

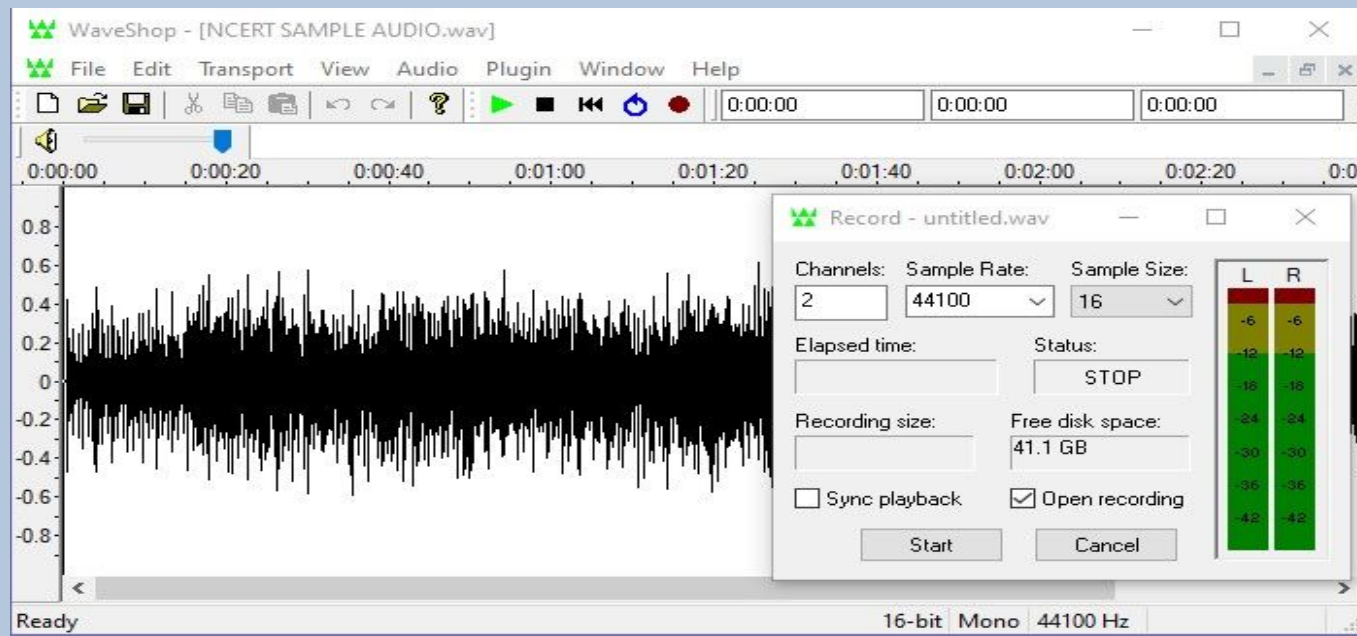
FOSS FOR DEVELOPING AUDIO RESOURCES

**By
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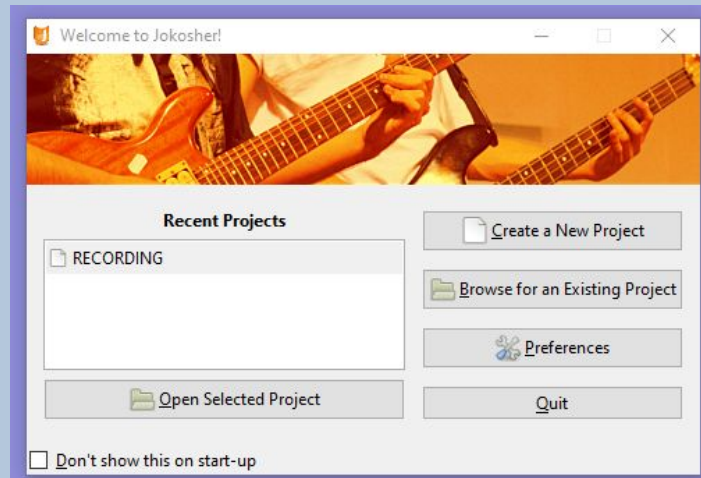
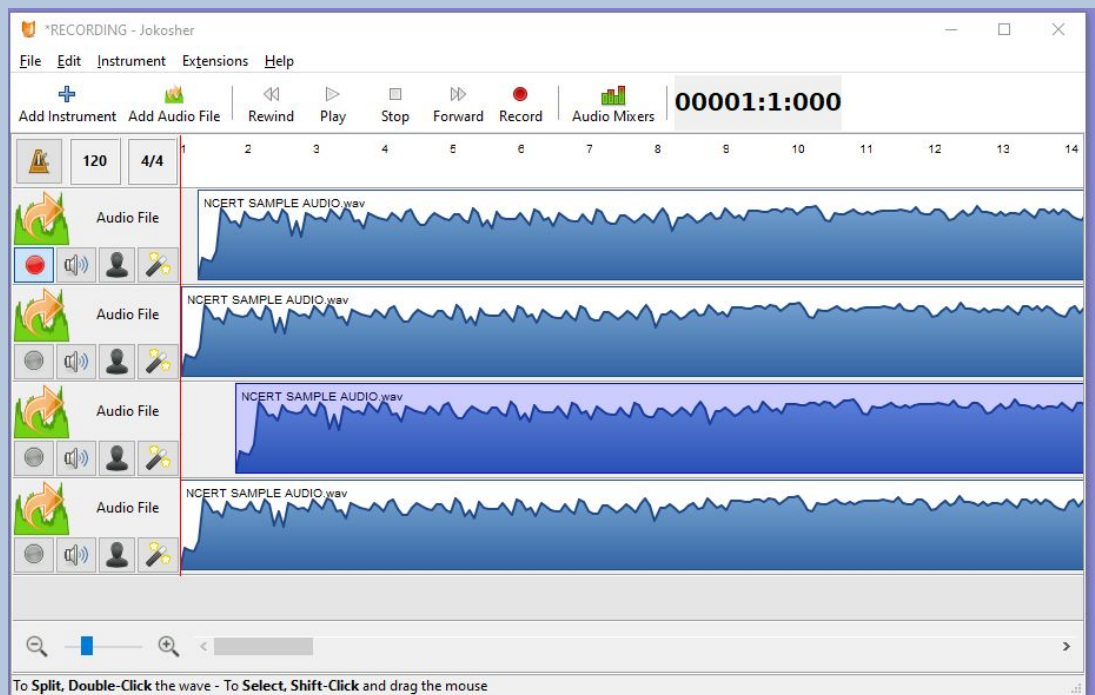
FOSS FOR DEVELOPING AUDIO RESOURCES

- WAVESHOP



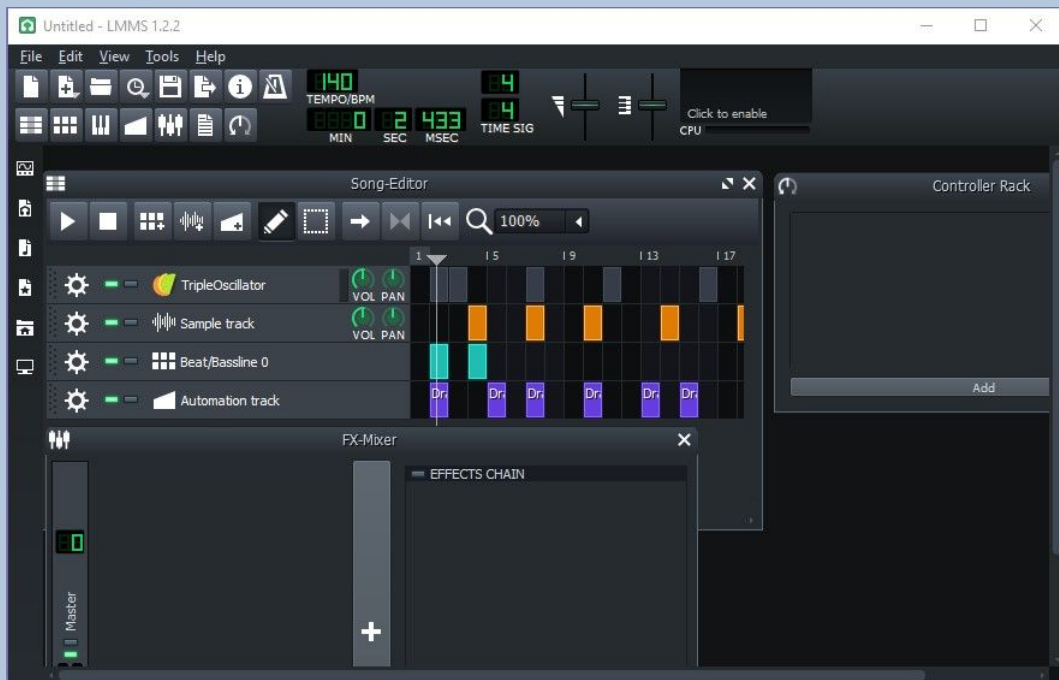
FOSS FOR DEVELOPING AUDIO RESOURCES

- JOKOSHER



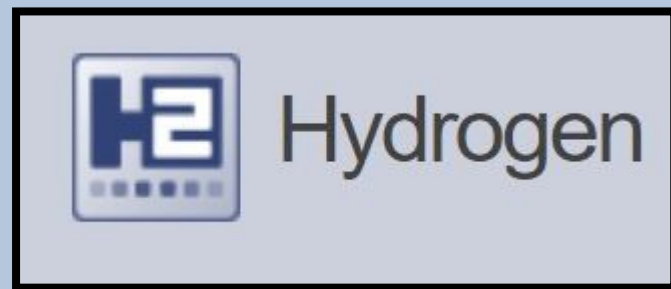
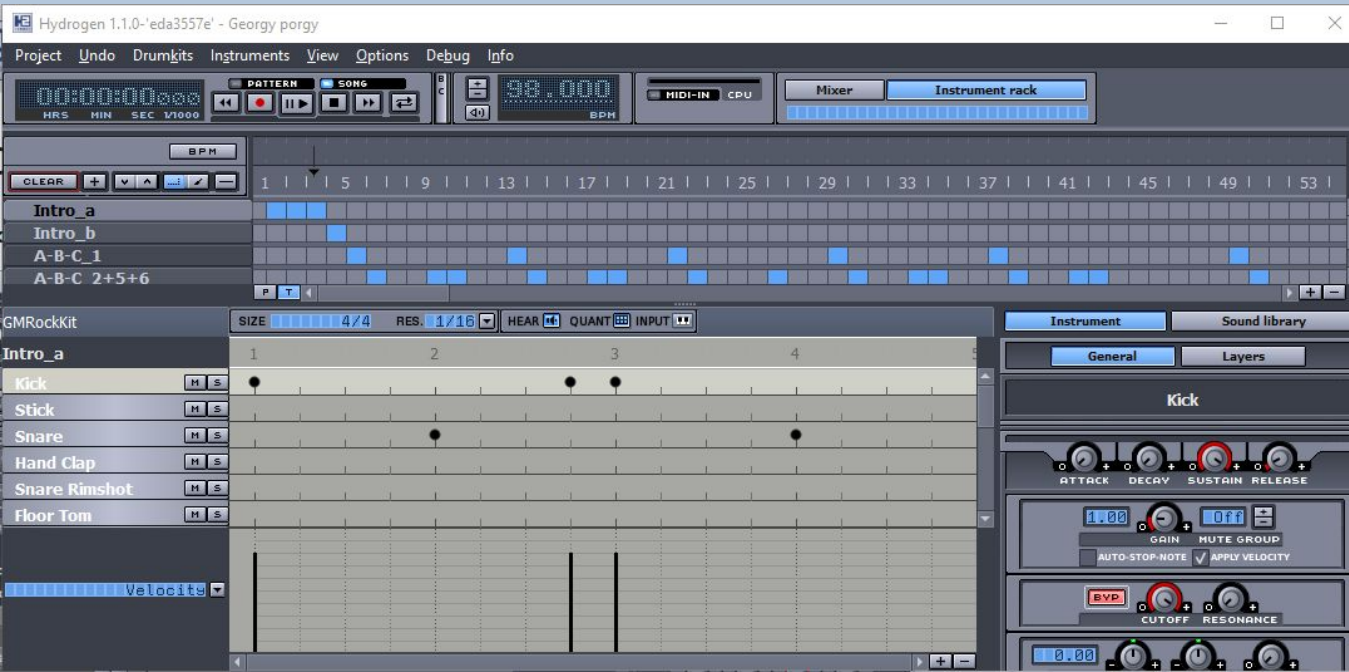
FOSS FOR DEVELOPING AUDIO RESOURCES

- **LMMS** - formerly **Linux MultiMedia Studio**
- (Music production, not for voice recording)



FOSS FOR DEVELOPING AUDIO RESOURCES

- HYDROGEN
- Drum Sequencer



AUDACITY – Introduction

- Free and Open Source Software.
- Available for Various OS – Linux, Mac OS, Windows.
- Easy to learn and use.
- Feature Rich.

AUDACITY – for Educators

- One of the best software for Educators to create audio resources.
- Output can be saved in various formats like .wav, .ogg, .mp3 etc.

AUDACITY – The Software

- It can be downloaded from:

<https://www.audacityteam.org/>

- Tutorials are available at:

<https://manual.audacityteam.org/man/tutorials.html>

<https://spoken-tutorial.org/> - developed by IIT Bombay.

AUDACITY – Toolbar

The image shows the Audacity software interface with several toolbar buttons highlighted by red callout boxes. The callouts are:

- Play**: Points to the green right-pointing triangle button.
- Skip to start**: Points to the black square button.
- Record**: Points to the red circle button.
- Pause**: Points to the black double vertical bar button.
- Stop**: Points to the black square button.
- Skip to end**: Points to the black right-pointing triangle button.

The interface also shows a menu bar (File, Edit, View, Tracks, Project, Analyze, Tools, Help), a toolbar with various editing tools (selection, eraser, cut, copy, paste, undo, redo, zoom, pan, etc.), a transport control section with a volume slider and a 'Click to Start Monitoring' button, and a track view area with a volume slider and a 'Select' button. The track view area shows a single audio track with a volume of 1.0 and a 32-bit float format.

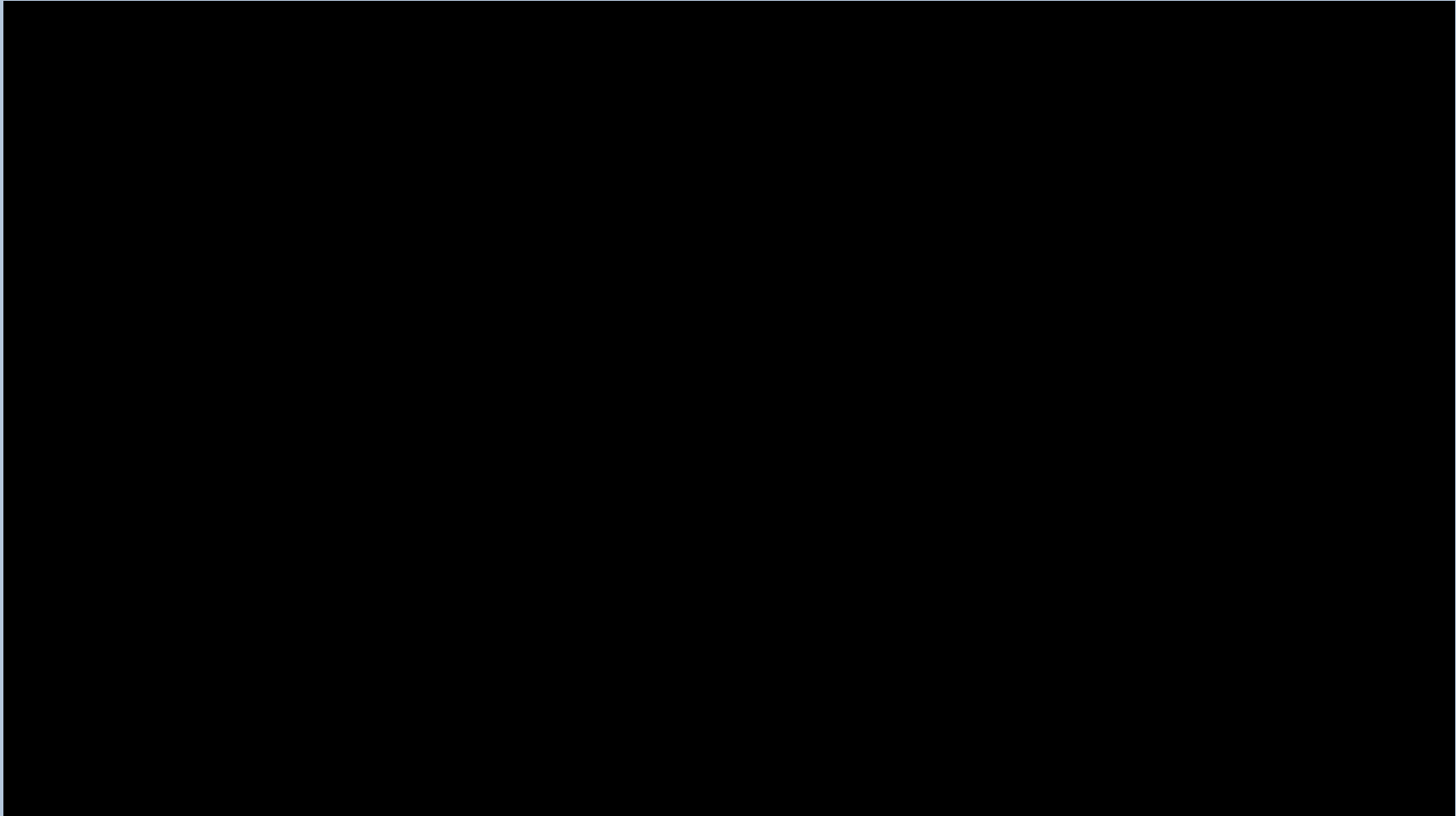
AUDACITY – Toolbar

The image shows the Audacity software interface with several key components highlighted by red callout boxes:

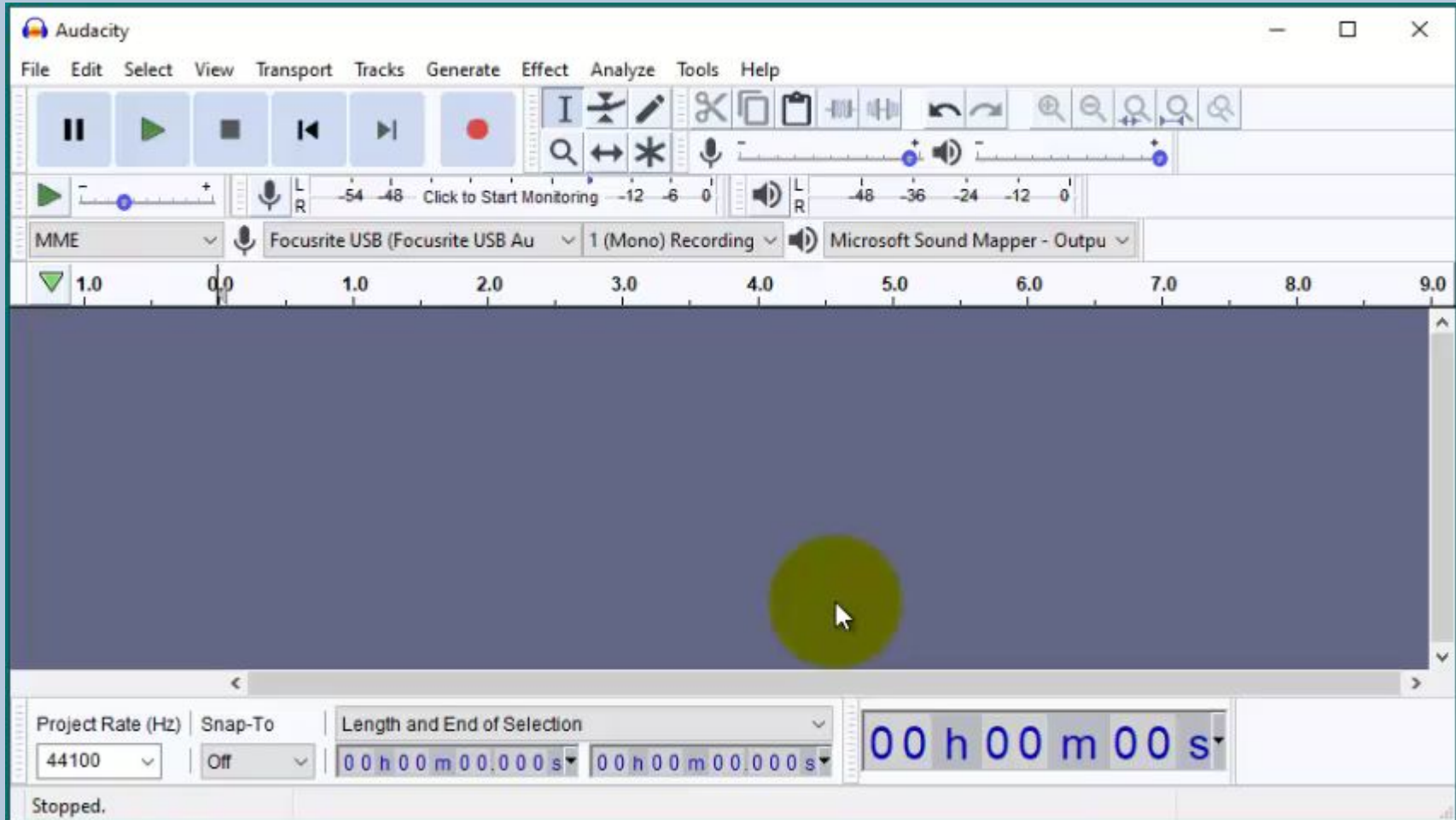
- Playback Speed:** Located on the left side of the toolbar, it includes a play button and a volume slider.
- Recording Volume:** A slider in the top right section of the toolbar, used to control the volume of the recording.
- Playback Volume:** A slider in the top right section of the toolbar, used to control the volume of the playback.
- Audio Host:** A dropdown menu in the bottom left corner, currently set to "MME".
- Recording Device:** A dropdown menu in the bottom center, currently set to "Microphone (Conexant SmartAud)".
- Recording Channel:** A dropdown menu in the bottom center, currently set to "1 (Mono) Recording".
- Playback Device:** A dropdown menu in the bottom right corner, currently set to "Microsoft Sound Mapper - Output".

The interface also features a central timeline with a volume meter and a "Click to Start Monitoring" button. The bottom left corner displays the audio format: "Mono, 44100Hz, 32-bit float".

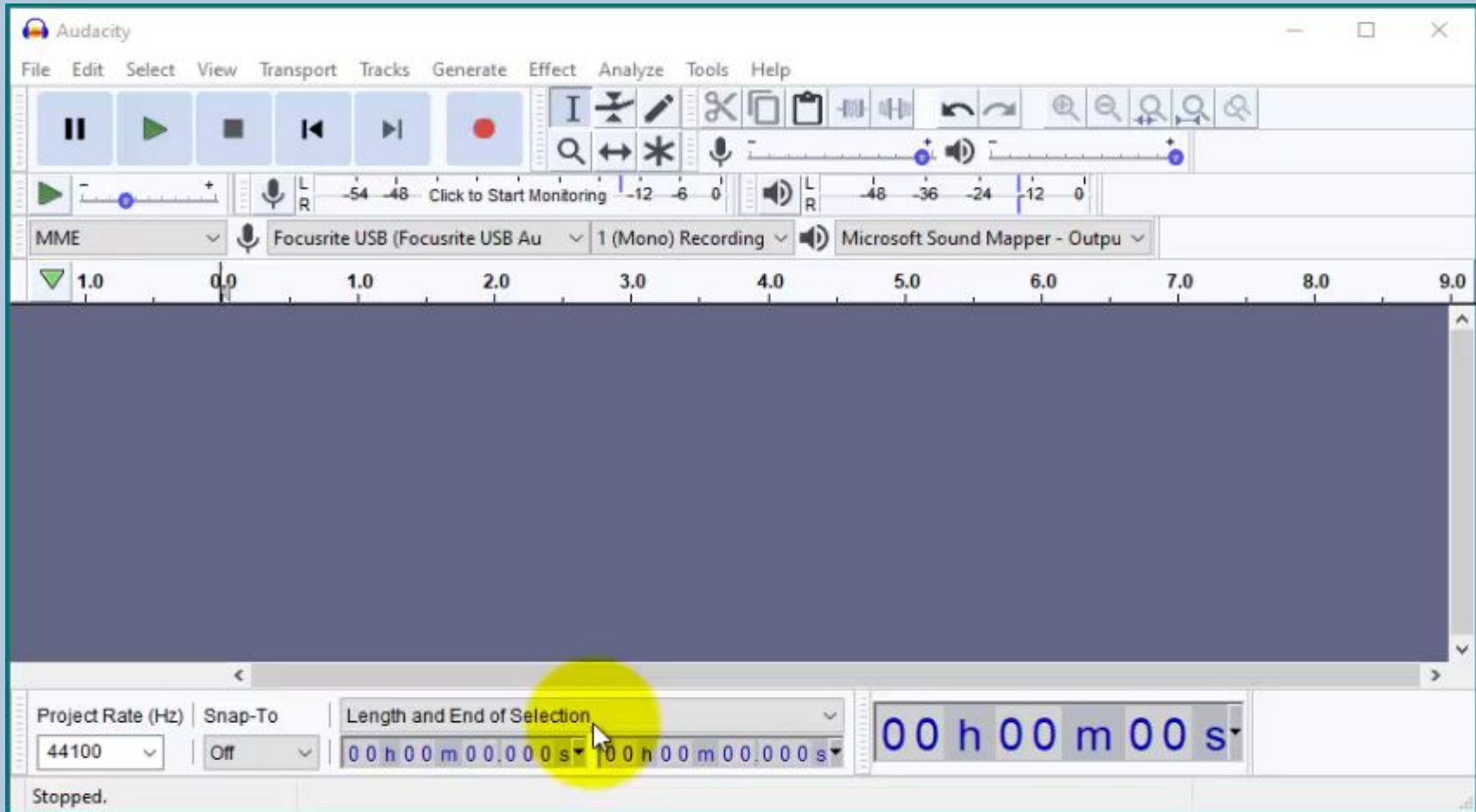
AUDACITY – Toolbar



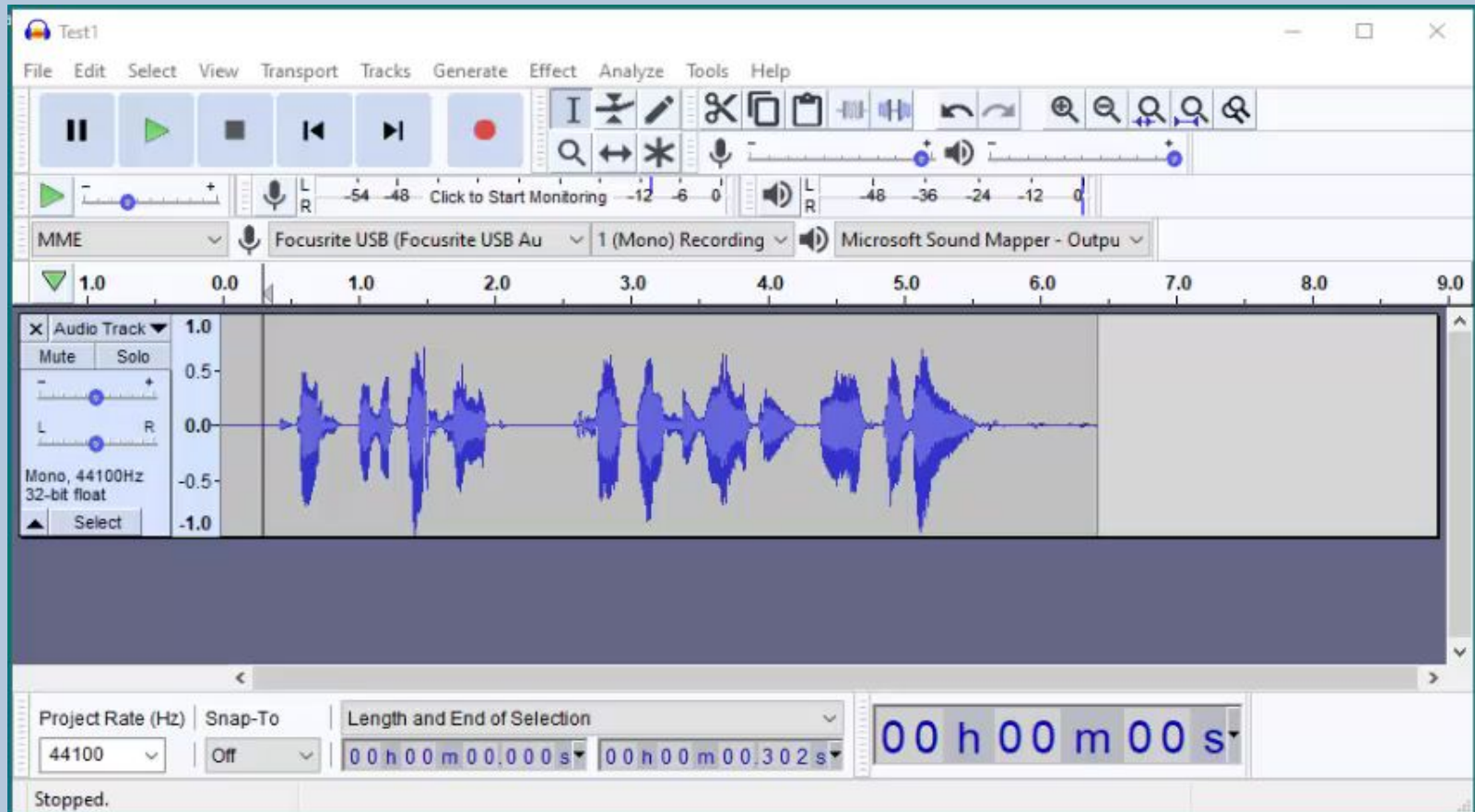
AUDACITY – Recording an Audio



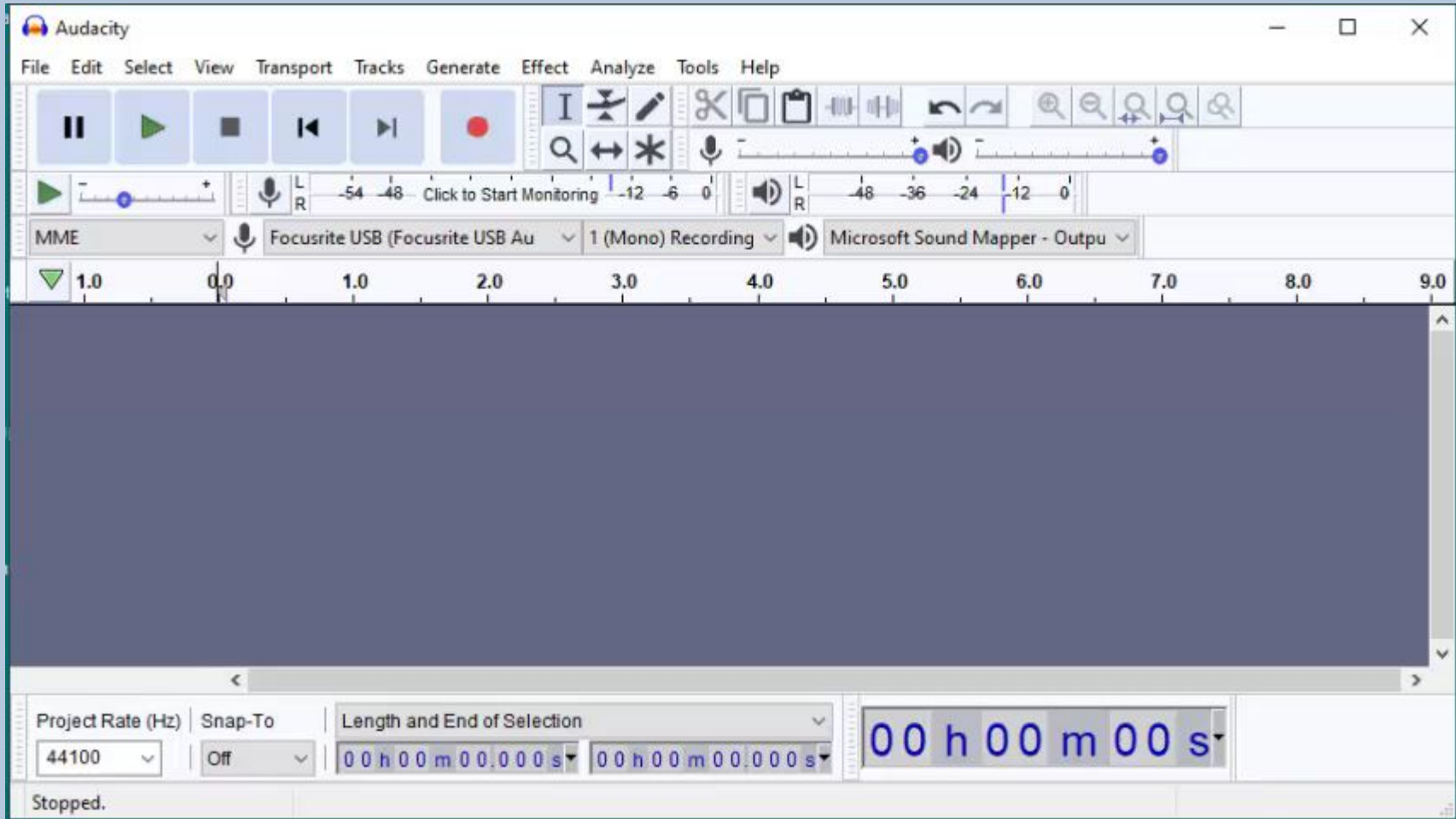
AUDACITY – Noise Reduction, Normalization, Compression



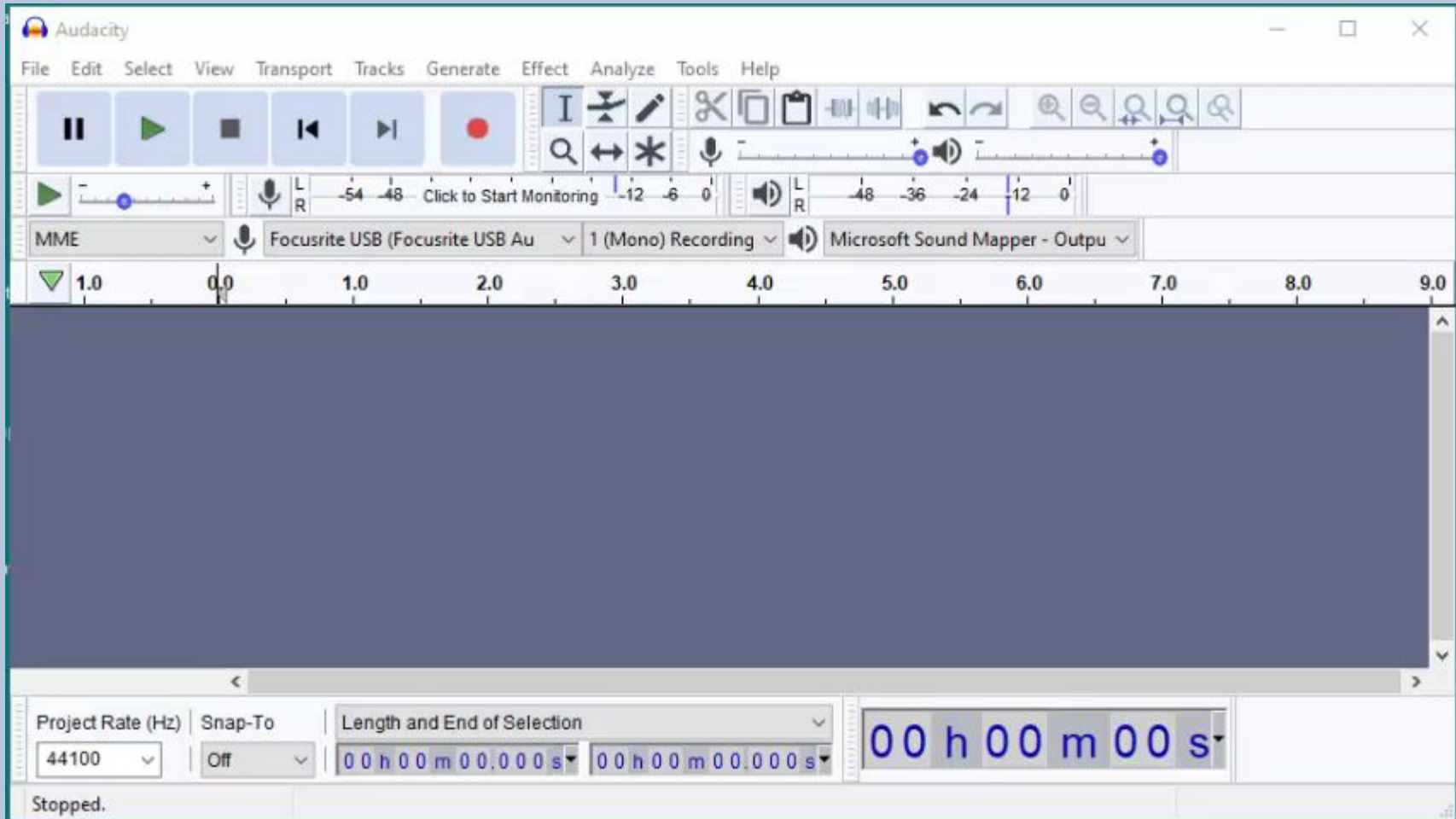
AUDACITY – Saving a Project and Exporting files



AUDACITY – Sound Effects



AUDACITY – Toolbar



AUDACITY

Thanks

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