

[SOLVED - Good explanation inside] Audiomix Panel - Howto?

Posted by Schloime - 02 Apr 2012 19:41

Hello again,

Is there some guide around how to use the Audiomix panel? Honestly I am confused a bit by it, how all the numbers connect to the tracks... Sorry if it is a stupid-newbie-question again.

Thanks for your help,

Schloime

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Re: Audiomix Panel - Howto?

Posted by jlenting - 03 Apr 2012 09:13

I am also a newbie and i don't quite get how the audio mixer panel works.

It would be great if someone can clarify how it works.

(there is not a detailed explanation in the user guide).

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Re: Audiomix Panel - Howto?

Posted by bjacquot - 21 Apr 2012 06:20

This mixer is set up like a mid-sized hardware mixer, at least as far as routing.

The left side is the "input" section. Each track in the stripview will have a corresponding column here.

The controls at the bottom of each input are fairly straightforward.

- The glowing "A1" is an enable button...it turns the playback for that lane on.
- Above that is the "solo" button, the opposite. If you turn that on, you can only hear the tracks that are soloed.
- Above that is the fader, the volume control for the track. Grab the triangle to turn the track up or down. It's combined with a level meter for the track. In general, you don't want the audio levels to get too high, and the meter helps keep an eye on that.
- The blue dot above that is the pan control...to steer the track to the left or right output

Above that are the assignment buttons - you tell the track what destinations you want it to go to. This is the first place it gets tricky. This mixer lets you make submixes (the Mix1, 2, 3 buttons), or just send inputs straight to the main output (LR).

On the right are the 4 strips that represent the 3 submixes, and the main mix. They have the same mute, solo and level/meter controls. The number buttons are output assignments...it looks like Lightworks can do 4 tracks of audio output. You can pick how the audio finds it's way to the outputs. The submixes can also be routed to the main mix.

As an experiment, play back some audio and turn the mix1, 2, 3 buttons on your inputs on and off. Notice that as you turn them on, the meters on the corresponding submix indicate the level of that submix.

With audio going to a submix, give it the same number selections as the main (far right) channel. As you press them they're automatically deselected from the main channel, and now those outputs will be fed from the submix instead.

So how is this meant to be used?

For simple editing work with only a few audio tracks, there's no specific reason to use submixes. Simply assign the inputs to LR, and set the levels as you see fit.

But more sophisticated productions may have lots of tracks, and this helps organize them. Consider a video production with several tracks of dialog, several more tracks of foley and sound effects, and stereo music tracks. You might elect to create a dialog submix, an FX submix, and a music submix. The submixes all get assigned to LR for a main mix with all of those elements. You can turn the group up or down by adjusting the submix fader, rather than having to visit each track fader individually.

This flexibility can be useful. Let's say the production described above is going to be exported to a foreign market. They will be recording translated dialog, but want to use the existing music and FX tracks. You could simply turn off the dialog submix and export a new audio mix with just the FX and music.

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Re: Audiomix Panel - Howto?

Posted by Schloime - 21 Apr 2012 10:13

Thank you for the detailed explanation, now some things make more sense to me.

Again, Thank you very much.

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Re: Audiomix Panel - Howto?

Posted by quality - 30 Jun 2012 01:00

This explanation should really be in the user guide. That is the first place I went looking for information but found relatively little. Thank you for the explanation here.

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Re: Audiomix Panel - Howto?

Posted by stanalexis - 01 Jul 2012 07:25

Thank you for this nicely and detailed explanation.

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Re: Audiomix Panel - Howto?

Posted by hatab4 - 01 Jul 2012 15:37

There is an old guide Touch User Guide. On page 96 describes the Audio Mixer panel. I myself have not read are not translated, and don't know how it is compatible with the new version of LW 11. I do not have strong differences. If I'm wrong correct me. Download the attached file can be useful to someone.

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Re: Audiomix Panel - Howto?

Posted by figmo124 - 17 Dec 2012 23:28

Are you working with the free version, as I am? I am grateful for whatever I can find, and the Forum is great!

youtube for "lightworks tutorial" for contributions beyond the download pages.

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Re: Audiomix Panel - Howto?

Posted by lobsterbark - 24 Jan 2013 22:57

This Does help, but how do you add extra tracks? I dont have the option to add tracks when I click on the gears icon above the editing strip thingy.

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Re: Audiomix Panel - Howto?

Posted by briandrys - 25 Jan 2013 00:25

It looks like the commands you get from an ordinary clip rather than an edit. Did you create an edit?

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Re: Audiomix Panel - Howto?

Posted by lobsterbark - 25 Jan 2013 01:34

Thanks, I was on an edit copy, using the original fixed it.

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Re: Audiomix Panel - Howto?

Posted by briandrys - 14 Aug 2014 07:06

Here's a user video on using the audio mixer by sennafojx:

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Re: Audiomix Panel - Howto?

Posted by sennafojx - 14 Aug 2014 11:05

briandrys, thanks for posting the video here! I totally forgot to to do that.

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Re: Audiomix Panel - Howto?

Posted by jeff-free - 11 Nov 2014 16:06

Hi , looked at the video and it explained it well, thanks. with referenceing the audio 'mixer' facility to the Premere Pro program, is there a way to 'record' the change of audio levels dynamically so a programme mixdown can be achieved?

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Re: Audiomix Panel - Howto?

Posted by khaver - 11 Nov 2014 16:27

jeff-free, the audio mixer is basically just a master level and routing mixer. To dynamically adjust levels you will need to add nodes to the audio levels on the tracks in your edit and adjust there.

If you have an external mixer that uses the Mackie protocol you may be able to dynamically control the levels with it.

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