Custom Normalizing

Here is instruction on what I call "Custom Normalizing." You do it "by hand." This will get your file louder. IMPORTANT...I use sensitive headphones when editing and mastering so I can spot interior word snaps, and smacks. The way it sounds is the ultimate test. Editing for audiobooks, and demos is more critical than other kinds because there is no forgiveness with the sound, especially for publishers and producers. Some listen to our efforts with earbuds. PF

To get the whole recording in view again, I find ‘Zoom Out” and select it.

![Zoomed waveforms](image)

“Test...ing................................................one............................two....................THREE!!”

Change Gain (Volume): Obviously, I said the word “THREE” a whole lot louder than the other words. You can tell because the wave representing “THREE” is so much larger than “one” and “two.” I want the “THREE” to be closer in volume to the rest of the recording.

First I click and drag over the wave signal that represents “THREE” and highlight it.

![Highlighted waveforms](image)

“Test...ing................................................one............................two....................THREE!!”
Next, select the “Change Gain” or “Change Volume” feature in the menu. This will bring up a panel. To decrease the volume, I usually select to go down 1.5 decibels or -1.5dB. After selecting the amount to decrease, I click “okay.”

“Test..ing........................................one........................................two...............................THREE!!”

If -1.5dB isn’t enough of a decrease, I just repeat the process until the wave pretty much matches the level of the rest of the audio file. However the sound is the real test.

“Test..ing........................................one........................................two...............................three.”
**Normalization:** This is a process that makes your file as loud as it can be without distortion. Normalizing takes the loudest parts of the whole passage of sound, then restricts the increase of volume to that loudest portion of sound. That’s why it was important to bring “THREE!” down in volume.

To normalize the recording, I start by highlighting the whole file.

“Test...ing........................................one................................two...............................three.”

I find the “Normalize” feature on the computer and select it. (In Audacity, the “normalize” feature is in the “effect” menu.) The whole audio file “jumps” in size once the normalizing process is complete.

“TEST...ING........................................ONE..............................TWO...........................THREE!!”

Patrick Fraley is the most sought-after voice-over teacher in North America. He has been performing and teaching for 38 years. As a performer, he has created voices for over 4,000 cartoon characters, placing him in the top ten of all time to be cast in animated TV shows. As a teacher, Pat has guided more performers into meaningful voice-over careers than anyone in the history of VO Instruction. He lives and works out of Hollywood Heights, California.

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