

Handleiding voor audacity in Debian Edu / Skolelinux

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1 Handleiding voor audacity

Deze handleiding voor audacity is gebaseerd op versie 1.2.4b-2.1+b1 uit de uitgave Debian Edu Etch 3.0.

De versie op <http://wiki.debian.org/DebianEdu/Documentation/Manuals/Audacity> is een wiki en wordt regelmatig bijgewerkt.

Vertalingen maken deel uit van het pakket `debian-edu-doc`, dat op een webserver kan geïnstalleerd worden, en ook **online** beschikbaar is.

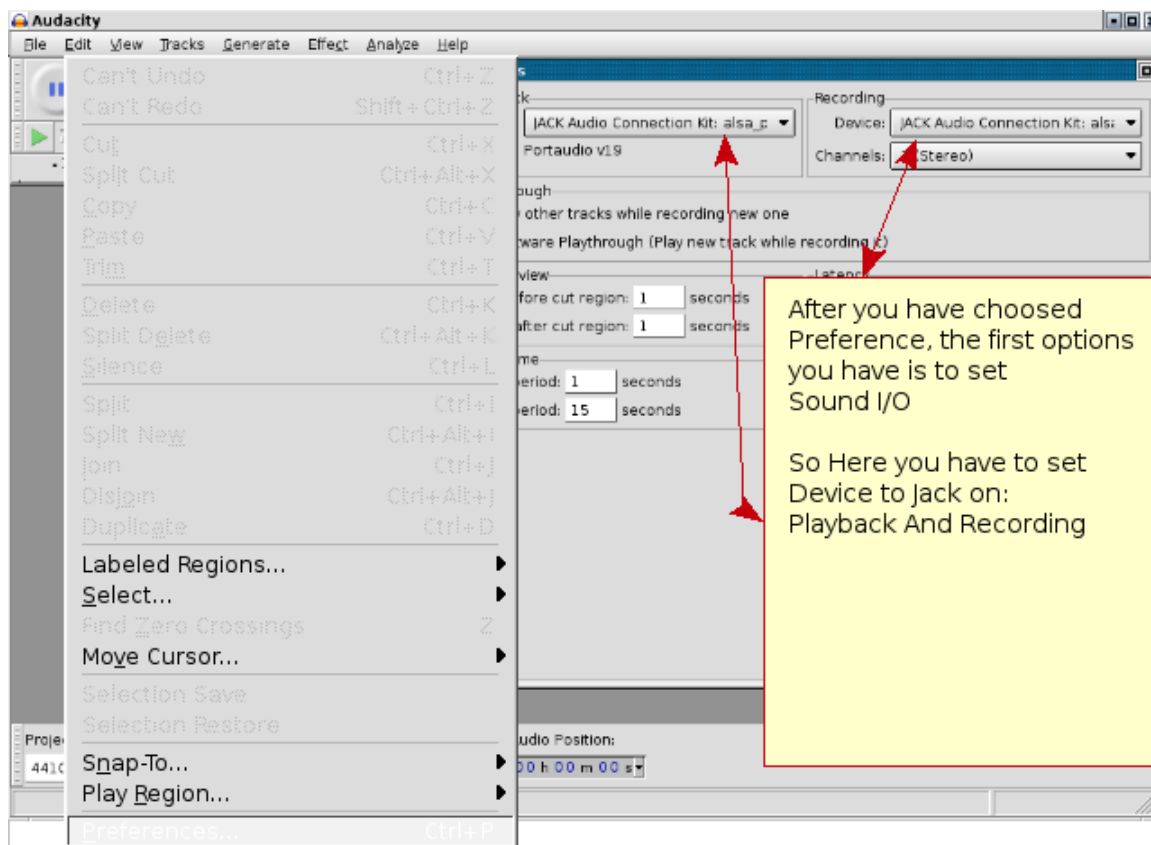
2 Vooraleer u begint

Audacity instellen is niet moeilijk. U moet Audacity instellen om Jack te gebruiken. Dit maakt het mogelijk om gelijktijdig ook andere programma's te gebruiken die met geluid werken. De handleiding voor het instellen van Jack, vindt u hier:

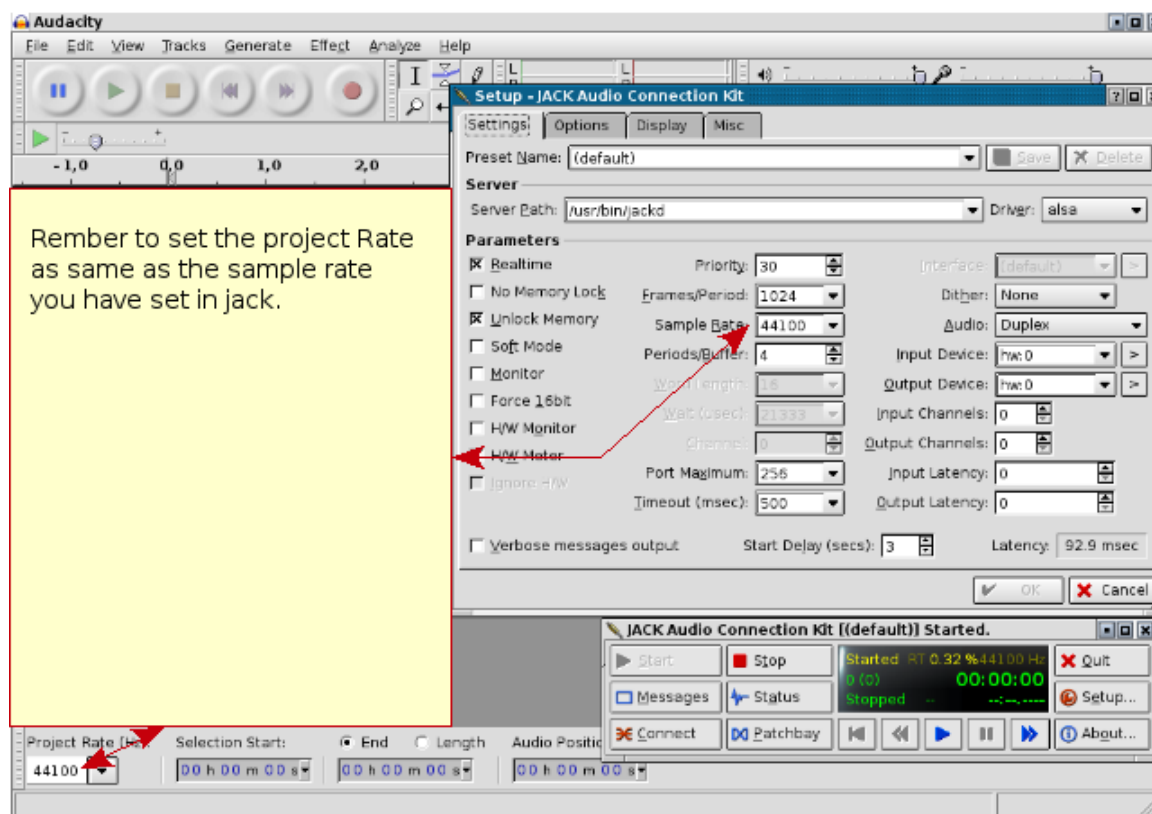
<http://wiki.debian.org/DebianEdu/Documentation/Manuals/Rosegarden/Setup>

Ik maakte gebruik van Audacity 1.3.3-Beta toen ik deze handleiding schreef.

Om in te stellen dat Audacity jack moet gebruiken kiest u in het menu --> Bewerken ---> Voorkeuren.



Het volgende waarvan u zich bewust moet zijn is het feit dat de frequentie van het project identiek moet zijn aan de bemonsteringsfrequentie die u in Jack ingesteld hebt



2.1 Invoegtoepassingen (plug-ins)

Wellicht wenst u de volgende invoegtoepassingen te gebruiken:

**** audio-invoegtoepassingen ****

swh-invoegtoepassingen

mcp-invoegtoepassingen

terminatorx

fixme: put on some audio plugin you have experience with

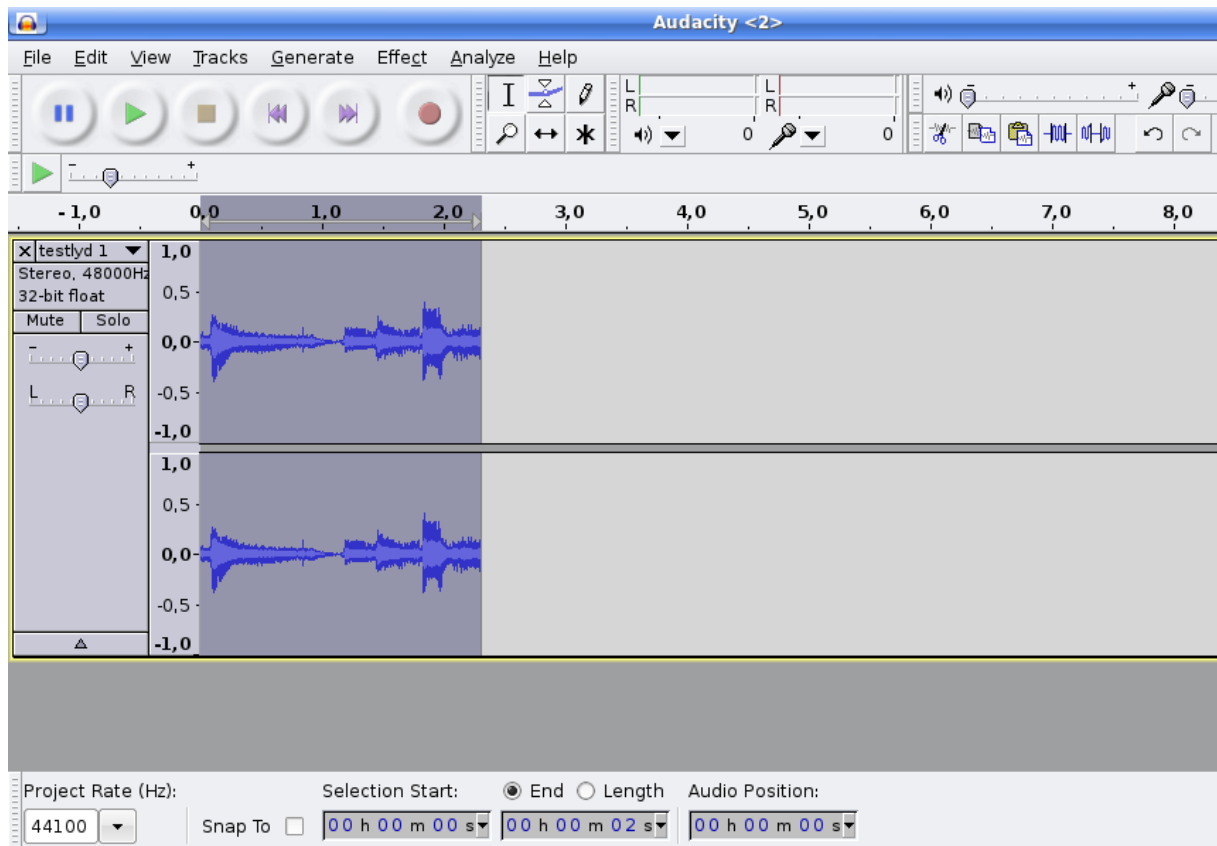
Nu bent u klaar om opnames te maken

2.2 Waar vind ik audacity?

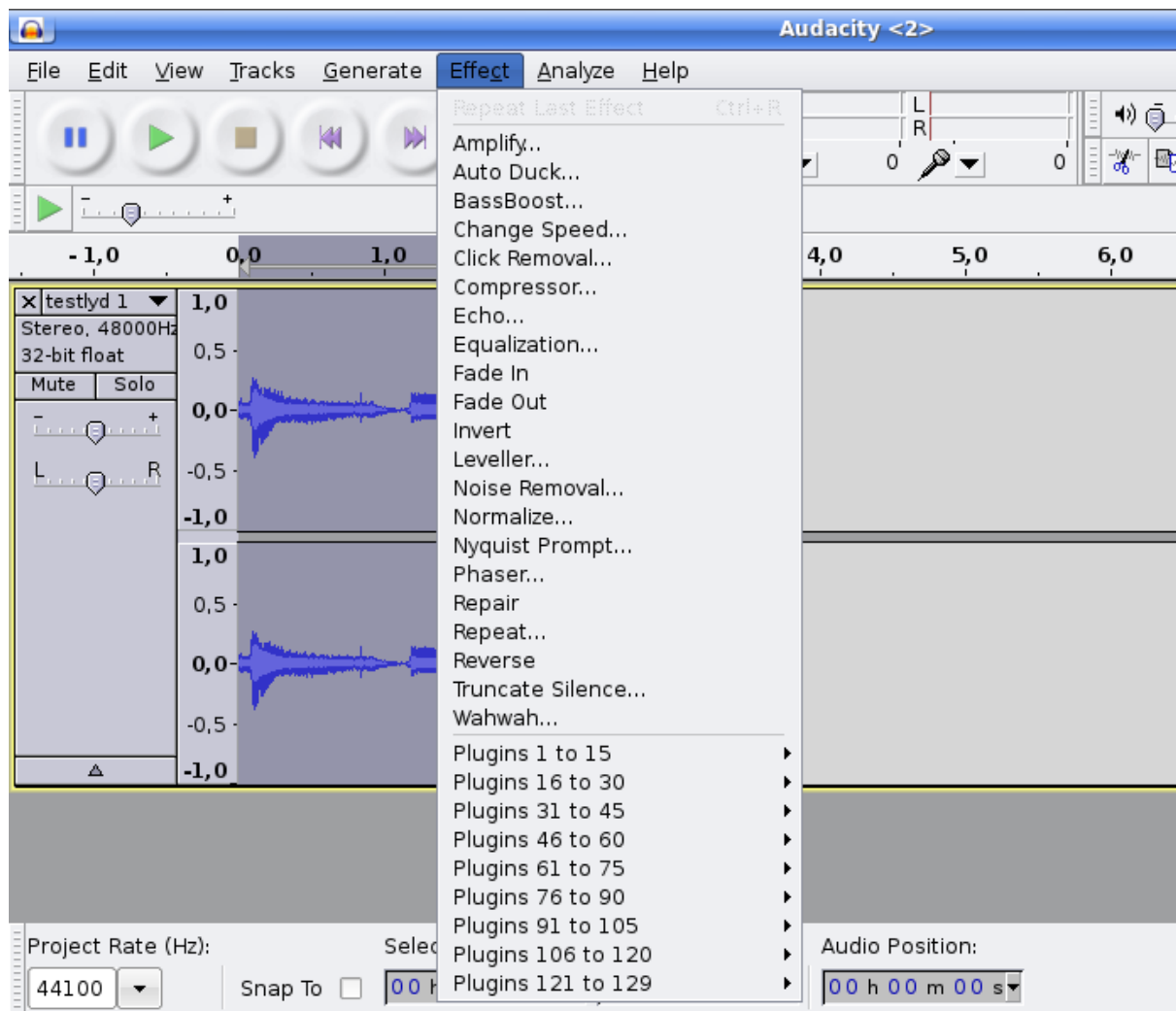
U kunt het gewoon installeren met aptitude. Hier <http://audacity.sourceforge.net/> kunt u een kijkje nemen op de startpagina van het project.

3 Een opname maken

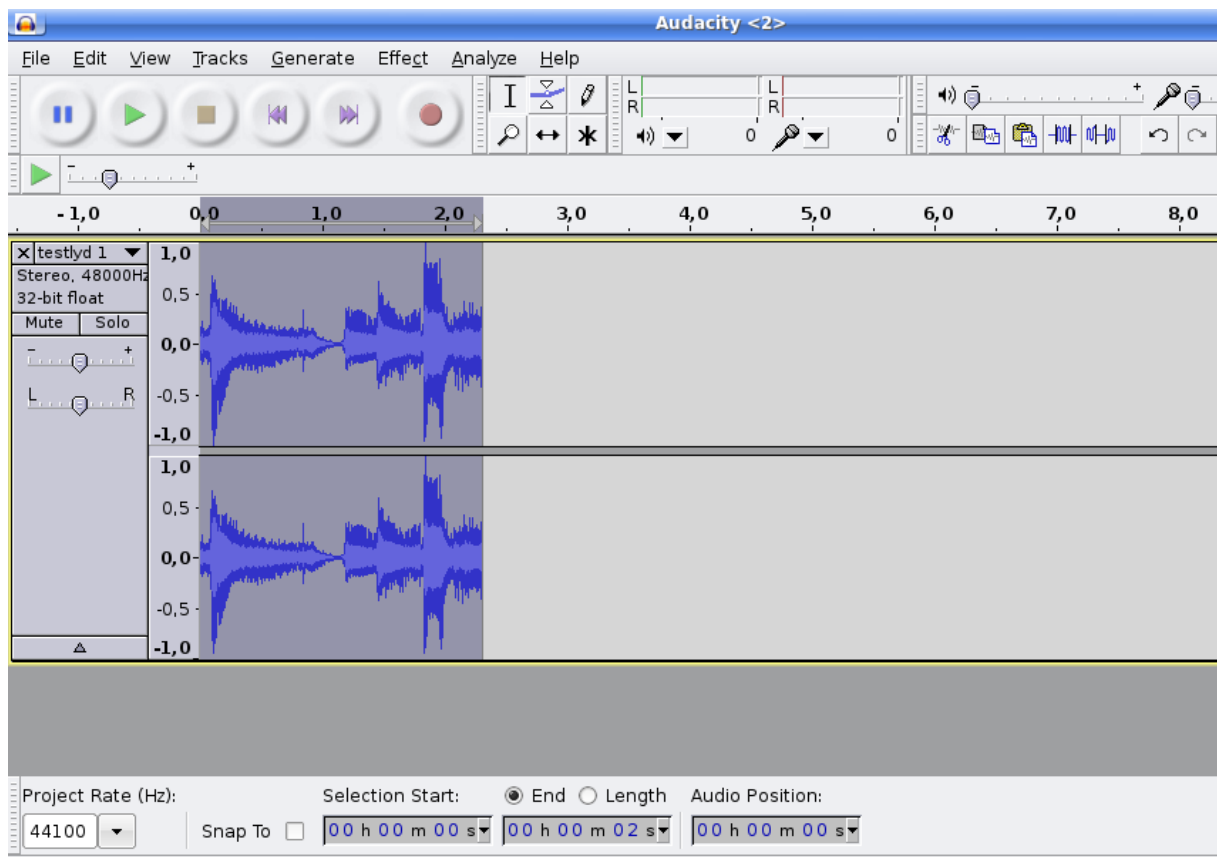
Het eerste waarop u dient te letten bij het maken van een opname, is dat u het opnamevolume niet te luid instelt. Het is beter het volume te laag in te stellen dan te hoog.



Eens de opname gemaakt, kunt u ze normaliseren, zodat het geluidsvolume op de grammofoonplaat automatisch goed ingesteld wordt, zonder het gevaar te lopen dat sommige delen van het geluid overstuurd werden.



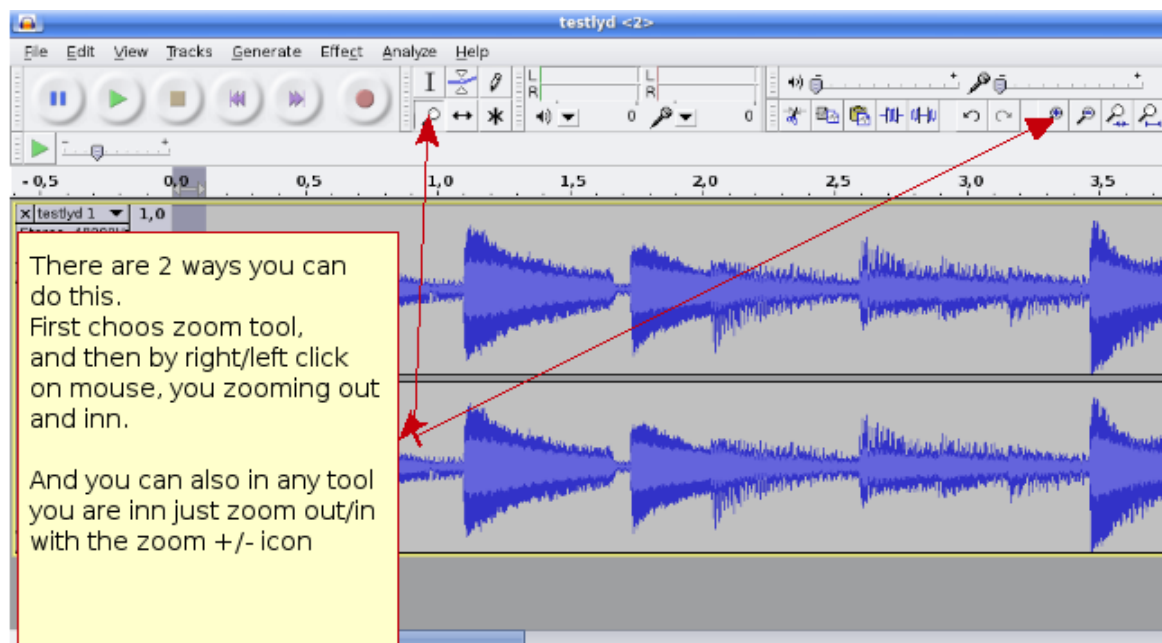
En nadat u het geluid van het opnamesegment genormaliseerd heeft, ziet het er zo uit:



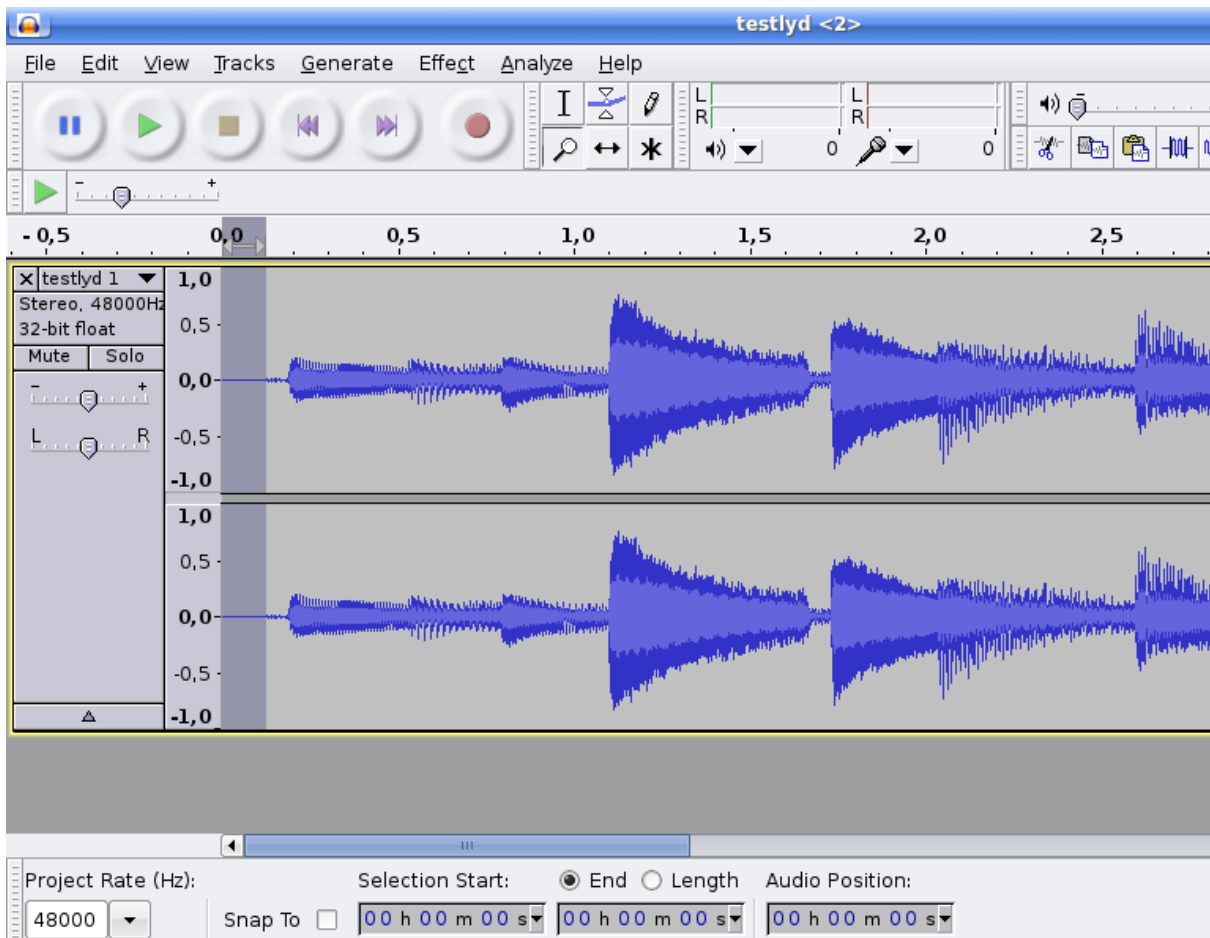
Het volume van dit segment van de opname is nu gecorrigeerd. Dit is een werkwijze die meer zekerheid biedt dat de opname die u maakt niet overstuurd wordt: beginnen met een laag ingesteld volume en audacity dit volume nadien laten bijstellen.

Nu willen we ruis uit de opname verwijderen. Het kan bijvoorbeeld gebeuren dat uw microfoon wat achtergrondgeluid produceert. Eerst moet u een "ruisprofiel" maken van het geluid dat u uit uw opname wenst te verwijderen.

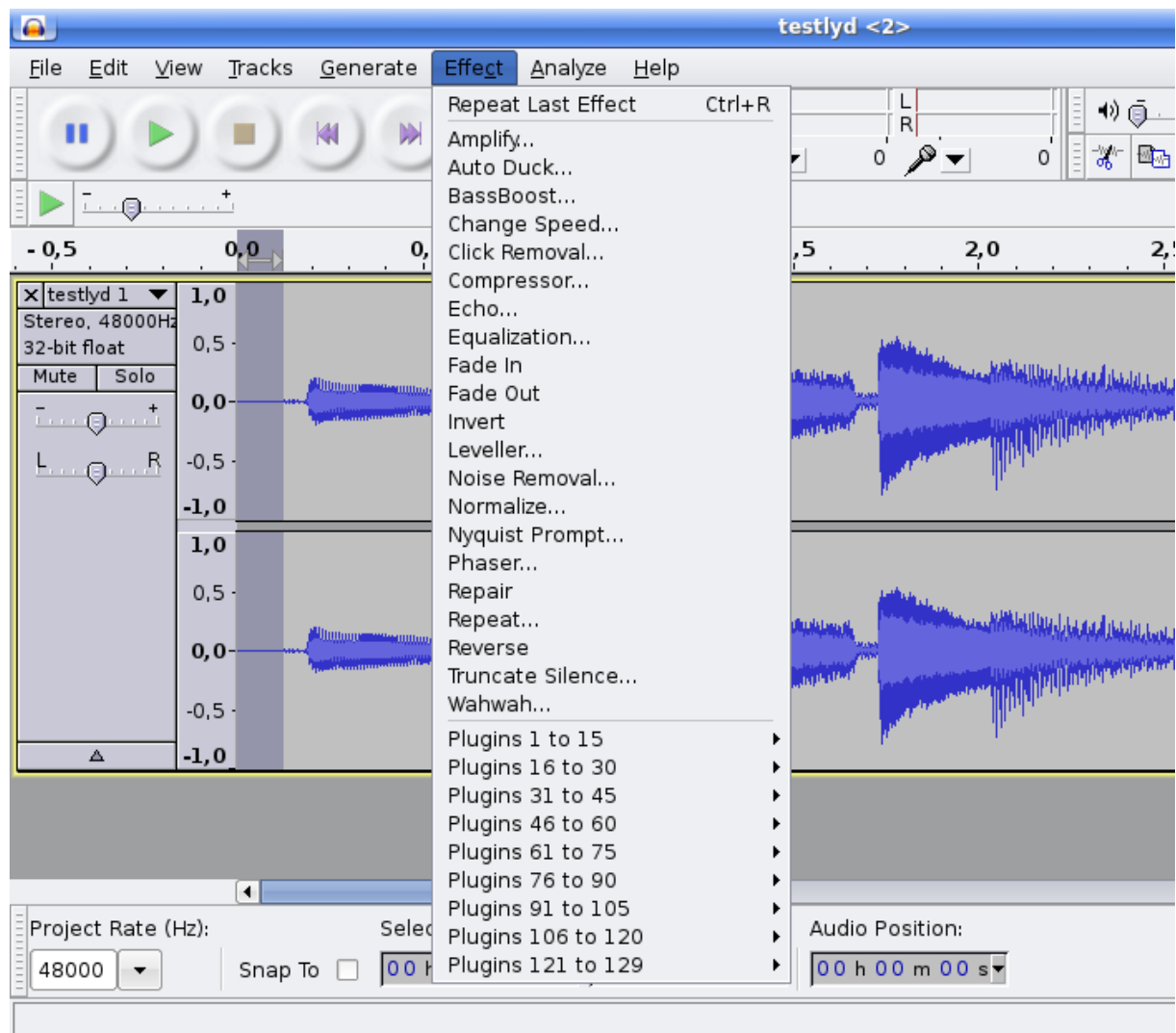
1. Zoom vooreerst uit, zodat u een beter zicht krijgt op de opname.



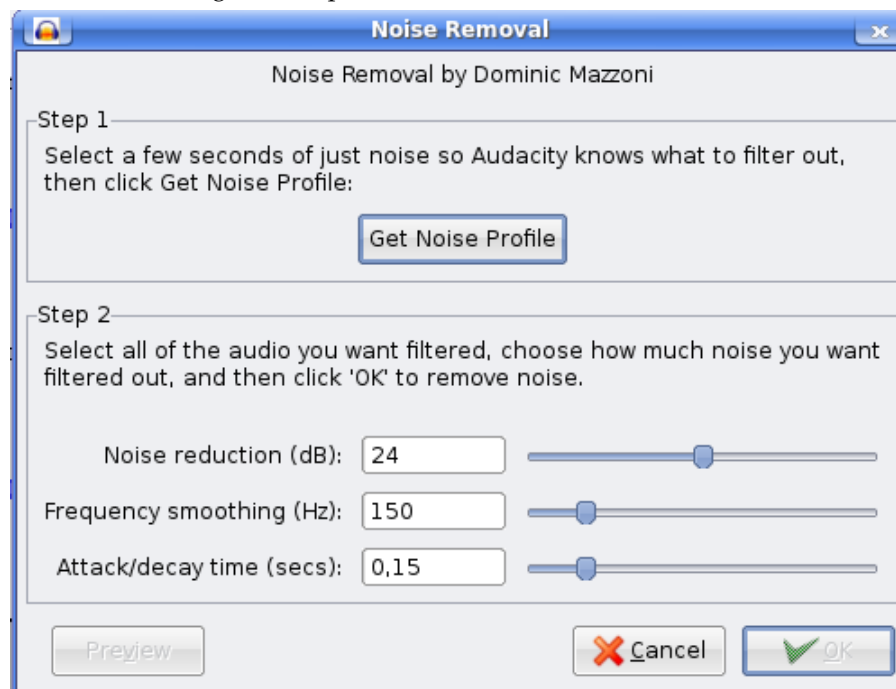
2. Markeer vervolgens het stukje dat u als profiel wilt. Klik met de linkermuisknop en houdt die ingedrukt terwijl u de muis over het geluidssegment sleept dat u voor het profiel wilt gebruiken.



3. Kies vervolgens voor "ruisonderdrukking" als gewenst effect.



4. Kies vervolgens "ruisprofiel" aanmaken



5. Selecteer tenslotte het volledige opnamefragment met CTRL + A en kies in het menu opnieuw voor ruisonderdrukking. Klik vervolgens op OK.

Indien u nu galm wenst toe te voegen aan uw geluidsfragment of een ander leuk geluidseffect, kiest u dat uit het uitgebreide menu waarover u kunt beschikken als u de invoegtoepassingen heeft geïnstalleerd die ik u aanraadde.

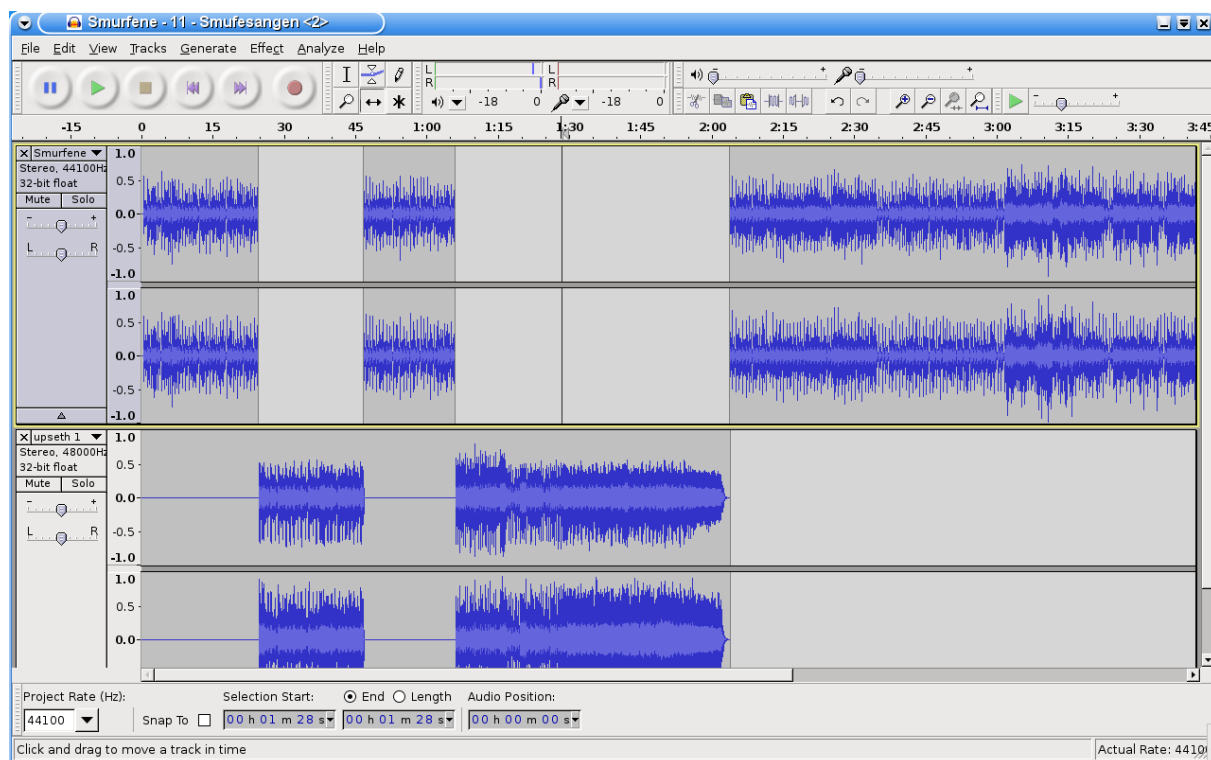
U kunt het afgewerkte resultaat exporteren in verschillende formaten: WAV, AIFF MP3, OGG, FLAC. Klik op 'exporteren' in het menu "bestand".

4 Geluid importeren

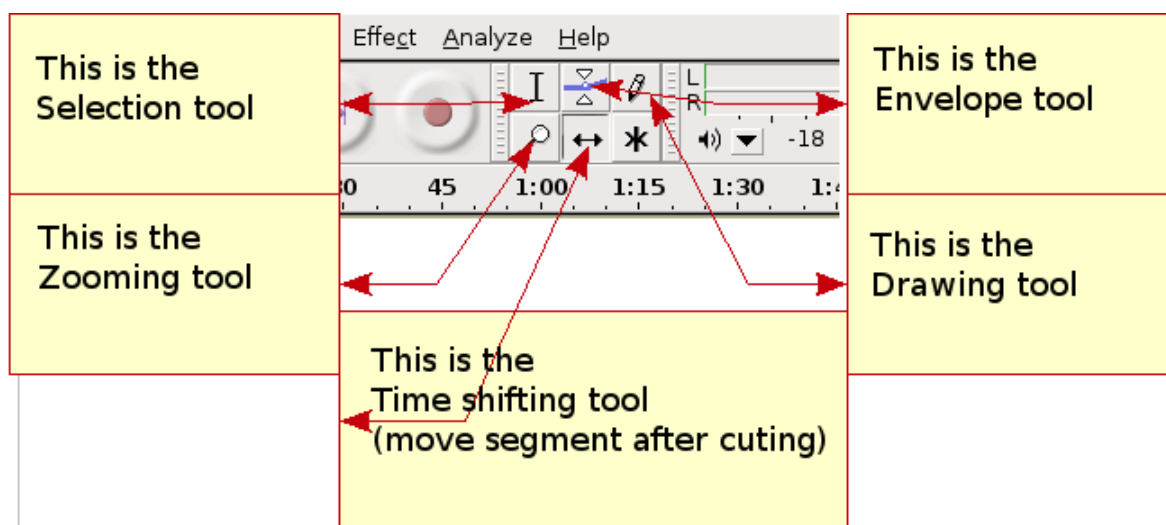
Met Audacity kunt u verschillende soorten geluidsinformatie importeren, zoals audio, MIDI, metadata, ruw materiaal. U kunt ook mp3-bestanden rechtstreeks in het project importeren, zodat u in Audacity verschillende liedjes kunt samenvoegen.

Een voorbeeld.

Veronderstel dat we het "smurfenlied" nemen als basislied. Vervolgens kunt u een ander lied importeren om ze te mixen. Kies daarvoor gewoon menu > > bestand > > audiobestand importeren. Het geïmporteerde audiobestand komt nu onder het oorspronkelijke audiobestand te staan. De mogelijkheden om nu te gaan mixen zijn enorm.



5 Sectie hulpmiddelen

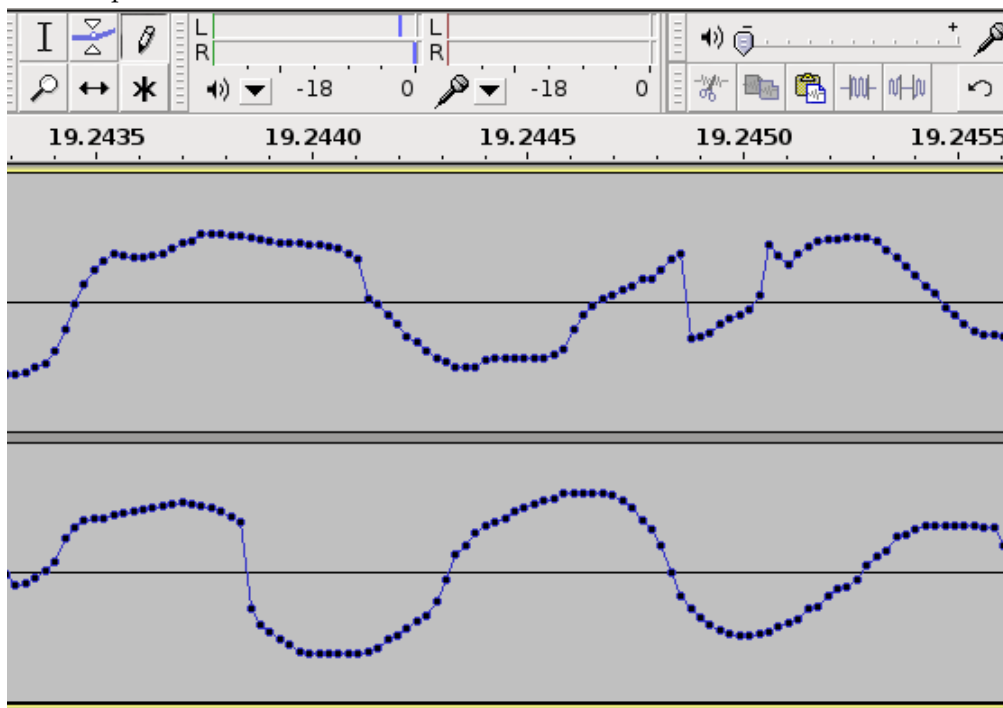


5.1 Selectiegereedschap

Om een audiofragment te kunnen afsplitsen en verplaatsen, moet u eerst met het selectiegereedschap aangeven waar u het wenst door te knippen. Splits het daarna met Ctrl+I. Daarna kunt u het fragment verplaatsen met het time-shiftgereedschap.

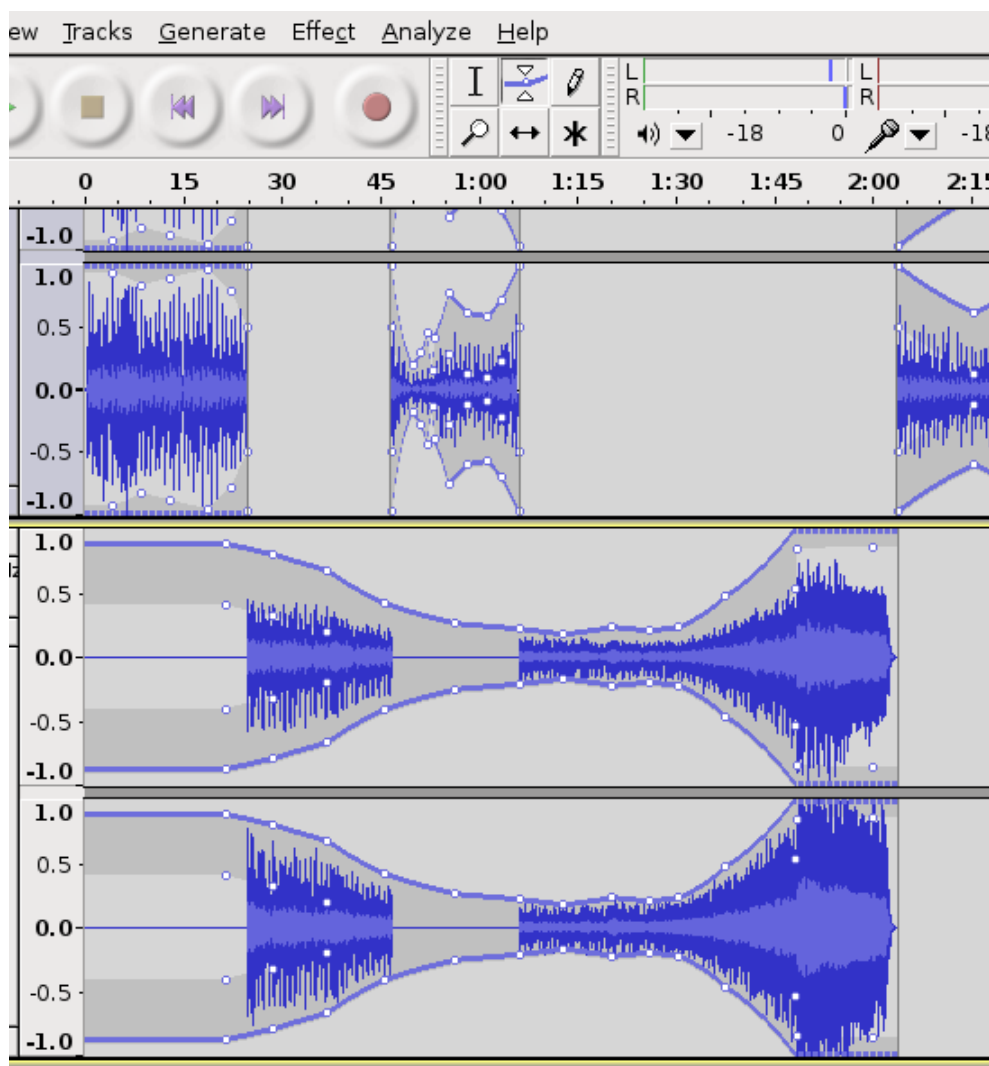
5.2 Zoomgereedschap

Met het zoomgereedschap kunt u inzoomen op een audiofragment en het dan bijwerken met het gereedschap om retouches te maken



5.3 Het omhullende-werktuig

Met behulp van het omhullende-werktuig kunt u waar ook in het fragment het geluidsvolume versterken of verminderen



5.4 Time-shiftgereedschap

met dit gereedschap kunt u een audiofragmenten verplaatsen en zo zijn relatieve positie in de tijd wijzigen.

6 Auteursrechten en auteurs

De volgende auteurs, bij wie ook de auteursrechten berusten, schreven mee aan dit document: Alf Tonny Bätz (2008, 2009) en Holger Levsen (2009). Het document werd uitgegeven onder de licentie GPL2 of enige latere versie. Geniet ervan!

Mocht u er inhoud aan toevoegen, **doe dit dan alstublieft enkel voor zover u er zelf de auteur van bent en van plan bent die inhoud ook onder dezelfde voorwaarden vrij te geven!** Voeg hier vervolgens uw naam toe en geef de inhoud vrij onder de licentie "GPL v2 of enige latere versie".

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De auteursrechten van de Franse vertaling berusten bij Christophe Masson (2008), Olivier Vitrat (2010), Cédric Boutillier (2012), Jean-Paul Guilloneau (2012), David Prévot (2012), Thomas Vincent (2012) en het Franse I10n-team (2009, 2010, 2012). De vertaling is vrijgegeven onder de licentie GPL v2 of enige latere versie.

8 Vertalingen van dit document

Versions of this document fully translated into French and Dutch are available. Incomplete translations exist for Norwegian Bokmål. This is an [online overview of all languages](#).

8.1 Hoe dit document vertalen

As in many free software projects, translations of this document are kept in PO files. More information about the process can be found in `/usr/share/doc/debian-edu-doc/README.audacity-manual-translations`. The Git repository (see below) contains this file too. Take a look there and at the [language specific conventions](#) if you want to help translating this document.

To commit your translations you need to be a member of the Alioth project `debian-edu`. If your Alioth username differs from your local one, create or edit `~/.ssh/config`. There should be an entry like:

```
Host git.debian.org
User <your-alioth-username>
```

Then check out the `debian-edu-doc` source using `ssh` access: `git clone git+ssh://git.debian.org/git/debian-edu/debian-edu-doc.git`

If you only want to translate, you just need to check out some files from from Git (which can be done anonymously) and create patches. Please file a bug against the `debian-edu-doc` package and attach the PO file to the [bugreport](#). You can find some [instructions on how to submit bugs](#) here.

You can check out the `debian-edu-doc` source anonymously with the following command (you need to have the `git` package installed for this to work):

- `git clone git://anonscm.debian.org/debian-edu/debian-edu-doc.git`

Then edit the file `documentation/audacity/audacity-manual.$CC.po` (replacing `$CC` with your language code). There are many tools for translating available; we suggest using `lokalize`.

Then you either commit the file directly to Git (if you have the rights to do so) or send the file to the bugreport.

Om uw lokale kopie bij te werken met die uit de bewaarplaats van Subversion, moet u de volgende opdracht geven terwijl u zich in de map `debian-edu-doc` bevindt:

- `git pull`

Read `/usr/share/doc/debian-edu-doc/README.audacity-manual-translations` to find information how to create a new PO file for your language if there isn't one yet, and how to update translations.

Please keep in mind that this manual is still under development, so don't translate any string which contains "FIXME".

Basic information about Alioth (the host where our Git repository is located) and Git is available at <http://wiki.debian.org/Alioth/Git>.

If you are new to Git, look at the [Pro Git](#) book; it has a chapter on the [recording changes to the repository](#). Also you might want to look at the `gitk` package that provides a GUI for Git.

Gelieve ons eventuele problemen te rapporteren.

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Noot voor vertalers: het is niet nodig om de tekst van de GPL-licentie te vertalen. ↩

9.1 Handleiding voor audacity

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