Work Smarter, Not Harder Automating Repetitive Tasks in the Audio Pipeline

Introduction



Adam Kay





Adam Kay

Audio Designer - Paragon Studios





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Let your computer work for you





Let your computer work for you

Spend less time clicking, more time being creative







Let your computer work for you

Spend less time clicking, more time being creative Translation:







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Introduction: Why is this important?



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Save time



A problem has been detected and Windows has been shut down to prevent damage to your computer.

DRIVER_IRQL_NOT_LESS_OR_EQUAL

If this is the first time you've seen this Stop error screen, restart your computer, If this screen appears again, follow these steps:

Check to make sure any new hardware or software is properly installed. If this is a new installation, ask your hardware or software manufacturer for any Windows updates you might need.

If problems continue, disable or remove any newly installed hardware or software. Disable BIOS memory options such as caching or shadowing. If you need to use Safe Mode to remove or disable components, restart your computer, press F8 to select Advanced Startup Options, and then select Safe Mode.

Technical information:

*** STOP: 0x0000001 (0x0000000,0x0000002,0x00000000,0xF86B5A89)

qv3.sys - Address F86B5A89 base at F86B5000, DateStamp 3dd991eb *** Beginning dump of physical memory Physical memory dump complete. Contact your system administrator or technical support group for further assistance.

Introduction: Why is this important?

Save time

Reduce error



If this is the first time you've seen restart your computer, If this screen these steps:

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*** STOP: 0x0000001 (0x000000C,0x00

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DRIVER_IRQL_NOT_LESS_OR_EQUAL

Technical information:

qv3.sys - Address F86B5A89

Introduction: Why is this important?

Save time

Reduce error

Ensure consistency







Batch Audio Processor

Batch Audio Processor

SoX (Sound eXchange)

Command Prompt

C:\Program Files\SoX>sox -U3 c:\test\e
sox: SoX v14.3.1
sox INFO formats: detected file format
sox INFO aiff: Unity MIDI Note: 0
sox INFO aiff: Low MIDI Note: 0
sox INFO aiff: High MIDI Note: 0
, v
Input File : 'c:\test\example0.aif
Channels : 1
Sample Rate : 44100
Precision : 16-bit
Duration : $00:04:05.36 = 1082037$
File Size : 21.6M
Bit Rate : 706k
Sample Encoding: 16-bit Signed Integer
Endian Type : big
Reverse Nibbles: no
Reverse Bits : no
Output File : 'c:\test\example0.wav
Channels : 1
Sample Rate : 44100
Precision : 16-bit
Duration : $00:04:05.36 = 1082037$
Sample Encoding: 16-bit Signed Integer
Endian Type : little
Reverse Nibbles: no
Reverse Bits : no
Comment : 'Processed by SoX'
sox INFO sox: effects chain: input
sox INFO sox: effects chain: output
C:\Program Files\SoX>_





Batch Audio Processor SoX (Sound eXchange) **Batch Video Converter**

🔤 Command Prompt C:\Program Files\SoX>sox -U3 c:\test\example0.aif -t wav c:\test\example0.wav sox: SoX v14.3.1 sox INFO formats: detected file format type `aiff' sox INFO aiff: Unity MIDI Note: 0 sox INFO aiff: Low 🕺 MIDI Note: Ø sox INFO aiff: High MIDI Note: 0 : 'c:\test\example0.aif' Input File Channe 1s : 1 Sample Rate : 44100 Precision : 16-bit Duration File Size : 21.6M : 706k Bit Rate Sample Encoding: 16-bit Signed Integer PCM Endian Type : big Reverse Nibbles: no : big Reverse Bits : no : 'c:\test\example0.wav' Output File Channels : 1 Sample Rate : 44100 Precision : 16-bit Duration : 00:04:05.36 = 10820370 samples = 18402 CDDA sectors Sample Encoding: 16-bit Signed Integer PCM Endîan Type 🛛 : li Reverse Nibbles: no : little Reverse Bits : no : 'Processed by SoX' Comment sox INFO sox: effects chain: input sox INFO sox: effects chain: output C:\Program Files\SoX>_





Batch Audio Processor SoX (Sound eXchange) **Batch Video Converter** FFmpeg

C:\	Command	Prompt
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🔤 Command Prompt

C:\Program Files\ffmpeg>ffmpeg -i c:\test\sample.avi -f mov -vcodec mpeg4 -b 819 2k -acodec libmp3lame -ab 256k c:\test\sample.mov FFmpeg version SUN-r21845, Copyright (c) 2000-2010 Fabrice Bellard, et al. built on Feb 16 2010 06:04:29 with gcc 4.4.2 configuration: --enable-memalign-hack --cross-prefix=i686-mingw32- --cc=ccache -i686-mingw32-gcc --arch=i686 --target-os=mingw32 --enable-runtime-cpudetect --e nable-avisynth --enable-gpl --enable-version3 --enable-bzlib --enable-libgsm --e nable-libfaad --enable-pthreads --enable-libvorbis --enable-libtheora --enable-libdad ibspeex --enable-libmp31ame --enable-libopenjpeg --enable-libxvid --enable-libsc hroedinger --enable-libx264 --enable-libopencore_amrwb --enable-libopencore_amrn 50.9.0 / 50.9.0 52.54.0 / 52.54.0 libavutil libavcodec 52.52. 0 / 52.52. 0 libavformat libavdevice 52. 2. 0 / 52. 2. 0 0.10.0 / 0.10.0 libswscale nput #0, avi, from 'c:\test\sample.avi': Metadata: : Lavf52.52.0 ISFT Duration: 00:00:04.33, start: 0.000000, bitrate: 929 kb/s Stream #0.0: Video: mpeg4, yuv420p, 640x480 [PAR 1:1 DAR 4:3], 15 tbr, 15 tb . 15 tbc Stream #0.1: Audio: mp3, 44100 Hz, 2 channels, s16, 256 kb/s Output #0, mov, to 'c:\test\sample.mov': Stream #0.0: Video: mpeg4, yuv420p, 640x480 [PAR 1:1 DAR 4:3], g=2-31, 8192 kb/s, 15 tbn, 15 tbc Stream #0.1: Audio: libmp3lame, 44100 Hz, 2 channels, s16, 256 kb/s Stream mapping: Stream #0.0 -> #0.0 Stream #0.1 -> #0.1 Press [q] to stop encoding frame= 62 fps= 0 q=2.0 Lsize= 446kB time=4.20 bitrate= 869.5kJ video:306kB audio:136kB global headers:0kB muxing overhead 0.669506%



Batch Audio Processor SoX (Sound eXchange) **Batch Video Converter** FFmpeg Batch text manipulation

Command Prompt

🛤 Command Prompt

C:\Program Files\ffmpeg>ffmpeg -i c:\test\sample.avi -f mov -vcodec mpeg4 -b 819 2k -acodec libmp3lame -ab 256k c:\test\sample.mov FFmpeg version SUN-r21845, Copyright (c) 2000-2010 Fabrice Bellard, et al. built on Feb 16 2010 06:04:29 with gcc 4.4.2 configuration: --enable-memalign-hack --cross-prefix=i686-mingw32- --cc=ccache -i686-mingw32-gcc --arch=i686 --target-os=mingw32 --enable-runtime-cpudetect --e nable-avisynth --enable-gpl --enable-version3 --enable-bzlib --enable-libgsm --e nable-libfaad --enable-pthreads --enable-libvorbis --enable-libtheora --enable-libgsm --e ibspeex --enable-libmp31ame --enable-libopenjpeg --enable-libxvid --enable-libsc hroedinger --enable-libx264 --enable-libopencore_amrwb --enable-libopencore_amrn 50.9.0 / 50.9.0 52.54.0 / 52.54.0 libavutil libavcodec 52.52. 0 / 52.52. 0 libavformat libavdevice 52.2.0 / 52.2.0 0.10.0 / 0.10.0 libswscale nput #0, avi, from 'c:\test\sample.avi': Metadata: : Lavf52.52.0 ISFT Duration: 00:00:04.33, start: 0.000000, bitrate: 929 kb/s Stream #0.0: Video: mpeg4, yuv420p, 640x480 [PAR 1:1 DAR 4:3], 15 tbr, 15 tb . 15 tbc Stream #0.1: Audio: mp3, 44100 Hz, 2 channels, s16, 256 kb/s Output #0, mov, to 'c:\test\sample.mov': Stream #0.0: Video: mpeg4, yuv420p, 640x480 [PAR 1:1 DAR 4:3], g=2-31, 8192 kb/s, 15 tbn, 15 tbc Stream #0.1: Audio: libmp3lame, 44100 Hz, 2 channels, s16, 256 kb/s Stream mapping: Stream #0.0 -> #0.0 Stream #0.1 -> #0.1 Press [q] to stop encoding frame= 62 fps= 0 q=2.0 Lsize= 446kB time=4.20 bitrate= 869.5kJ video:306kB audio:136kB global headers:0kB muxing overhead 0.669506%



Batch Audio Processor Command Prompt - -Command Prompt - 🗆 × test1.xml codec mpeg4 -b 819 SoX (Sound eXchange) Last Saved: 2/23/11 9:54:13 PM lard, et al. File Path v : ~/Desktop/xml/test1.xml w32- --cc=ccache udetect **Batch Video Converter** enable-libosm <soundProject> 1 theora ——enable <soundObject> --enable-libs <soundName>some_name_01</soundName> -libopencore_am <sourceFile>some_name.wav</sourceFile> FFmpeg <volume>1</volume> <distRadius>200</distRadius> <distRolloff>100</distRolloff> </soundObject> Batch text manipulation <soundObject> <soundName>some_other_name_02</soundName> 10 <sourceFile>some other name.wav</sourceFile> 11 Find regular expressions 12 13 Find: 14 <distRadius>(\d+)</distRadius>(\n?\r?\s+)<distRolloff>(\d+)</distRolloff> 15 16 17 Replace: <distRadius>\1</distRadius>\2<distRolloff>\1</distRolloff> 18 19 20 Matching: 🗌 Case sensitive 🗌 Entire word 🗹 Grep 21

22

23 24

25



Search in: 📃 Selected text only 🗹 Wrap around

<sourceFile>this_name.wav</sourceFile>

Introduction: Really, Why?



Introduction: Really, Why?

...but what about Sound Forge, Peak, Audition, WaveLab, Sound Designer II?







Introduction: Really, Why?

...but what about Sound Forge, Peak, Audition, WaveLab, Sound Designer II?







I am NOT a programmer doomsday.cpp やEマメES クママ レムンベアンレン 59722124597 539 939 230 824 XTI STR939 P3' STSPSTS 93KPT2 ISTHT D79739 C66 2664L37E6 6L6153 364 C66 2664(L37E6 6L62) 564 577,27,27, 774 JAH 93K23 5345772572 22622 S346239 57593k53555 534359 97995C エ57957777 537 23k939 C66 2664(L34E6 6L6105 364 C66 2664(L34E6 6L63%; 564 455 (23) 459 LOS 95922445999 R39542247 V35 SEGNENCEN SEGNESSER 325 Q66 2664L34E6 6L6145 564 9345777997 K95 X52 979539X29





I am NOT a programmer

I'm just an audio guy who doesn't like repetition



I am NOT a programmer

I'm just an audio guy who doesn't like repetition I'm just an audio guy who doesn't like repetition



I am NOT a programmer I'm just an audio guy who doesn't like repetition I'm just an audio guy who doesn't like repetition What's my point?



I am NOT a programmer

I'm just an audio guy who doesn't like repetition I'm just an audio guy who doesn't like repetition What's my point?

You don't have to remember commands



I am NOT a programmer

I'm just an audio guy who doesn't like repetition I'm just an audio guy who doesn't like repetition What's my point?

You don't have to remember commands

Let the scripts remember for you



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Google is your friend




I'm going to move quickly



I'm going to move quickly Feel free to ask questions





I'm going to move quickly Feel free to ask questions

Extensive documentation and examples will be available



I'm going to move quickly Feel free to ask questions Extensive documentation and examples will be available NOT the talk about judicious use of VFX in PowerPoint







Examples: Scripting





Batch Audio Converter

Batch Video Converter



Live Example





Regex uses succinct (and inherently cryptic) keys to identify patterns within text



Regex uses succinct (and inherently cryptic) keys to identify patterns within text On a basic level, Regex expects two types of arguments



1. What kind of character you are looking for?

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Regex uses succinct (and inherently cryptic) keys to identify patterns within text On a basic level, Regex expects two types of arguments

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 - = any character



Regex uses succinct (and inherently cryptic) keys to identify patterns within text On a basic level, Regex expects two types of arguments

- 1. What kind of character you are looking for?
 - = any character
 - d = any numeric character
- 2. How many of this type of character are you looking for?



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2. How many of this type of character are you looking for?

? = 0 or 1

+ = 1 or more



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- pin\d*hot matches pinhot or pin1hot or pin9999hot * = 0 or more

Live Example
Conclusion



Build your own player/converter



Build your own player/converter

Look for other ways to use batch scripts



Build your own player/converter

Look for other ways to use batch scripts

Next time, use regular expressions







yakmatter.com/worksmarter



Links: yakmatter.com/worksmarter

SoX http://sox.sourceforge.net/

FFmpeg http://ffmpeg.org/

Regular Expressions http://perldoc.perl.org/perlre.html







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Please fill out the evaluation form

yakmatter.com/worksmarter