



# Basic Pro Tools Sound Editorial Template

Thank you for purchasing the Basic Pro Tools editorial template from Soundtuts! This template will help you start projects quickly and stay organized when things become complicated.

## Included Files:

- Basic Pro Tools Template
  - Pro Tools .PTXT Template file
  - Audio Files folder (only contains the 2 pop)
- Template as Session file (in case the .PTXT template file doesn't open properly)
  - Pro Tools .PTX Session file
  - Audio Files folder (only contains the 2 pop)
- Sample Film Project folder
  - A - Turnover (where you put the AAF and movie file)
  - B - ADR (where you put ADR audio files)
  - C - Music (where you put music files)
  - D - Editorial (where you save your DAW session files)
  - E - Deliverables (where you export your final audio deliverables to)
- README.pdf
- License Agreement.pdf
- Helpful Links.url

## File Explanations:

- **Template and Session file** - Pro Tool session with tracks organized by type with 2 pop.
- **Sample Film Project folder** - This shows the folder structure that we use to organize our film projects. This way we know where each type of file is located every time.
- **Helpful Links** - Contains various links to download free sound effects and more.

## Getting Started:

Both the Template and Session files folders have the same content. Different versions of Pro Tools interpret .PTXT files differently so one might work better on your system than the other.

Generally to begin a project, we recommend:

1. Open Pro Tools.
2. File> Open the Pro Tools .PTXT template file.
3. A pop-up should appear stating where you would like to save the new project.
  - a. If a pop-up doesn't appear, open up the session file instead.

4. Save the session as a new Pro Tools session into the “D - Editorial” folder with the film’s name and current date within the session name.
  - a. Example: SampleFilm\_editorial\_101617
5. Work on the film! If you place the sound files in the correct tracks, it should work great!

To learn which audio files go where, watch the detailed videos on the Soundtuts Channel:

[https://www.youtube.com/playlist?list=PLtd33xI5KTmfqU7Vh8TiNZ\\_xlwXViRPmD](https://www.youtube.com/playlist?list=PLtd33xI5KTmfqU7Vh8TiNZ_xlwXViRPmD)

If you don’t want to watch the in-depth videos, here’s the general workflow of audio post:

1. Familiarize yourself with the film. Write down first impression, areas that need ADR, potential sound design ideas, any initial questions for the director/producer.
2. Create new session with correct audio settings (24 bit, 48 kHz) and create new tracks.
3. Import AAF/OMF into your DAW. Ensure the 2pop starts at 00:59:58:00 timecode.
4. Dialogue edit your production dialogue onto your DX tracks.
5. Sound edit the background tracks in your BG tracks.
6. Sound design the sound effects in your FX tracks.
7. Cue, record, and edit foley (optional for indie films).
8. Cue, record, and edit ADR. For this tutorial, the cueing and recording part has been done for you, you just have to pick and place the ADR into the film.
9. Pick, import, and edit any music cues.
10. Edit the music to fit the emotional mood of the various scenes.
11. Pan the various audio files.
12. Mix the volumes of the audio files. Normally final film mix results around -24 LUFS.
13. Export the files as stem files (DX, BG, FX, MX, M+E).
14. Export the final PrintMaster.
15. Deliver the final .WAV files to the client. (Sometimes also provide finished video file too).

## Thank You!

Thank you again for your purchase. If you have any technical issues with the files, please contact [thesoundtuts@gmail.com](mailto:thesoundtuts@gmail.com) with your problem and your order number. Thank you!