

# **Debian Edu / Skolelinux Audacity マニュアル**

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# 1 Audacity マニュアル

<b>b'' 翻 b''b'' 訳 b'':</b>  
2019 hoxp18

このマニュアルは Debian Edu Etch 3.0 の audacity 1.2.4b-2.1+b1 バージョンを元になっています。

<http://wiki.debian.org/DebianEdu/Documentation/Manuals/Audacity> の wiki で頻繁に更新されています。

**翻訳** は debian-edu-doc パッケージの一部で、ウェブサーバーにアップロードしてもいいですし、**オンライン**でもご利用頂けます。

## 2 はじめる前に

Audacity のセットアップは JACK を使えば難しくありません。Jack は他のプログラムと音声機能を同時に使えるようにします。JACK 自体のセットアップも難しくありません。次のガイドをご参照ください:

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

なお、この文書の作成時点での Audacity は 1.3.3-Beta です。

Audacity で Jack を使うには、メニューから --> Edit ---> Preferences を選びます。



プロジェクトで利用するサンプリングレートは Jack のものと同じにある必要があります。



## 2.1 プラグイン

もし使いたいプラグインがある場合は:

**\*\* audio Plugins \*\***

swh-plugins

mcp-plugins

terminatorx

fixme: put on some audio plugin you have experience with

以上で録音の準備は整いました。

## 2.2 Audacity の本家プロジェクトなどについて

aptitude でインストールできますが、Audacity 自体のプロジェクトのページは<http://audacity.sourceforge.net/> です。

### 3 録音してみる

録音するときには、まず録音音量の設定に注意してください。高すぎるとよくありません。録音音量は高めよりも低めがよいです。



録音で音が割れないようにするためには、ノーマライズを利用して自動的に録音音量を設定します。



ノーマライズした後はこうなります。



録音部位の音量が調整できました。音割れを防ぐには、低めで録音してから Audacity に後で調整させるのがよいでしょう。次はマイクの背景ヒス音などのノイズの除去をしてみましょう。まず録音トラックで除去したい「ノイズプロフィール」を設定します。

1. まずズームアウトして録音全体が見えるようにします。



2. 次にノイズ部位をマークします。マウスの左ボタンを押し続けて、ドラッグして部位を選択します。





3. 次に「ノイズ除去」を選びます。



そして「ノイズプロファイル」を作成します。



5. CTRL + A で全体を選択し、メニューからノイズ除去を再度選んで、OK を押します。

反響音などを除去したいなど、その他のエフェクトを利用するには、インストール時に推奨したプラグインたちをメニューから探してみてください。

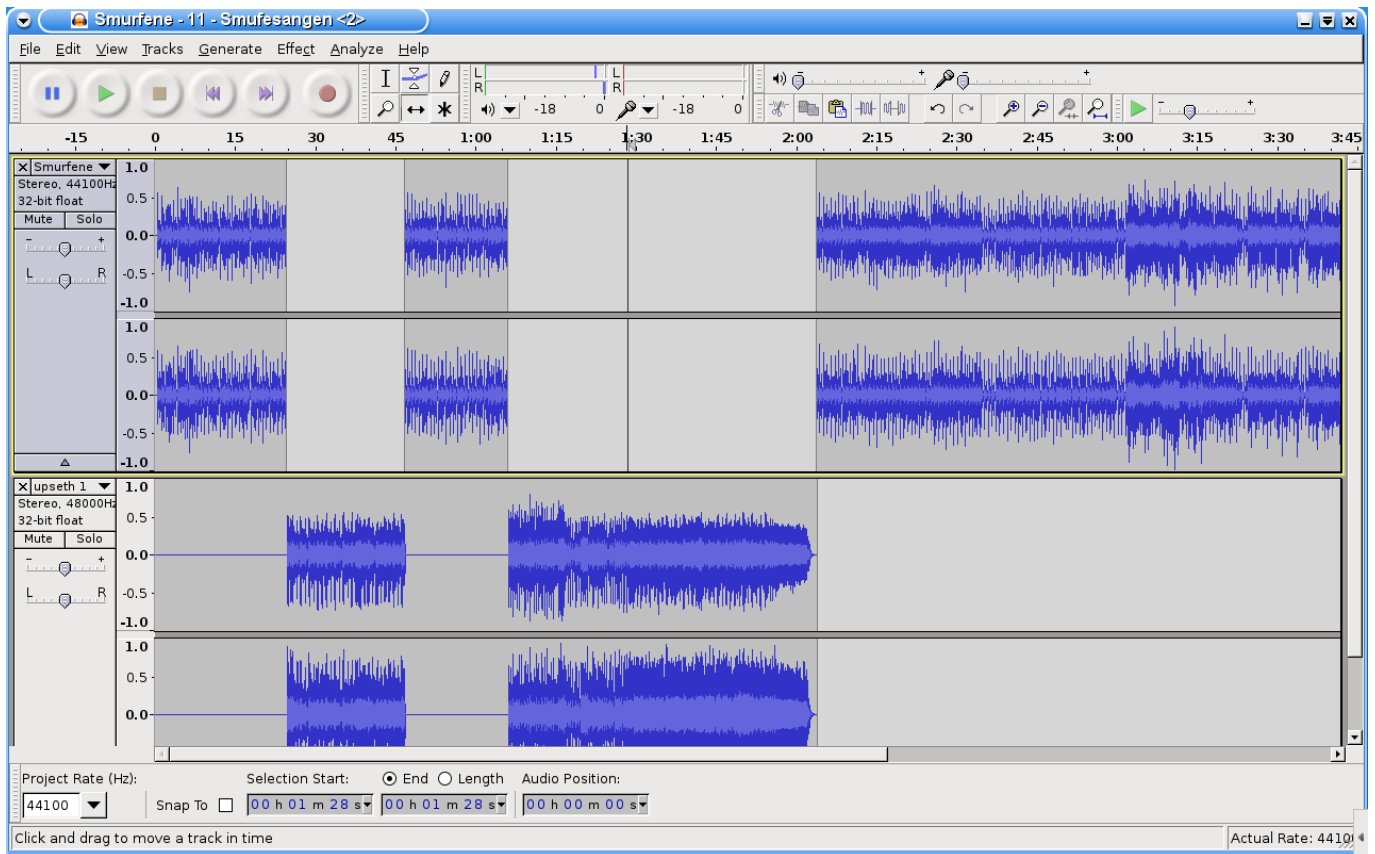
作成した録音データの保存には WAV、AIFF、MP3、OGG、FLAC 形式が利用できます。ファイルメニューで選択してください。

## 4 音声のインポート

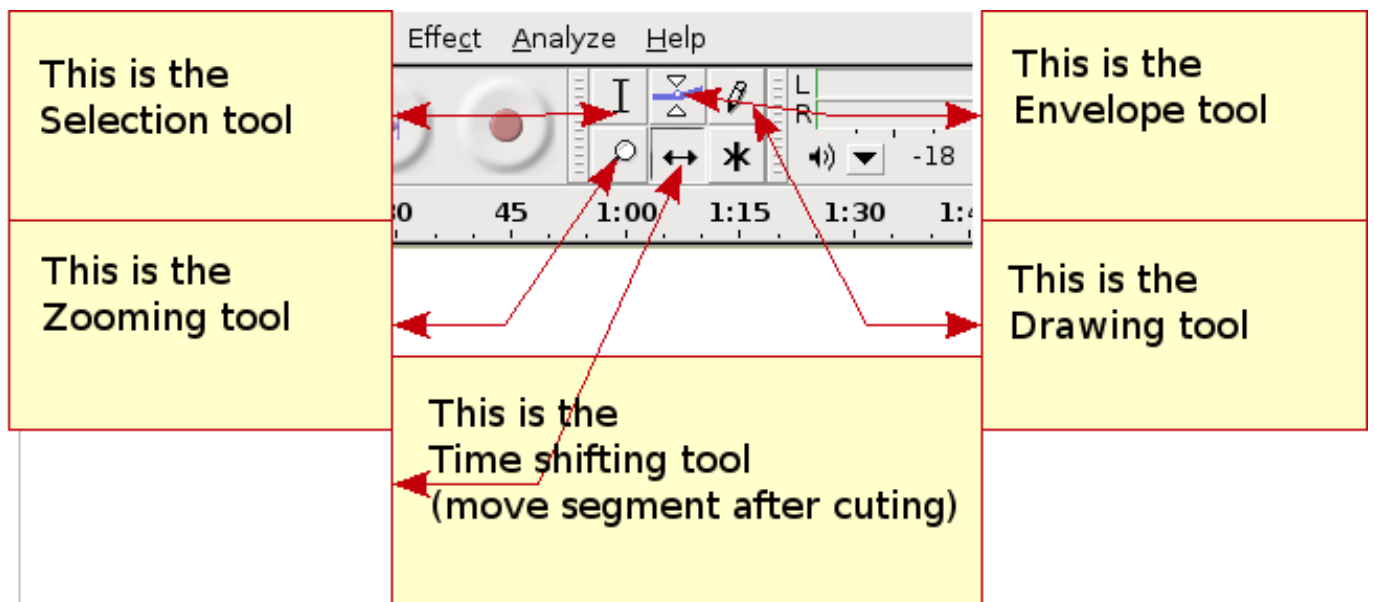
Audacity を用いれば様々な形式の音声をインポートできます。音声入力、MIDI、レコードレーベル、それに生の波形データなどからインポートできますし、MP3 ファイルも直接プロジェクトにインポートできるので、複数の曲のミックスも可能です。

試してみましょう。

まず私の十八番の "smurfesangen" を、そして次にミキシングしたいものをインポートしていきます。メニューの「File」から「Import Audio」で追加していけば、トラックが下に追加されていきます。ミキシングはかなり自由で大量にできます。



## 5 ツールについて



### 5.1 選択ツール

例えば部分的に音を分割して移動させたい場合などは、まず選択ツールで対象部位を選びます。次に「Ctrl + I」で分割します。そしてタイムシフトツールで対象部位を動かします。

## 5.2 拡大ツール

拡大ツールを用いれば特定の部位の波形を編集もできます。



## 5.3 エンベロープツール

エンベロープツールを使えば任意の部位で音量を上げたり下げたりできます。



## 5.4 タイムシフトツール

特定部位の音を移動させることができます。

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