



easyFoley

version 1.1 manual

Simple Tools Made Well

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contents

1. introduction
2. features
3. the player window
4. editing
5. menus
 - file
 - edit
 - template
6. media folder
7. sound banks
8. registration
9. system requirements

introduction

.1

Have instant foley sound FX at your finger tips with easyFoley.

Choose a bank of sounds, like Male Footsteps on Wood, assign the sounds you want to the buttons and away you go.

Play along to footage, record the output of your computer and you have instant foley.

Amongst the good things about easyFoley is that its never late for a session, it never complains, never wants a tea break and is available whenever you are. Even at the weekend or in the middle of the night.

Whether you're track laying, adding foley or just need a couple of FX to add to the mix, easyFoley is the right tool fo the job.

features

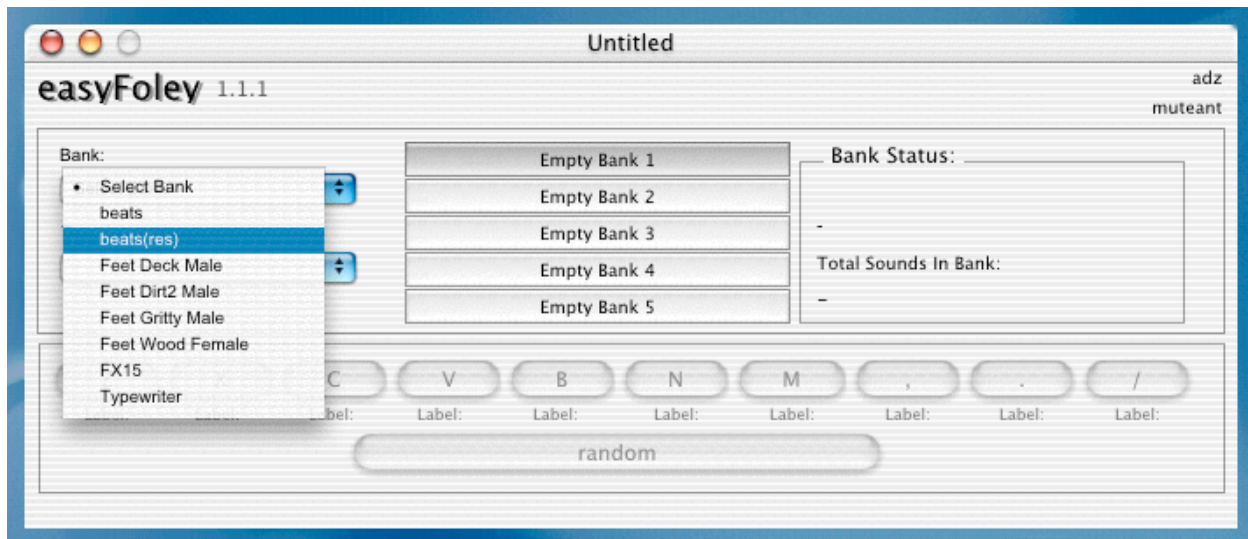
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- Store related sound together in soundBanks.
- Load up to five soundBanks per player window and as many player windows as your RAM allows.
- Save the settings of your player windows.
- Random Generator allows for truly realistic foley.
- Supports AIFC, SND Resources, WAV and Sd2f.
- Save templates to customise how easyFoley plays sounds from a soundBank.

player window

.3

The player window is where you select soundBanks, choose templates and where you play your sounds. You can select up to five different soundBanks in one easyFoley player window, and have as many player windows as your RAM will allow.



To load or change a bank, select the bank first from the store of five bank buttons, then select the soundBank you want to load from the Bank popUp menu. The soundBank will load with its default settings. That is the first ten sounds will be assigned to the player keys and all sounds will be assigned to the random player. You can now select a saved template from the template popup menu, or create a new one. See Editing below.

To play a sound from a loaded soundBank, that bank has to be made the current soundBank. To do this simply click on the bank button, or hit the tab key to cycle through the loaded banks.

The delete key removes the current bank from the window.

To play a sound from the current soundBank simply click on a button or press the key on the keyboard. The space bar has a special function. Every time it is pressed it picks a sound from the current soundBank at random. Whether or not you want a sound to be included in this random collection can be controlled via a template. See Random Generator below.

Each of the buttons has several different modes of operation, Looping and overLap modes.

The space bar button or random key can have overlap mode turned on or off, but does not have a looping function.

You can save the set up of the player window for instant retrieval later. That way you could build up a library of your favourite FX and settings.

looping

To make a sound loop continuously Control - click on the appropriate button. The caption should now appear in bold. When you press this button or key the sound will play in a continuous loop. Pressing the button again stops the sound playing. There is now looping function on the random button.

overLap mode

Overlap mode is on by default. In this mode successive hits of the same key or button will make the sound play over itself. You can turn this off by shift - clicking the button. The caption will now appear

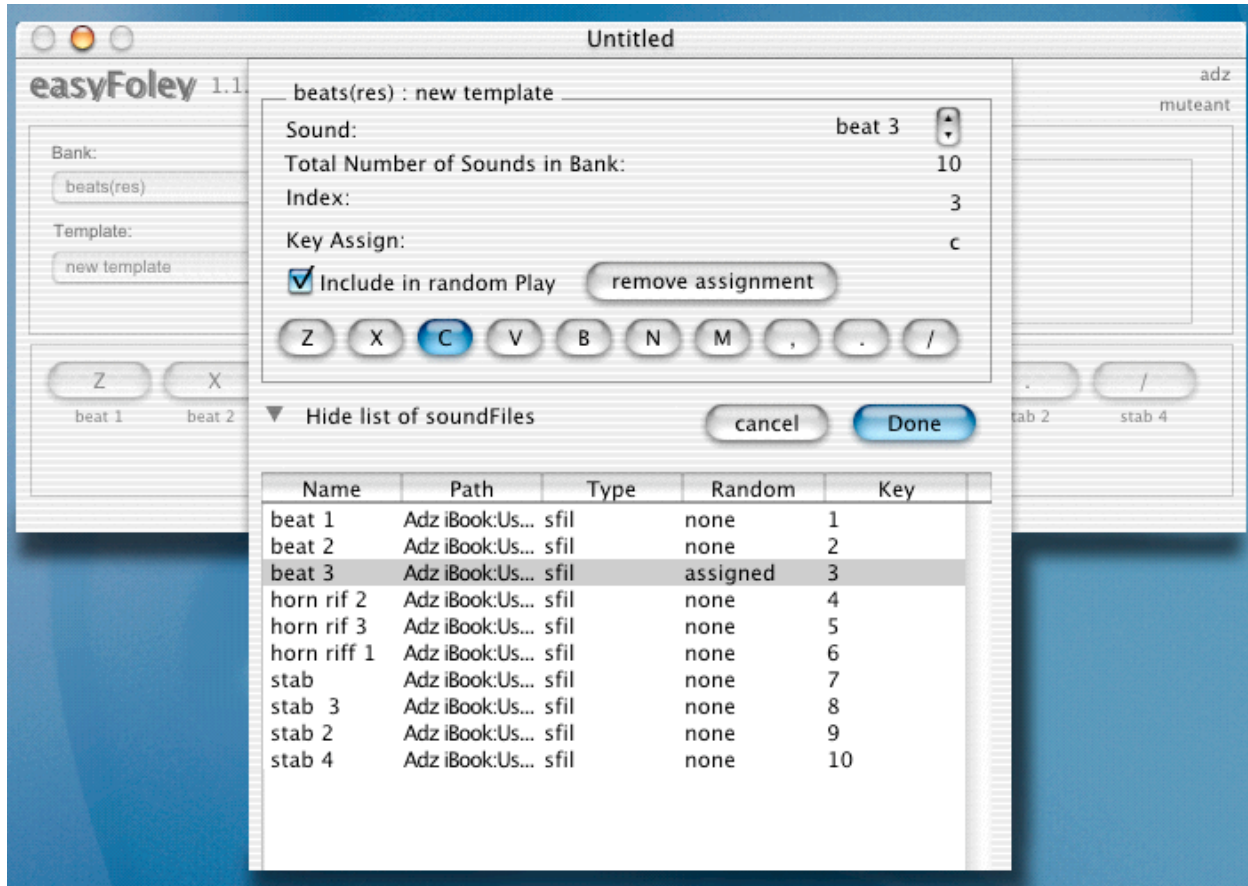
underlined. Now when you press a button repeatedly the playing sound is stopped before the new one is played. You can turn overLap off on the random button also.

random generator

EasyFoley has a unique feature that makes it an invaluable tool in the audio post-production studio. The space bar will play randomly selected sounds from the current soundBank. This ensures that with a large soundBank of fifty sounds or so foley will sound natural and unrepetative.

With the power of easyFoley you could move through a whole filmed sequence where a person walks on gravel, onto grass, up some steps, stumbling on the second from last one, and then onto wooden decking.

You would load up a number of soundBanks with the appropriate sound FX, and recording to picture tap along on the space bar in sync. As the character in the film changes location, you hit the tab key, which makes the next soundBank current and happens to have the right footsteps in it. Using the space bar keeps the sounds random and unrepetative, leaving you to worry about timing. Now you know that the character is coming up to a stumble, and because you've already loaded a template in you know you've got a great 'foot stumble on stone' sound on bank 3 on the 'm' key. Simply hit the tab and then press the 'm'. Then its onto wooden decking. Hit the tab key for bank 4, and hit the space bar for random footfalls. If anything feels out of time later you can edit those bits later, or just try it again.



To create a new template for the current soundBank choose 'Create Template' from the Template Menu. You will be asked to give your template a name. This will be stored in the 'zzTemplates' folder within the current soundBank folder. If you have already selected a template then the menu item will say 'Edit Your Template' and you will be changing this file. The edit window will open, allowing you to peruse through the sounds in the current bank. You can see which sounds have been assigned to which keys, and which sounds will be included in the random generator. From the Edit window you can

also audition the sounds by pressing the space key. You can journey backwards and forwards through all the sounds by clicking on the small buttons to the right of the sound name, or by hitting the arrow keys. You assign a sound to a specific button by clicking on the button or pressing the appropriate key. The esc key removes any button assignment for that sound. Or you can click the 'Remove Assignment' button. The check box allows you to say whether you want the sound to be included in the random player. You can operate this from the keyboard by pressing the Control key and the space bar.

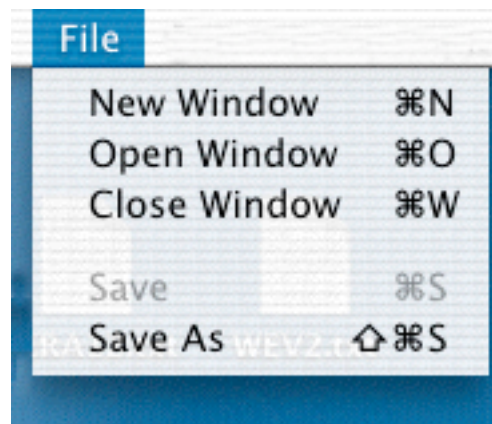
If you hit the disclosure triangle at the bottom of the window, you will get a listbox display of all the sounds. Simply by clicking on an entry this gives you a way of navigating very quickly to specific sound files. Which in a soundBank of fifty or more files is often a godsend.

Click Done to save the template, or cancel to ignore any changes.

menus

.5

•file menu



- **New Window**

Opens a new easyFoley player window

- **Open Window**

Opens a previously saved easyFoley window, complete with which banks and which templates were selected.

- **Close Window**

Closes the foremost easyFoley player window. You will be asked to save any changes.

- **Save**

Save the current easyFoley player window for later use.

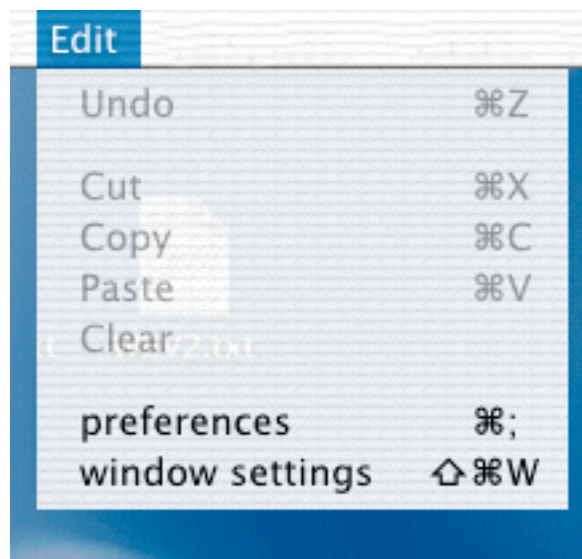
- **Save As...**

Save the current easyFoley player window as a differently named document.

- **Quit (not shown)**

Quit easyFoley. You will be prompted to save your work.

- **edit menu**



- **Undo**

Undo the last action

- **Cut/Copy/Paste**

- **preferences**

Select a default mediaFolder for easyFoley. New player windows will use this folder to look for soundBanks

- **window settings**

Set the window to have its own mediaFolder, this is saved when you save as a document.

- **template menu**



- **Create/Edit Template.**

If no template is selected then this menu allows you to create a new one. You will be prompted first to name your template. Then you are taken to the editing window. If you already have a template selected then the menu will read Edit Your Template name. Selection of this will bring up the editing window. See editing above.

media folder

.6

It is recommended that you keep all your soundBanks in one easily locatable folder. An easyFoley window can only list soundBanks that are stored in the same folder. So if you do want to keep different soundBanks in different folders then you will need more than one window open to access all the soundBanks.

You can save a default mediaFolder in the preferences. This is used for each new window that you open. However you can change the mediaFolder for a specific window via the window Settings menu form the Edit menu.

sound banks

.7

A SoundBank is a folder of sound FX that easyFoley can play for you. EasyFoley supports Apple Sound Resource, MP3, AIFF, AIFC, Sound Designer II, and WAV sound formats. Within the soundBank folder you will find another folder called 'zzTemplates', this is where easyFoley templates are stored. Templates tell easyFoley which sound to play on which button, and which sounds to assign to the random generator.

registration

.8



Once you have a registration number you can make a demo version a fully working version by bringing up the about box. Then click on the Register easyFoley button. Be sure also to register your software with muteAnt via our web site.

system requirements

.9

- You will need a Macintosh running System 8.6 or above.
- You will need at least 25 Meg of Ram and 2 meg of Hard drive space for the application.
- You will also need QuickTime version 4.0 at least.

easyFoley supports the following sound formats:

- macintosh snd resources
- AIFF/AIFC
- MP3
- Sound Designer II
- WAV