



Read Me

Pro Tools Demo Session

The Pro Tools Installer disc includes a demo session that you can use to verify that your system is working correctly. The demo session also uses Memory Location markers to help you explore Pro Tools features and functionality.

 *The demo session uses the song “Turn Me Off” by Audrye Sessions, an Oakland, California–based quartet. Credits: music and lyrics by Audrye Sessions—Ryan Karazija, guitar and vocals; Alicia Campbell, bass; Michael Knox, guitar; James Leste, drums. “Turn Me Off” is produced by Andrew Scheps. “Turn Me Off” was recorded at the Sound Factory and Punkerpad West. If you would like to hear more of Audrye Sessions or Ryan’s new project, Low Roar, please visit Tonequake Records at www.tonequake.com*

 *For complete, detailed information about Pro Tools features and functionality, refer to the Pro Tools Reference Guide (Help > Pro Tools Reference Guide).*

Installing and Opening the Pro Tools Demo Session

To install the demo session:

- 1 Insert the Pro Tools Installer disc into your DVD drive.
- 2 On the Pro Tools Installer disc, locate and open the Additional Files folder.
- 3 Drag and drop the Pro Tools demo session folder, “Demo Session,” to a valid audio drive.
- 4 Launch Pro Tools.
- 5 Do one of the following:
 - In the Quick Start dialog (if it appears), select Open Session and click OK.
 - or –
 - Choose File > Open Session.
- 6 Navigate to the “Demo Session” folder that you copied to your computer and open “Audrye Sessions - Turn Me Off.ptx”.

Playing Back the Demo Session

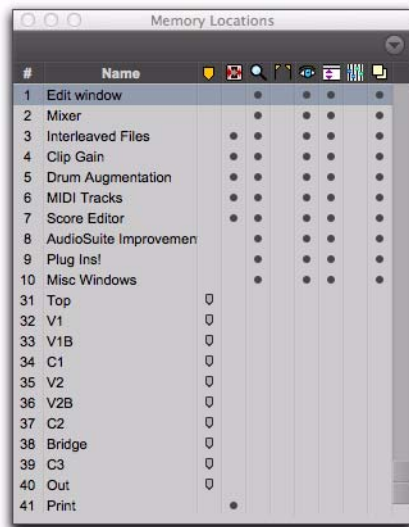
Once you have opened the demo session, you can check audio play back with your Pro Tools system to ensure that you have made the correct audio connections and that your system is working properly.

To play back the demo session:

- 1 Press Return (Mac) or Enter (Windows) to ensure that playback starts from the beginning of the session.
- 2 Do one of the following:
 - Press the Spacebar on your computer keyboard.
 - or –
 - Click the Play button in the Transport window (or in the Toolbar of the Edit window).

Exploring the Pro Tools Demo Session

Once you have the demo session open and can play back audio, take some time to explore the signal routing, mixing, editing, MIDI sequencing, and plug-in processing possibilities available with Pro Tools. Use the Memory Locations window to navigate preset Window Configurations that demonstrate just some of the possibilities available to you with Pro Tools in this session.



Memory Locations window



If the Memory Locations window is not visible when you first launch the demo session, reselect Memory Locations from the Window menu. You can also press Command+5 on the numeric keypad (Mac) or Control+5 on the numeric keypad (Windows).



Mouse over any element of the Pro Tools user interface to display tooltips.

To navigate the preset Window Configurations in the demo session, select any of the following Memory Locations in the Memory Locations window:



On your computer keyboard's numeric keypad, press “.” (Period), then the number of the Memory Location you want, and then “.” (Period) again.


1) Edit Window This Memory Location shows the Edit window with Inserts, Sends, and I/O views. Other views can be shown by clicking on the Edit Window View above the track names and selecting (or deselecting) the views you want displayed in the Edit window.




Edit Window View selector

2) Mix Window This Memory Location shows the Mix window in Normal view. The Mix window shows the following views: Instrument, Inserts A-E, Sends A-E, I/O, Delay Compensation, and Comments views. You can toggle between Normal and Narrow window view by selecting or deselecting View > Narrow Mix, or by pressing Command+Option+M (Mac) or Control+Alt+M (Windows). This Memory Location also shows the floating Transport window.

3) Interleaved Files This Memory Location shows a stereo interleaved clip in the Edit window. You can check to see if a stereo or multichannel clip is interleaved by Right-clicking it in the Clip List and selecting Reveal in Finder.

 *For more information about using multi-mono or interleaved audio files in Pro Tools sessions, refer to the Pro Tools Reference Guide (Help > Pro Tools Reference Guide).*


4) Clip Gain This Memory Location shows clip gain settings for audio clips in the Edit window. Notice the Clip Gain Fader icon in the lower left corner of each of the audio clips. Each clip can have a gain setting that is either static (such as on the “Overhead” track) or dynamic (such as on the “Ride” track). This is great for leveling out clips to match clip levels on other tracks as well as adjust the clip gain before it feeds into the mixer.

 *For more information about using clip gain, refer to the Pro Tools Reference Guide (Help > Pro Tools Reference Guide).*

5) Drum Augmentation This session augments the recorded drum tracks using the Boom instrument plug-in on an Instrument track to play samples of hand claps. This Memory Location also shows the MIDI notes in the docked MIDI Editor window with Velocity data shown in the Controller lane at the bottom of the window. Use the Avid Instrument Plug-ins installer (included along with the Pro Tools installer) to ensure that the Boom instrument plug-in is installed.


6) MIDI Tracks This Memory Location shows a separate MIDI Editor window for viewing MIDI data. This view gives you a much bigger palette to see and edit MIDI data. In the Tracks List to the left of the window, you can select which tracks you want to view in the MIDI Editor window. The color view is set to display different MIDI tracks in different colors so you can easily tell which MIDI notes are on which tracks. At the bottom of the window, you can see multiple lanes of MIDI controller data, making it easy to see and edit the MIDI controller data for each track as desired.

7) Score Editor This Memory Location shows the Score Editor window. Using the music notation engine from Sibelius (the award winning notation and score editing software from Avid), this window provides a simple and easy to use notation editor that lets you edit your MIDI data as standard music notation. With the Score Editor window, you can even print great looking lead sheets right from Pro Tools.

 *If you need more advanced score editing and notation capabilities, use the Send to Sibelius command to open the MIDI data from your Pro Tools session in Sibelius (if it is installed). With the full version of Sibelius you can prepare high-quality, professional scores and parts from your Pro Tools sessions.*

8) AudioSuite Windows This Memory Location shows multiple AudioSuite plug-in windows open simultaneously. Pro Tools provides several improvements for working with AudioSuite plug-ins and AudioSuite rendered audio clips, including the ability to open multiple AudioSuite Plug-in windows, to have fades preserved after AudioSuite rendering, to have clip metadata preserved after AudioSuite rendering, to have handles for trimming out AudioSuite rendered clips, and a Reverse option for Delay and Reverb AudioSuite plug-ins.

9) Plug-ins This Memory Location shows Plug-in windows for some of the audio processing plug-ins used in this session. Take some time to explore how each of these plug-ins are used in the session and familiarize yourself with the various controls for each plug-in.

 *All of the plug-ins in this session are included with Pro Tools. For complete, detailed information about the plug-ins included with Pro Tools, see the Audio Plug-ins Guide (Help > Audio Plug-ins Guide).*

10) Miscellaneous Windows This Memory Location shows various Pro Tools floating windows. The Session Setup window lets you set the Clock Source, Pan Depth, Session Start time, and Time Code Settings for the session. It also displays the Sample Rate, Bit Depth, and System Delay of the session. This Memory Location also shows the Big Counter, Session Setup, Workspace, MIDI Event List, Undo History, and System Usage windows.

Memory Locations 31–41 These Memory Locations mark locations in the Timeline for structural points in the session (such as a verse or chorus). Memory Location 41 marks the timeline selection for the entire song, which can be bounced to disk or bus recorded to another track.