Subject: Audacity Capabilities
Posted by Nymeria on Tue, 13 Nov 2012 20:10:41 GMT
View Forum Message <> Reply to Message

How would you rate the capabilities of free programs like Audacity to more professional (but expensive) ones like ProTools? It seems like Audacity has many of the same functions.

Subject: Re: Audacity Capabilities
Posted by Shane on Wed, 14 Nov 2012 05:45:17 GMT
View Forum Message <> Reply to Message

I've used Audacity for PC recording direct of my guitar. Works a treat and there are a ton of sites with info about it. Pro Tools would be the way to go if you have the $$$ though, as it is one of the industry standards.

It's kinda like comparing GIMP and Photoshop in the photography world.

Subject: Re: Audacity Capabilities
Posted by 24KPython on Thu, 15 Nov 2012 00:23:13 GMT
View Forum Message <> Reply to Message

I use Audacity quite a lot, but it's a lot different from multitrack editors like ProTools, Digital Performer, Logic, and even GarageBand. With those tools you can set up a virtual studio with routing and effects applied before the recording... and keep the recording completely separate from the effects. With Audacity, you can only add effects as part of the "destructive editing" process, ie. every effect added changes the track.

Subject: Re: Audacity Capabilities
Posted by Thermionic on Sat, 17 Nov 2012 03:47:44 GMT
View Forum Message <> Reply to Message

Another area where Audacity doesn't cut the mustard is the way it displays VST plug-ins. The plug-in's actual GUI is not shown, instead, its functions are displayed as a list with a corresponding horizontal slider control to the right of each one. Meters, lights, and other features are omitted altogether. It looks and feel rather Windows 3.0-esque. Actually, worse...

Don't get me wrong, I've used Audacity a great deal for certain simple recording tasks, and it has its place. But, when compared to Pro Tools, Cubase, or my beloved Studio One, it falls woefully short in every area.

Thermionic