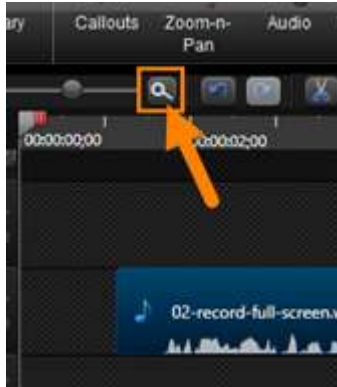


# Audio Basics

Learn the very basics of working with audio on the Camtasia timeline.

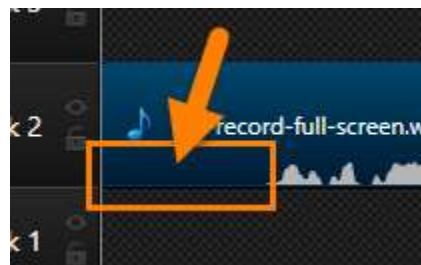
1. To make it easier to work with audio you will want to magnify (zoom in) on the timeline. Click the magnify button a couple of times.



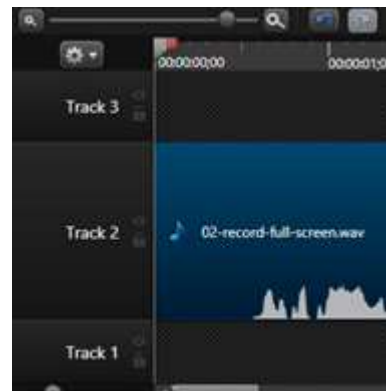
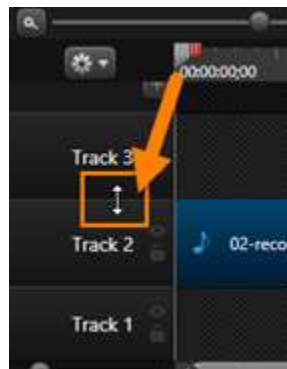
2. The soundwave is a visual representation of the sound. The higher the spikes the louder the sound.



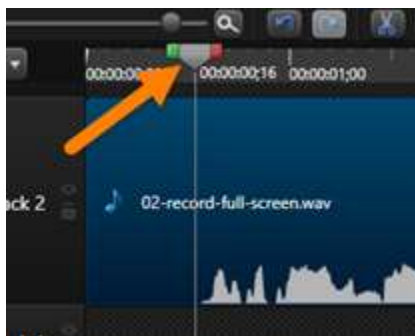
3. The flat areas indicate sections with little or no sound.



- Increasing the track height of the audio track allows you to see small variations of the waveform to make edits easier. Please the mouse between the track names and pull up the mouse.



- It is best to listen to the segments you wish to edit. Place the playhead out in front of where you want to start listening and then drag the red handle just past the end of the first phase.



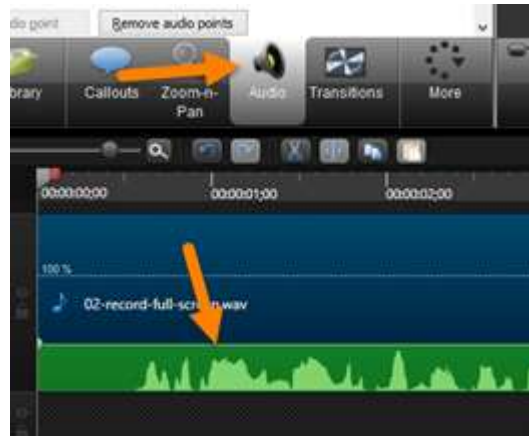
- Press the Space to hear the section of audio.



7. Adjusting the volume easy to do. Make sure to select the entire piece of audio by double clicking on the track. Click the Audio Tab.



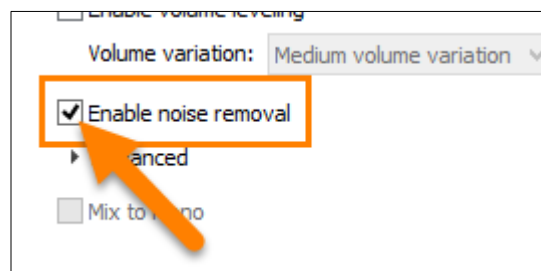
8. Notice when the audio tab is open, the audio on the time turns green.



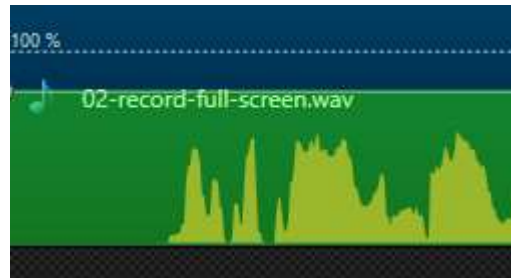
9. To increase the volume click the Volume Up button a few times. You will want to preview the audio again to make sure it at a volume you desire.



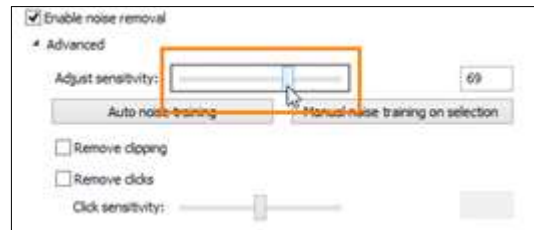
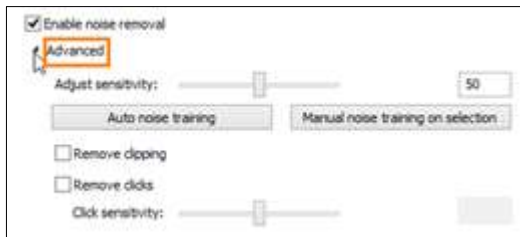
10. You can also remove any white noise. This type of noise can be a hum in the background recording from a fan or something similar. Within the audio tab click the check box next to Enable Noise Removal.



11. The waveform will have an orange tint letting you know that Enable noise removal has been applied.



12. The amount of white noise can be reduce even more by clicking on Advanced underneath the Enable noise removal. Move the Adjust sensitivity slider a little higher. You should always preview your audio after you make these adjustments.



13. If you have more clicks or other audio oddities mixed in with your white noise, there more advanced options that you can play around with as well.

