

# Deck Tutorial: Automating a Mix

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Deck provides the capability to automate your mixes. With automation, you can record and edit your adjustments to the volume and pan faders in the Mixer window. You can make several “passes” through the session, recording movements to different faders until you’ve included all of the necessary settings.

There are two main ways to create automation in Deck.

- Record automation in the Mixer window
- Draw automation in the Tracks window

For more information about automation, see chapters 4 and 8 in your Deck manual.

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## About Mixer States

In Deck, a “mixer state” is a snapshot of the volume and pan values in the mixer. Mixer states can be set and recalled with a mouse click, providing a way to simultaneously set several fader values.

### **To set a mixer state:**

1. In the Mixer window, create the configuration you wish to store.

Your volume and pan fader settings will be recorded. (Mute, Solo, Record-enable, effects, etc. settings will not be included in the mixer state.)

2. In the Transport, Command-click the button to the left of the location for the new mixer state.



Mixer States

Alternately, you can click in the mixer state name field and choose New.

The mixer state is saved.

### **To recall a mixer state:**

1. In the Transport, click the button next to the mixer state you wish to recall.

The Mixer immediately reflects the settings in the mixer state.

If you want the mixer to smoothly transition from the current values to the values stored in a mixer state, set the amount of transition time by choosing Options > State Transition Time. While recording, if you click a mixer state button, all faders will glide to their new locations over the amount of time defined in this dialog.

To learn more about transition times and mixer states, see chapter 6 in your Deck manual.

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## Recording Automation (Automating in Real-Time)

The process of recording automation in real-time is nearly identical to that of recording audio.

### ***To record automation in real-time:***

1. If the Mixer window isn't already open, choose Windows > Mixer to open it.

The Mixer window is shown.



Auto button

2. On the track whose volume and pan you want to record, click the AUTO button.

The Automation options menu is shown.



3. Choose the type of automation you want to record.  
If you wish to record volume and pan on all tracks, choose Options > Automation > Record All.

4. Unless you want to simultaneously record audio, make sure that no tracks are record-enabled.

If a track is record-enabled, its R (Record) button is red. Click the R button to disable recording for that track.

5. Press the record button in the Transport.



Deck is put into record mode.

6. Press the Play button to begin recording.

The counter rolls.

7. As the tracks play, adjust their volume and pan faders. If desired, click the mixer state buttons to recall pre-defined mixer states.

Your movements in the mixer are recorded.

8. When you're done recording, press the Stop button.

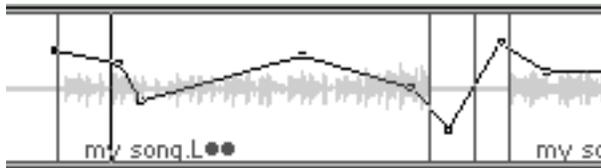
Recording and playback stop.

To hear what you just recorded, rewind to the beginning of your recording and press play in the Transport.

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## Drawing Automation (Automating Visually)

In the Tracks window, you can draw a graphical representation of volume and pan changes over time. The data is shown with the audio waveform behind it, so it's simple to coordinate automation with specific points in an audio track.



When viewing volume data, the higher a point is, the louder the audio signal at that point will be. When viewing pan data, higher points indicate panning to the left, while lower points indicate panning to the right.

For more information, see chapter 6 in your Deck manual.

### **To draw automation:**

1. In the Tracks window, choose the type of automation data you wish to view and edit for the track.



The track overview is dimmed. If this type of automation data has already been recorded on this track, it's shown.

2. To add an automation point, Command-click in the track overview.



3. To move a point, click and drag it.

You can insert as many automation points as you wish. All automation data entered in the Tracks window will be reflected in the Mixer as the track plays (and vice versa).

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## Conclusion

You now know how to automate volume and pan faders. In the next tutorial, you'll learn how to spot audio to a QuickTime movie.

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