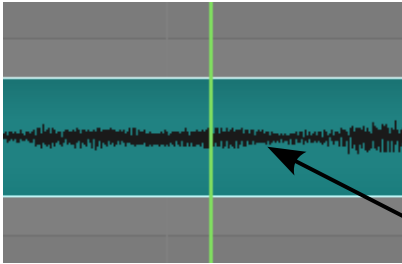


Chapter 23- Video Sequence Editor

Adding an Audio Track

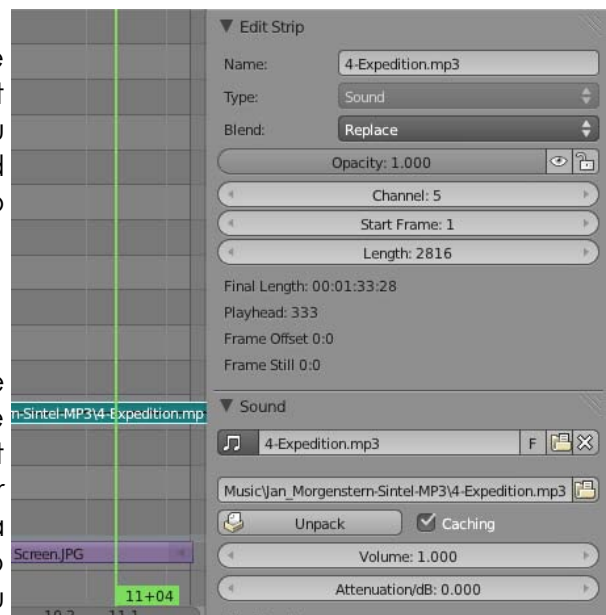
Adding an audio track isn't much different from adding images and movies. Many different audio track formats are accepted by Blender and the most common are WAV and MP3 files. Some files may need to be converted through an audio converter, many free on the internet. There have been some helpful upgrades to working with audio in the sequence editor. To add an audio file, go to the “Add” menu and select “Sound”. Find your file and add it to an upper track. Trimming an audio track is accomplished the same way you cut or shorten a movie or image. (*grabbing the end or using the “K” knife tool*). To help you find a more exact point, you can zoom in on the audio track and see the waveform.



RoboDude Asks: When I press the “Play” button or press “Alt-A”, why doesn't my movie play at a consistent speed? It is difficult to run everything properly on the screen. Transitions need to be calculated and audio added. You could try going into “User Preferences” and the “System” tab to try to increase sequencer memory. When you crunch the movie, it will play real-time.

With an audio track selected, look at the options to the right. The most important options are displayed at the bottom. You can “Pack” a sound into the Blender file and adjust its Volume and Attenuation if it is too loud or soft.

Need to fade a song in or out? Need to cross fade from one song to another? Remember that Blender 2.5 can animate any block. This means that you can animate the volume. Go to a frame where you want to start a fade out, place your cursor over the “Volume” block and hit “I” to insert a key, then move up in time, set the volume to zero and hit “I” again over the block. You now have a fade out.



The next exercise is our last exercise of the book. I hope that *Blender Basics* has been helpful in launching your experience with this sometimes difficult and powerful 3D modeling and animation suite. It has grown to something that can compete with the commercially developed packages.



Where to go from here? We've only scratched the surface. The Blender foundation and community are always striving to make material available. All you need to do is search the internet. **Happy Blending!**