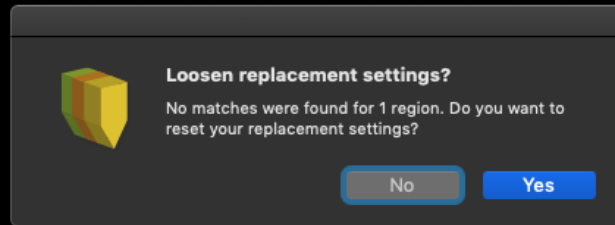
1. Select the region or regions to be replaced by clicking or shift clicking on them.
2. Go to the “Search” or “Replace” tab.
3. In the keyword browser, type “Footsteps, concrete, heels”.
4. All the results will be displayed.
5. Audition the footsteps with (Spacebar) and select the ones you like.
6. (Right Click) and select “Send to Timeline” or press (⇧-Return).
7. All the footsteps will be replaced with the new ones you selected.

**Replace by Genre or feels:**

1. Select a region or regions in the timeline to be replaced.
2. Select a button under the “Genre” or “Feels” list that represents the type of sound you want to appear.
3. Press (⌘R).

You may use a combination of replacing by parameters and genres/feels to narrow your replacements as much as necessary.

**\*\*It is important to click on the “Reset” button when you finish replacing to avoid the error message when replacing other audio clips\*\***



## 7.3 Mini Library:

Selecting a region and pressing Shift-R brings up the Mini Library. Here you can manually sort through sounds similar to the placed region. You can select a new sound or choose to place it underneath the original sound.

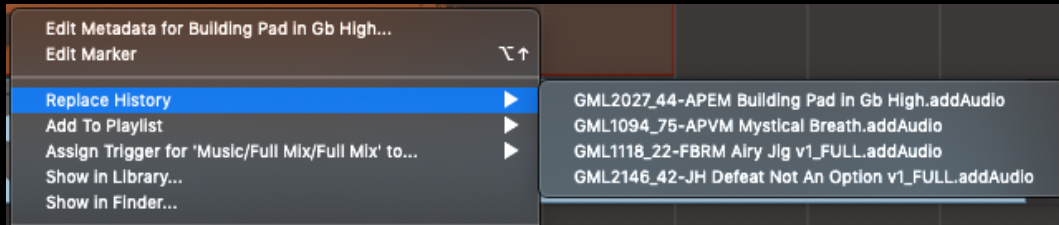
## 7.4 Replace From Triggers:

You can replace regions using sounds assigned to a specific trigger by selecting a region and pressing Option-#.

For example, if you were to footsteps from trigger 2 and decide you want to replace them from the footsteps on trigger 3, simply highlight the placed footsteps (we recommend using the Select dropdown menu) and press Option-3

## 7.5 Replacement History:

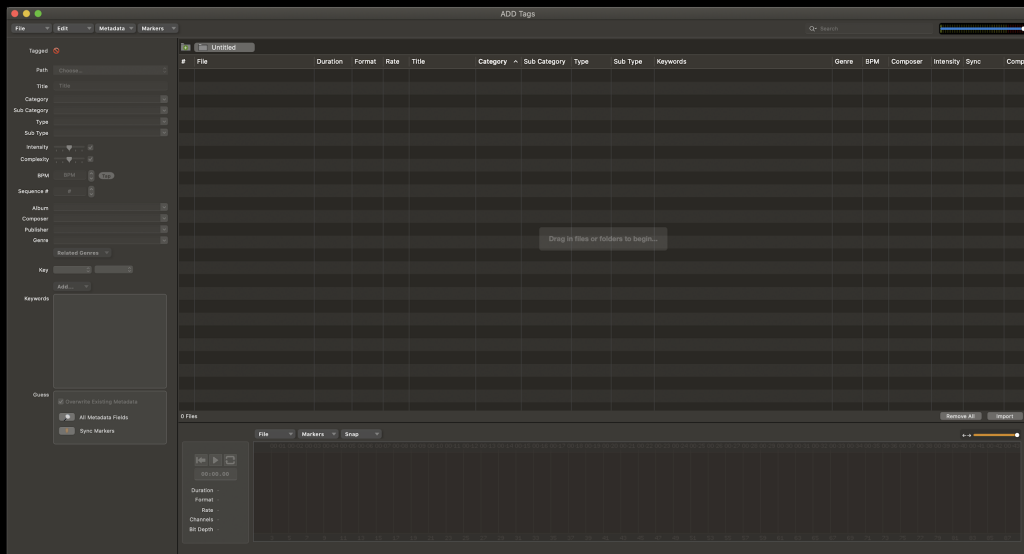
If you want to go back to a sound you liked earlier, right-click on the region and select “Replace History”. All the previous sounds will be displayed in this list.



In ADD, you can save your pool of results as a playlist. “Create playlist from pool” is located under the “Options” drop-down window at the bottom right of the “Replace” window.

## 8. Importing Audio:

### 8.1 Importer Window:



The ADD Tags Import window is where you import your sounds and apply metadata to make the sounds searchable and to give Audio Design Desk the ability to use them in different ways. The process is fairly automated, so we recommend letting the program get you started and then tweaking from there. You can also use this tool to convert files to the format or sample rate you'd like, or you can compress your files as addAudio files to sell them or give them away in the ADD Sound Pack Marketplace. When importing audio from an external drive, the audio files will be copied and saved within your library.

#### To begin importing audio:

1. Go to “File > Import” or press (⌘I).
2. Click on “Add Files...” or drag files from a drive into this window.
3. Select your files and click on “Open”.
4. All the selected files will be displayed.

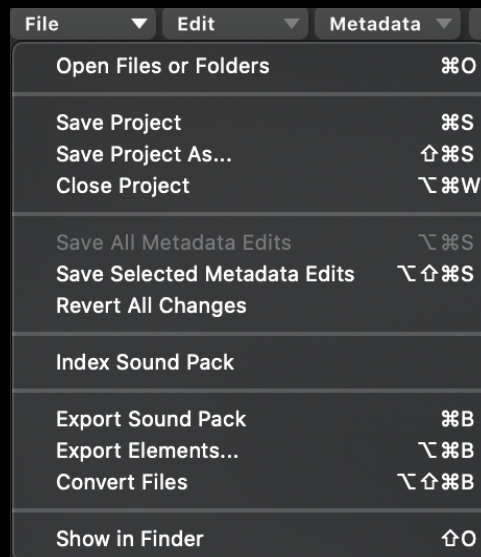
**To remove undesired files from the importer, select the files and press (Delete).**

To close the importer window, press (⌘W), (⌘I), or click the close button in the top left corner. It will ask if you wish to save your changes upon closing.

## Importer Menus:

### File:

Here you can: open files, folders, and sound packs, save your project and metadata, revert changes, index a sound pack, export a sound pack or elements, and even convert files.



### **Save Project:**

Saves the metadata edits and additions to a project file but does not save that metadata to the audio files themselves.

### **Save Project As:**

- Saves the current state of the project as another title.

### **Close Project:**

- Closes the current project.

### **Save Selected Metadata Edits:**

- Save changed metadata information that you have added to your audio files.

### **Index Sound Pack:**

Take a previously created sound pack and index the files.

### Export Sound Pack (Cmd-B):

Once you have added all of your metadata you can either use the files from your library, or, you can export your files as a soundpack. This will allow you to easily import the pack into Audio Design Desk as well as sell or give your sound pack away in the Audio Design Desk Sound Pack Marketplace. More information can be found in [10.5 Creating a Sound Pack](#).

### Export Elements (Opt-Cmd-B):

If you simply wish to convert stems into elements, once you have added your element markers, which is described below, you can export elements to your desired location

### Convert Files:

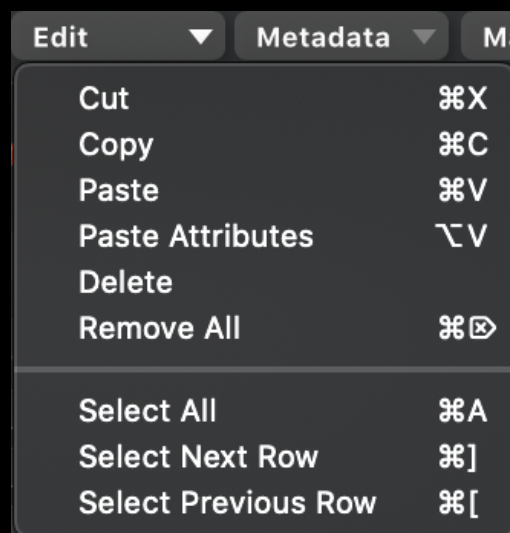
If you wish to convert your files, your options are:

- **File format:** .WAV, .AIF, .M4A, .addAudio
- **Sampling Rate:** From 22,050 up to 192,000
- **Bit Depth:** 16, 24, and 32

Once you have set the parameters of the conversion, select the location you would like the files to save to and click “Convert”.

### Edit:

This menu gives you selected control over the audio files in the Import Window.



### Cut (Cmd-X):



Remove an audio file from the Import Window.

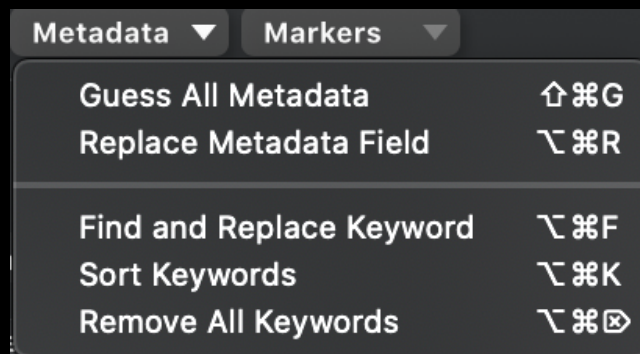
### Paste Attributes (Opt-V):

If you wish to copy the metadata from one file and paste it onto another, simply copy the file that has the metadata you'd like to paste and "Paste Attributes" to selected files by using this command. The below dialogue will appear where you can select which metadata you would like to paste. Once you've made your selection, press "OK" and the selected metadata will be pasted to your selected files.



### Metadata:

Here you have batch processing controls for metadata.



### Guess All Metadata (Shift-Command-G):

The Importer can guess the metadata for all files in the importer window. More information can be found in **Chapter 4.2 Metadata Window**. It is important to note that the importer looks at any existing metadata in your file as well as file name and folder structure.

If your files have no metadata, taking a moment to organize the files on your drive can really help the importer with its ability to accurately guess your metadata. We recommend that users create folders with our categories, as a first step. Our categories are Ambience, Footsteps, Foley, Sound Design, Sound Effects and Music.

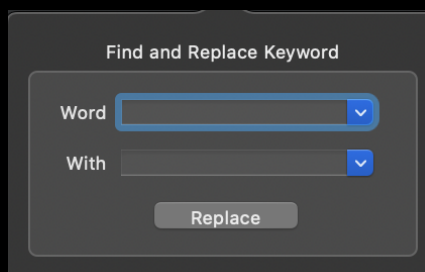
### **Replace Metadata Field (Opt-Command-R):**

Here, you can select a specific field of Metadata and replace one field with another.



### **Find and Replace Keyword (Opt-Command-F):**

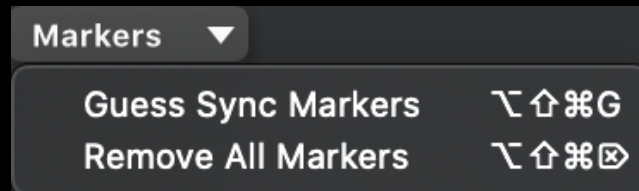
Here you can replace any instance of a keyword with another.



### **Remove All Keywords (Opt-Command-Delete):**

Removes all keywords from the selected audio files in the Import Window  
**Close Project**

## Markers:



### **Guess Sync Markers (Opt-Shift-Cmd-G):**

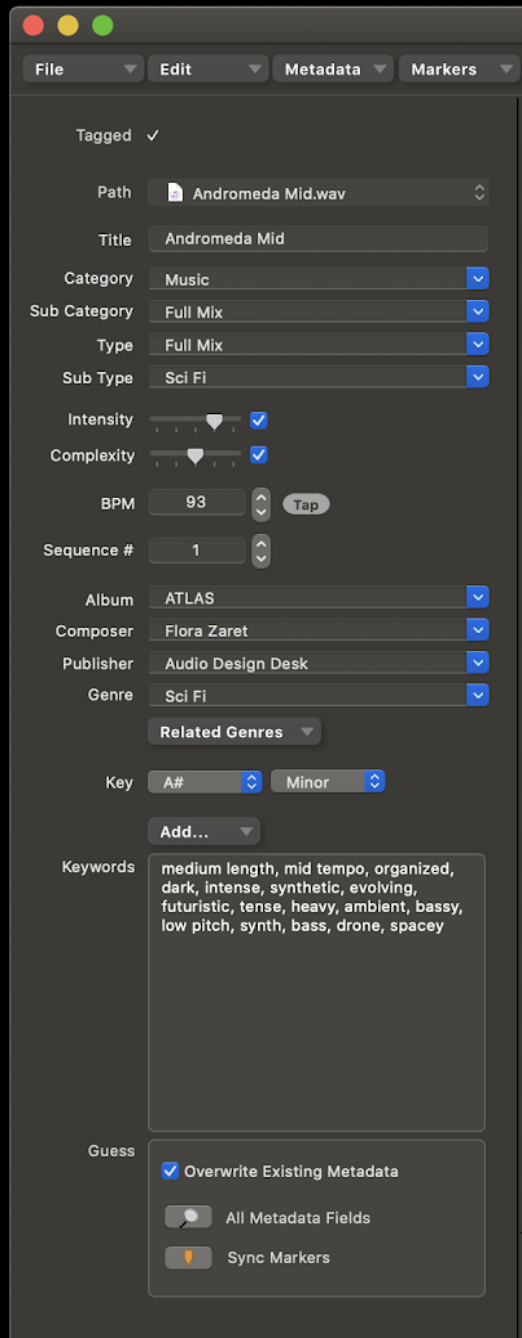
The importer can guess the Sync Marker for all files in the Import Window. In our tests, the importer guesses this correctly around 80% of the time so it's important to check this and correct it where you see inaccuracies. More information can be found in [Chapter 8.3 Assigning Markers](#)

### **Remove All Markers (Opt-Shift-Cmd-Delete):**

Removes all Sync and Element Markers from all selected files in the Import Window. If no files are selected, it will remove these markers from all files.

## 8.2 Assigning Metadata:

Once sounds are placed in the Importer Window, you can tag the sounds in the Metadata



have metadata embedded in them.

Window. While it is not mandatory to have this information in your files, the more metadata you have on each sound, the better ADD will be able to find the sounds using “Search” criteria and the better Audio Design Desk will be able to create replacement compositions for you. ZZZZ

Sounds can be edited individually, or you can highlight multiple sounds in the pool, and when you make changes in the Metadata Window, the changes will be applied to all highlighted audio files.

### To add Metadata to your sound(s):

The Importer can guess the metadata of your sound(s) by selecting “Guess All Metadata” from the Metadata Drop-Down menu or by pressing (Shift-Command-G) or by pressing the magnifying glass under the “Guess” section at the bottom of the metadata window. While this is a great start, it isn’t 100% accurate, so we recommend checking the metadata once it’s guessed.

“Guessing” uses any existing metadata within the files as well as file name and folder structure to achieve its results. It will work best if you start with a folder structure based on ADD’s categories. These are Ambience, Footsteps, Foley, Sound Design, Sound Effects and Music. Having category names in your folder structure will give The Importer a lot more information to work with if your files don’t already

If your files already have metadata on them already, The Importer will see this metadata and bring it into the Import Window. This information will be used to inform the guessing of additional metadata.

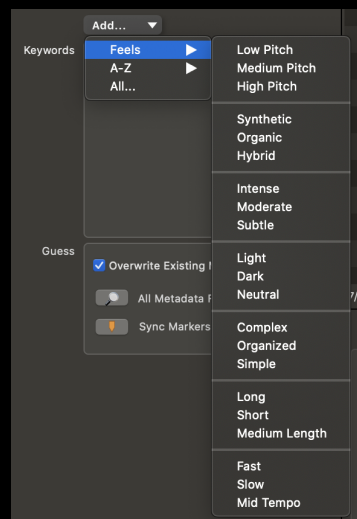
When checking The Importer's guess work or when adding your own metadata:

- Choose a **Category** for your sound(s).
- Next choose a **Sub Category**.
- Then choose a **Type**.
- And a **Sub Type**.
- Now move to the **Intensity Slider**— How powerful your sound(s) is.
- The **Complexity Slider**— How many layers are present in your sound(s).

If you're working with music files, you may assign **Tonic**, **Modality**, and set **BPM**. This information will be important if you are trying to align or pitch shift several music regions in future projects.

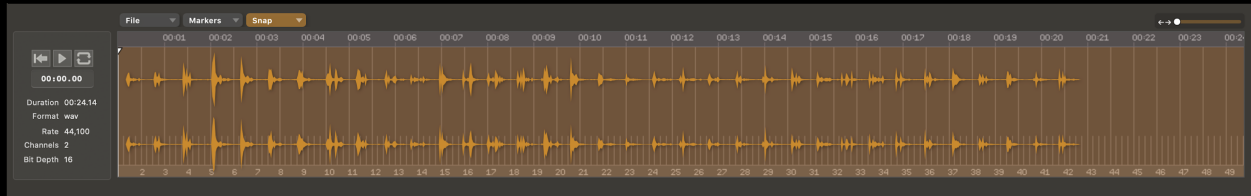
If you are uncertain of what to select for your sound(s), don't worry. Select what you know and ADD will adapt. The Importer has suggested types and subtypes, or you can create your own types and subtypes.

If you'd like suggested keywords, use the "add" pulldown to add suggested keywords to your sound(s) or, if you would like to create custom keywords, type them in the box just below.

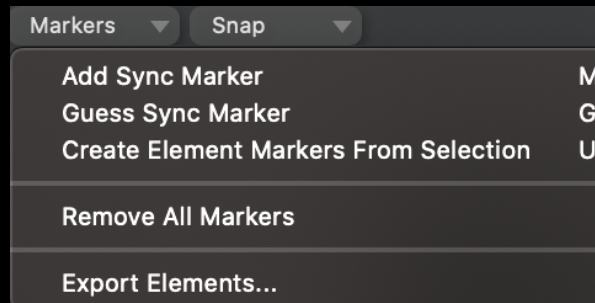


## 8.3 Assigning Markers:

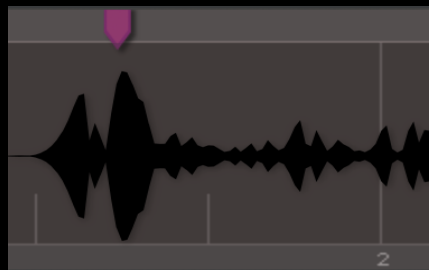
In the **Audio Tab** you can set **Sync Markers** and **Element Markers**.



**Markers Menu:** Here you can manually add a sync marker to your sounds.

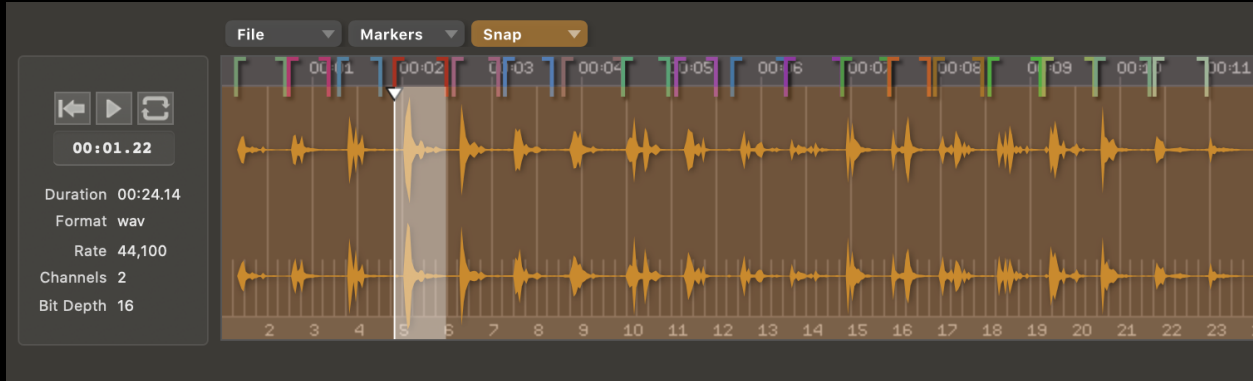


**Add Sync Marker ( M ):** Place your cursor at the desired transient and click “Add Sync Marker” or press ( M ). The Sync marker will appear as a colored marker up top.



**Guess Sync Marker:** The software will guess where to add a sync marker.

**Create Element Markers From Selection ( U ):** Make a selection in the area where you wish to create a subdivision, then press ( U ). Colored brackets will appear above your selected section and will turn into dashed lines within your audio file when imported. These lines are the elements of an audio file and allow you to separate a region using (Command - D) when brought into the timeline.



**Export Elements:** Once you have created **Element Markers** in your audio file, you can choose to export these sections as short, individual, audio elements. In the example above, the audio file is a long stem of footsteps. Elements would be each individual footstep which you can apply to a trigger to place the footsteps while watching video.

**Remove All Markers:** This will clear all markers added to the audio clip.

**The Snap Drop-Down:** Adjusts how the playhead snaps to the beat or subdivision of your selected audio file. This is especially helpful when applying markers to music.

On the left side of the Audio Tab, you can preview the selected sound as well as view **Format**, **Sample Rate**, and **Bit Depth**. If you would like to change any of this, you can do so under the main **File Menu**.

## 8.4 Import to Library:

If you choose to “Import to Library” The imported audio will be saved within “Your Library” in a folder indicated by the title you gave it. This is recommended if you’re importing a few unrelated sounds.

## 8.5 Export as Sound Pack:

Now that you have added metadata and markers to all of your sounds, you can choose to import directly into your library or to create a sound pack for organizational purposes or to give away or sell within the ADD marketplace of sounds.

Choose where to save your Sound Pack...

Save As:

Tags:

Where:

Import Options:

Copy files

Convert files

Move files ⚠

File Format:

Sampling Rate:

Bit Depth:

Create Elements

Guess Sync Markers In Elements

If you choose to “Export Sound Pack”, ADD will ask you what you would like to name it. Give it a name and your newly created sound pack will appear under sound packs in the “Library Window”. This is recommended if you’re importing a personal sound pack or several related sounds.



## 8.6 Export Elements as Clips:

You can drag and drop an audio file onto the timeline that you would like cut into individual elements. Double click the region to open the Sound Editor. Here you can go to the Markers dropdown menu and select Element Markers. Adjust the settings to perfectly carve out your elements. Now go to the File dropdown menu in the Sound Editor and select "Save Elements as Clips". ADD will create a new playlist of those clips.

**\*\*This is beneficial in large projects as clips require a fraction of the space an individual audio region requires\*\***

# 9. Export Your Project:

## 9.1 Bouncing:

Audio Design Desk bounces your final project in the format you choose.

### Bounce Your Final Composition:

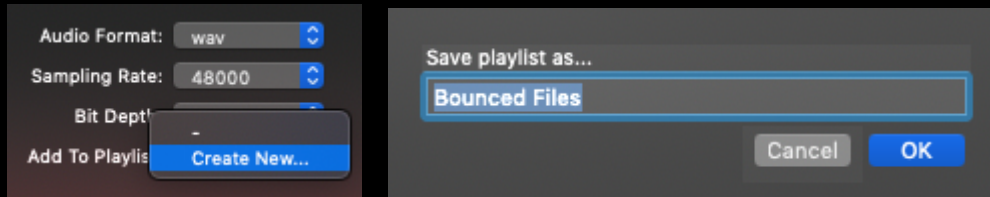
1. Create “In” and “Out” points using the ( I ) and ( O ) commands.
2. Go to “File > Bounce” or press (⌘B).
3. Name your composition and select a destination.
4. Make sure that “Start” and “Duration” matches your selection or change it to whatever duration you’d like.
5. Select the format, sample rate, and bit depth.
6. Select if you would like to “Export Audio Track”, “Export Multichannel Wave” or “Export Video” by checking the boxes.
7. Click on “Save”.

The screenshot shows the 'Bounce' dialog box with the following settings:

- Save As: Project 1
- Tags: (empty)
- Where: Projects
- Start: 01:00:00.00
- Duration: 00:15.04
- Audio Format: wav
- Sampling Rate: 48000
- Bit Depth: 24
- Add To Playlist: -
- Export Audio Tracks:
- Export Multichannel Wave:
- Export Video:  1920x1080

Buttons: Cancel, Save

To save your bounce in a playlist within ADD, select an existing playlist or “Create New” from the “Add to Playlist” drop-down and click on “Save”. After bouncing, a window will open to rename the playlist.



### Export Video:

- Exports the video, in the format you choose from the drop-down menu, and a copy of the full mix as a .wav file.

**\*\*For fastest results select “same as source” in the export video drop-down\*\***

### Export Audio Tracks:

- Each individual track will be exported as a .wav file. This option will also include a .wav file of the video’s original sound.

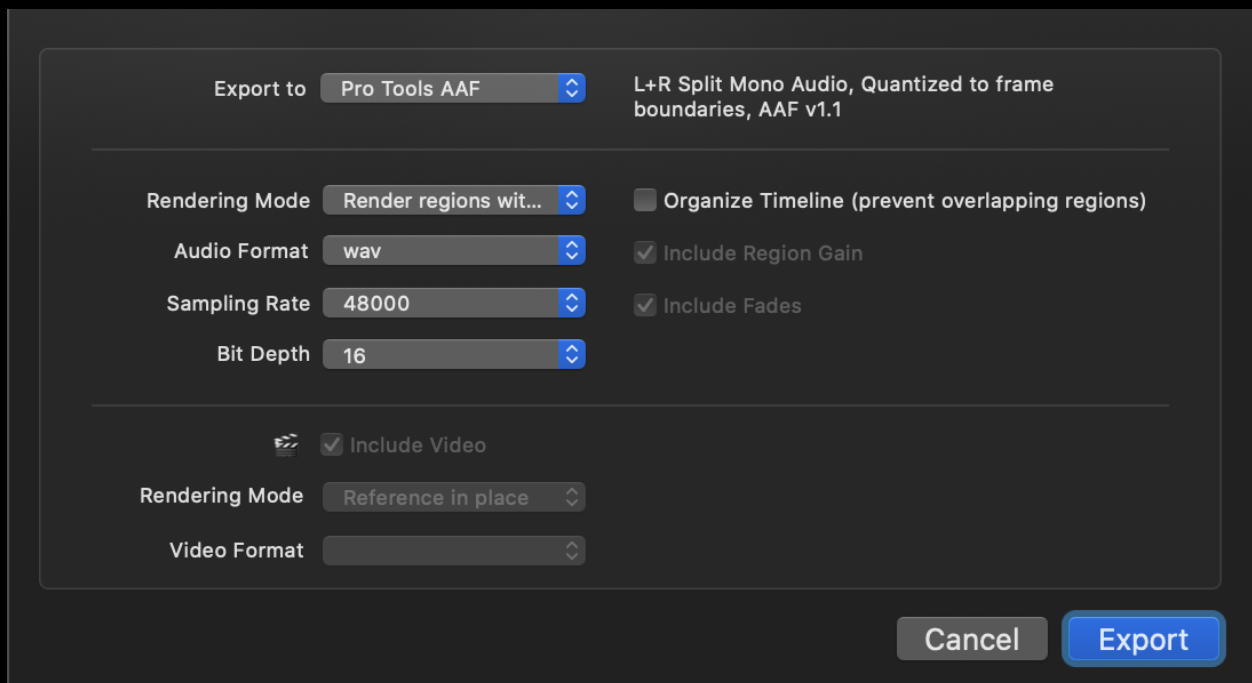
### Export Multichannel Wave:

- Compresses all of the tracks from your project into an individual multichannel.wav file. With this wav file containing all tracks along with all fades, effects and edits, you can easily import your work into another DAW and every track from your project will be displayed. This function can only be activated along with the “Export Audio Tracks” option.

**\*\*When no box is checked, the project will export the full composition in a single audio .wav file\*\***

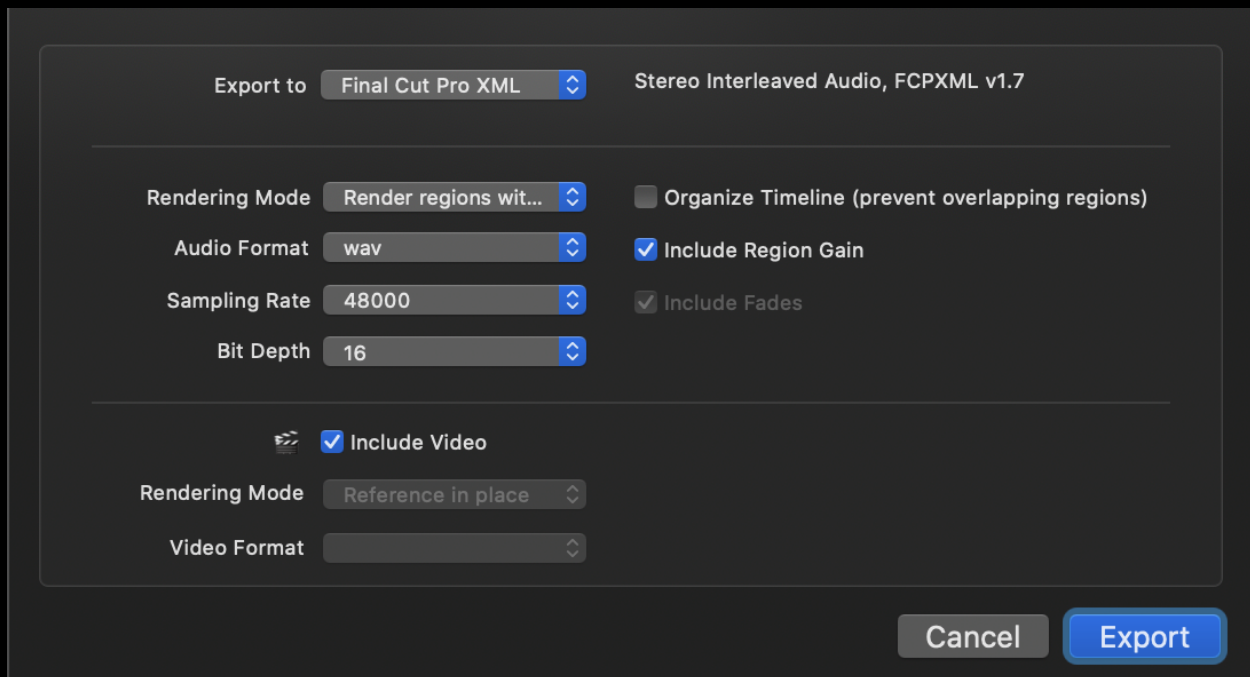
## 9.2 Export as AAF:

1. Set your “In” and “Out” points by pressing ( I ) and ( O ). Or you can press (Command - A) then press (Option - Command - L) to set “In/Out” locators around the entire project.
2. Go to “File > Export”.
3. Select “AAF of XML” (⇧⌘E).
4. The “Export” window will open.
5. Click the “Export to” dropdown to select AAF
6. The “Rendering Mode” drop down menu will let you choose to render effects and fades onto regions
7. Change any other export settings and click “Export”



## 9.3 Export as XML (Premiere & Final Cut Pro):

1. Set your “In” and “Out” points by pressing ( I ) and ( O ). Or you can press (Command - A) then press (Option - Command - L) to set “In/Out” locators around the entire project.
2. Go to “File > Export”.
3. Select “AAF or XML” (⇧⌘E).
4. The “Export” window will open.
5. Click the “Export to” dropdown to select either Premiere or Final Cut Pro XML
6. The “Rendering Mode” drop down menu will let you choose to render effects and fades onto regions
7. Change any other export settings and click “Export”



## 9.4 Export Cue Sheet:

1. Set your “In” and “Out” points by pressing ( I ) and ( O ).
2. Go to “File > Export” or pres (⌘⇧E).
3. Select “Export to CueSheet”.
4. A window will open displaying a preview of the CueSheet.
5. Press “Export”.
6. Select a location and name the file.
7. Click “Save”.

Title: Project Title  
Duration: 02:47.86

#	In	Out	Filename	Title	Album	Composer	Publisher
1	-59:50.12	00:05.76	Rare Complica...	Rare Complication_Rises...	ASAP	Limits Of Per...	Audio Design Desk
2	-59:59.00	00:02.50	Idle Chatter_H...	Idle Chatter_Hits_Swish_3	Disruptor	Limits Of Per...	Audio Design Desk
3	00:03.00	00:24.49	From Bad To...	From Bad To Worse_Bed...	Drama Pro	Limits Of Per...	Audio Design Desk
4	00:03.41	00:06.91	Force of Char...	Force of Character_Hits...	Disruptor	Limits Of Per...	Audio Design Desk
5	00:05.87	00:13.87	Predicate Calc...	Predicate Calculous_Tra...	Pitch Black	Limits Of Per...	Audio Design Desk
6	00:06.34	00:26.84	Symbolic Aton...	Symbolic Atonement_Te...	Drama Pro	Limits Of Per...	Audio Design Desk
7	00:07.21	00:10.11	Surge And Dra...	Surge And Draw Down_F...	ASAP	Limits Of Per...	Audio Design Desk
8	00:08.94	00:22.49	Principal Of Tr...	Principal Of Triage_Beds...	Drama Pro	Limits Of Per...	Audio Design Desk
9	00:11.72	00:20.22	Busy System_...	Busy System_Rises_Stut...	ASAP	Limits Of Per...	Audio Design Desk
10	00:13.21	00:21.51	The Vanishing...	The Vanishing_Hits_Swis...	Disruptor	Limits Of Per...	Audio Design Desk
11	00:15.44	00:20.64	Orchestrated...	Orchestrated Pivot_Hits...	ASAP	Limits Of Per...	Audio Design Desk

Format: CSV

Cancel Export

# 10. Additional Resources:

## 10.1 Keyboard Shortcuts:

The following key commands will enable you with editing functions:

<u>Key Command:</u>	<u>Function:</u>
Command R	Replace
Command Up / Down	Longer / Shorter Replace Region
Command Left / Right	Next Replace Region in Order
Command Return	Record
Command + / -	Zoom In / Out Horizontally
Command `	Cycle Windows
Command F	Fullscreen
Command E	Slice at Playhead
Command X	Cut Region
Command G	Group Regions
Command L	Loop On / Off
Command N	New Track
Command D	Divide Region at Markers
Command J	MTC Sync Receive
Command W	Close Detached Window
Command I	Open / Close Importer
Command 1	Open / Close Library Window
Command 2	Open / Close Video Window
Command 3	Open / Close Sound Editor
Command 4	Open / Close Triggers & Metadata Window
Command B	Bounce Project
Command O	Open Project
Command Q	Quit
Command H	Hide
Command A	Select All
Command S	Save
Command C	Copy
Command V	Paste
Command Z	Undo
Command ,	Preferences

**Key Command:**

Shift Up / Down  
Shift Left / Right  
Shift Return  
Shift < / >  
Shift D  
Shift G  
Shift R  
Shift Z  
Shift L  
Shift O  
Shift M  
Shift A  
Shift T  
Shift Command Up / Down  
Shift Command + / -  
Shift Command O  
Shift Command E  
Shift Command W  
Shift Command S  
Shift Command A  
Shift Command G  
Shift Command ,

**Function:**

Region Gain Up / Down  
Pan Left / Right  
Place Sound in Timeline from Library  
Nudge Left / Right  
Duplicate  
Region Effects  
Mini Library  
Show All in Timeline  
Lock  
Show in Finder  
Freeze Selected Regions  
Align Regions  
Set Global Tempo From Region  
Select Previous / Next Track  
Zoom In / Out Vertically  
Open Video  
Export AAF or XML  
Close Video  
Save As  
Select None  
Remove Group  
Hardware and MIDI



**Key Command:****Function:**

Option Up	Open Magic Marker
Option Left / Right	Select Previous / Next Region
Option < / >	Enable / Disable Region Fade In / Out
Option G	Place Magic Marker
Option M	Consolidate Regions to Track
Option C	Copy Region Attributes
Option V	Paste Region Attributes
Option F	Add Project to Favorites Playlist
Option A	Show selected Track Automation
Option R	Replace All
Option /	Enable Playhead Snap
Option Return	Go to End
Option Space	Play from Selection
Option Delete	Remove All Empty Tracks
Option Command R	Replace Empty Markers
Option Command T	Organize Tracks
Option Command M	Merge Tracks
Option Command V	Paste Region Attributes to All Empty Markers
Option Command A	Enable Selected Track Automation
Option Command W	Close Project
Option Command H	Hide Others
Option Command E	Export Cue Sheet
Option Command C	Copy Video URL
Option Command N	New Playlist
Option Command L	Set Loop Locators to Selection
Option Command O	Open Remote Video
Option Command 1	Detach Library Window
Option Command 2	Detach Video Window
Option Shift Up / Down	Change Region Pitch Up / Down 1 Semitone
Option Shift Left / Right	Increase Region BPM (Shorten) / Decrease (Lengthen)
Option Shift P	Return to Play Location on Stop
Option Shift A	Align Regions by Sync Marker
Option Shift S	Enable / Disable Timeline Autoscroll
Option Shift L	Lock Region to Native BPM
Option Shift Delete	Clear Region Fades
Option Shift Command C	Copy Video Audio to Timeline
Option Shift Command M	Remove All Empty Markers
Option Shift Command S	Consolidate Project

**Key Command:****Function:**

Control A	Auto Place Audio
Control T	Measure Tempo From Markers
Control R	Rebuild All Metadata Indexes
Control Q	Quantize Audio Placement
Control O	Select Home Location for Library, Settings, & Sound Packs
Control 1	Place Beat
Control 2	Place Bass
Control 3	Place Chord
Control 4	Place Line
Control 5	Place Lead
Control 6	Place Vocal
Control 7	Place Percussion
Control 8	Place Fill
Control 9	Place Music FX
Control 0	Place Stack
Control Shift A	Enable Real Time Audio
Control Shift M	Bounce Individual Regions in Place
Control Option O	Add Sound Pack
Control Option Command O	Sound Pack Manager
Control Option Command W	Open Start Up Dialog
Control Option Command N	New Project
Control Option Command C	Clean Project
Control Option Shift Left / Right	Go to Previous / Next Comment Marker
Control Option Shift A	Move Region(s) to playhead
Control Option Shift O	Add Folder
Control Option Shift Delete	Remove In / Out Locators

**Key Command:****Function:**

H	Place Hit
T	Place Transition
R	Place Rise
D	Place Drone
B	Place Bed
Q	Place Pulse
W	Place FX
P	Place Rhythmic
U	Place Pitched Single
Y	Place Pitched Other
X	Place Textural
Z	Place Full Mix Music
A	Arrow Tool
F	Fade Tool
C	Cut Tool
E	Timestretch Tool
I	Set In Locator
O	Set Out Locator
S	Solo Selection
M	Mute Selection
J / L	Rewind / Forward
V	Reverse Region
N	Place Comment Marker
G	Add Empty Marker
Left / Right	Move Playhead Left / Right by Frame
Up / Down	Move to Beginning / End of Nearest Region
< / >	Nudge 1 Frame Left / Right
`	Cycle Tools
/	Enable Grid Snap Settings
+	Record Enable Track
fn fn	Start Dictation
Space	Play
Return	Go To Beginning
Delete	Remove Region / Track

## 10.2 Sound Definitions:

Type:

**Beds:**

- Generally long, subtle, low-velocity soundscapes that provide an atmospheric foundation for a sound design composition

**Sub Type:**

- **Bed** - a low velocity, multitimbral, evolving design element for subtle atmospheric purposes
- **Drone** - a long, low velocity, generally low frequency, synthetic design element for subtle atmospheric purposes
- **High Drone** - a low velocity, high frequency, synthetic design element for atmospheric purposes
- **Pad** - a low velocity, long, polyphonic/multitimbral bed of sound that has tangible musical tones/chord(s)
- **Pulse** - a low velocity, pumping/rhythmic soundscape for atmospheric purposes
- **Stutter** - a Bed that includes a tangible stuttering effect, which can be described as “rapidly interrupting and resuming a signal”

**Hits:**

- Cinematic impacts generally created using synthesis, for the purpose of adding emphasis or intensity to a sound design composition
  - **Boom** - a low-frequency sub impact.
  - **Metallic** - an impact with metal sounds/tones most heavily featured.
  - **Organic** - an impact that most prominently features natural, acoustic elements/tones rather than synthesized elements/tones.
  - **Stutter** - an impact that includes a tangible stuttering effect, which can be described as “rapidly interrupting and resuming a signal”.
  - **Swish** - an impact that is preceded by a quick crescendo, generally in the mid-high frequency range.
  - **Synthetic** - an impact that most prominently features synthesized elements/tones rather than natural, acoustic elements/tones.
  - **Title** - especially intense/cinematic impacts, that are also generally complex and synthetic in tone. Good for title reveals.

## Rises:

- A sound design element that evolves drastically over the duration of the file. The sound starts at a low place in either volume, tone, or complexity, and gradually increases one or all of those elements until the end.
  - **Glide** - rises that feature a gradually ascending tone, the pitch of which can be clearly tracked.
  - **Modules** - rises composed of multiple elements to create a complex composition.
  - **Orchestral** - a non orchestral rise Rises that predominantly use orchestral instruments.
  - **Organic** - rises composed of naturally-occurring, organic, and acoustic sounds.
  - **Stutter** - a rise that includes a tangible stuttering effect, which can be described as “rapidly interrupting and resuming the signal”.
  - **Synthetic** - made up of sounds that are digitally synthesized.

## Transitions:

- Sound design elements that crescendo at the beginning, and decrescendo at the end, generally with no tangible difference in intensity or volume from the end of the crescendo to the beginning of the decrescendo.
  - **Cymbal** - reminiscent of, if not actually, a cymbal swell with mallets.
  - **Delay** - a transition that utilizes a delay effect.
  - **Fly By** - generally heavily synthetic transitional element that is reminiscent of an aircraft flying by.
  - **Power Down** - usually synthetic. Reminiscent of a machine powering down. Typically features a polyphonic/multitimbral descending glide.
  - **Reversal** - utilizes noticeably reversed impacts/hits to achieve its crescendo.
  - **Static Suck Back** - quick, synthetic, Rise-type elements for quick transitions with a synthetic static sound. Generally a short crescendo followed by a short reverb tail.
  - **Stutter** - a transition that includes a tangible stuttering effect, which can be described as “rapidly interrupting and resuming the signal”.
  - **Suck Back** - quick, synthetic, Rise-type elements for quick transitions. Generally a short crescendo followed by, if anything, a short reverb tail that is less intense than the crescendo’s peak.
  - **Whoosh** - short, generally organic, airy element that is often paired with fast on-screen movement.

## Pitched:

- Assorted design elements that have a clear and tangible fundamental frequency/pitch, and often have a musical motif.
  - **Drone**- long, low-velocity soundscape/bed with a clear fundamental frequency.
  - **Melodic** - design elements with a clear and tangible melody and/or musical motif.
  - **Pulse** - a design element which has a clear fundamental frequency, and the volume of which goes up and down at a consistent rate. Whereas a Stutter can be characterized as interrupting and resuming a signal, a pulse is a signal's volume/velocity coming in and out smoothly.
  - **Singles** - typically short single uses of a musical element.
  - **Stutter** - an element with a clear fundamental frequency that includes a tangible stuttering effect, which can be described as "rapidly interrupting and resuming the signal".
  - **Superhorns** - cinematic design elements with a clear fundamental frequency that prominently feature either acoustic or synthetic orchestral horns and/or sounds reminiscent of orchestral horns.

## Textural:

- Assorted atmospheric sonic elements that are not pitched. They serve as ethereal sound beds.
  - **Organic** - elements made up of sounds that are presumably naturally-occurring, organic, and acoustic in nature.
  - **Synthetic** - elements made up of sounds that are presumably digitally synthesized.

## Rhythmic:

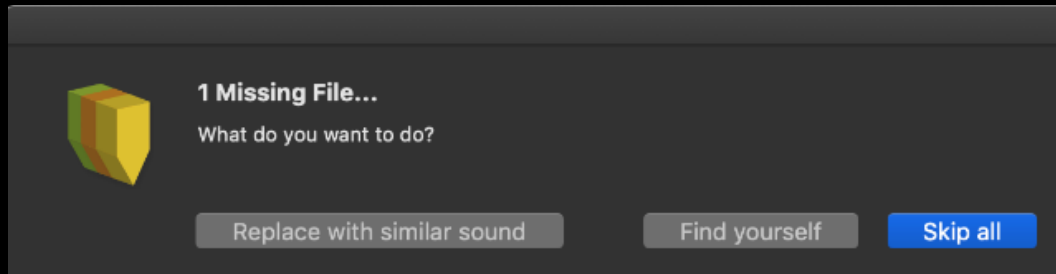
- Assorted design elements that have a clear and consistent rhythm/musical motif.
  - **Ending** - elements that have a rhythmic fill and some indication of finality, i.e. a reverb tail at the end.
  - **Percussive** - rhythmic elements that prominently feature standard percussion sounds, or sounds reminiscent of those.
  - **Pulse** - pulsating rhythmic elements. Almost beat like.
  - **Synthetic** - rhythmic elements made up of sounds that are presumably digitally synthesized.

## FX:

- Sound design types, such as hits and rises, but created from synthetic, often aggressive sounds for example, machines, car horns, clocks, phones, alarms, etc. These are generally heavily layered, synthetic, complex sound design compositions.
  - **Hits** - cinematic impacts generally created using synthesis, for the purpose of adding emphasis or intensity.
  - **Pulse** - a low velocity, pumping/rhythmic soundscape for atmospheric purposes.
  - **Rhythmic** - design elements that have a clear and consistent rhythm/musical motif.
  - **Rise** - a sound design element that starts at a low place in either volume, tone, or complexity, and gradually increases one or all of those elements until the end.
  - **Textural** - atmospheric sonic elements that are not pitched. They serve as ethereal sound beds.

# 11. ADD System Messages & Dialogs:

## 11.1 Missing Files When Opening A Project:



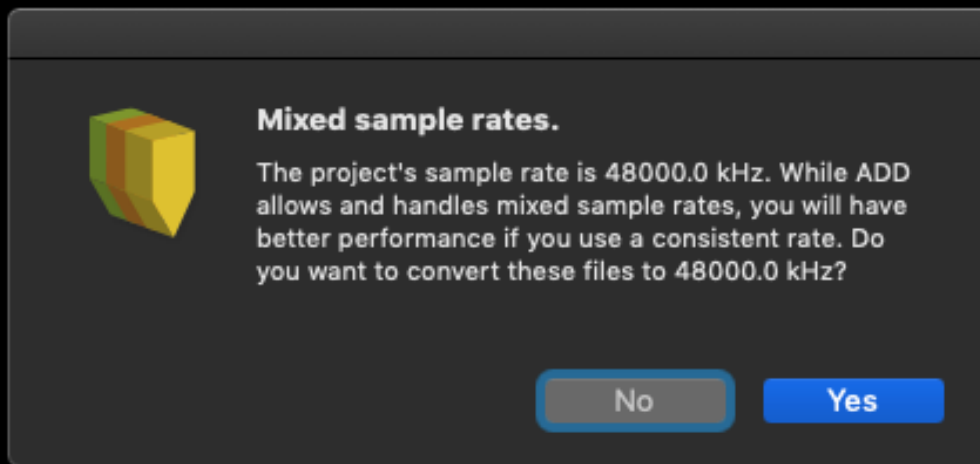
In cases where ADD cannot locate an audio file, the missing file dialog will open and provide three options:

- **Replace with similar sounds** - automatically searches for sounds with similar metadata based on type / subtype.
- **Find yourself** - opens the finder window to manually locate the audio files.
- **Skip all** - opens the project with audio files missing.

•Note, when completing a session, we recommend consolidating your session. With a consolidated session, sounds will never be lost.

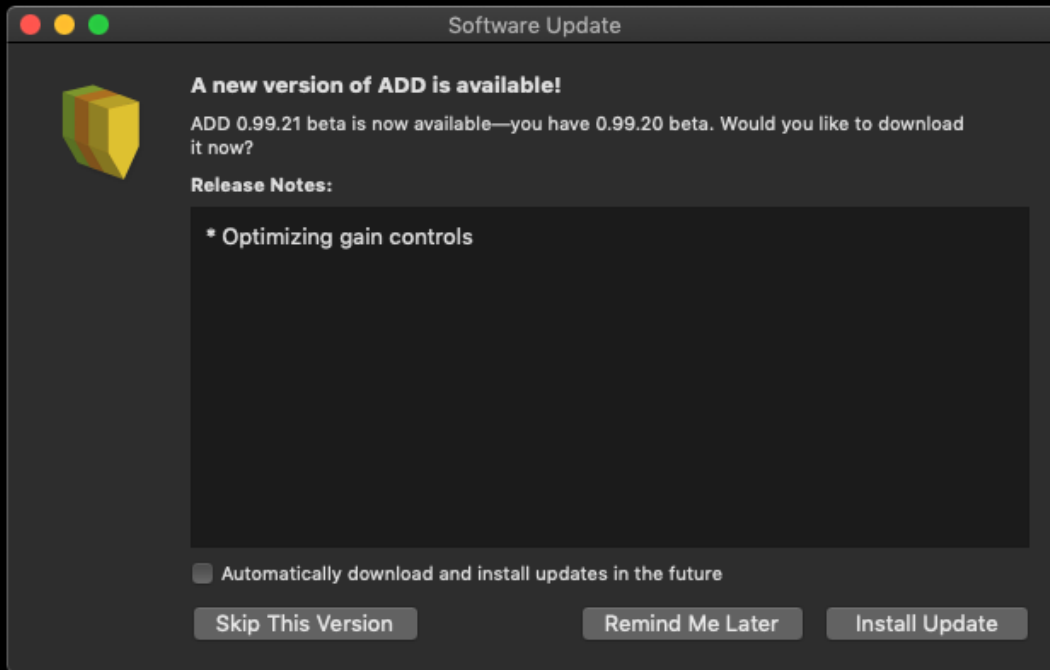


## 11.2 Mixed Sample Rates:



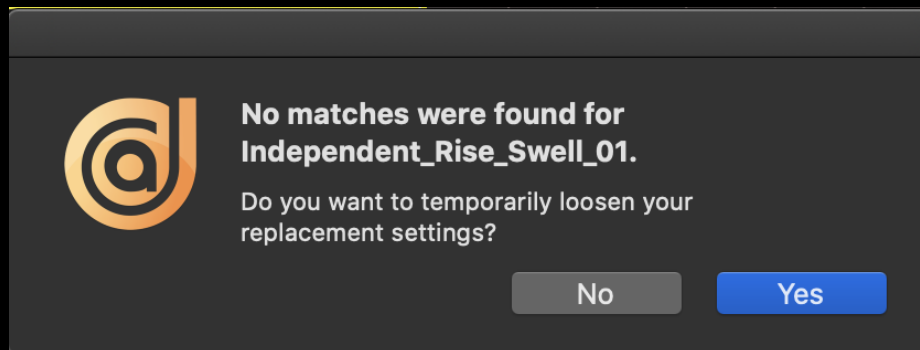
Audio Design Desk has the capability of importing audio files with different sample rates and using them all in the same session. However, ADD will ask you if you want to convert them to match the sample rate of your project as it takes less processing power to have a uniform sample rate. Select Yes or No.

## 11.3 Software / Sound Pack Updates:

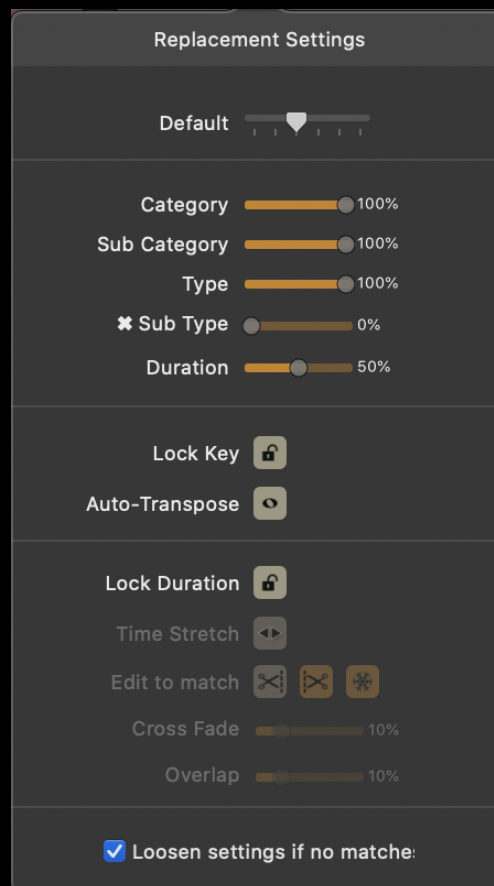


It's easy to stay up to date in Audio Design Desk. Simply navigate to the ADD menu and select "Check For Updates". If a new update is available, a dialog window will pop up containing information about the new features.

## 11.4 No Matches Found:



If a replacement isn't found when attempting to replace a region, you will be given the option to temporarily loosen settings in order to find a replacement. You can bypass this dialog by selecting the "Loosen Settings if No Matches Found" box at the bottom of the Replacement dropdown menu.



## **12. Thank You:**

Thank you for using ADD!

### **12.1 Help / Support Emails:**

[addappsupport@addhelp.freshdesk.com](mailto:addappsupport@addhelp.freshdesk.com)  
support@add.app  
info@add.app

### **12.2 Company / Product Details:**