COMPRESSION with AUDACITY
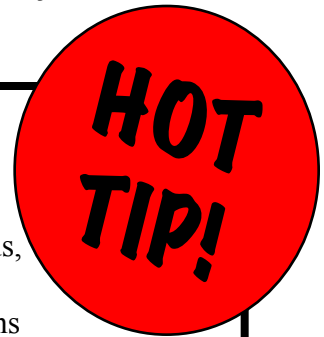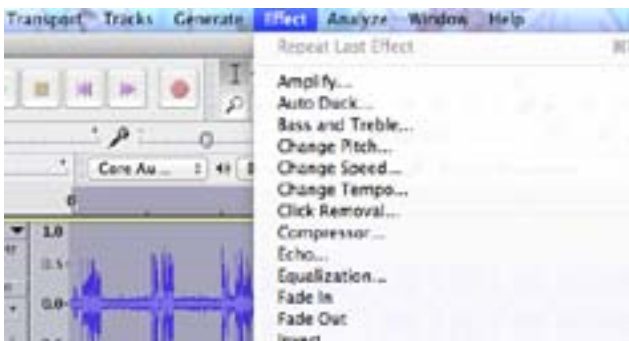## DWRL Zeugma Workshop 17/10/14

1 Open your track and select the area you want to edit -- typically the entire track.
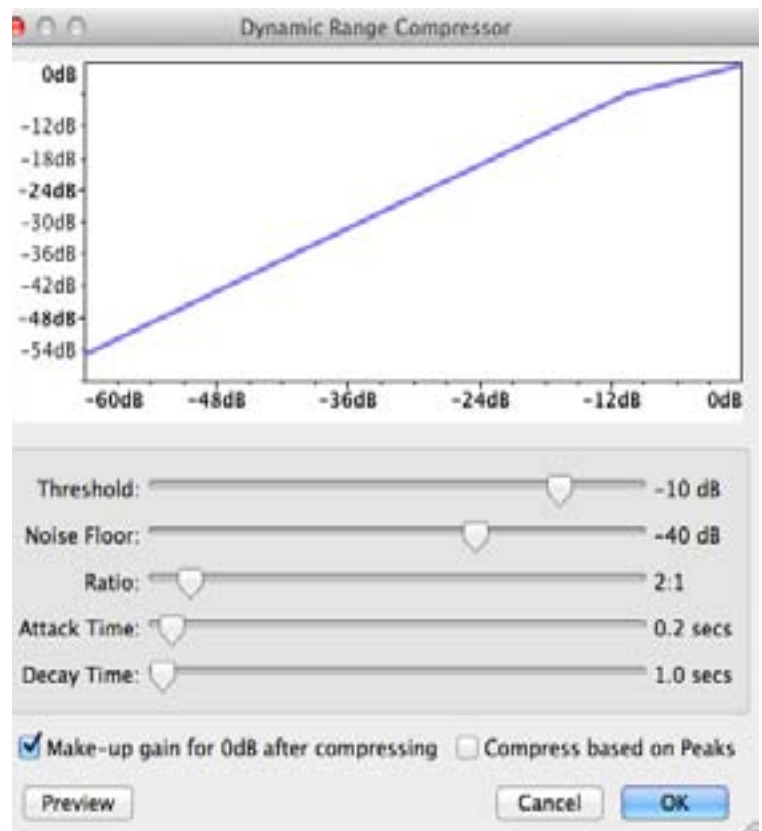

HOT TIP!

Compression really means **modulation** -- in other words, 'compressing' your track means evening out the volume, so that you don't have very loud bits alternating with very quiet bits.
This is useful when you have people speaking at very different volumes.

2 Go to 'Effect' / 'Compression'

Threshold: the level above which compression kicks in (i.e., anything above this is turned down).

Noise floor: sets a lower bound for background noise that won't be amplified.

Ratio: amount of compression. Higher = more change to volume of loud bits.

Attack time: Response time to peaks. Use the default!

Release time: Response time to valleys.

3 The window looks like this ...

Threshold: -10 dB
Noise Floor: -40 dB
Ratio: 2:1
Attack Time: 0.2 secs
Decay Time: 1.0 secs

☑ Make-up gain for 0dB after compressing   ☐ Compress based on Peaks

Preview   Cancel   OK