![Audacity logo]

Using the Effects Menu

Audacity includes many built-in effects and also lets you use a wide range of plug-in effects.

To apply an effect, select part or all of the tracks you want to modify, and select the effect from the menu. Titles which end in an ellipsis (...) will bring up a dialog asking you for more parameters.

Most of the built-in effects have a "Preview" button. This allows you to listen to how the first three seconds of the selected audio will sound with your effect applied. If it does not sound quite as you want, adjust the controls of the effect and preview again. The preview length can be changed on the Playback tab of Preferences.
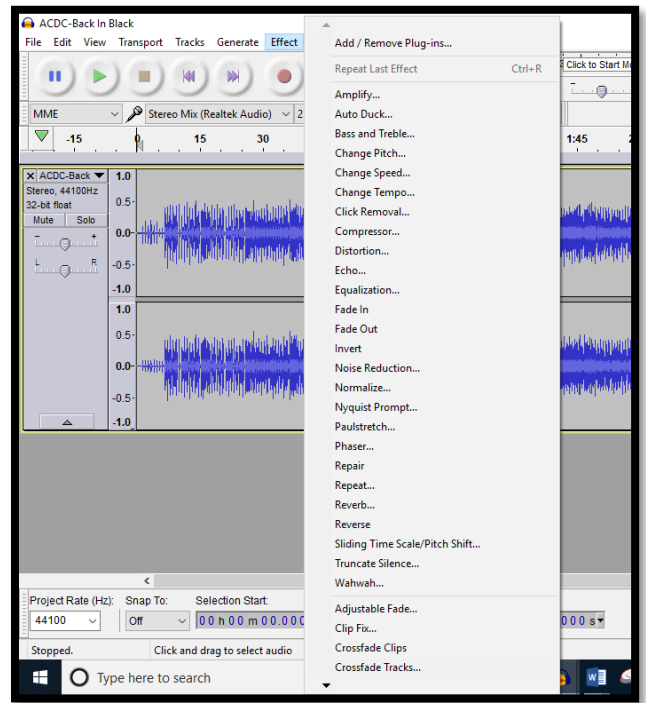
Amplify...
This effect increases or decreases the volume of the audio you have selected. When you open the dialog, Audacity automatically calculates the maximum amount you could amplify the selected audio without causing **_clipping_** (distortion caused by trying to make the audio too loud).

Change Pitch...
Change the pitch of a track without changing its tempo.

Change Speed...
Change the speed of a track, also changing its pitch.

Change Tempo
Change the tempo of a selection without changing its pitch.

Compressor...
Compresses the _dynamic range_ by two alternative methods. The default "_RMS_" method makes the louder parts softer, but leaves the quieter audio alone. The alternative "peaks" method makes the entire audio louder, but amplifies the louder parts less than the quieter parts. Make-up _gain_ can be applied to either method, making the result as loud as possible without _clipping_, but not changing the dynamic range further.

Reverb
Adds ambience or a "hall effect".

Echo...
Repeats the selected audio again and again, normally softer each time. The delay time between each repeat is fixed, with no pause in between each repeat. For a more configurable echo effect with a variable delay time and pitch-changed echoes, see Delay...

Fade In
Applies a **_linear_** fade-in to the selected audio - the rapidity of the fade-in depends entirely on the length of the selection it is applied to.
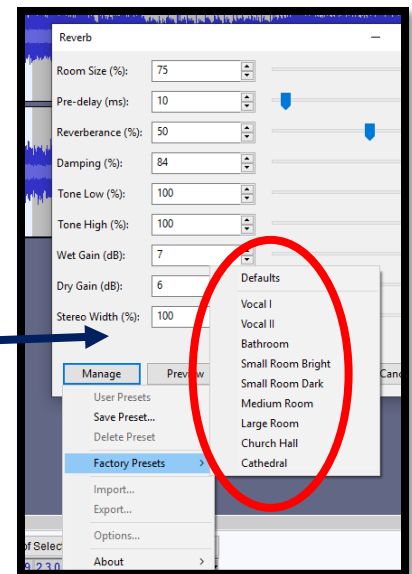
Fade Out

Applies a *linear* fade-out to the selected audio - the rapidity of the fade-out depends entirely on the length of the selection it is applied to.

Phaser

The name "Phaser" comes from "Phase Shifter", because it works by combining phase-shifted signals with the original signal. The movement of the phase-shifted signals is controlled using a Low *Frequency* Oscillator (LFO).

Repeat

Repeats the selection the specified number of times.

Reverse

This effect reverses the selected audio temporally; after the effect the end of the audio will be heard first and the beginning last. Some people reverse small portions of audio to make inappropriate language unintelligible, while others believe you can hear subliminal messages if you listen to speech backwards. You can also create interesting sound effects by recording natural events and reversing the audio.

Wahwah...

Rapid tone quality variations, like that guitar sound so popular in the 1970's.
This effect uses a moving bandpass filter to create its sound. A low frequency oscillator (LFO) is used to control the movement of the filter throughout the frequency *spectrum*.
The WahWah effect automatically adjusts the phase of the left and right channels when given a stereo recording, so that the effect seems to travel across the speakers.

Vocal Remover (for center-panned vocals)...

Attempts to remove center-panned audio from a stereo track; vocals are often *(but not always)* recorded in this way. Vocals (or other audio) can only be removed with this plug-in when panned to center, in other words sounding equally loud in both left and right channels. Help text is available from within the effect's dialog box.

Sliding Time Scale / Pitch Shift...

This effect allows you to make a continuous change to the tempo and/or pitch of a selection by choosing initial and/or final change values.
Time Tracks can be used to bend tempo more flexibly (also affecting pitch) using Envelope Tool.

Insert a "LABEL TRACK" to label all of the effects that you will be using