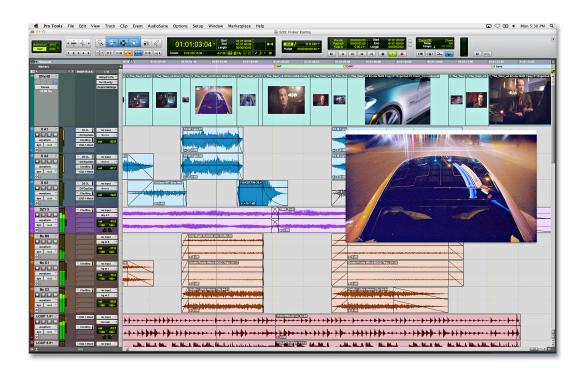
PRO TOOLS STARTER GUIDE



INTRODUCTION:

Pro Tools has been around since the early 1990's and is considered an industry standard for recording, editing and mixing audio in North America. Almost all professional studios have a version of Pro Tools. Pro Tools began life as an audio program and added MIDI and virtual instruments later. By contrast, Logic and Cubase began as MIDI sequencers and added audio functions later. As a vast generalization, Pro Tools can be seen as more of a virtual recording studio whereas Logic and Cubase are music creation tools. The difference between functions and software abilities on the different software platforms is quickly diminishing and is largely more a matter of personal preference.

Pro Tools' strength is speed. It is a lean mean dragster that is designed to get to the end of the track in record time. It's a bumpy drive with little comforts like air conditioning. By comparison, other DAWs are feature rich and sometimes convoluted monsters to navigate that give the user an impressive amount of control and power at the expense of speed and general functionality. Logic and Cubase are like driving a Lexus or Mercedes. Pro Tools keeps things really simple with two primary windows: the Mix and Edit pages.

Pro Tools Version History:

Pro Tools 2018 allows users to choose iLok Cloud instead of a physical USB dongle. Subscriptions are available as well as outright purchase. Handy additions include plug search, faster menu item selection, cut and paste to groove, track

presets, better MIDI control, playlist comping from the waveform view, mixer EQ curve view, cloud-based collaboration and more.

Pro Tools 12 includes a free 8-channel version, which is great for student use and small projects. It has a new reverb plugin and some smaller changes.

Pro Tools 11 adds some new features and some long awaited features. The main features are 64 bit processing which also forces customers to use 64 bit AAX plugs instead of 32 bit TDM and RTAS plugs. 64 bit is the trend in computing and makes the most sense going forward. It is a shame though, no fault of Avid's, the maker of Pro Tools, that there is little legacy support for 32 bit plugs. Pro Tools 11 adds back in (from version 3 days) offline bounce. Every other DAW has had this for over a decade. 64 bit has also brought in more performance enhancements to the software.

Pro Tools 10 is a major upgrade from Pro Tools 9 that adds many features and removes many restrictions, such as the need for an AVID Digidesign audio interface. Pro Tools 10 also changes Regions (PT9) to Clips. Clips can now have their own volume separate from the track volume. This is a feature that Logic and Cubase have had for years. Pro Tools 10 now can record and edit 32 bit audio. This, again, is a feature that Logic and Cubase have had for years.

Pro Tools HD is the professional level Pro Tools designed for pro users. HD combines high-quality audio interfaces with hardware PCIe acceleration cards. The acceleration cards are both designed to take the processing load off the host computer and to give a zero latency recording with plug-ins enabled. Pro Tools TDM and AAX plugs are the only plug-in types that can run on an HD Accel card, however. These plugs are usually overpriced compared to their RTAS, VST, AU or equivalent. The HD stands for high definition. High Definition in the audio word is usually any system that samples at 96kHz or above.

Pro Tools HD Native is just like Pro Tools HD except that the processing is done within the computer's CPU instead of on dedicated expensive PCIe expansion cards.

All levels of Pro Tools are almost identical in editing and function on the software. It is primarily just the number of tracks, buses and latency times that are different between Pro Tools levels.

GETTING STARTED

Pro Tools calls its work a **SESSION**. When using PT, you will be opening, editing, recording, and saving sessions.

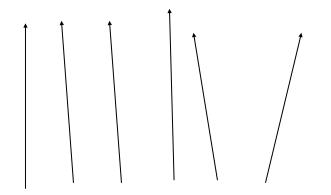


Pro Tools Edit Page

There are two main pages in Pro Tools (PT): **EDIT** and **MIX**. You can toggle between the edit and mix pages with: **\%**=

TRACK and GROUPS are viewed on the left. The Tracks and Groups can be viewed or hidden by clicking on the symbol in the lower left-hand corner of the Edit page.

CLIPS contains all audio used in the Session. The Clip Bin can be viewed or hidden by clicking on the symbol in the lower right-hand corner of the Edit page.





- 1. EDIT MODES
- 2. **ZOOM**
- 3. TOOLS
- 4. **SESSION** name that you are working
- 5. LOCATOR
- 6. **TRANSPORT** functions for PLAY, STOP, RECORD, SYNC, etc... are found here: Or a floating transport can be viewed by pressing: 署 PAD 1

EDIT MODES:

Pro Tools has four main edit modes. They are:

SHUFFLE (OPTION 1) – Edits that are removed cause audio to the right to fill in the gap.

SLIP (OPTION 2) – Removing or deleting edits on the edit page does not affect the other regions.

SPOT (OPTION 3) – When a region is selected, a window appears that allows the region to be spotted or placed anywhere on the timeline.

GRID (OPTION 4) – Forces edits to happen on a user selectable grid (bars, beats, seconds, frames etc.)

CREATING A NEW SESSION

A New Session can be created by selecting New Session under the file menu or by using the quicker (more professional) # N.



New Session window

Pro Tools will only let you work off of local drives. This means that you cannot create a session on the server.

The standard settings for the session will almost always be: BWF, 44.1kHz, and 24 BIT.

I/O Settings refer to your Inputs and Outputs. PT has several different interfaces that it could use including 002, 003, Mbox2, Mbox mini, HD and many more. The I/O settings will determine how sound is routed when recording and how it is routed on playback. Most editing only requires stereo output.

CREATING NEW TRACKS

New tracks are created under the TRACK menu or by pressing the Key Command: SHIFT ૠ N.



The *New Tracks* window can be navigated without a mouse using **\mathbb{H}** right or left arrow for mono/stereo and **\mathbb{H}** up and down arrow for track type. Pressing any number on the number pad will change the value of the number of tracks.

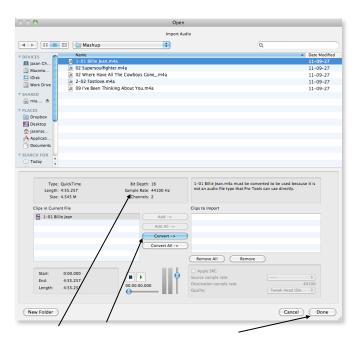
NAMING TRACKS



Double clicking the track name brings up the track-naming window. There is no need to click and name each track individually as once the naming window is open \(\mathbb{H} \) right or left arrow will bring you to the next or previous track. TAB will put the cursor either in the Name field or the Comments field. ENTER or RETURN will close the name window.

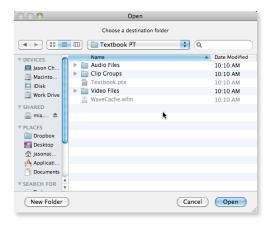
IMPORTING AUDIO

Under the file menu you will find Import Audio or pressing the Key Command: SHIFT **#** I will get you there way faster.



If the file that you are importing is not the same type or sample rate as the session, it will need to be converted. PT has an info area that lets you know what type of file you are importing. You must press either ADD or CONVERT to import the audio to your session.

You can select multiple files to import at once. Press DONE when you are finished selecting files to import.

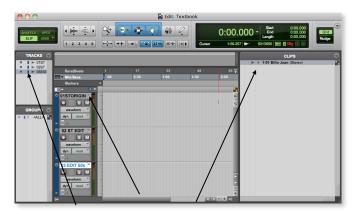


PT will ask you to choose a folder location to store your audio. The Audio Files folder for your session is probably the best place to keep your audio files all in one spot.



PT gives you the option of just importing into the Clip list or to a New track.

Key Commands: ₩ T and ₩ R will choose either track or region without having to click on the radial buttons.



Above is the EDIT page with the 3 tracks we created and the audio file imported in the CLIPS list.



You can drag audio from the CLIPS list into a track.

Note that the original unedited imported file is in bold and is highlighted when the region is selected in the EDIT page. Selecting the clip on the edit page or in the clips list will highlight the other for the ease of finding your clip.

TRACK HEIGHTS



Track heights can be changed be clicking just to the right of the track. In the above screen shot, the track size window is open showing the different height options.

Holding OPTION while clicking on the height will make all the tracks the selected height.

TRANSPORT FUNCTIONS

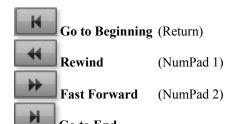
The transport controls the function and placement of the Timeline Selection Point or playhead.







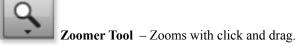




Go to End

Tools





Trimmer Tool – shortens or lengthens beginning or endings of clips.

Selector Tool – Selects portions of clips or portions of the timeline.



Grabber Tool – Moves clips.

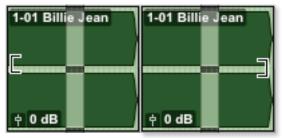
Scrubber Tool – Auditions audio at varying speeds with click and drag. Also auditions clips in the clip list.

Pencil Tool – Draws in automation or can redraw waveforms at the sample level.

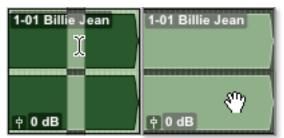


Smart Tool - One tool that

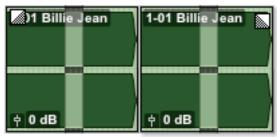
combines trim, select, grab and fades into one! Trim occurs on the lower ends of a waveform. Fades on the top left and right of a waveform.



Smart Tool Trim works on the middle sides of clips.



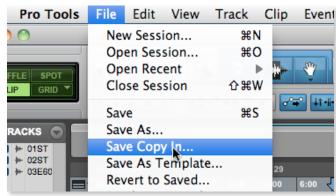
Smart Tool Select and Grab work on the tops and bottoms of clips.



Smart Tool Fades work on the top left and right of clips.

SAVING SESSIONS

Pro Tools sessions contain several files that can be located in different places. Save Copy In under the File menu is the best way to ensure that a saved Pro Tools session will contain all the files that are needed. Save Copy In is usually used at the end of each work period (i.e. end of the day or after a stage of a project is complete).

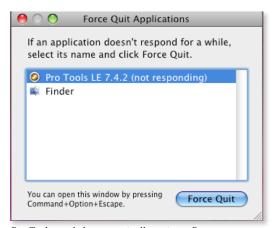


Save Copy In collects all Session content in one folder for archiving



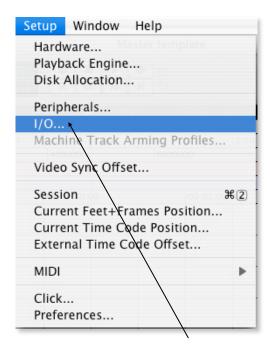
Selecting "Audio Files" in Items To Copy ensures the saved session is complete.

Many people have a love/hate relationship with Pro Tools. It is wonderfully fast and efficient, but can be unpredictable and unreliable at times. Pro Tools works on the principle that you have dedicated your computer to one task: using Pro Tools. It wants to be in charge of the audio interface and what hard drives are in use and so on. Try ejecting a drive from the Finder while Pro Tools is running to get an idea of what is being mentioned here.

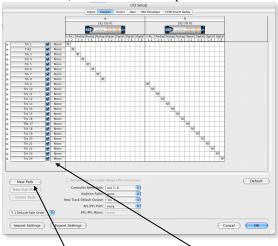


Pro Tools can behave erratically at times. Restart as necessary.

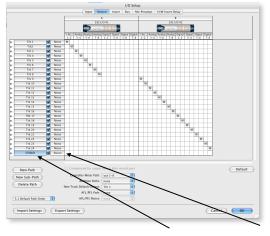
TRANSFERRING PRO TOOLS SESSIONS BETWEEN STUDIOS AND DAWS



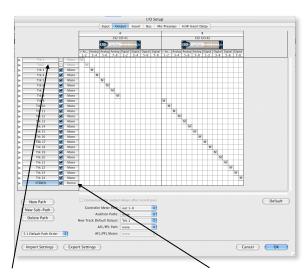
In Pro Tools, Select the I/O Setup from the SETUP menu.



Select NEW PATH and choose STEREO.



Rename your path to say STEREO and confirm that the new path is Stereo.



Disable paths for outputs 1 & 2. Click within the grid under 1-2 to the right of STEREO to activate the new stereo path.

From the mixer page, hold OPTION plus COMMAND while selecting STEREO as the new path.

Now your session will play on your computer in stereo.

To convert back, from the I/O, deselect the Stereo path and reactivate Tracks 1 & 2. From the Mixer Page, hold OPTION plus COMMAND and select the output of track 1 to be TRK 1.

PRO TOOLS KEY COMMANDS

STARTING / BASICS:

New Session	₩N
Close Session	SHIFT ₩ W
Open Recent	SHIFT ₩ O
New Track(s)	SHIFT # N
Zoom	₩ [or ₩]
Zoom Waveform Height	OPTION 🕷 [or]
Make all Viewable Tracks fit	OPTION A or
	CTRL OPT ₩ Down
Import Audio	SHIFT ¥ I

Import Audio SHIFT # I
Import MIDI OPTION # I

WINDOWS:

Toggle between Edit and Mix

Transport Window

Marker Window

View All

Cycle PT Windows

Fit Selection to Window

Fit All to Window

Tab to Transient On/Off

W# PAD 1

PAD 5

OPTION A

OPTION ~

CTRL OPT ## Dwn Arrow

CTRL OPT ## Up Arrow

OPTION ## TAB

EDIT MODES:

Shuffle Mode	OPTION 1
Slip Mode	OPTION 2
Spot Mode	OPTION 3
Grid Mode	OPTION 4
Cycle Grid Modes	~

TOOL SELECTION:

Magnify	₩ 1
Trim	₩ 2
Selector	₩ 3
Grabber	₩ 4
Scrub/audition	₩ 5
Pencil/draw	₩ 6
Smart Tool	¥ 7

Tab to Transient ON/OFF OPTION ₩ TAB

Tab to Transient TAB

Tab to Transient reverse OPTION TAB
Tab to Transient select SHIFT TAB
Cycle Tools ESC

ZOOM PRESETS:

Preset 1	CTRL 1
Preset 2	CTRL 2
Preset 3	CTRL 3
Preset 4	CTRL 4
Preset 5	CTRL 5

MEMORY LOCATIONS:

Create: Enter on the number pad

Recall: On the number pad: decimal (memory location

number) decimal

EDITING:

Export Selected Clips SHIFT **%** K

Show all automation CTRL OPT # Left or Right

New Playlist #\
Duplicate Playlist CTRL #\
Bounce to Disk OPTION # B

TRANSPORT:

Play/stop	Space bar
Loop Playback	SHIFT 🕱 L
Record	₩ Space Bar / Pad 3
Rewind	1 on NumPad
Fast Forward	2 on NumPad
Pause	OPTION click Play or CTRL Space bar
Return to beginn	ing RETURN
Tap Tempo	T with conductor track
	22.0

off
Side Scroll
Waveform Height
OPT SHIFT Scroll

MIXER:

Group Tracks	₩ G
Clear Overs	OPTION C
Temporarily Bypass Group	CONTROL click fader
Return to Unity	OPTION click fader/pan
Change all	OPTION plus function
Narrow Mix	OPTION #M
Change Selected	OPTION SHIFT

CLIP LIST:

Select Unused	SHIFT 🕊 U
Remove/Delete Selected	SHIFT ℋ B

PRO TOOLS INSTRUMENTS:

Boom – Drum Machine DB-33 – Hammond Organ Hybrid - Synth Mini Grand – Piano

Strike – Drum sampler, player, programmer Vacuum – Analog Subtractive Synthesizer

Velvet - Electric Piano

Xpand2 – Sample Playback synth

ADDITIONAL PRO TOOLS KEY COMMANDS (AS SHOWN BY KEYCUE):

ADDITIONAL PRO TOOLS REY COMMANDS (AS SHOWN BY RE	
Global DigiBase # Previous Browser # Audition from Head Audition from Head Audition from Head Audition Loop from Head # © Delete Browser Item (No Dialog) # Duplicate Selected File Reyboard Focus A Tim to Start B Tade from Cursor to Region Start G Fade from Cursor to Region End F Fade from Cursor to Region End C Copy V P aste C Copy V D aste C Copy V R Ecal Zoom Pogle Nudge Selection Forward I Recal Zoom Pogle Nudge Selection Forward V E (3) Groups Focus Spotlight F Spotlight search field V E (3) Groups Pocus Spotlight window KeyCue * KeyCue Settings	
** Fades ** Find Region ** Find Region ** Find Region ** Clear Hind Audio Regions ** E D Clear Hind Audio Regions ** E D Clear Hind Audio Regions ** E Show/Hide Groups ** E Kaport Regions Selected Regions ** E Rename Selected Regions ** E Kaport Regions Definition ** K E Kaport Regions as Files MIN Group List & Edit Group List ** E Kaport Regions as Files MIN Group List & Edit Group List ** E Show Event Filter Dialog ** G G T O ** Show Event Filter Dialog ** G Suspend All Groups ** Insert Another Event ** N Insert Another Event ** O Insert Poly Pressure ** I Insert Controller ** O Insert Poly Pressure ** I Insert Controller ** O Insert Poly Pressure ** O Insert Poly Pres	eject, [x]=keypad
Editing. Nudging and Trimming \(\circ\{\cir\{\circ\{\circ\{\circ\{\circ	Playback V=alt, û=shift, ^=ctrl, _=space, ♡=esc, ⊠=backspace, ▲=eject, [x]=keypad
Edit Modes and Tools 'Cyte Through Edit Modes 'Cyte Through Edit Modes 'S Stopt Mode 'A Grid Mode 'A Grid Mode 'A Grid Mode 'P FO Ther Worde + Grid Mode 'D FO There Mode + Grid Mode 'S Stomber Tool 'R 2 Trimmer Tool 'R 3 Selector Tool 'R 4 Grabber Tool 'R 5 Scrubber Tool 'R 5 Scrubber Tool 'R 6 Pencil Tool 'R 7 Smart Tool 'R 7 Smart Tool 'R 7 Smart Tool 'R 6 Pencil Tool 'R 7 Stard Selector Next Region 'A 10 Gros to Previous Region 'A 10 Gros Too Previous Region 'A 10 Gros Too Previous Region 'A 10 Gros Too Brevious Region 'A 10 Gros Tool Selection Tool 'A 10 Gros Tool 'A 10	
Pock Comparison Comparison	