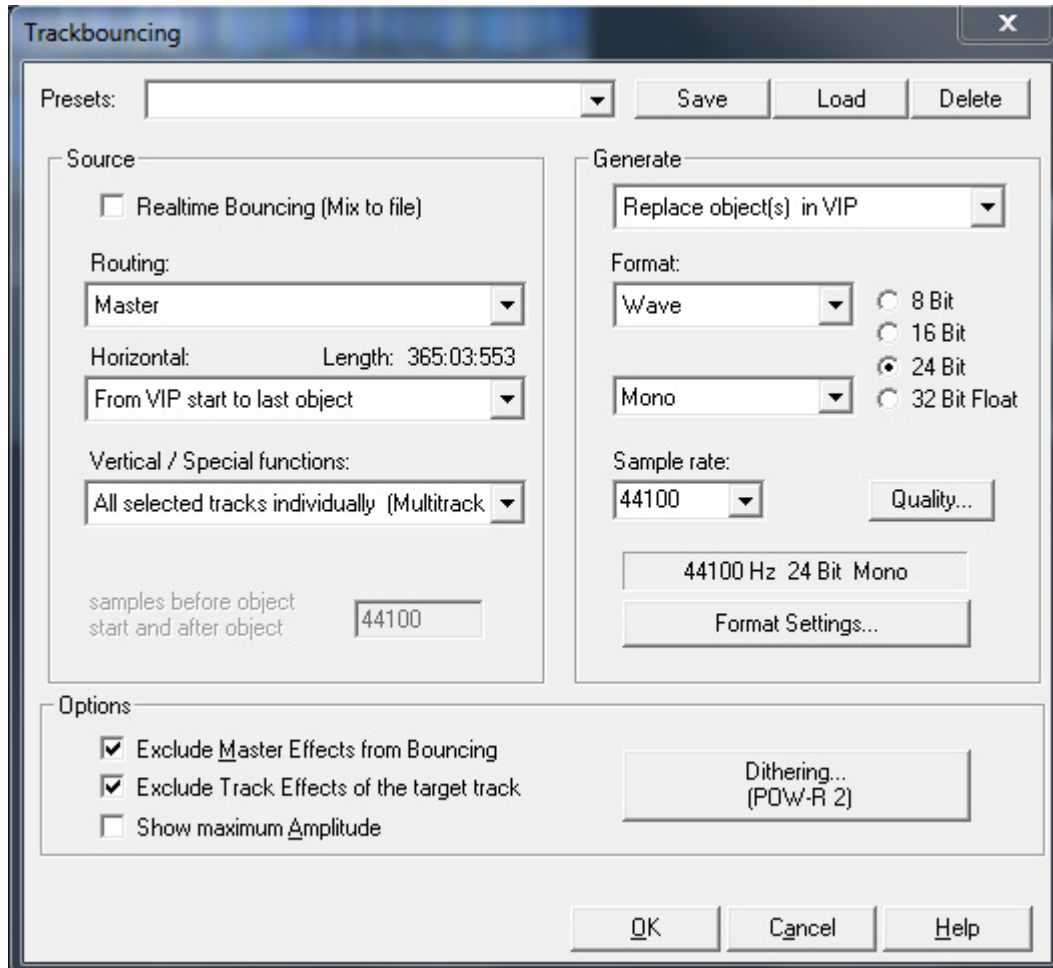
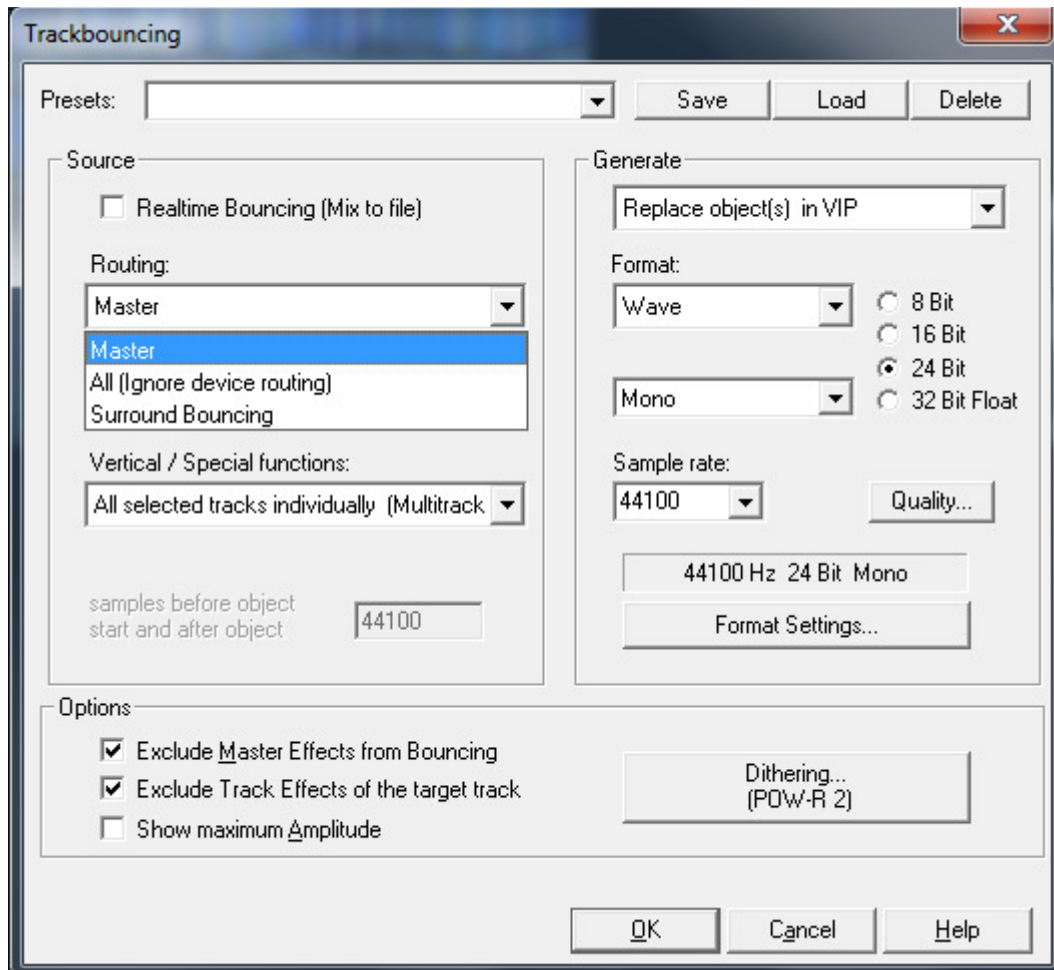


## Understanding Track Bounce dialog

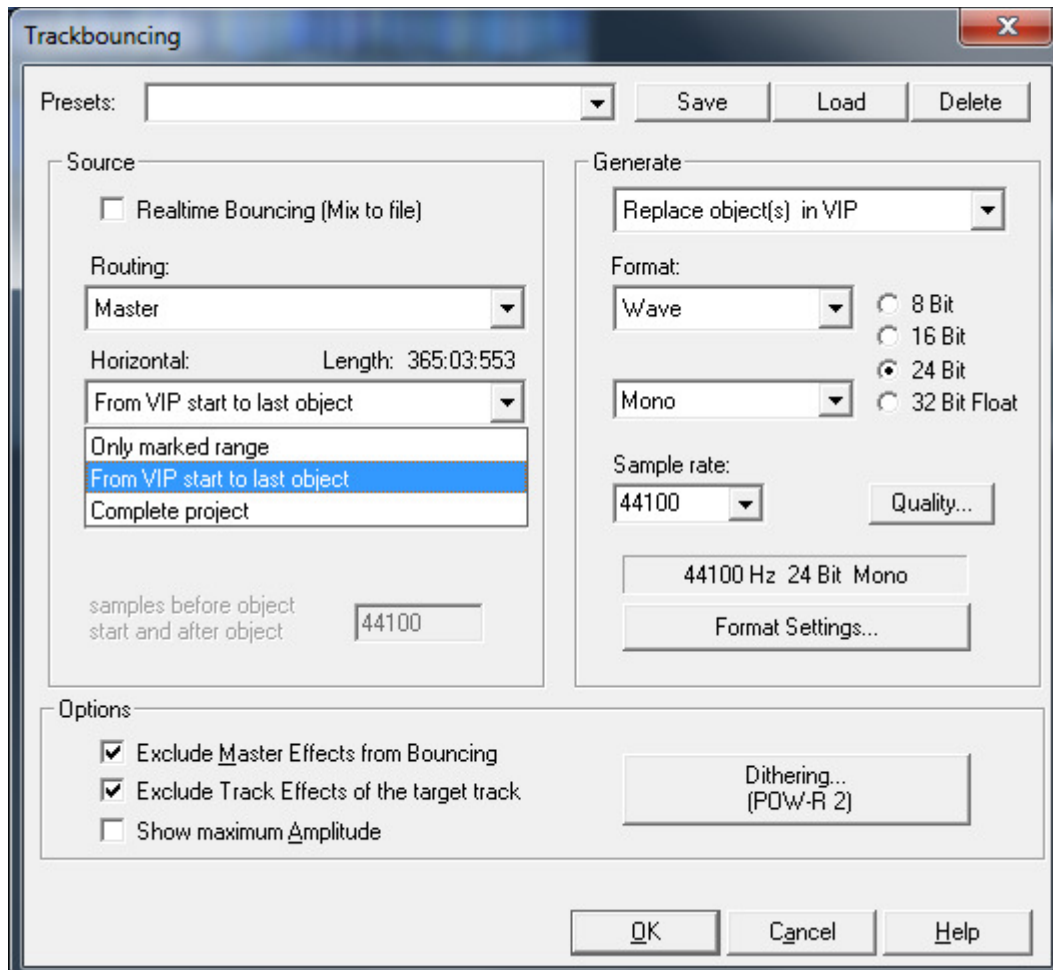
The track bounce dialog is a very powerful yet sometimes not fully understood feature in Samplitude. The simplest way to understand it is to realize that you need to tell it what is going into it, Source, and what you wish to come out of it, Generate.



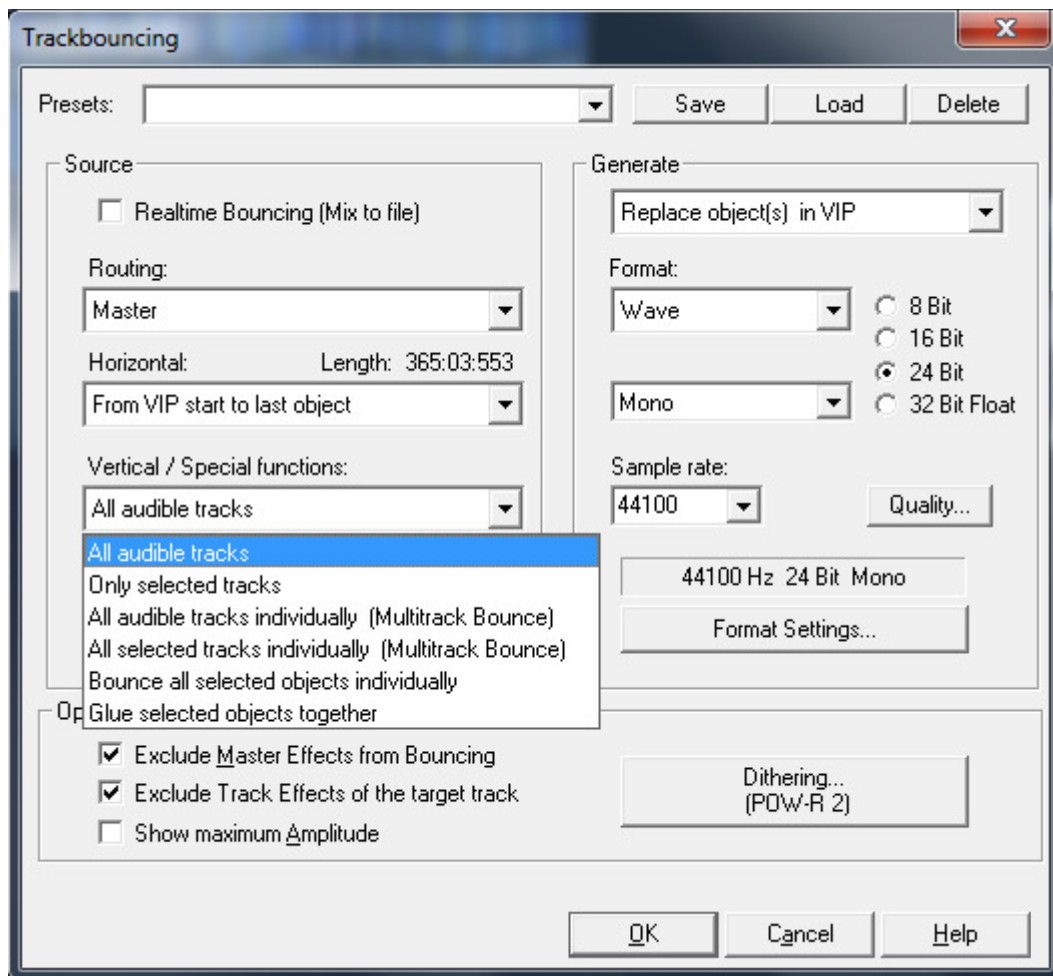
The Track Bounce dialog is what you use to mix down your project, whether a standard mix or to output individual or groups of tracks. Lets go through the setup and remember one you set up a dialog for something you use often, save it as a preset to be recalled later and used again.



Start with the Routing menu, here you can specify where the audio is routed through: Through the master buss as a normal mix would run, or straight from the track which ignores all routing and basically mixes from the object level. The "ALL" selection would be used for bounce down bar1beat1 exports.



Next let's look at the Horizontal source dialog. This sets what part of the project (VIP) will be played during run off. *Only marked range* bounces just the audio with-in a range that you selected before entering into this dialog. *From the VIP start to the last object* bounces all audible parts of the project from Bar1Beat1 till the last audible object. *Complete VIP* bounces from the beginning of the VIP to the end of the project, even if there is no audio at the end, the bounce continues through the blank part til the end of the time line.



Vertical/Special functions sets up how the tracks are feed into the dialog. For a normal mix, *All Audible Tracks* are used. But for specialty run-offs, the other options allow you to do many other routines.

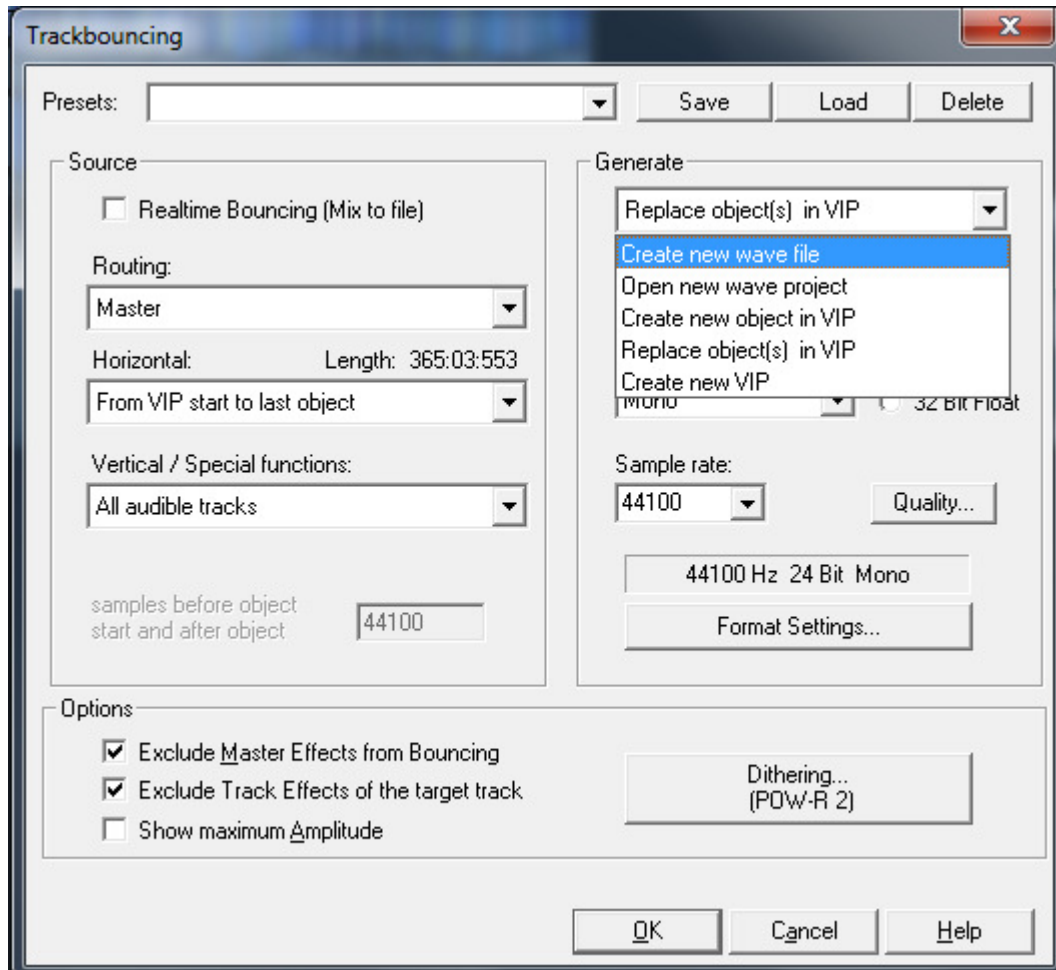
*Only selected Tracks* allows you to bounce a group of selected tracks. So if you wish to bounce all the tracks except the vocals, you can quickly select all the tracks, minus the vocals and choose this selection. *All Audible tracks individually* and *All selected tracks* are Multi-track bounces, meaning the *selected* or just *all audible tracks* are bounce, again though the master buss or not, as discussed in the source are, and each individual track is run off into its own file. So if you need to run off a Bar1Beat1 export, where each track is going to be run into a single wave file that goes from the beginning of the timeline, Bar1Beat1, and run til the last object, this is the way to accomplish it.

The options *Bounce all selected objects individually* and *Glue selected objects together* are both available here, but I do these operations from the VIP window and the results are the objects and audio remain how I want them. Using this dialog the format, such as mono/stereo, bit rate, sample rate and others options can be changed and usually you do not want these modified in your project. Using object freeze, Glue objects and freeze track in the VIP window are all part of the Freeze family.

To freeze an object which applies all processes in the object editor, you can select freeze from the object editor, or set up a hot key for this. To Glue many objects together, which acts just like freeze in so much as it applies all Object editor processes, select Glue Objects from the object menu or set up a hot

key. The resulting object acts just like a normal freeze and can be unfrozen and returned back to its pre-freeze state. Freeze track is located in the drop down arrow after the name of the track on the VIP window and freezes the entire track including the effects and processing in the tracks mixer channel.

Back to the Track Bounce dialog...Additional options are available to exclude the Master buss and track effects from a bounce. These do just are their title states.



Now that we have the Source setup, On the right side of the dialog we can specify what the Track Bounce dialog will be creating. The first menu allows you to choose where the newly generated file(s) will be placed.

- Create new wave file - Simply generates the file and places it into the folder you specify after hitting OK
- Open new wave project – This option opens the new file in Samplitude upon completion.
- Create new object in VIP – This option will place the new file onto a new track in your current VIP
- Replace objects in VIP – Use this from Multi-track bounces to place the resulting file back into the VIP in place of the bounced objects.
- Create new VIP – This simply opens the resulting file in a new VIP project.

Next you can select the bit-rate and specify Stereo or mono.

- Stereo - creates a file that contains the stereo information as "Interleaved file".
- Left & Right may be used to create two files, i.e. "Filename\_L" and "Filename\_R", which provide separate information about the left and right channel.
- Left channel only monitors and outputs only the left channel.
- Right channel only monitors and outputs only the right channel.
- Mono mixdown calculates the left and right channels together according to the formula  $(L+R)/2$  and then outputs these.
  
- Mono is especially suitable for hard left or right tracks, since it bounces these at the same level. Mono formation takes place according to the formula "L+R". If "Panorama" is set in the middle in the format settings, the trackbouncing process will automatically result in a level reduction of 6dB per channel (panning law -6dB). This ensures that even mid-mono signals will not be bounced with a level increase, but rather at the original level.

Next you can choose the file format. Wav, Aiff, MP3, Ogg, Vorbis, and FLAC are available for output at 8 **Wave** and **AIFF** files in 8/16/24/32-bit. Click the Format setting to choose other variation to each format.

Lastly you can choose the dither type and Quality. After choosing OK, you will then be given a window to choose where you would like the resulting files to be placed.

Now go mix down some music!