



Using Audio to Communicate Heritage



Northern Periphery and
Arctic Programme
2014-2020



EUROPEAN UNION
Investing in your future
European Regional Development Fund

Overview

- **Introduction**
- Sound, compression and perception
- Recording sound
- Editing
- Processing
- Archiving
- Sharing
- Resources

Introduction

- Sound is important in its own
- Heritage sound projects
- How can we use sound?
 - Sound scape
 - Background
 - Narrative
 - Interactive
- What is a podcast?
- Using sound with Video



SCOTLAND'S SOUNDS

The Scotland's Sounds network welcomes people from museums, libraries, community organisations, archives and private collections who want to work collaboratively to improve care and access to Scotland's heritage recorded sounds.



Tweets by @ScotlandsSounds

Scotland's Sounds @ScotlandsSounds
Today the #UOSH Scotland project team @niskelvinhall will be guiding people through this sold out webinar. 🎧📺📱📺📺📺📺📺. For those who didn't manage to sign up the webinar will be made available for all by @ScotsArchives soon. #saveoursounds #communityheritage #archives <https://twitter.com/CArchivesScot/status/1291130275804651520>

2h

Scotland's Sounds @ScotlandsSounds
Thanks 🙌🙌🙌🙌 to @EU_SSSA @celtscotud for the celebration of the School of Scottish Studies Archives on Saturday. You can still watch some of the talks, films and

Embed View on Twitter

[← All episodes](#)

West Highland Museum's Podcast

Beyond the Cattle Grid - Blarmachfoldach

JUNE 01, 2020 WEST HIGHLAND MUSEUM SEASON 1 EPISODE 2



LISTEN ON



SHARE EPISODE



SHOW NOTES

Listen to Dr Chris Robinson take you Beyond the Cattle Grid at the Blarmachfoldach settlement nestled in the hills above Fort William. In this second episode meet the locals and hear about their escapades including a local gold rush!

All content © 2020 West Highland Museum's Podcast. Interested in podcasting? Learn how you can [start a podcast](#) with Buzzsprout. [Podcast hosting by Buzzsprout.](#)

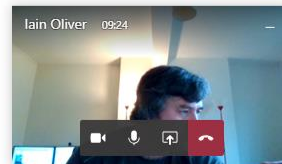


What's In A Name?

Gaelic Place Names with An Crùbh Community Hub

The Sleat peninsula, at the southern tip of Skye, has a rich Gaelic heritage which shaped local place names. However, many of Sleat's traditional names have never been recorded on official maps – most of which were created by map-makers who came from outside Skye and were not native Gaelic speakers.

Place names form a vital way of understanding how a landscape has evolved over time, and the cultures of the communities which have lived in it. During the late twentieth and early twenty-first centuries, Sleat (like many other parts of Skye) has seen major changes, potentially disrupting the



What's In A Name?

Gaelic Place Names with An Crùbh Community Hub

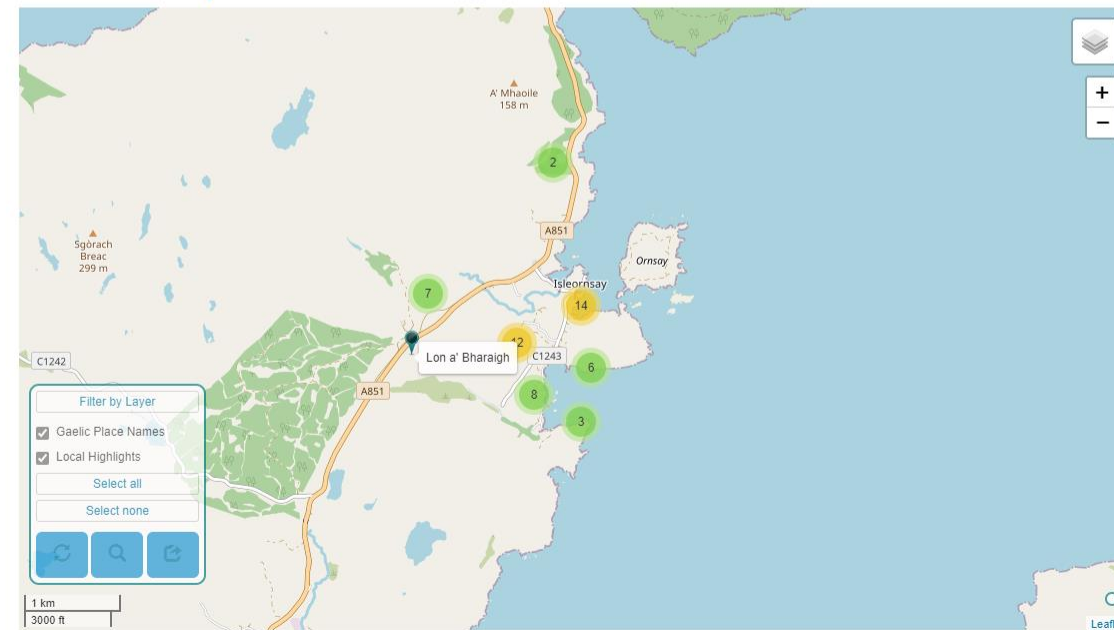
The Sleat peninsula, at the southern tip of Skye, has a rich Gaelic heritage which shaped local place names. However, many of Sleat's traditional names have never been recorded on official maps – most of which were created by map-makers who came from outside Skye and were not native Gaelic speakers.

Place names form a vital way of understanding how a landscape has evolved over time, and the cultures of the communities which have lived in it. During the late twentieth and early twenty-first centuries, Sleat (like many other parts of Skye) has seen major changes, potentially disrupting the passing on of oral traditions, including knowledge about historic place names. In recent years, local volunteers have worked on a project to record old place names and stories from the north-east end of Sleat, in the area around the An Crùbh cafe and community hub, near Isle Ornsay.

Explore the interactive map to discover the history and place names of the north-eastern part of Sleat, and add your own stories and pictures about the area's past.



Interactive Map



Add Location
Search

Edit Location

Add Media

Edit Media



Scotland's Sounds network

Working with others

National Library
Foundation

Local networks

National library bodies

Newsplan Scotland

Rare Books in Scotland

Scotland's Sounds

The Scotland's Sounds network aims to improve the care of and the access to Scotland's heritage recorded sounds.



Since 2009, the National Library has been coordinating the development of the network, with sound-related projects increasing year on year.

Individuals and organisations holding sound recordings in or about Scotland are now working together as part of the network. Visit the [Scotland's Sounds website](#).

Shared responsibility and vision

The Scotland's Sounds stakeholder network looks to strengthen ties between organisations caring for sound collections and share responsibility for their sustainable access for the benefit of the public. It also aims to proactively increase engagement with Scotland's sound heritage.

Our vision is:

'To engage a network of organisations and individuals who have a shared interest in preserving and protecting Scotland's audio heritage. Together we will share knowledge about sound archives and aim to raise the profile of our rich and varied sound collections held across the communities of Scotland.'

Key principles and priorities

Between 2020 and 2025, we will focus on the following key principles and priorities to achieve our vision:

Principle 1: Sound recordings are invaluable and fragile. They need to be preserved and protected.

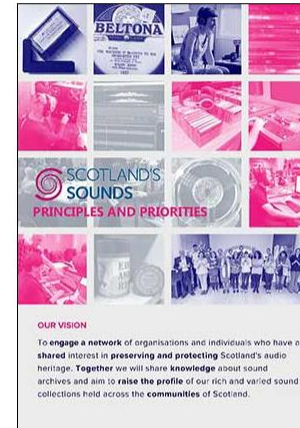
Principle 2: Sound is an engaging format. We must make our sounds accessible and available as widely as possible.

Principle 3: Our communities and collections will benefit by collaborating across a distributed collection network.

We will focus on the following priorities:

- Preserves
- Connect
- Collect
- Find

Read more in the [principles and priorities \(PDF\)](#) (1 MB; 8 pages).



Read the [principles and priorities \(PDF\)](#)
(1 MB; 8 pages)

Sound projects



The voices of the past ... brought to life through the latest technology *The speik o a bygone age ... gien new viir wi' fantwoosh technology*

About



Julie Fowlis and Chris Wright were previously Artists in Residence at Tobar an Dualchais/Kist o Riches

This website contains oral recordings made in Scotland and further afield, from the 1930s onwards. The number of recordings online is now approaching 50,000.

The items you can listen to include stories, songs, music, poetry and factual information.

Visit our Facebook and Twitter pages: [f](#) [t](#)

Simple Search

I'm searching for: with audio in:

Results Per Page: Sort by: reverse order

News

Welcome to the updated Tobar an Dualchais/Kist o Riches web platform. We have created this interim site to replace the original site which had become fragile and was based on technology which is no longer supported. The University of Edinburgh has provided funding for EDINA to develop this site to ensure that access to content can be maintained going forward.

It has not been possible to replicate all of the complex and bespoke functionality of the previous site, so users may find there are some changes.

Almost 50,000 recordings are now available on the interim website.

The partners in Tobar an Dualchais/Kist o Riches are currently working on a project to explore options for the future. To help us assess partners' and users' needs, we would be grateful if you could complete this short online survey: <https://edin.ac/2w9Alv8>

Featured Item

Rachel Chiesley, Lady Grange, is remembered largely for her kidnapping and exile to St Kilda in the 1730s.

Rachel was born in 1679, the daughter of John Chiesley of Dalry who was hanged for murder when she was only ten years old. She married James Erksine (Lord Grange) sometime around 1707 and had nine children with him. Grange was an advocate, judge and politician, and was also the brother of the Earl of Mar who had led the unsuccessful 1715 Jacobite uprising and had subsequently fled to France. The couple separated in 1730, but tensions between them remained high. She was known to have a fiery temper and when she threatened to reveal evidence that her husband was plotting against the Hanoverian government, he took the threat very seriously. He made a plan with some friends to have Lady Grange kidnapped and taken to a remote location to safeguard him against her accusations.



Once their plan was finalised, Lady Grange was violently removed from her lodgings in Edinburgh in April 1732 and taken to various places in the Highlands before arriving in the Monach Isles, which lie 5 miles off the west coast of North Uist. She stayed there with the tacksman and his wife for two years before being transported to St Kilda, which lies 40 miles to the west of North Uist. She was given very basic lodgings there, in stark contrast to the comforts she had been used to in Edinburgh.

She managed to smuggle two letters off the island outlining her situation, one of which reached a friend of hers in Edinburgh in December 1740. A vessel with twenty men was dispatched in February 1741 to rescue her but she had already been removed from the island before it arrived.

She was subsequently moved around different locations in the Highlands before arriving in Waternish on Skye in 1742, where she stayed with Rory MacNeil at Trumpan. She died there in May 1745 and was buried in the local churchyard.

Lady Grange's fate has been commemorated over the centuries in poems, novels, plays and songs. She is depicted as the heroine in these works and this may be viewed as a fitting revenge on her husband.

In this recording Nan MacKinnon from Vatersay sings 'Gur Mise Tha Fo Mhi-ghean 's Mi Leam Fhin air a' Chnoc', which she says was composed by Lady Grange when she was abandoned on St Kilda.

[Listen to the song.](#)

BRITISH LIBRARY **SOUNDS**
Explore 90,000 selected recordings of music, spoken word and human and natural environments

bl.uk | Sounds Home | About | Audio tools | Blog | Case studies | Help

Accents & dialects
Arts, literature & performance
Classical music
Environment & nature
Popular music
Oral history
Radio & sound recording history
World & traditional music
Sound maps

British Library Sounds
Listen to a selection from the British Library's extensive collections of unique sound recordings, which come from all over the world and cover the entire range of recorded sound: music, drama and literature, oral history, wildlife and environmental sounds.

We are delighted to announce that in 2020 we will begin adding the recordings available here to a completely redesigned website which will include many additional recordings. In anticipation of the change, this site's notes, tags, favourites, playlists and embedding features have been disabled.

Search
All categories
Enter keywords
 Only recordings everyone can play
Search
[Full sound archive catalogue](#)
[Search tips](#)

Most shared **Tag cloud**

- Vulpes vulpes : Red Fox - Canidae
- Conversation in Dalmellington about accent, dialect and attitudes to language.
- Korle bu

Accents & dialects
Arts, literature & performance
Classical music

British Library Sounds

SCRAN
LEARNING CULTURE HERITAGE

Part of Historic Environment Scotland | oral history

Scrán Login | (0)

Advanced | Fielded

About | News | Contribute | Shop

Records 1 to 16 from 497

1 2 3 4 5 6 7 8 9 10 11 12 >> 32

Search Results: oral history

Stacks
All
Layout: 16 per page
Sort: Relevance

PATHFINDER
Pathfinders (8)

SCRAN images, audio and video resources

ambaile
highland history & culture

Please Sign In | Register

oral history
 Multimedia Image Text
Search [Lightbox](#) [Search Tips](#) [Advanced Search](#)

Last update 12/08/2020 [Atharrachadh](#) [Gàrdhàil](#)

Home | Latest Content | Browse Subjects | Please Donate | Can You Help? | Newspaper Index | More...

Search Results: Images with keywords "oral history"
113 Images found

Autozoom Show Captions
Thumb Size: 192 Grid layout: 50 Background Color: White
Page 1 of 3

Sgeulachdan bho Mhac-caird

The castration story
The Blacksmith and the Fairy - an Islay tale
The Rock of the Rooms, an Islay tale
Life on the Foulis Estate, Killearn (15 of 16)

Am Baile Highland History and Culture

EVENTS | JOIN | VACANCIES | SEARCH

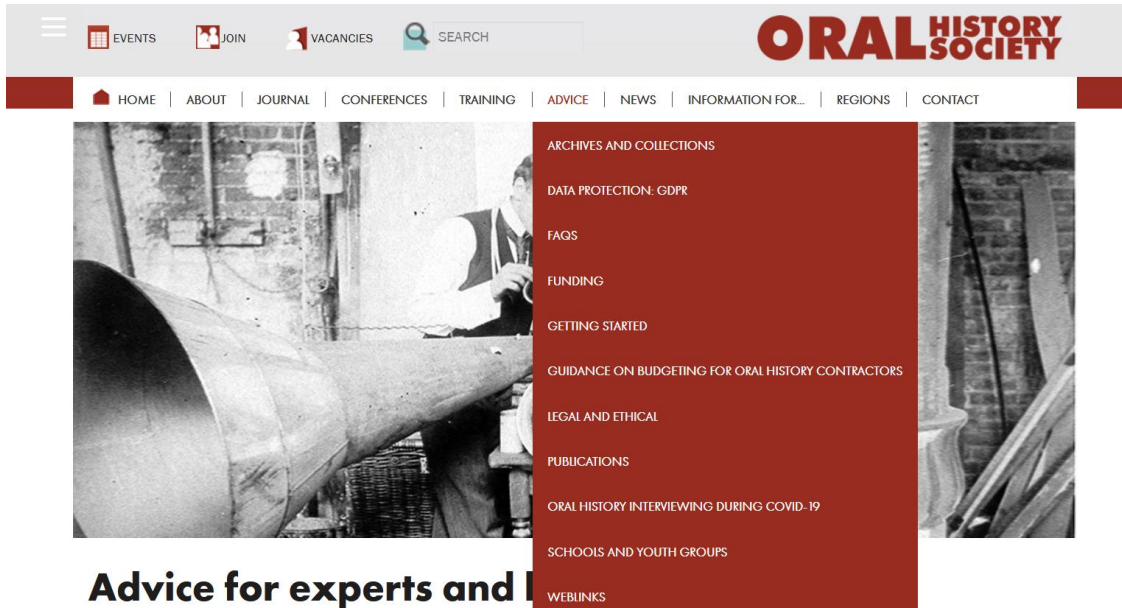
ORAL HISTORY SOCIETY

HOME | ABOUT | JOURNAL | CONFERENCES | TRAINING | ADVICE | NEWS | INFORMATION FOR... | REGIONS | CONTACT

Welcome

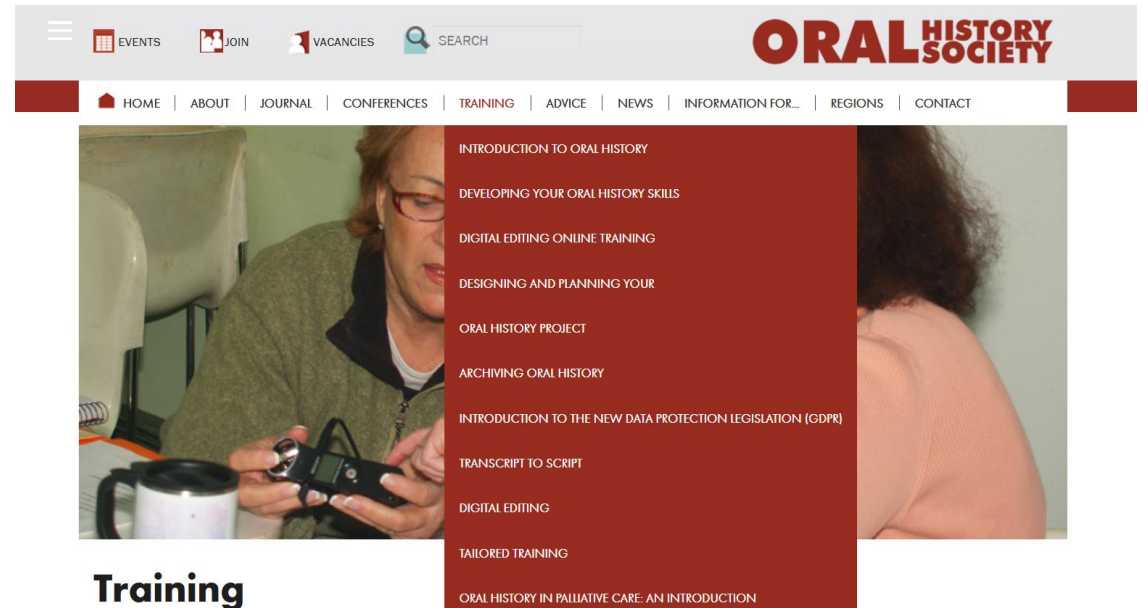
The voice of our past alive in the present...

Oral History Society



Advice for experts and

[Oral History Society: advice](#)



Training

[Oral History Society: training](#)



[Scotland's Urban Past: oral history](#)
[how-to guide](#)
[booklet and video](#)

Scotland's Urban Past
 example oral history projects:

[Old Oban Project](#)

[Lerwick Observatory](#)

LANGUAGE LANDSCAPE

Language Landscape is a tool for mapping where languages are spoken around the world. Click on the markers to hear recordings of languages spoken in those locations. [Find out more](#)

All recordings

1005 RECORDINGS

Interview with Librarian

ENGLISH, SOUTH ASIAN Librarian's response to the question, "What makes working in the ..."

FEB. 4, 2020 SINGAPORE

ELL Fieldwork Project

Language Landscape: mapping spoken-language diversity

OurStory Scotland ... recording the stories of the LGBT community in Scotland

Contact Us | Site Map

Archiving Heritage Oral History Storytelling Drama Exhibitions Research

Home News International Contribute Links Comments Donate

Search:

Go

For latest news see [Twitter](#) & [Facebook](#)

Hot News
Queer Distance

Stories Online

Welcome to OurStory Scotland

OurStory Scotland is a registered Scottish Charity (SCIO). We collect, archive and present the life stories and experiences of the LGBT (lesbian, gay, bisexual & transgender) community in Scotland. This involves oral history work with all ages, including the older generation, whose stories reveal the tremendous changes that have occurred in the situation of LGBT people during their lifetime. In addition to collecting stories, images, artefacts and research materials from LGBT lives, we present our heritage through the arts, in exhibitions, storytelling and drama.

OurStory Scotland dates back to the beginning of the 21st century - read about our origins in the [Story of OurStory Scotland](#), and see some of our past achievements in our [chronology](#). Our news includes several awards, including grants from Communities Scotland, the Scottish Arts Council and Creative Scotland.

We hope you will [contribute](#) to our activities and help to ensure that our stories are kept alive. Do take part, tell your story and encourage others to participate, so that untold tales are told. Just [contact us](#) and we'll let you know the various ways you can participate.

seXshunned

Our sell-out show at The Arches

[View photos of the performance](#)

OurStory Scotland: LGBT+ histories

HIST OF PL

HOME PLACES STORIES MULTIMEDIA COLLECTIONS BLOG TOOLKITS ABOUT

BSL ORAL HISTORIES

These BSL Oral History interviews were recorded as part of History of Place, researching 800 years of deaf and disability history relating to 8 buildings



History of Place: Deaf and disabled histories

Colourful Heritage Home About Schools GlaswegAsians Exhibition Videos Timeline Projects Events News Links Contact

1933 The arrival of Mahomed Muslim... is established... 18th century Glasgow.

1936 The arrival of Mahomed Muslim... is established... 18th century Glasgow.

1939-41 The arrival of Mahomed Muslim... is established... 18th century Glasgow.

1947 The arrival of Mahomed Muslim... is established... 18th century Glasgow.

Colourful Heritage invites you to explore the story of South Asian and Muslim heritage in Scotland. Visit our GlaswegAsians exhibition and explore our online videos and digital timeline detailing the fascinating journey of these unique group of Scottish Asians and Muslims.

Colourful Heritage: South Asian + Muslim heritage in Scotland

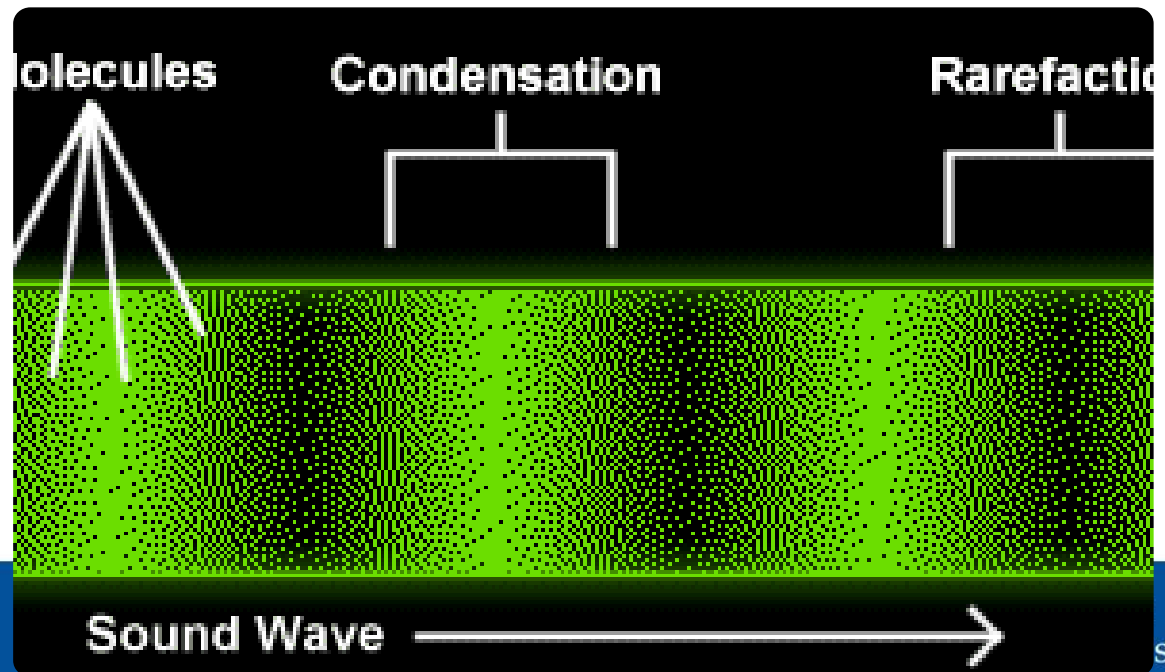
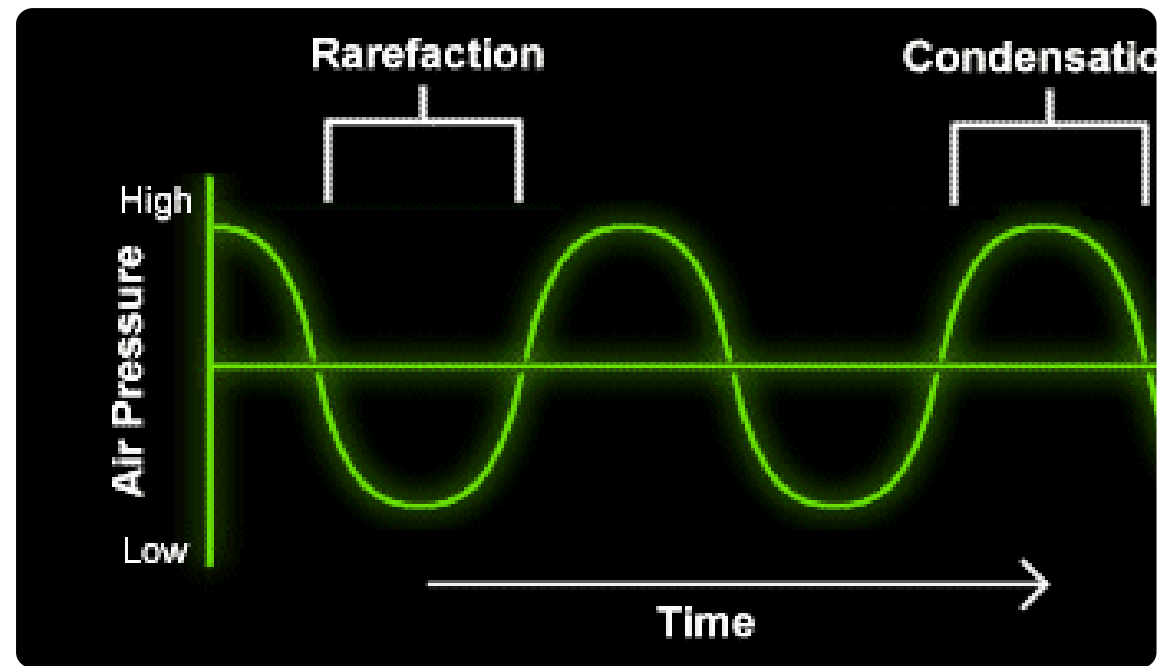
Overview

- Introduction
- **Sound, compression and perception**
- Recording sound
- Editing
- Processing
- Archiving
- Sharing
- Resources



The Nature of Sound

- Conversion of energy into vibrations in the air (or some other elastic medium)
- Most sound sources vibrate in complex ways leading to sounds with components at several different frequencies
- *Frequency spectrum* – relative amplitudes of the frequency components
- Range of human hearing: roughly 20Hz–20kHz, falling off with age



Perception of Sound

- Limited range of frequencies: 20Hz to 20kHz
- Sound direction
 - Estimated from:
 - Relative volume and phase in left/right ears
 - Perceptual mechanisms
 - e.g. close no echo, distant echo
- Perceptual mistakes (sound illusions)
 - e.g. louder sounds of same (low) frequency perceived as lower pitch
 - McGurk effect – visible mouth shapes change perceived vocal sounds.

Waveforms



Sounds change over time

e.g. musical note has attack and decay,
speech changes constantly



Frequency spectrum alters as sound changes



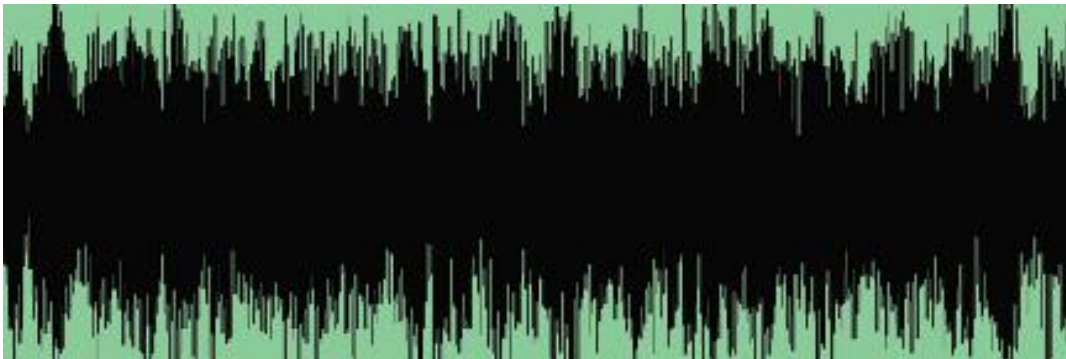
Waveform is a plot of amplitude against time

Provides a graphical view of
characteristics of a changing sound
Can identify syllables of speech, rhythm of
music, quiet and loud passages, etc

Waveforms and Sounds



Waves Breaking



Didgeridoo

Sampling rate

- What is the highest frequency we can reproduce from a sampled signal?
- Answer given by Nyquist & Shannon:
 - Sampling rate must be twice the frequency of highest frequency signal we wish to reproduce.
- This says 2 things
 - We lose (or alias) frequencies above half the sampling rate.
 - We can reconstruct signals below that rate *exactly*
 - Given sufficiently good hardware.

Application dependent sampling

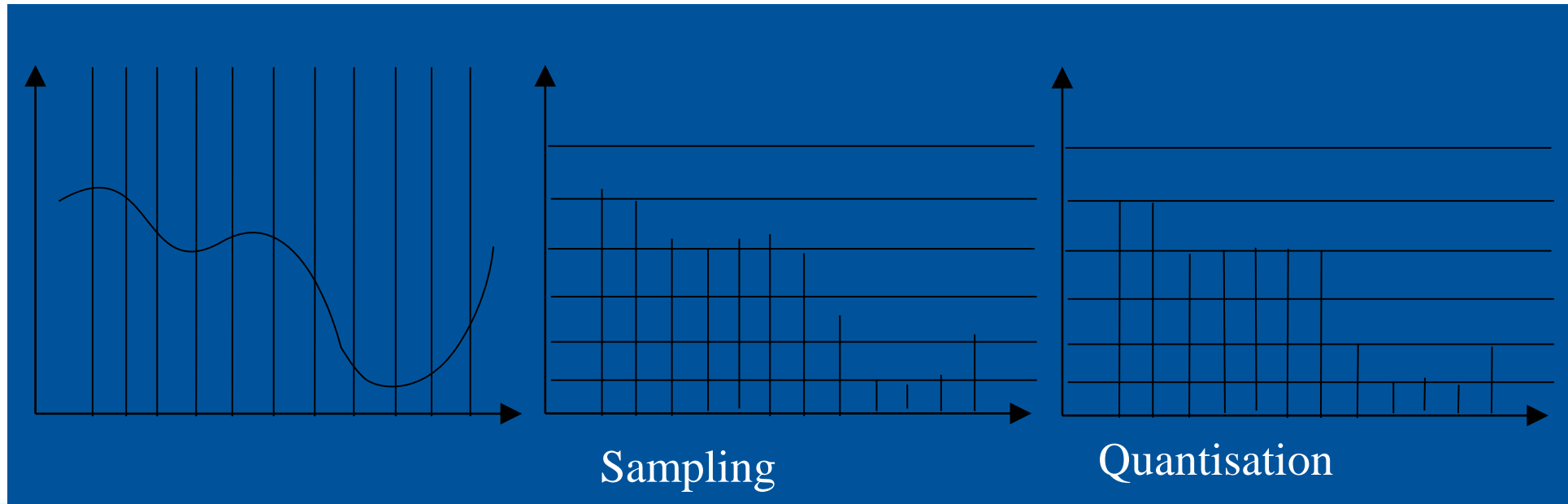
- Full range of human hearing up to 20kHz max.
 - i.e. needs 40kHz Sampling rate
 - CD quality (44.1kHz used)
 - DAT (Digital Audio Tapes) 48kHz
- low bandwidth music
 - Half CD quality e.g. 22.05kHz
- Speech
 - Half again e.g. 11.025kHz
- Telephones
 - 3.2kHz

Quantisation of Sound

- 16-bits per sample is usually sufficient
 - 65536 quantisation levels
- 8-bits per sample OK for speech
 - 256 levels
- Coarse quantisation produces quantisation noise
 - Can dither the signal
 - Add random noise *before* sampling

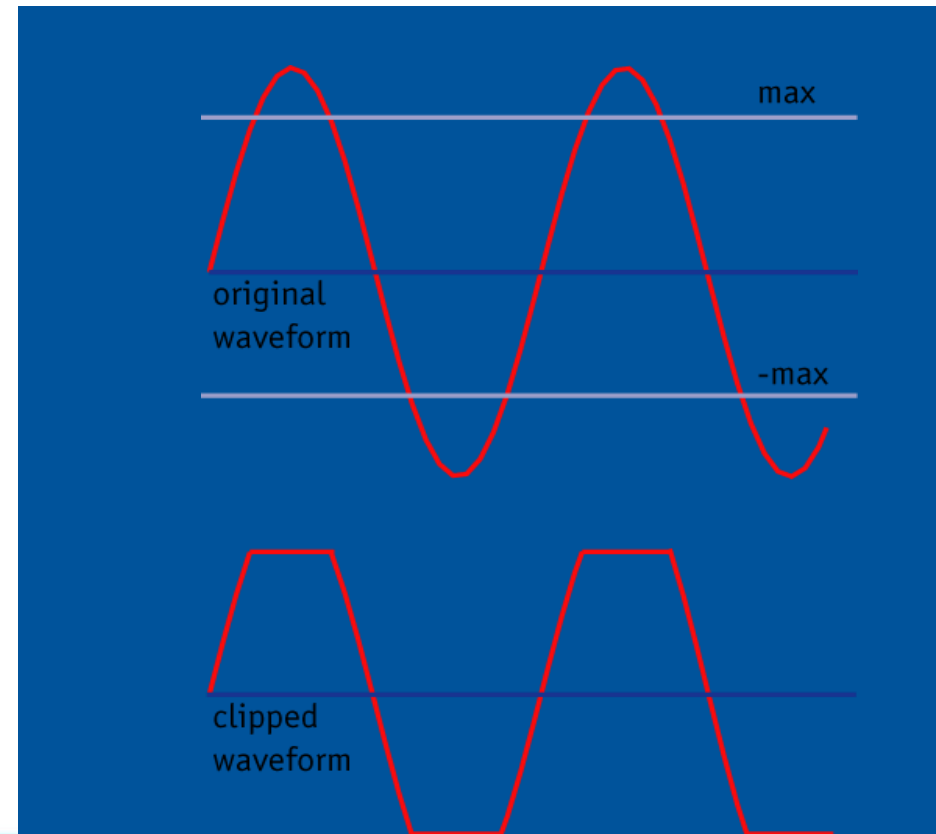
Sampling and Quantisation of Sound

- Sampling – measuring at discrete time steps
- Quantisation – restricting the value of measurements to discrete values



Clipping

- If recording level is set too high, signal amplitude will exceed maximum that can be recorded, leading to unpleasant distortion
- But if level is set too low, dynamic range will be restricted



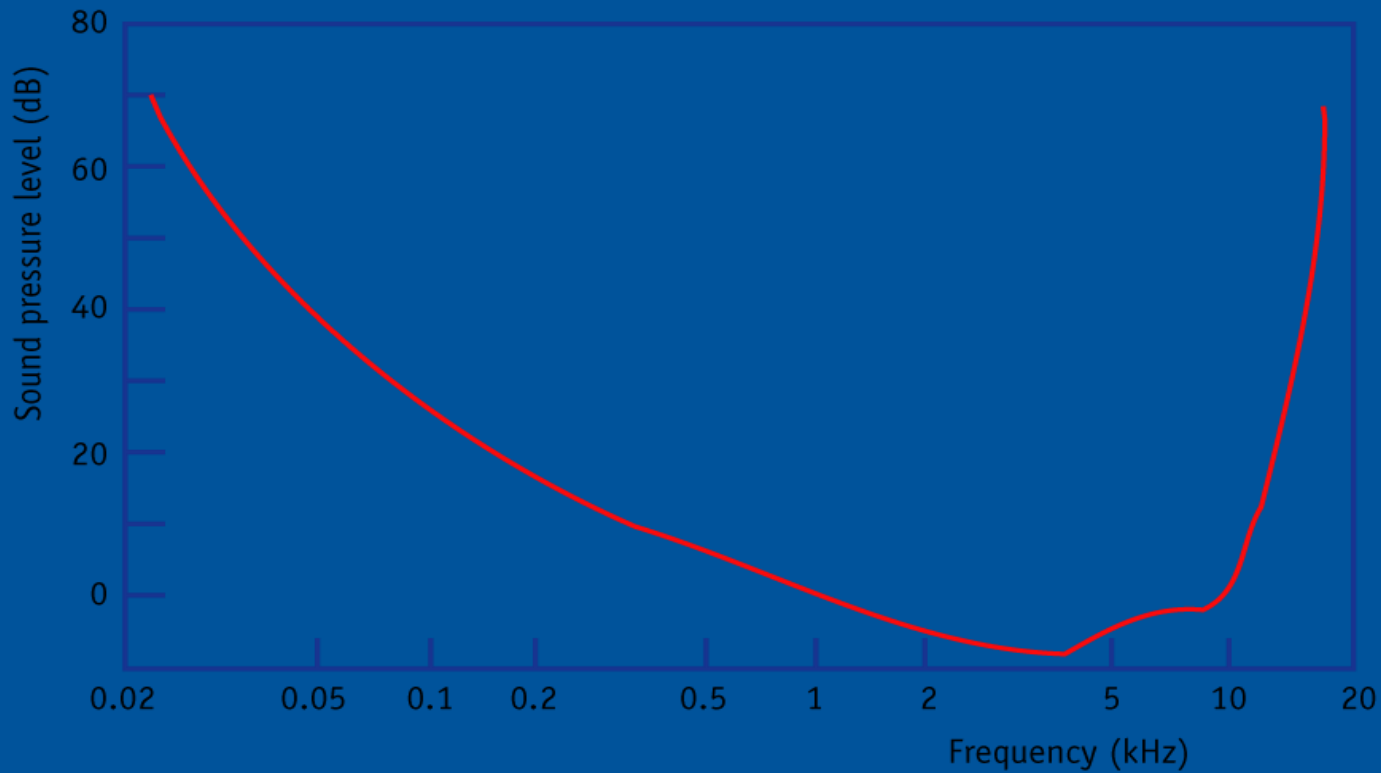
Compression

- Sampling rate r is the number of samples per second
- Sample size s bits
- Each second of digitized audio requires $rs/8$ bytes
- CD quality: $r = 44100$, $s = 16$, hence each second requires just over 86 kbytes ($k=1024$), each minute roughly 5Mbytes (mono)
- In general, *lossy* methods required because of complex and unpredictable nature of audio data
- CD quality, stereo, 3-minute song requires over 25 Mbytes
- Data rate exceeds bandwidth of dial-up Internet connection
- Difference in the way we perceive sound and image means different approach from image compression is needed

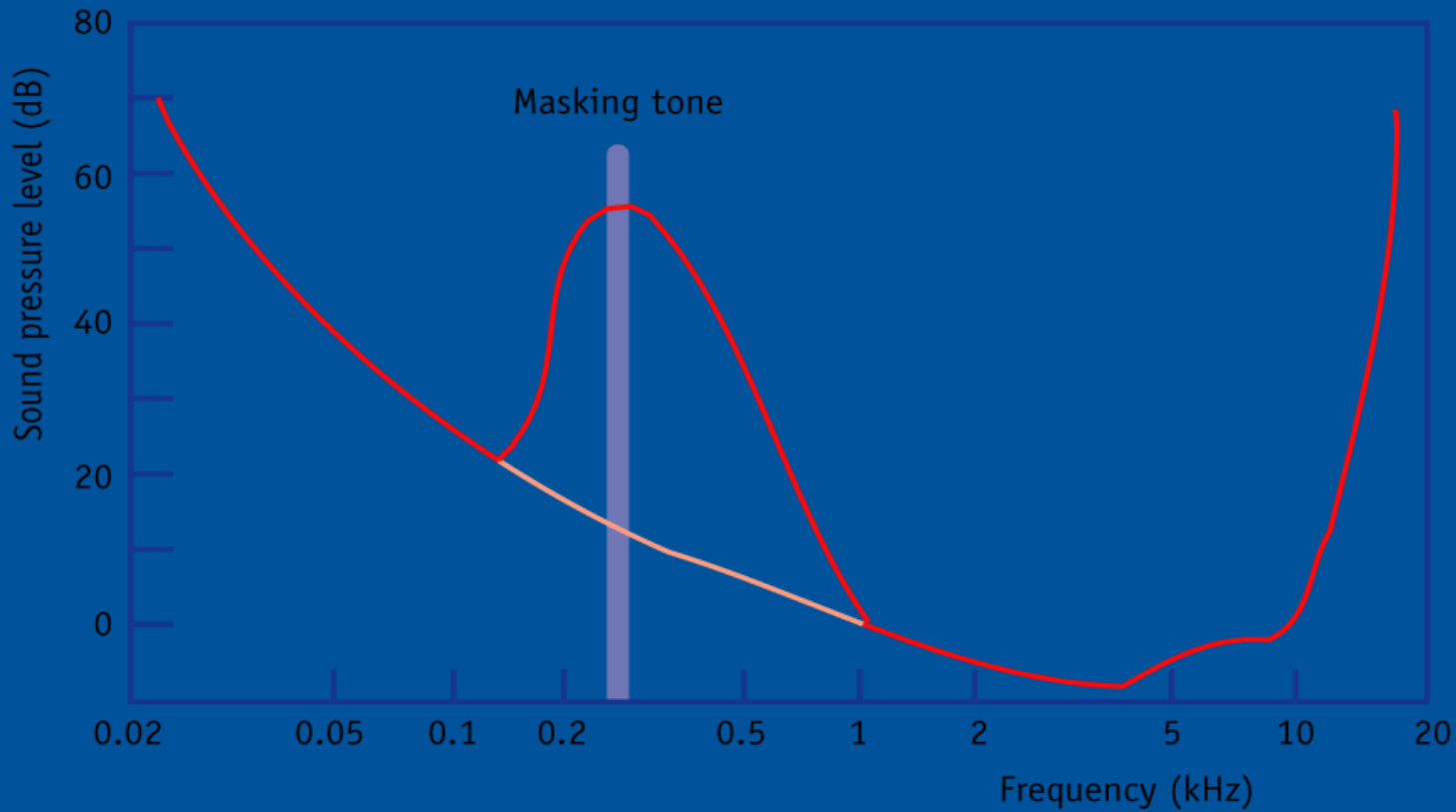
Perceptually- Based Compression

- Identify and discard data that doesn't affect the perception of the signal
- Needs a *psycho-acoustical model*, since ear and brain do not respond to sound waves in a simple way
- *Threshold of hearing* – sounds too quiet to hear
- *Masking* – sound obscured by some other sound

The Threshold of Hearing



Masking



Compression Algorithm

- Split signal into bands of frequencies using filters
- Commonly use 32 bands
- Compute *masking level* for each band, based on its average value and a psycho-acoustical model
- i.e. approximate masking curve by a single value for each band
- Discard signal if it is below masking level
- Otherwise quantize using the minimum number of bits that will mask quantization noise

MP3

- *MPEG Audio, Layer 3*
- Three *layers* of audio compression in MPEG-1 (MPEG-2 essentially identical)
- Layer 1...Layer 3, encoding process increases in complexity, data rate for same quality decreases
- e.g. Same quality 192kbps at Layer 1, 128kbps at Layer 2, 64kbps at Layer 3
- 10:1 compression ratio at high quality
- Variable bit rate coding (VBR)

A few words about audio compression

- analog signal sampled at constant rate
 - telephone: 8,000 samples/sec
 - CD music: 44,100 samples/sec
- each sample quantized, i.e., rounded
 - e.g., $2^8=256$ possible quantized values
- each quantized value represented by bits
 - 8 bits for 256 values
- example: 8,000 samples/sec, 256 quantized values --> 64,000 bps
- receiver converts bits back to analog signal:
 - some quality reduction

Example rates

- CD: 1.411 Mbps
- MP3: 96, 128, 160 kbps
- Internet telephony: 5.3 kbps and up

Audacity

File Edit Select View Transport Tracks Generate Effect Analyze Help

Windows WASAPI Speaker/Headphone (Realtek) 2 (Stereo) Recorder Speaker/Headphone (Realtek)

4:03.0 4:04.0 4:05.0 4:06.0 4:07.0 4:08.0 4:09.0 4:10.0 4:11.0 4:12.0 4:13.0 4:14.0 4:15.0 4:16.0 4:17.0 4:18.0 4:19.0 4:20.0 4:21.0

X Audio Track 1.0
Mute Solo
- +
L R
Stereo, 44100Hz
32-bit float

Project Rate (Hz): 44100 Snap-To: Off Audio Position: 00 h 04 m 18.836 s Start and End of Selection: 00 h 03 m 50.156 s 00 h 03 m 50.388 s

The image shows the Audacity audio editing software interface. At the top, there is a menu bar with options: File, Edit, Select, View, Transport, Tracks, Generate, Effect, Analyze, and Help. Below the menu is a toolbar with various icons for playback (stop, play, record), editing (insert, copy, paste, delete), and navigation (undo, redo, zoom). The main workspace features a transport control bar with a play button and a time display from 4:03.0 to 4:21.0. A selection box is highlighted in green on the timeline, spanning from approximately 4:18.0 to 4:19.0. Below the timeline are two audio tracks, each displaying a waveform of the audio signal. The left track is labeled 'Audio Track' and has controls for Mute, Solo, volume, and pan. The right track is currently empty. At the bottom, a status bar displays project settings: Project Rate (44100 Hz), Snap-To (Off), Audio Position (00 h 04 m 18.836 s), and Start and End of Selection (00 h 03 m 50.156 s to 00 h 03 m 50.388 s).

Overview

- Introduction
- Sound, compression and perception
- **Recording sound**
- Editing
- Processing
- Archiving
- Sharing
- Resources

Recording sound

- Sound capture
- Microphones
- Recording with a computer
- Recording with a phone
- Recording with a recorder

Sound Capture

- Microphone – electromagnetic pickup
 - Physical movement (due to sound) of magnet produces oscillating magnetic field.
 - Oscillating magnetic field induces electrical current
- Microphone may have larger frequency response than human ear
 - Need to filter these out **before** sampling.
 - Because of *aliasing* ...



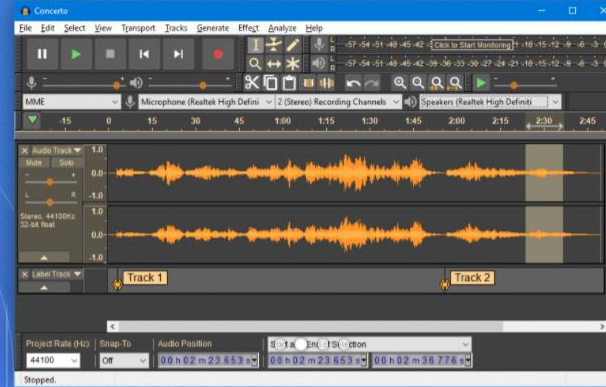
- Lavalier Microphone: Aural
- Condensor mics: Studio recording
- Dynamic Mics: Live recording
- USB Mics: Streaming
- <https://ehomerecordingstudio.com/types-of-microphones/>

Microphones



Free, open source, cross-platform audio software

Audacity is an easy-to-use, multi-track audio editor and recorder for Windows, macOS, GNU/Linux and other operating systems. Developed by a group of volunteers as open source.



DOWNLOAD AUDACITY

Latest version : 2.4.2

[View Release Notes](#)

[Documentation](#)

Audacity Posts

More Sad News

© July 13, 2020 by Buanzo

I am writing this in tears, heartbroken. Vaughan Johnson, who was an Audacity Team member since 2002, passed away in December 26th, 2018. We just found out. He made significant contributions to Audacity, coded one of our first web pages...

[READ MORE](#)

Audacity 2.4.2 Released

© June 26, 2020 by James Crook

Happy 20th Birthday, Audacity!

© May 28, 2020 by Buanzo

Audacity 2.4.1 Released

© May 21, 2020 by James Crook

[MORE POSTS](#)

Get Involved

All are welcome to contribute to Audacity by helping us with code, documentation, translations, user support and by testing our latest code.

[How to contribute?](#)

[DONATE](#)

[Learn more about donations](#)



A LOAD OF FEATURES

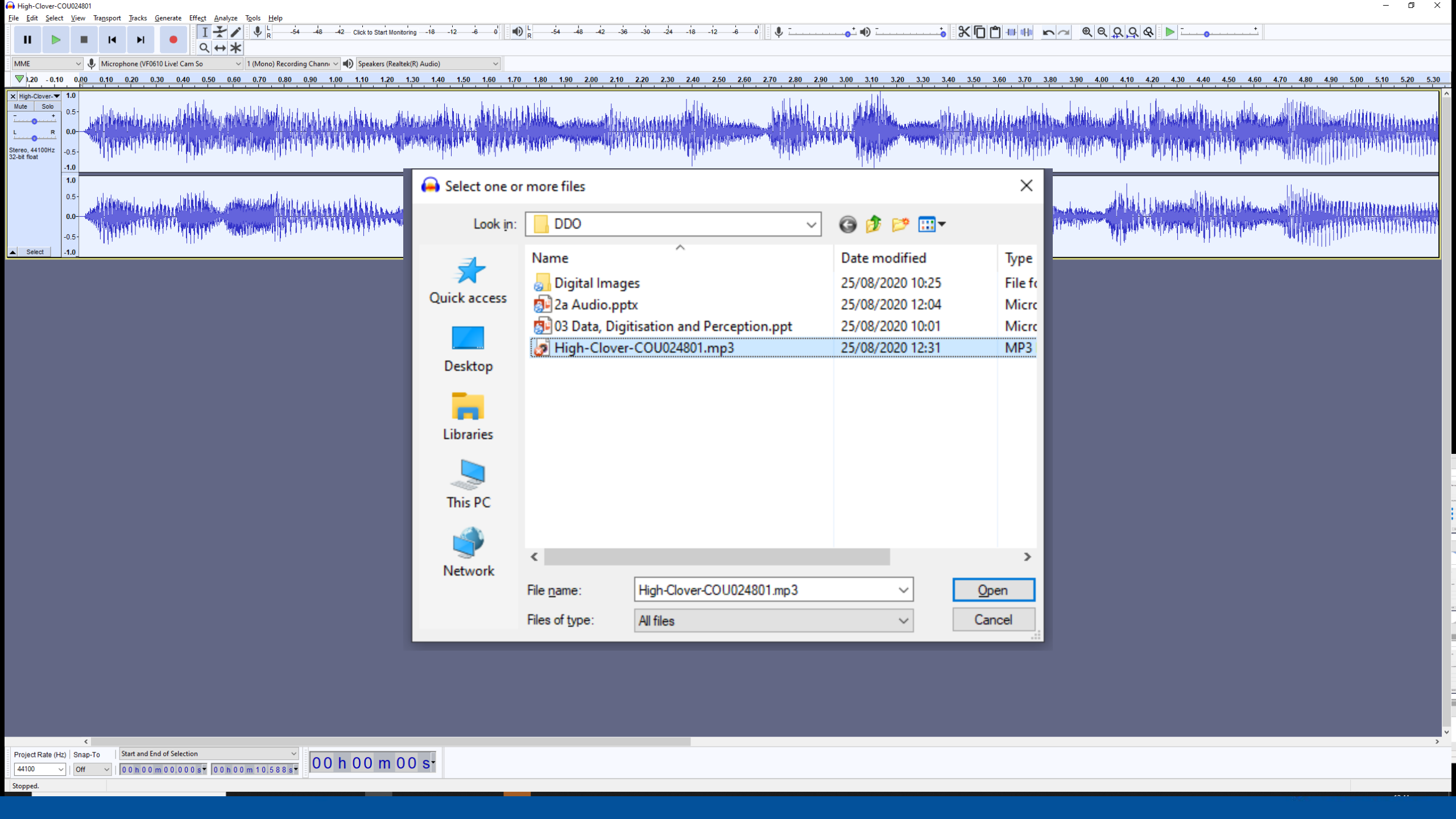
Recording with a computer

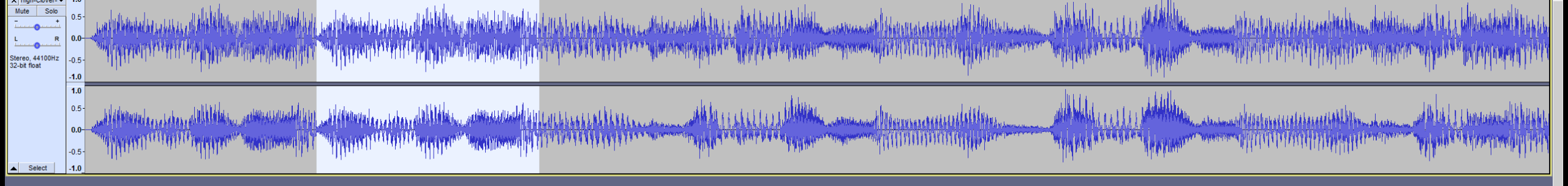
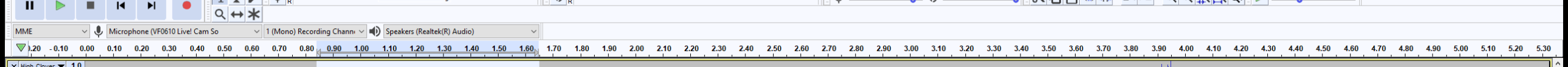
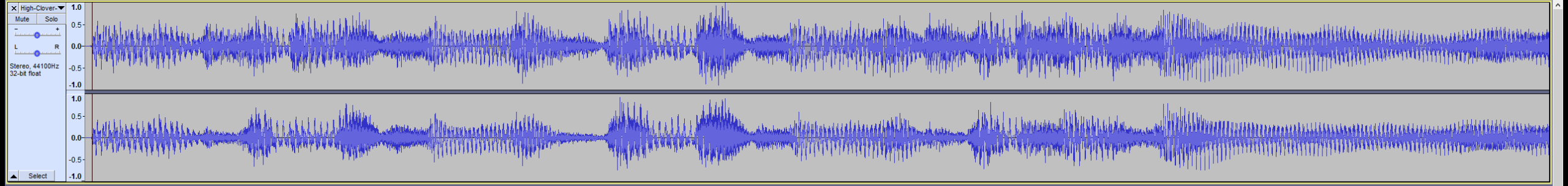
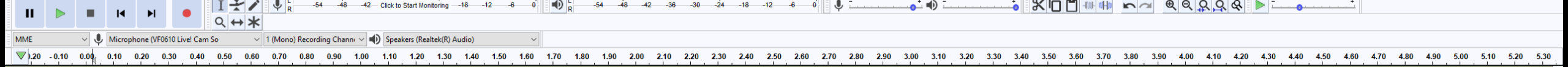
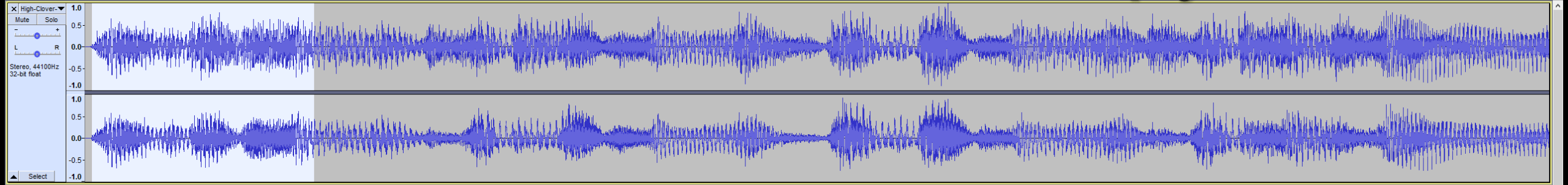
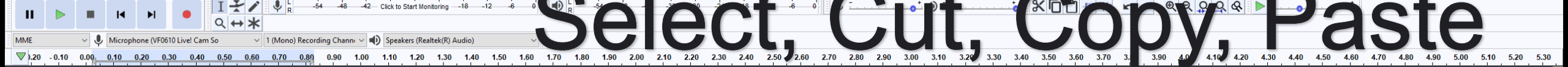
Overview

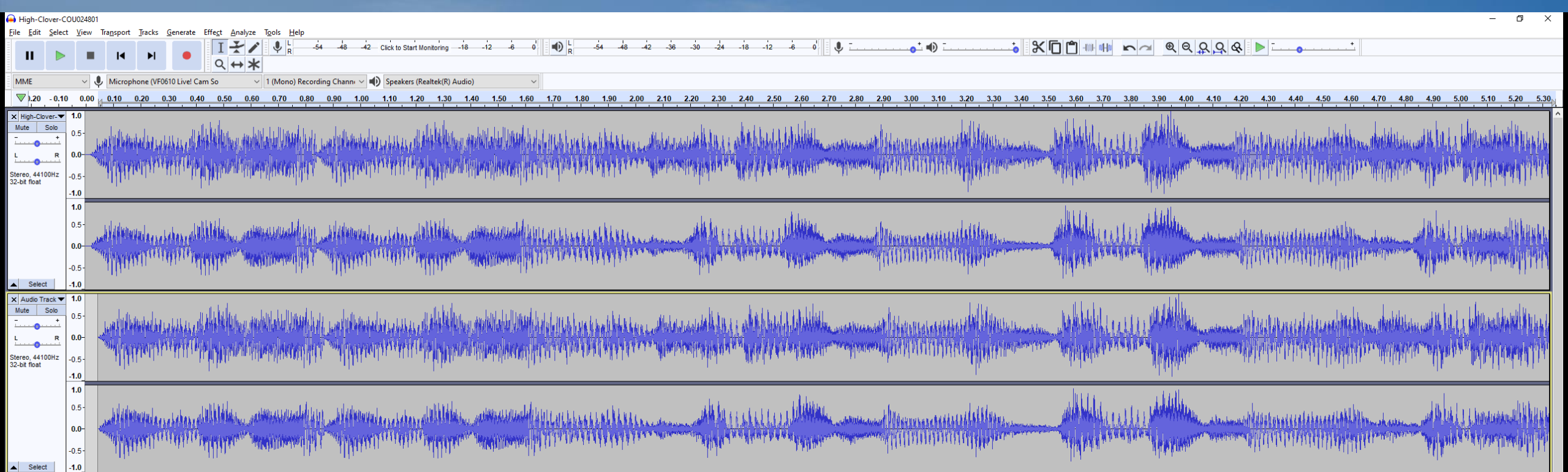
- Introduction
- Sound, compression and perception
- Recording sound
- **Editing**
- Processing
- Archiving
- Sharing
- Resources

Editing sound

- Select
- Delete
- Copy
- Paste
- Creating new tracks
- Merging tracks
- Export
- Save

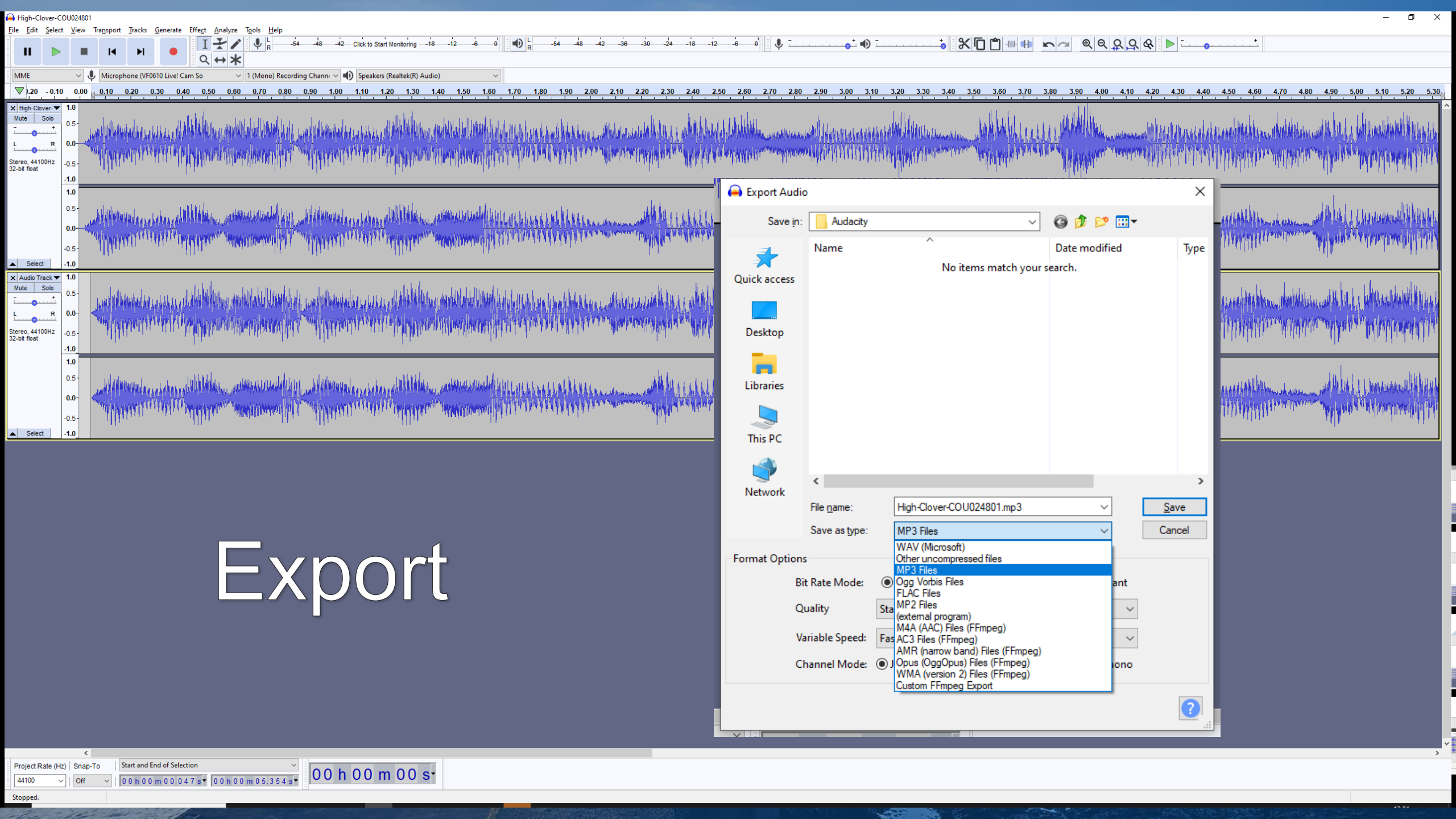






Create new tracks

Project Rate (Hz) 44100 Snap-To Off Start and End of Selection 00 h 00 m 00.047 s 00 h 00 m 05.354 s 00 h 00 m 00 s



Export

Export Audio

Save in: Audacity

Name	Date modified	Type
No items match your search.		

Quick access

- Desktop
- Libraries
- This PC
- Network

File name: High-Clover-COU024801.mp3

Save as type: MP3 Files

Format Options

- Bit Rate Mode: Ogg Vorbis Files
- Quality: MP2 Files (external program)
- Variable Speed: AC3 Files (FFmpeg)
- Channel Mode: Opus (OggOpus) Files (FFmpeg)

Save Cancel

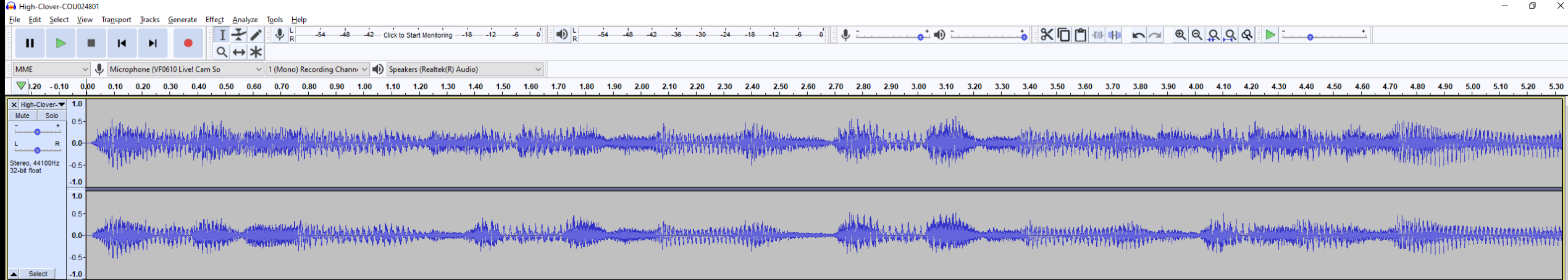
Project Rate (Hz) 44100 Snap-To Off Start and End of Selection 00 h 00 m 00 s 00 h 00 m 05,354 s

Overview

- Introduction
- Sound, compression and perception
- Recording sound
- Editing
- **Processing**
- Archiving
- Sharing
- Resources

Processing sound

- Amplification
- Compression
- Noise removal
- Adding a bit of echo



Amplificatio n

Amplify

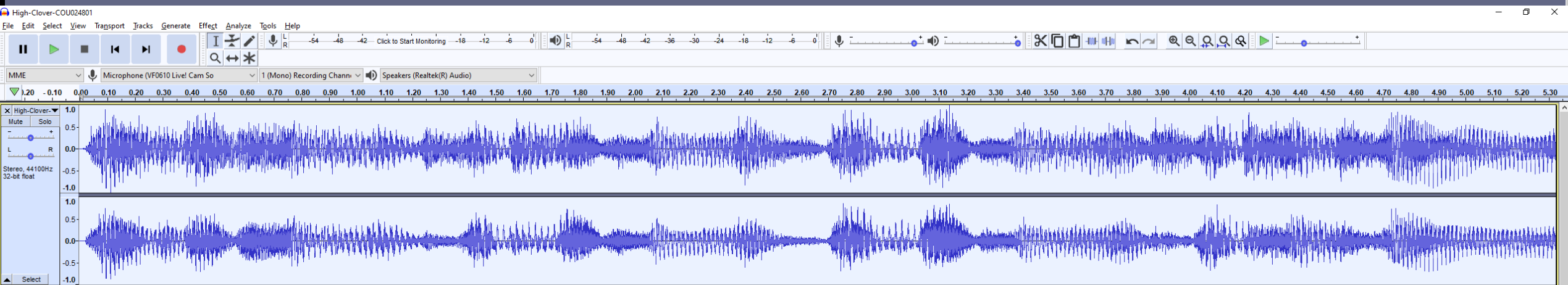
Amplification (dB): 4.283

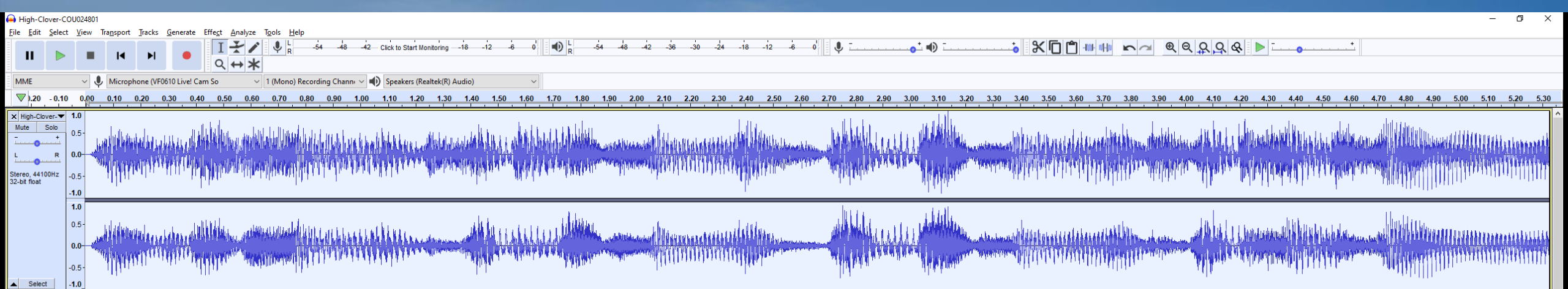
New Peak Amplitude (dB): 0.0

Allow clipping

Manage Preview OK Cancel ?

The screenshot shows a dialog box titled 'Amplify'. It has a white background and a standard window title bar with minimize, maximize, and close buttons. The dialog contains a slider for 'Amplification (dB)' with a value of 4.283. Below the slider is a text box for 'New Peak Amplitude (dB)' with a value of 0.0. There is an unchecked checkbox labeled 'Allow clipping'. At the bottom, there are five buttons: 'Manage', 'Preview', 'OK', 'Cancel', and a help button with a question mark. The 'OK' button is highlighted with a blue border.





Fade in

Noise Reduction

Step 1

Select a few seconds of just noise so Audacity knows what to filter out, then click Get Noise Profile:

Get Noise Profile

Step 2

Select all of the audio you want filtered, choose how much noise you want filtered out, and then click 'OK' to reduce noise.

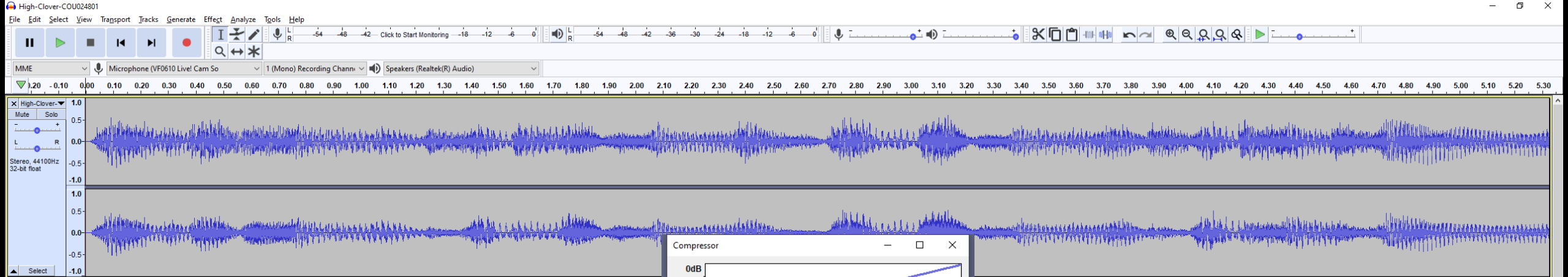
Noise reduction (dB): 12

Sensitivity: 6.00

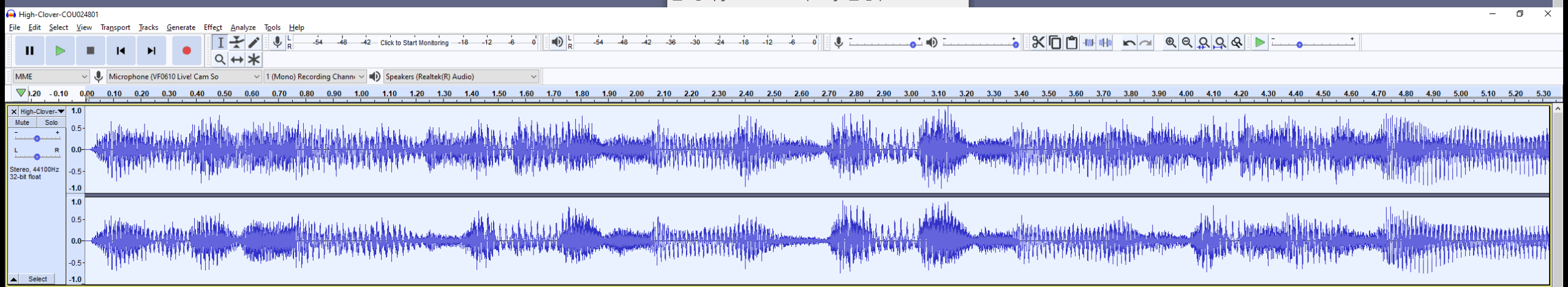
Frequency smoothing (bands): 3

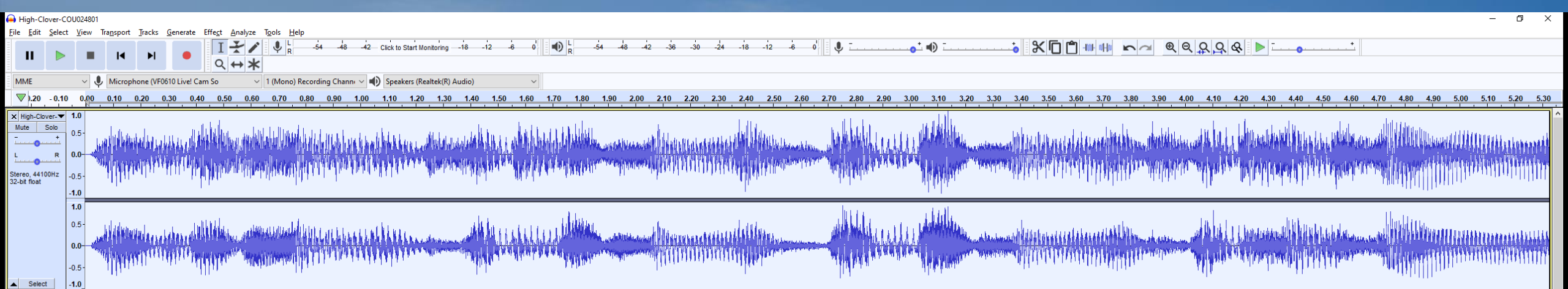
Noise: Reduce Residue

Preview OK Cancel ?



Compressor





Noise reduction

Noise Reduction

Step 1

Select a few seconds of just noise so Audacity knows what to filter out, then click Get Noise Profile:

Get Noise Profile

Step 2

Select all of the audio you want filtered, choose how much noise you want filtered out, and then click 'OK' to reduce noise.

Noise reduction (dB):

Sensitivity:

Frequency smoothing (bands):

Noise: Reduce Residue

Preview **OK** **Cancel**

Overview

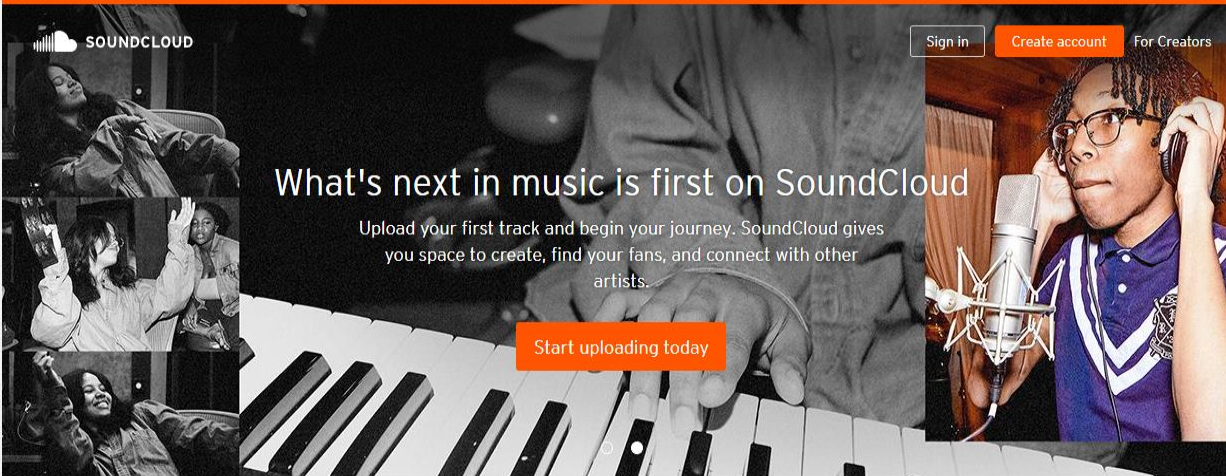
- Introduction
- Sound, compression and perception
- Recording sound
- Editing
- Processing
- **Archiving**
- Sharing
- Resources

Overview

- Introduction
- Sound, compression and perception
- Recording sound
- Editing
- Processing
- Archiving
- **Sharing**
- Resources

Sharing

- Creating a podcast
- Soundcloud
- Using with Video
- Facebook
- YouTube



Search for artists, bands, tracks, podcasts



or

Upload your own

Hear what's trending for free in the SoundCloud community



All With It
PSL



WAP feat. Megan Thee Stallion
Cardi B



2020 أير صرمة - فيلو و مسلم
Muslim | مسلم



2020 الرخيصة كليه الجنه
Omar Kamal | عمر كمال



Drake - Laugh Now Cry Later
octobersveryown



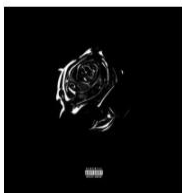
Back 2 My
PSL



Pop Smoke - Mood Swings ...
POP SMOKE



Wegz - El Ghasala | 2020
Hussien Al Jasmie | حسين الجسمي



Pop Smoke - For The Night ...
POP SMOKE



Lemonade Ft. Don Toliver, ...
Internet Money Records



Smile (with The Weeknd)
Juice WRLD



...مو كوتو (البشر بنت الجرام)
Muslim | مسلم

Explore trending playlists



Home

Stream

Library

Search

Search

Upgrade

Upload

ovw



Upload

Mastering

Your tracks

Stats

Pro Plans

Pulse

Press F11 to exit full screen

Creators on SoundCloud

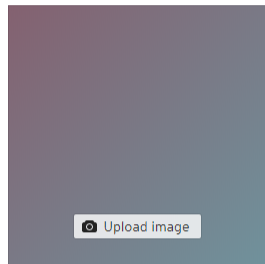
Provide FLAC, WAV, ALAC, or AIFF for highest audio quality. [Learn more about lossless HD.](#)

Replace file

High-Clover-COU024801.mp3

Ready. Click Save to post this track.

Basic info Metadata Permissions



Title *

HIGH CLOVER

soundcloud.com/user-233490290/high-clover



Genre

None

Additional tags

Add tags to describe the genre and mood of your track

Description

Describe your track

Privacy:

Public

Private

Only you and people you share a secret link with will be able to listen to this track.

Scheduled

* Required fields

Cancel Save

By uploading, you confirm that your sounds comply with our [Terms of Use](#) and you don't infringe anyone else's rights.

[Legal](#) - [Modern Slavery Act](#) - [Privacy](#) - [Cookies](#) - [Imprint](#) - [Creator Resources](#) - [Blog](#) - [Charts](#) - [Popular searches](#)

Language: [English \(US\)](#)

Provide FLAC, WAV, ALAC, or AIFF for highest audio quality. [Learn more about lossless HD.](#) Replace file

High-Clover-COU024801.mp3

Ready. Click Save to post this track.

Basic info Metadata **Permissions**

Access

- Enable direct downloads
This track will not be available for direct download in the original format it was uploaded.
- Offline listening
This track can be played on devices without an internet connection.
- Include in RSS feed
This track will not be included in your RSS feed.
- Display embed code
This track's embedded-player code will be displayed publicly.
- Enable app playback
This track will be playable outside of SoundCloud and its apps.

Be in control

With any Pro plan, you're in charge with quiet mode; choose whether comments should be public, private, or not allowed, or show or hide stats.

Unlock with a Pro plan

* Required fields

Cancel Save

By uploading, you confirm that your sounds comply with our [Terms of Use](#) and you don't infringe anyone else's rights.

[Legal](#) - [Modern Slavery Act](#) - [Privacy](#) - [Cookies](#) - [Imprint](#) - [Creator Resources](#) - [Blog](#) - [Charts](#) - [Popular searches](#)
[Language: English \(US\)](#)



Home

Stream

Library

Search

Upgrade

Upload

ovw



Upload

Mastering

Your tracks

Stats

Pro Plans

Pulse

Creators on SoundCloud

Drag and drop your tracks & albums here

Upload a file



ovw
HIGH CLOVER

Private

Upload complete.
Go to your track.

Master track

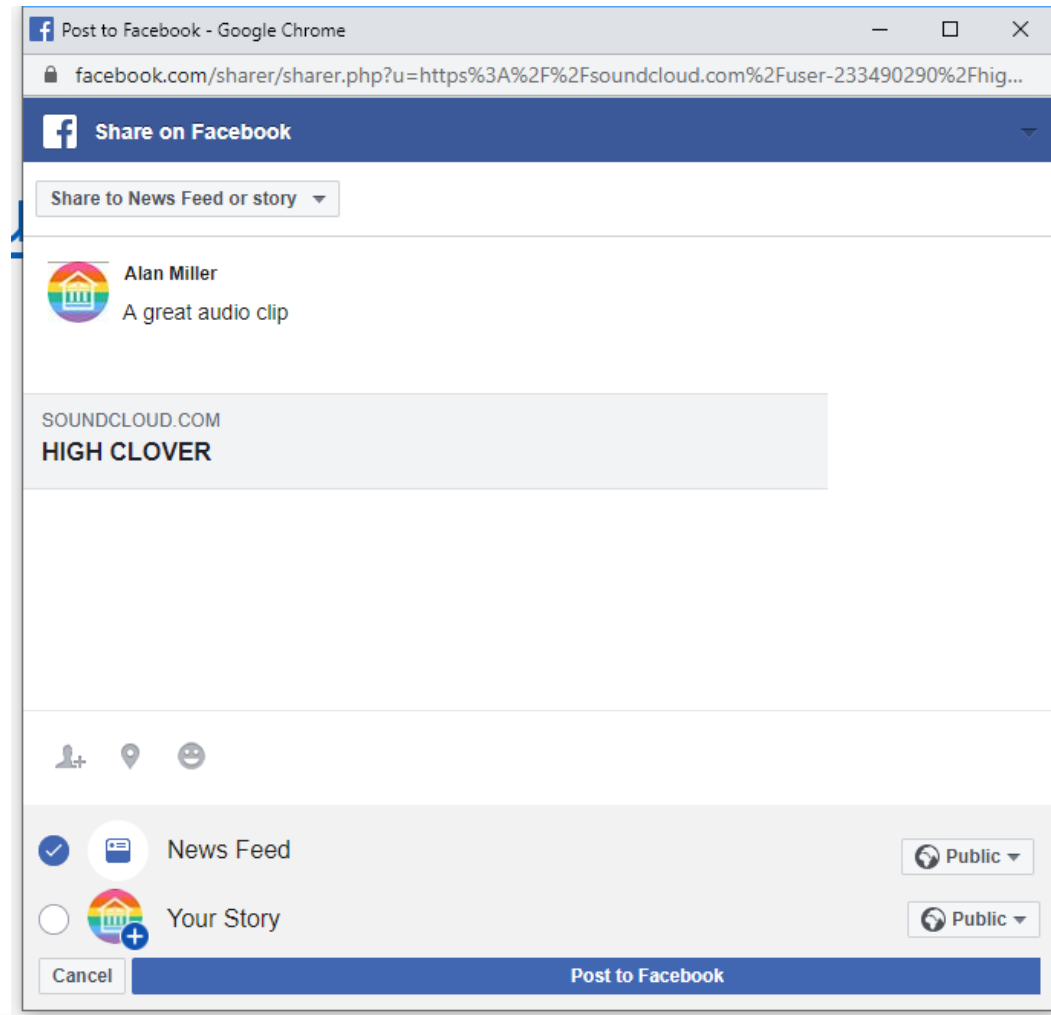
Share your new track



<https://soundcloud.com/user-2334>

By uploading, you confirm that your sounds comply with our [Terms of Use](#) and you don't infringe anyone else's rights.

Sharing with Facebook



Overview

- Introduction
- Sound, compression and perception
- Recording sound
- Editing
- Processing
- Archiving
- Sharing
- **Resources**

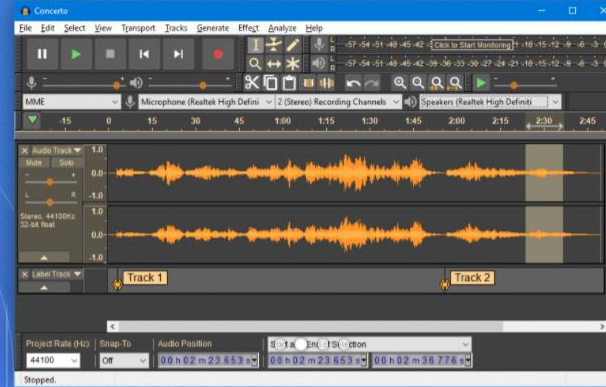
Audio resources

- [Free sound resources](#)
- [Unlocking our Sound Heritage](#)
- [Scotland's sounds](#)
- [Tobar an Dualchis](#)
- [Audio recording](#) and editing: Audacity
- [Music manager and player](#): Music Bee
- [Media player](#): VLC
- [Social media](#) sound: Sound Cloud
- Social media video: [YouTube](#), [Vimeo](#)



Free, open source, cross-platform audio software

Audacity is an easy-to-use, multi-track audio editor and recorder for Windows, macOS, GNU/Linux and other operating systems. Developed by a group of volunteers as open source.



DOWNLOAD AUDACITY

Latest version : 2.4.2

[View Release Notes](#)

[Documentation](#)

Audacity Posts

More Sad News

July 13, 2020 by [Buanzo](#)

I am writing this in tears, heartbroken. Vaughan Johnson, who was an Audacity Team member since 2002, passed away in December 26th, 2018. We just found out. He made significant contributions to Audacity, coded one of our first web pages...

[READ MORE](#)

Audacity 2.4.2 Released

June 26, 2020 by [James Crook](#)

Happy 20th Birthday, Audacity!

May 28, 2020 by [Buanzo](#)

Audacity 2.4.1 Released

May 21, 2020 by [James Crook](#)

[MORE POSTS](#)

Get Involved

All are welcome to contribute to Audacity by helping us with code, documentation, translations, user support and by testing our latest code.

[How to contribute?](#)

[DONATE](#)

[Learn more about donations](#)



A LOAD OF FEATURES



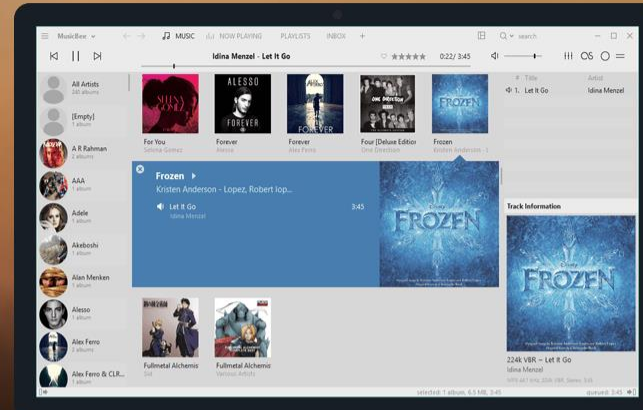
The Ultimate Music Manager and Player

MusicBee makes it easy to manage, find, and play music files on your computer. MusicBee also supports podcasts, web radio stations and SoundCloud integration

Get MusicBee, you will never go back. And it's free!

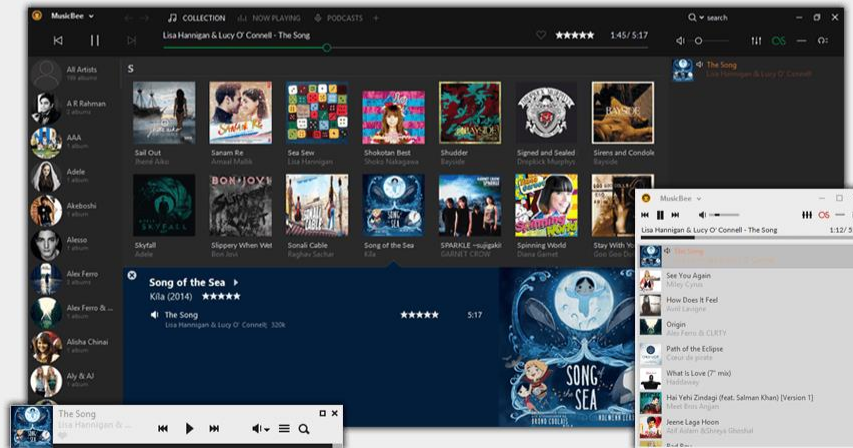
[Download Now](#)
For Win7/ Win8/ Win10

[Check out features](#)
See the best of MusicBee



Simple, Powerful, and Fast

Play your music the way you want. Turn your computer into a music jukebox. Use auto-tagging to clean up your messy music library. Enjoy a great music experience with MusicBee.



VideoLAN, a project and a [non-profit organisation](#).



VLC media player

VLC is a free and open source cross-platform multimedia player and framework that plays most multimedia files as well as DVDs, Audio CDs, VCDs, and various streaming protocols.

Download VLC ▾

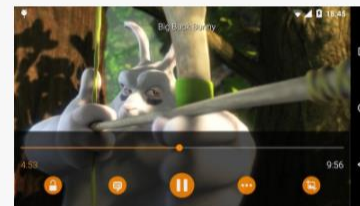
Version 3.0.11 • Windows 64bit • 40 MB
59,004,452 downloads so far



Simple, fast and powerful

- ✓ **Plays everything** - Files, Discs, Webcams, Devices and Streams.
- ✓ **Plays most codecs with no codec packs needed** - MPEG-2, MPEG-4, H.264, MKV, WebM, WMV, MP3...
- ✓ **Runs on all platforms** - Windows, Linux, Mac OS X, Unix, iOS, Android ...
- ✓ **Completely Free** - no spyware, no ads and no user tracking.

[LEARN MORE](#)



Customise

- ✓ Add skins.
- ✓ Create skins with **VLC skin editor**.
- ✓ Install extensions.

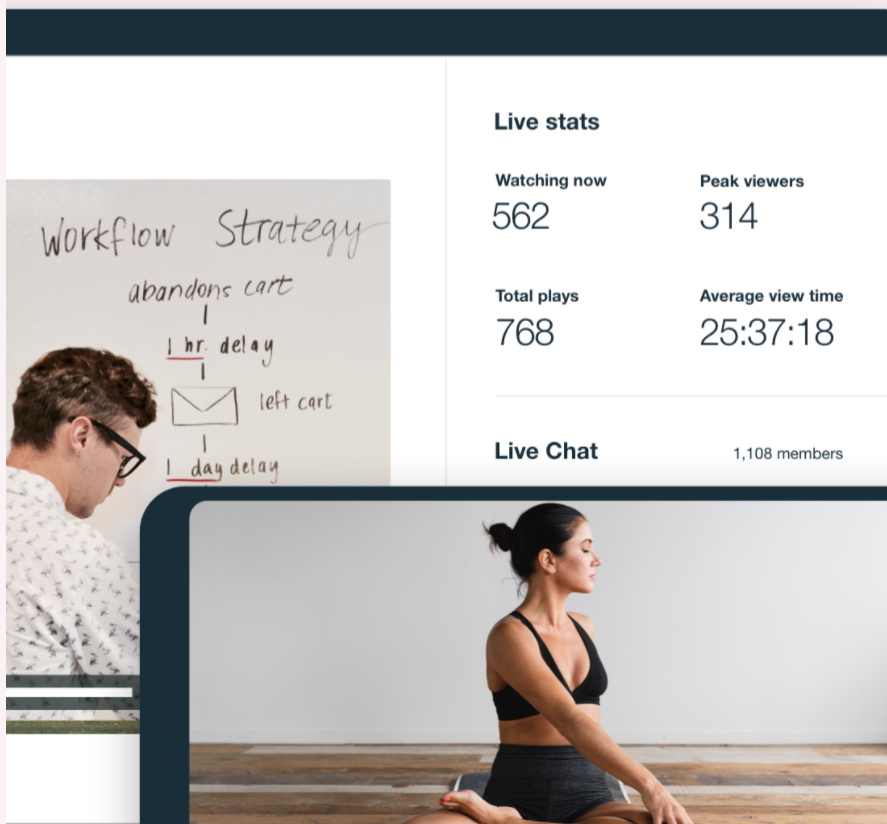
Screenshots



[VIEW ALL SCREENSHOTS](#)

Bring people together with video.

Create high-performing videos, go live, collaborate with your team, and share anywhere.

[See plans](#)[Join for free](#)

Just add Live.

Capture any moment with reliable, professional live streaming.

[Go live →](#)

Connect your entire team on one secure, enterprise-level video platform.

[Get Enterprise →](#)

Video Resources

- Avidmux
- Blender
- Kdenlive
- VLC Media player

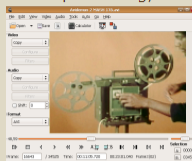
Press **F11** to exit full screen

what is avidemux?

- news
- downloads
- screenshots
- wiki docs
- forums

Avidemux is a free video editor designed for simple cutting, filtering and encoding tasks. It supports many file types, including AVI, DVD compatible MPEG files, MP4 and ASF, using a variety of codecs. Tasks can be automated using projects, job queue and powerful scripting capabilities.

Avidemux is available for Linux, BSD, Mac OS X and Microsoft Windows under the GNU GPL license. The program was written from scratch by Mean, but code from other people and projects has been used as well. Patches, translations and even bug reports are always welcome.



latest news

2020-07-07: **2.7.6: Another nice release, completely done by Euma**

* New Feature: Detect and warn when cut points in HEVC video streams may result in grave playback issues despite being on keyframes

[Read more...](#)

2019-08-31: **2.7.5: Win64 oops**

Some support libraries were not properly generated. That led to issues with x265 and png support.

[Read more...](#)

© 2001-2009 Mean <fixounet at free dot fr>

Press **F11** to exit full screen

Blender LTS 2.83.5

Update now for a rock-stable Blender!

Open source 3D creation. Free to use for any purpose, forever.

[Download Blender 2.83.5](#)

About

Blender is the free and open source 3D creation suite. It supports the entirety of the 3D pipeline—modeling, rigging, animation, simulation, rendering, compositing and motion tracking, video editing and 2D animation pipeline.

[Blender Foundation](#) [Blender Institute](#) [Blender Network](#)

Get Involved

Blender is the free and open source 3D creation suite. It supports the entirety of the 3D pipeline—modeling, rigging, animation, simulation, rendering, compositing and motion tracking, video editing and 2D animation pipeline.

[Development](#) [Documentation](#) [Education](#) [Donations & Sponsors](#)

Blender News



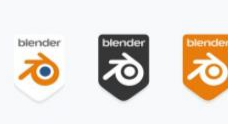
Unity joins the Development Fund!

Unity is now a top-level contributor to the Blender Development Fund.



Blender Conference

Be part of this unique 2020 edition! Wherever you are, together apart.



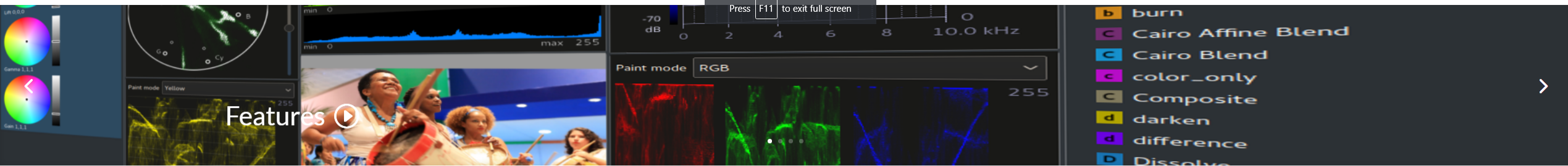
Introducing: Community Badge

The Blender Foundation proudly presents the Blender community badge.



Coffee Run Open Movie

Enjoy the latest Open Movie by Blender Animation Studio



Features

Open source video editor. Free and easy to use for any purpose, forever.

Kdenlive 20.08.0

Latest News

GSoC'20 Progress: Onward with the Third Month

Aug 22, 2020 | [GSoC, News](#) | 2 Comments

Greetings! It's been a while since my last update. In this post, I will describe the work I have done up until now in Phase Three of the coding period. This phase, I worked on making the subtitles displayed on the timeline editable. Since the text and end positions...

[READ MORE](#)

Kdenlive 20.08 is out

Aug 17, 2020 | [News, Releases, Uncategorized](#) | 38 Comments

Kdenlive 20.08 is out with nifty features like Interface Layouts, Multiple Audio Stream support, Cached data management and Zoombars in the Clip Monitor and Effects Panel but one may argue that the highlights of this release are stability and interface improvements....

[READ MORE](#)

GSoC'20 Progress: Week 7 and 8

Jul 28, 2020 | [GSoC, News](#) | 2 Comments

Greetings! With the subtitle information, i.e., the text, the start and end points of each subtitle, being correctly stored in the abstract list model. I shifted my focus in these two weeks towards the UI development of subtitles in the timeline. First, to confirm...

[READ MORE](#)

GSoC ' 20 Progress: Week 5 and 6

Jul 20, 2020 | [GSoC, News](#) | 1 Comment

Greetings! The Second Phase began with Week 5 of the coding period. The next two weeks involved debugging the previously written code and including necessary connections for it to work. For this, I made use of the signal - slot mechanism of the splendid framework that...

[READ MORE](#)

GSoC ' 20 Progress: Week 3 and 4

Jun 30, 2020 | [GSoC, News](#) | 3 Comments

Greetings! The past two weeks did not see as much progress as I would have liked because of my university exams and evaluations. Now, let's focus on the work that I could do before I got swamped with the academic work and term exams. I started the third week by...

[READ MORE](#)

GSoC' 20 Progress: Week 1 and 2

Jun 15, 2020 | [GSoC, News](#) | 2 Comments

Greetings! It's been two weeks since the coding period began and I would love to share with the community the progress I have made so far. In the past two weeks, I focused on implementing a basic class for handling subtitles. First, I created a class called...

[READ MORE](#)

[« Older Entries](#)

Need help?

Liked Following Share Send Message



Open Virtual Worlds @OpenVirtualWorlds

- Home
- Posts
- Events
- Groups
- Photos
- Videos**
- Services
- Community
- Reviews
- Offers
- Jobs
- About
- Shop
- Live

Promote

Visit Ad Centre

All Videos



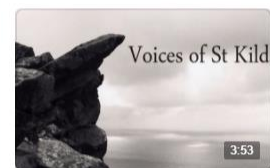
Virtual Dive Experience 23 hours ago · 529 views 18



Vikings Live 5 days ago · 2.1K views 49



Vikings Live Teaser a week ago · 155 views



Voices of St Kilda - Norman Gillies Interview 2 weeks ago · 155 views 9



Helmsdale Fishing Village 1890: The Herring Boom & Gutting Girls 2 weeks ago · 1.2K views 29



St Kilda 1880 3 weeks ago · 1.4K views 23



St Johns Kirk - Perth - 1440 4 weeks ago · 3.2K views 46



Highland Clearances Longhouse Settlement 1813 6 weeks ago · 1.6K views 34



Helmsdale 1890 6 weeks ago · 42 views 1



Caen Longhouse Settlement 6 weeks ago · 170 views



Iron Age Roundhouse 500BC-500AD Kildonan, Sutherland 6 weeks ago · 210 views 3



Elie & Earlsferry Chapel - c1413 6 weeks ago · 2.3K views 29



13:06



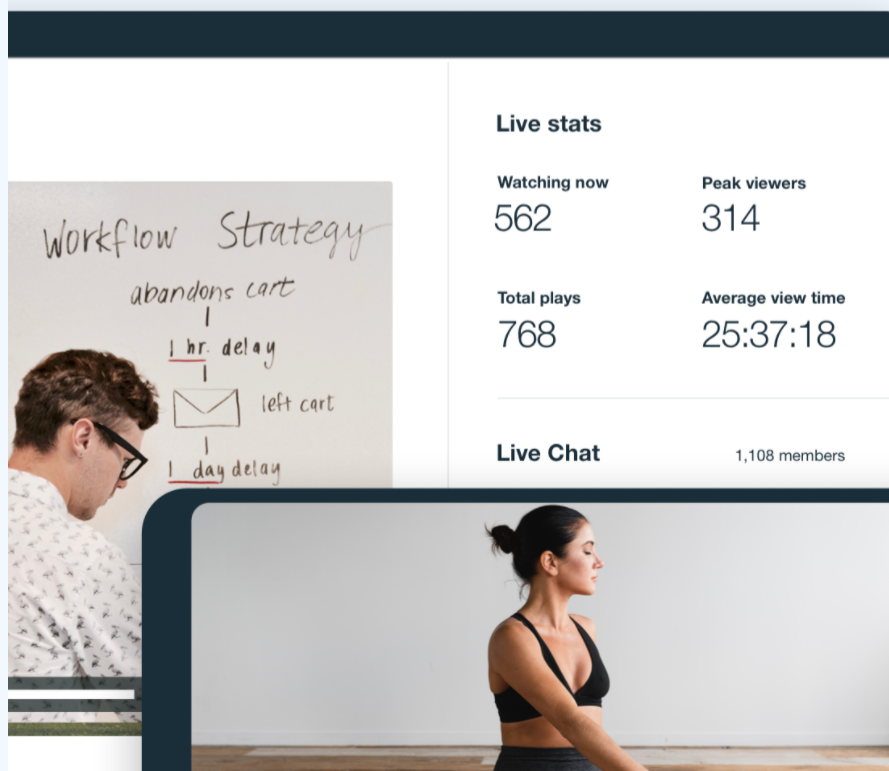
2:57



8:09

Bring people together with video.

Create high-performing videos, go live, collaborate with your team, and share anywhere.

[See plans](#)[Join for free](#)

Just add Live.

Capture any moment with reliable, professional live streaming.

[Go live →](#)

Connect your entire team on one secure, enterprise-level video platform.

[Get Enterprise →](#)

- Home
- Trending
- Subscriptions
- Library
- History
- Your videos
- Purchases 1
- Watch later
- Show more



Facebook Twitter



Open Virtual Worlds
47 subscribers

CUSTOMIZE CHANNEL YOUTUBE STUDIO

- HOME
- VIDEOS
- PLAYLISTS
- CHANNELS
- ABOUT

- SUBSCRIPTIONS
- The Woodland Trust (w)
 - Kinobody
 - VirtualCupar
 - Dig It! TV
 - Island Voices Videos
 - Pocket Gamer
 - Futurepoly
 - Show 35 more

- MORE FROM YOUTUBE
- YouTube Premium
 - Movies & Shows
 - Gaming
 - Live
 - Fashion & Beauty
 - Learning
 - Settings
 - Report history
 - Help
 - Send feedback

Uploads PLAY ALL

SORT BY

<p>Highland Clearances Longhouse Settlement 1813 34 views • 1 month ago</p>	<p>Scottish Cruise Lamp 25 views • 5 months ago</p>	<p>GLEN SHEE ARCHAEOLOGY PROJECT 273 views • 5 months ago</p>	<p>Rotating 3D objects 42 views • 3 years ago</p>	<p>Theta 360 Live 67 views • 4 years ago</p>	<p>Theta 360 8 views • 4 years ago</p>
<p>Glenceoe 35 views • 4 years ago</p>	<p>Sunrise over Helmsdale Harbour 34 views • 4 years ago</p>	<p>Skyward 360 drone Video Sphere 90 views • 4 years ago</p>	<p>The Hill House Video Sphere 68 views • 4 years ago</p>	<p>Caen day 18 views • 4 years ago</p>	<p>Guardbridge Video Sphere 52 views • 4 years ago</p>
<p>Drum Castle Video Sphere 64 views • 4 years ago</p>	<p>Ben Lawers 14 views • 4 years ago</p>	<p>Lateral North 'present' 4k h 264 33 views • 4 years ago</p>	<p>Skriduklaustur (Medieval Icelandic Monastery) Video... 110 views • 4 years ago</p>	<p>Lateral North Video Sphere 24 views • 4 years ago</p>	<p>Cramond - Mesolithic Site 54 views • 4 years ago</p>