

# **Manuel d'Audacity pour Debian Edu / Skolelinux**

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# 1 Manuel d'Audacity

## Traduction :

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2012 Cédric Boutillier  
2012 Jean-Paul Guilloneau  
2012 David Prévot  
2012 Thomas Vincent  
2009, 2010, 2012 The French l10n team

Voici le manuel d'Audacity, basé sur la version 1.2.4b-2.1+b1 de la publication Debian Edu Etch 3.0.

La version disponible depuis <http://wiki.debian.org/DebianEdu/Documentation/Manuals/Audacity> est un wiki régulièrement mis à jour.

Les traductions font partie du paquet `debian-edu-doc`, qui peut être installé sur un serveur web et qui est disponible en ligne.

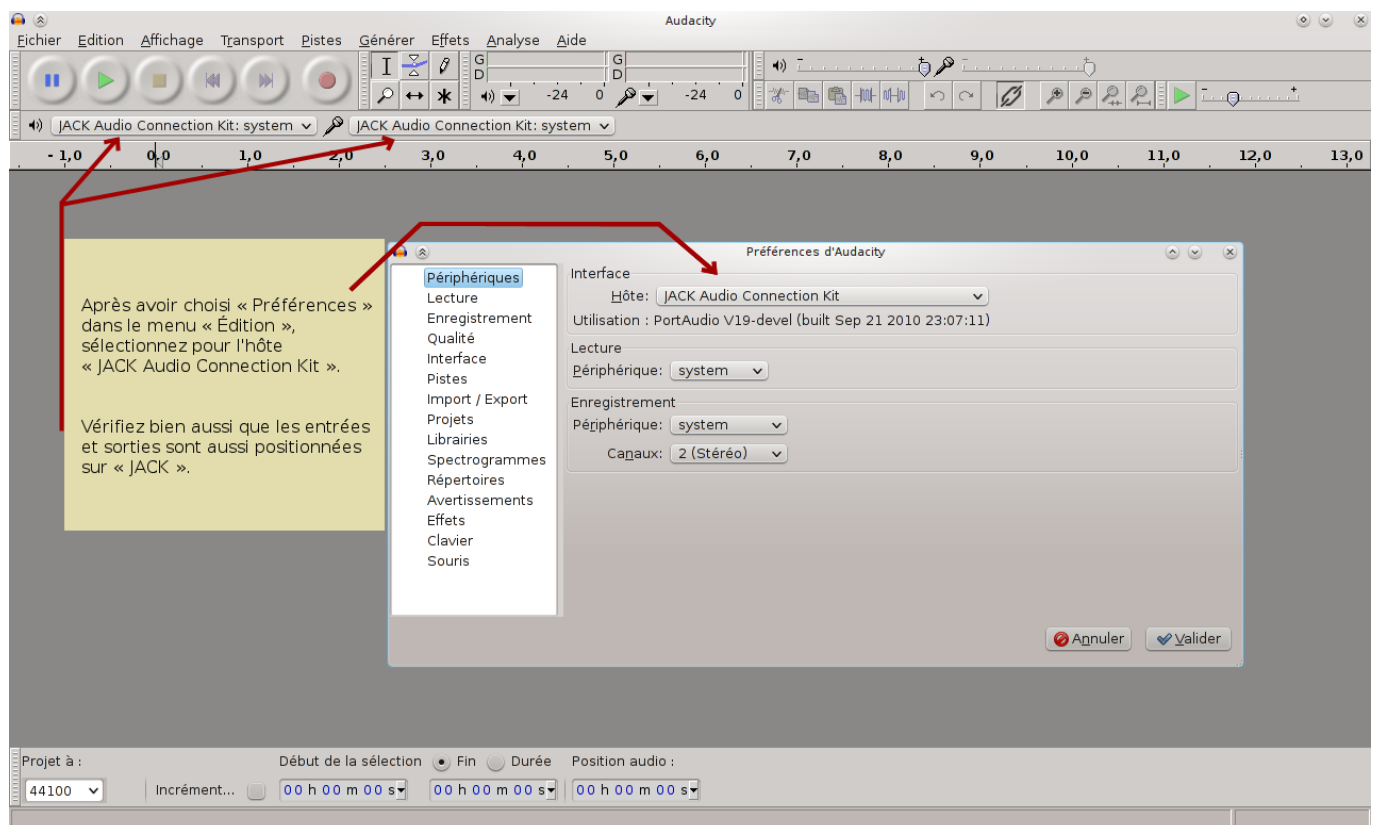
## 2 Avant de commencer

Configurer Audacity n'est pas difficile, si vous pensez à le configurer pour utiliser JACK. Cela permet de faire fonctionner Audacity en même temps que d'autres programmes qui utilisent le son. Le guide pour configurer JACK est ici :

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

Lors de la rédaction de ce document, la version 1.3.12-Beta d'Audacity a été utilisée.

Pour faire en sorte qu'Audacity utilise Jack, allez dans le menu --> Édition --> Préférences.



Le point suivant à vérifier est que le taux d'échantillonnage du projet est le même que celui indiqué dans les réglages de Jack.



## 2.1 Greffons

Voici certains greffons que vous pourriez souhaiter utiliser :

<b>** Greffons audio **</b>
swh-plugins
mcp-plugins
terminatorx

fixme: put on some audio plugin you have experience with

Maintenant vous êtes prêt à démarrer un enregistrement.

## 2.2 Où trouver Audacity ?

Vous pouvez simplement l'installer avec aptitude. Vous pouvez jeter un œil à la page web du projet <http://audacity.sourceforge.net/>.

### 3 Faire un enregistrement

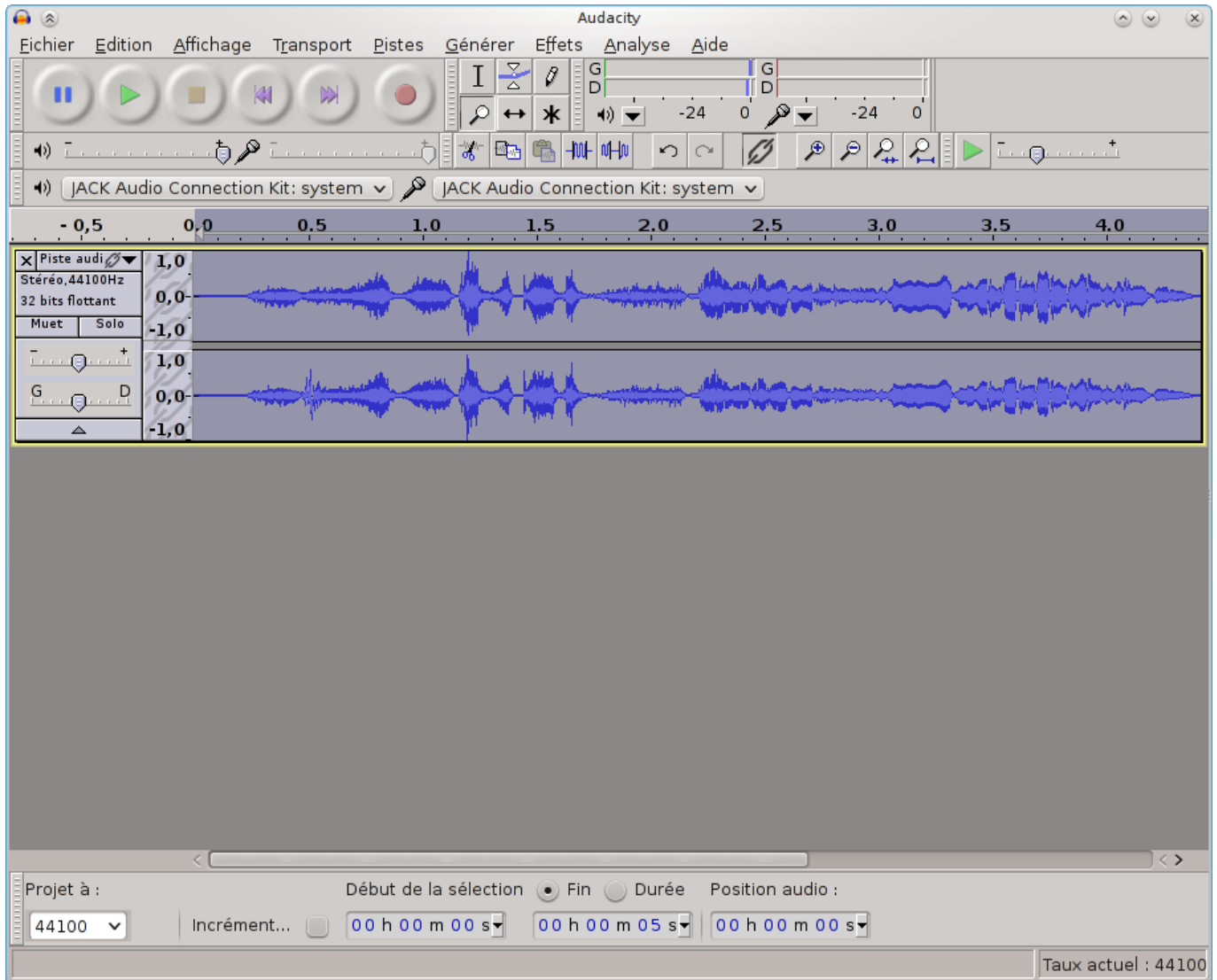
D'abord, veillez à ne pas régler les volumes d'enregistrement trop forts. Mieux vaut qu'ils soient trop faibles que trop forts.



Une fois que vous avez enregistré ce que vous vouliez, vous pouvez normaliser l'enregistrement, ainsi le niveau automatique réglera correctement le volume, sans danger de se retrouver avec un son partiellement saturé.



Une fois que vous avez normalisé un segment enregistré, il ressemble à cela :



Le volume du segment enregistré est maintenant corrigé. La meilleure façon d'avoir la certitude que l'enregistrement effectué ne sera pas saturé est donc d'enregistrer avec un réglage sonore faible, et de laisser Audacity corriger le volume.

Il est possible de réduire le bruit de l'enregistrement, pour supprimer par exemple les chuintements du microphone. La première étape consiste à réaliser un « profil de bruit » de ce que vous voulez supprimer du segment enregistré.

1. D'abord, faites un zoom arrière pour avoir une vue d'ensemble de l'enregistrement.



2. Marquez ensuite le passage dont vous voulez faire le profil, en cliquant sur le bouton gauche au début du segment, puis en glissant.





3. Puis choisissez « Réduction du bruit » parmi les effets.





4. Prenez ensuite le profil du bruit.


**Réduction du bruit par Dominic Mazzoni**

**Etape 1**  
Choisir quelques secondes de bruit seul  
afin que Audacity sache ce qu'il doit filtrer.  
Cliquer ensuite sur Prendre le profil du bruit :

**Etape 2**  
Sélectionner tout l'audio que vous voulez filtrer,  
choisir la quantité de bruit vous voulez filtrer,  
cliquer alors sur "OK" pour supprimer le bruit.

Réduction de bruit (dB):  

Lissage de fréquence (Hz) :  

Durée de l'attaque et du délai (secondes) :  

5. Enfin, sélectionnez l'enregistrement entier en appuyant sur Ctrl+A et choisissez à nouveau l'effet « Réduction du bruit » dans le menu, en appuyant cette fois sur le bouton « Valider ».

Si vous voulez ajouter de la réverbération, ou d'autres effets sympathiques, vous n'avez qu'à choisir dans le long menu qui est disponible après l'installation des greffons recommandés.

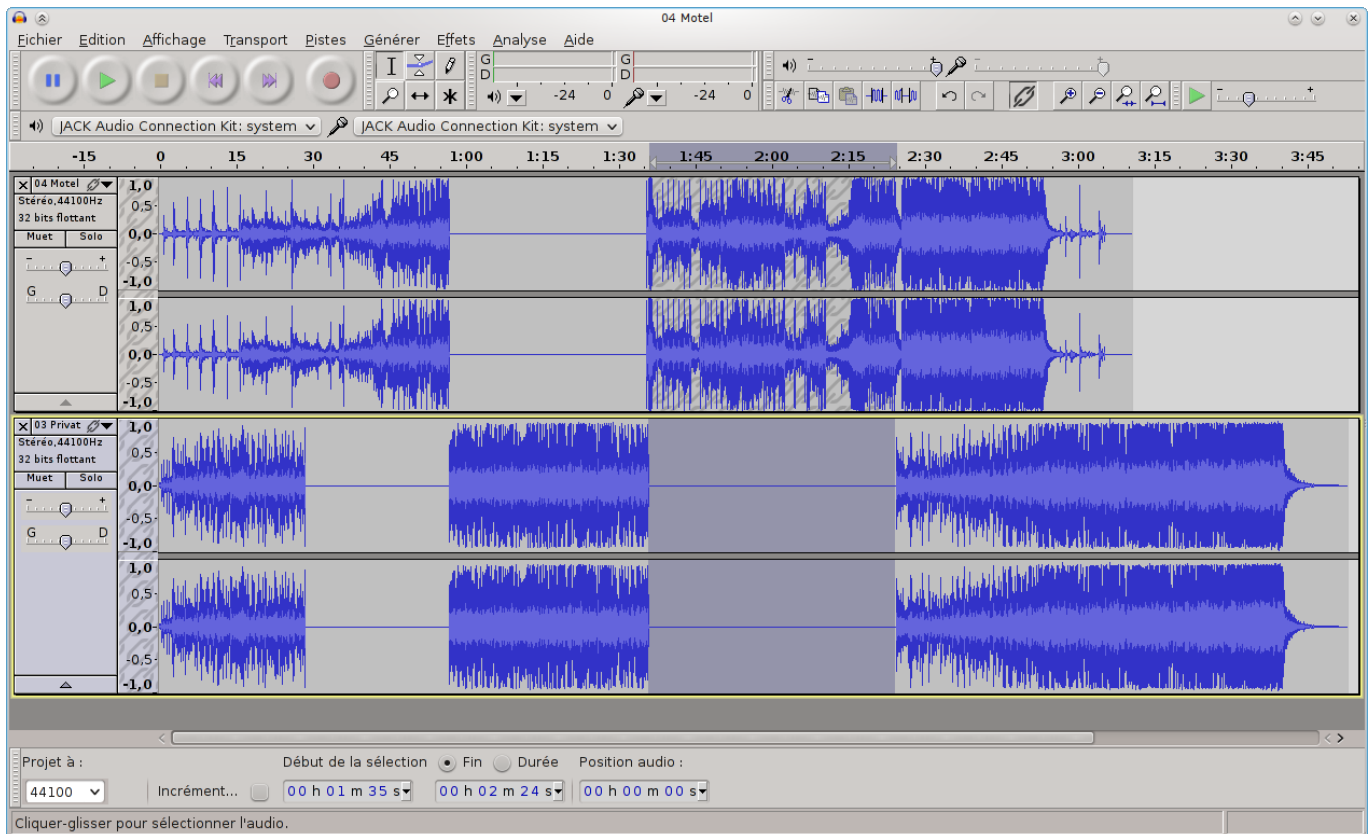
Il est possible d'exporter le résultat final dans l'un des formats suivants : WAV, AIFF, MP3, OGG, FLAC, en choisissant l'option « Exporter... » dans le menu Fichier.

## 4 Importer du son

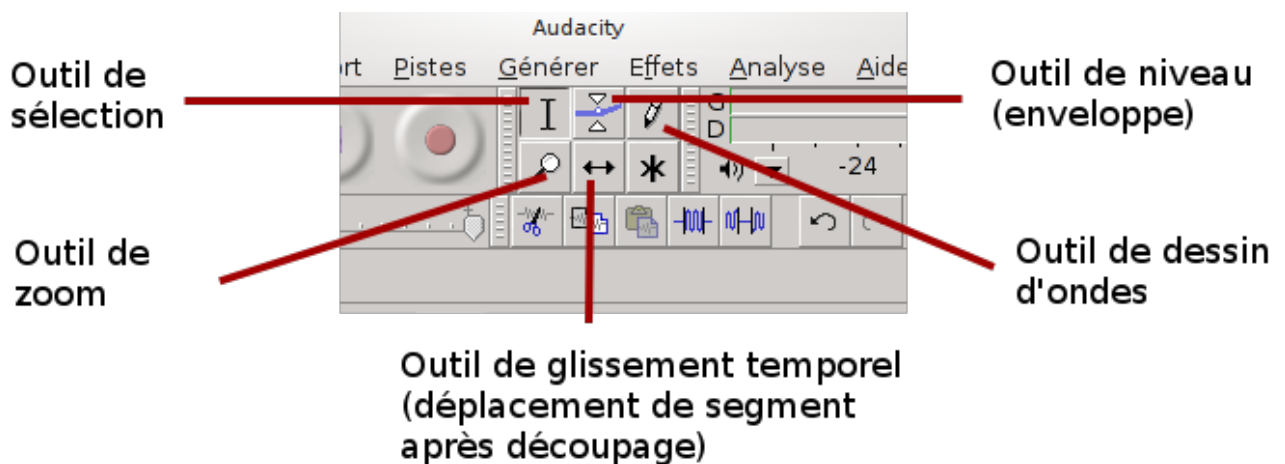
Avec Audacity vous pouvez importer des données audio (audio, MIDI, marqueurs, données brutes). Il est possible d'importer directement des fichiers MP3 dans le projet et mixer différentes chansons.

Par exemple :

Tout d'abord, vous avez une chanson principale « smurfesangen ». Importez ensuite une autre chanson, en choisissant simplement dans le menu --> Fichier --> Importer --> Audio. Les données audio importées seront placées sous celles de la chanson principale. Les possibilités de mixage sont énormes.



## 5 Section outils

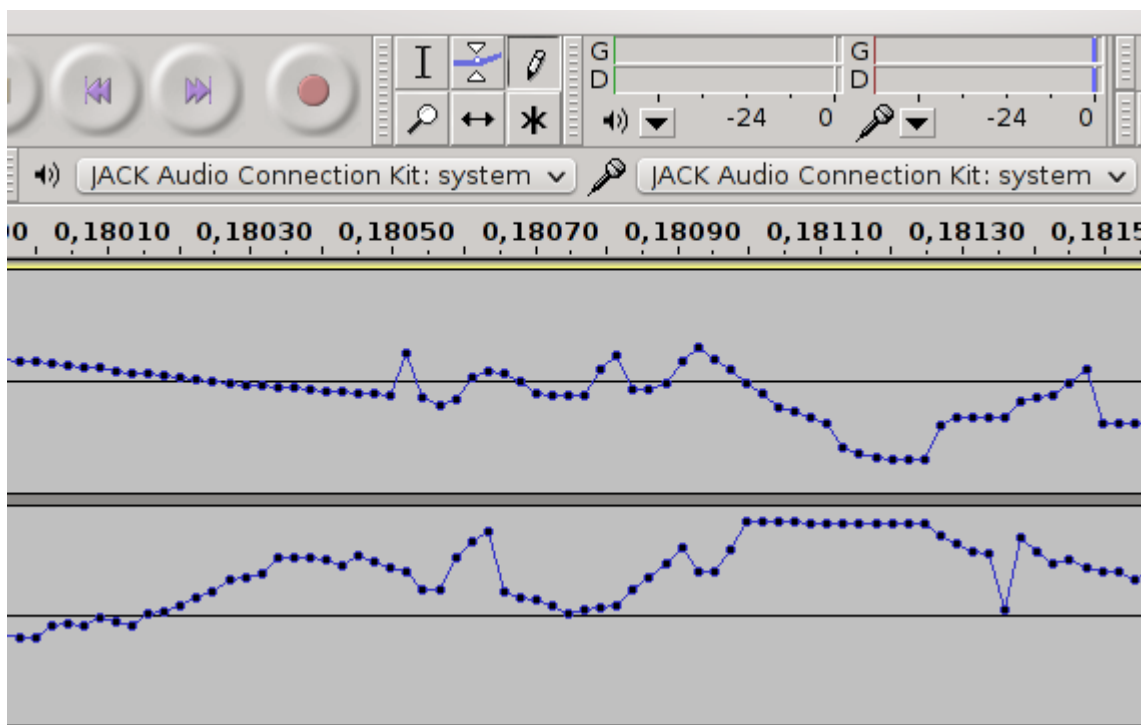


### 5.1 Outil de sélection

Pour pouvoir séparer et déplacer un morceau, vous devez d'abord choisir avec l'outil de sélection où vous souhaitez le couper. Séparez-le ensuite avec **Ctrl+I**. Vous pouvez ensuite le déplacer avec l'outil de glissement temporel.

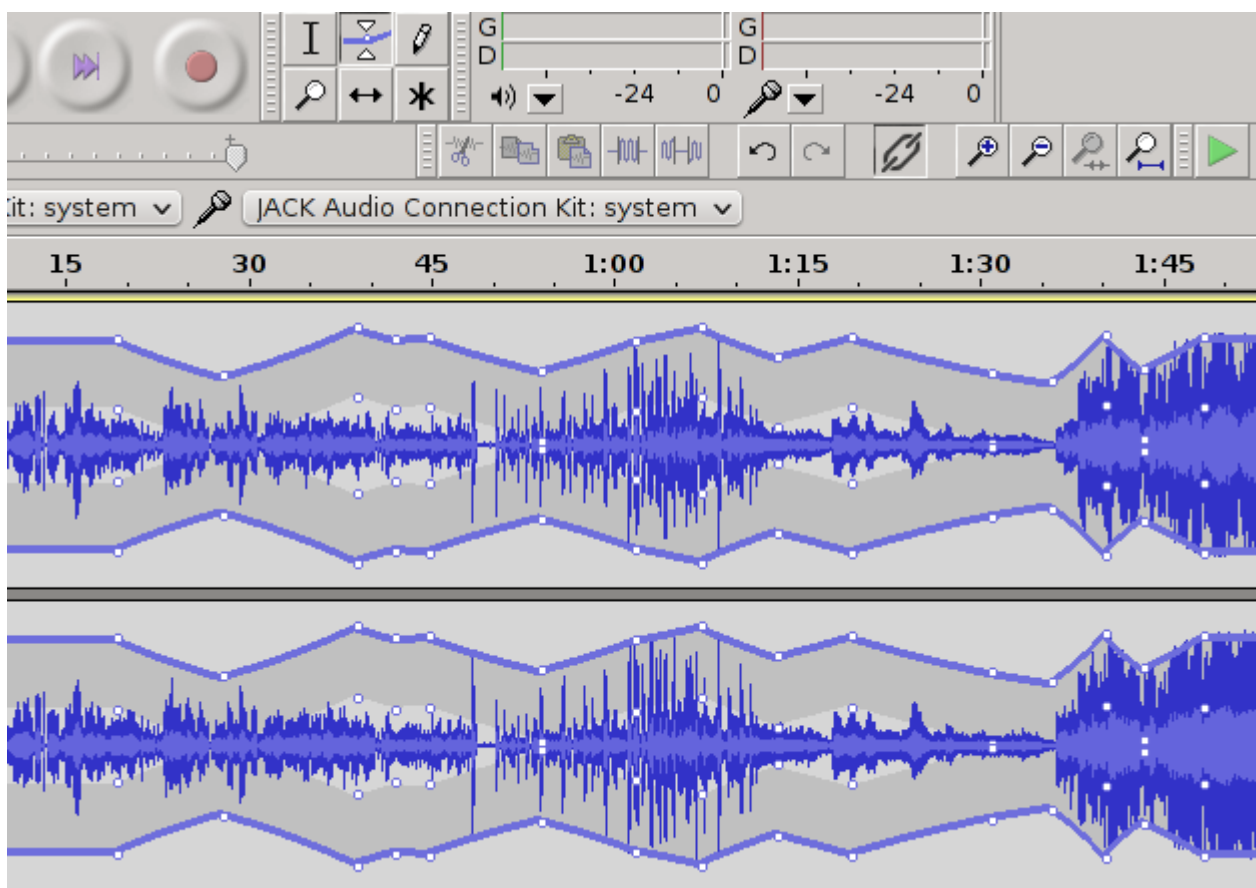
### 5.2 Outil de zoom

Avec l'outil de zoom, vous pouvez agrandir un segment audio, puis manipuler les données audio avec l'outil de retouche.



### 5.3 Outil de niveau (enveloppe)

Vous pouvez jouer sur le volume grâce à l'outil de niveau, et l'augmenter ou le diminuer en n'importe quel point du segment.



## 5.4 Outil de glissement temporel

Vous pouvez déplacer les segments audio avec cet outil.

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