



Anvil Studio Tutorial

Recording a loud-enough audio track without distortion

When possible, record 24-bit rather than 16-bit audio tracks, and record each audio track to be as loud as possible without getting distortion, so that the most subtle sounds will be preserved. You can later use View / Mixer's track volume controls to adjust each track's contribution to the final mix. With the Pro-Mix accessory, you can adjust each track's volume over time, using Automation similar to a mixing console.

- 1) Before recording, select View / Audio Volume Controls / Recording controls.
On Windows Vista and later, select the desired device and press the Properties button.
- 2) Select the Levels tab.
- 3) Set the level all the way to the right (100).
- 4) Select View / Mixer and press the VU button to make sure the VU meter registers sounds made in the microphone.
- 5) Press the REC button to record the track.
- 6) Select View / Audio Editor.
- 7) Uncheck the Auto-Scale box (circled in red below). This causes the window to show the full signal range.
- 8) Drag the zoom slider (circled in green below) all the way to the right. This stretches the time out so you can see the signal's waveforms in detail.
- 9) Drag the Time slider, (circled in blue below), until you see something similar to the picture below. If you can see that the top or bottom of the signal is getting chopped off, this results in distorted sound, so you need to return to step 1 and set the recording level a little lower.

