



# Contents

**Quick Start**

**SmartSound™ Overview**

**Tutorial**

**The Controller**

**Working with the SmartSound Maestro**

**Creating a Soundtrack using the Maestro**

**Using the Sequencer**

**Using the Block Clipper**

**Inserting a Soundtrack into a Multimedia Application**

**Upgrade Information**

**Technical support**



## Quick Start

1. Select the **Start Maestro** button from the Controller.
2. **Walk** through the 6 step Maestro.
3. Select a Maestro QuickStep button to quickly **Edit** any part of your soundtrack.
4. Select the **Export** button from the Controller to save your soundtrack
5. You can now **Insert** the Wave file (\*.WAV) into your multimedia software.

Other Topics

[Contents](#)

[Creating a Soundtrack](#)



## Overview

SmartSound™ Special Edition is an introductory version of SmartSound™ For Multimedia. SmartSound™ For Multimedia is the absolute easiest way to create customized, professional quality soundtracks. No prior knowledge of music is required, there is no technical jargon or musical notation used.

SmartSound For Multimedia was developed to work with your multimedia software. It brings to life your graphical presentations. By adding just the right musical nuance or sound bite you can dramatically increase the impact of your presentations. In just a few simple steps you will be creating quality and impressive soundtracks.

SmartSound For Multimedia is comprised of two programs in one. This application includes a **Maestro** for step by step soundtrack creation and a **Sound Editor** for finer and subtle music editing.

The Maestro includes a six screen process for soundtrack production. Each Maestro screen guides you through the customization of your soundtrack. You are guaranteed a great and unique soundtrack every time. Every arrangement you create will have a definite beginning and ending, just as the original musicians intended.

The Sound Editor includes a **Sequencer** and **Block Editor** for complete soundtrack customization. The Sound Editor allows you to see a piece of music divided into Smart Blocks graphical elements. Drag-and-Drop functionality gives you detailed editing capabilities. The Sound Editor contains a complete set of tools allowing you to add digital effects such as reverb, delay and chorus. A full complement of SmartTools are available for easy editing and creation. Simply point to any Smart Tool button for a quick description of what that tool does.

After creating a soundtrack that meets your multimedia needs, you can save and export it for use in your presentation or multimedia project. Once the new piece is saved, you can exit SmartSound™ For Multimedia and import the results into your presentations.

The music and sound effects are recorded and stored digitally for uncompromised sound quality. Enjoy creating your professional soundtracks and be prepared to impact your audiences!

Other Topics

[Contents](#)

[Creating a Soundtrack](#)

[QuickStart](#)

# Tutorial

## Tutorial - Music Editing Tutorial

In this tutorial we will build a sequence from scratch, while utilizing several of the SmartSound editing features.

### Step 1

1. Run the SmartSound application.
2. From the Controller, click the button "To Editor".
3. Choose "New" from the **File** menu.
4. Select "SmartSound Browser" from the **File** menu.
5. Select "Traveling" in the list.
6. Click the "Open in Editor" button.
7. Click "Done".
8. Ensure that the "Hinting and Warning" option is checked in the **Sequence** menu.

### Step 2

1. The Block Window displays all of the blocks that are contained in the file "Traveling".
2. Double-click on some blocks to listen to them.
3. Notice that some have a little triangle on the left edge, this is a beginning indicator.
4. Locate the block "Cruisin Along".
5. Click and drag the block up into the Sequencer.
6. Notice the right edge of the newly added block highlights with green, and several blocks in the Block window are also highlighted. This is called Hinting. Any of the hinted blocks in the Block window will work well with the selected block in the Sequencer.
7. Also drag the blocks "Cruising 1", "cruising 2" and "held end" into the Sequencer.
8. Notice that the last block, "held end", has a triangle on the right edge which indicates that it is an ending block.
9. Click the "Play from start" button in the Sequencer toolbar to listen.

### Step 3

1. Click the "Zoom In" button (magnifying glass) from the toolbar to get a better view of the blocks in the sequencer.
2. Drag the block "Guitar" between "cruising 1" and "cruising 2" in the Sequencer.
3. Notice that the left edges highlight with red. These are warnings from the computer that indicate that the computer cannot guarantee the blocks will work together.
4. Listen - notice that the music doesn't flow naturally where the warnings are located.
5. Select the block "cruising 1" in the sequence.
6. Click the "Long Smooth" button from the Sequencer toolbar (far right). Notice that a small indicator is attached between the blocks "cruising 1" and "Guitar".
7. Repeat steps 5-6 for the block "Guitar".
8. Listen again. The blocks have been smoothed together.

### Step 4

1. Remove the block "Guitar" from the sequence by dragging it out of the window.
2. On the timeline, drag the End Marker to 15 seconds.
3. Click "SmartEnd" Smart Tool.
4. Notice that the sequence length snapped to 15 seconds.
5. Listen - it is continuous music with an end at 15 seconds.
6. Move the End Marker to 13 seconds.
7. Click "SmartEnd" again.
8. Notice that the first few blocks of the sequence didn't change while the blocks towards the end were changed so that the end is now at 13 seconds.

### Step 5

1. Delete the last block in the sequence by selecting it and pressing the delete key.
2. Choose "Show Block Clipper" from the **Blocks** menu.
3. Locate the block "Ride Out" (you will need to scroll down in the block window to find it).
4. Drag the block "Ride Out" into the clipper .
5. Click the play button (or double-click the block) in the block clipper to listen to it.
6. While listening to the block, notice that this block has two distinct notes, we are going to make a new block of only the second note.
7. Click and drag the "Clip In" indicator (currently in the bottom left corner of the clipper).
8. As you drag the indicator, the computer will play sound that corresponds to the position of the indicator.
9. Drag the indicator to the right until you hear the note change (the length display, 3rd from left, will read 0:00.83 mins when you are in the correct place).
10. Select "Make Block" from the **Blocks** menu.
11. Name the new block "My Ride Out".
12. The block is added to the bottom of the block window.
13. Notice that it has gray boxes on either side of the name. These indicate that it is a user-defined block.
14. Drag your new block "My Ride Out" to the end of the sequence.
15. Apply a smooth (refer to Step 3, #5 & #6) between the blocks "cruising 4" and "My Ride Out".
16. Listen to your whole sequence.

### Contents



## The Controller

### **Playback Buttons**

These buttons work similar to a tape or CD player's playback controls. Use these playback buttons to navigate and playback your soundtrack.

### **Playback Bar**

Visually displays the progress of your soundtrack. The progress bar shows you the length of your soundtrack in a graphical bar format.

### **Soundtrack List**

Lists all the soundtracks that have been created in the current session. To list all soundtracks created in this session, click on the arrow.

### **Remove Soundtrack**

While you are producing just the right soundtrack, you may want to create several variations of your soundtrack. Once you have exported the soundtrack you want to keep, you can discard unneeded versions.

#### **To remove a soundtrack from the current session:**

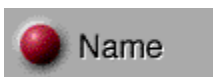
1. Select the **Soundtrack List** drop down box
2. Select the **Soundtrack** you wish to remove
3. Select the **Trash Can** button

### **Soundtrack Drag-and-Drop button**

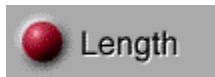
The soundtrack drag-and-drop button is a small speaker icon that is located to the right of the Soundtrack List. It creates a sound object that can be dropped into any application that supports embedded sounds. To use, click and hold the button down while the active help message reads "HOLD BUTTON while preparing soundtrack... Then drag the mouse on top of the other application and release the mouse button when the active help reads "Ready to drag to an OLE container".

### **Maestro QuickStep**

These buttons let you quickly move to the appropriate Maestro screen so you can easily modify specific parts of your soundtrack.



This button allows you to change the name of your soundtrack.



This button allows you to change the length of a soundtrack - accurate to a tenth of a second.



This button will change which music or audio selection will be used for your soundtrack.



This button will let you choose from a list of versions that will match the mood you are trying to create.

### **Current Soundtrack**

This part of the Controller displays the details of the current soundtrack. The type of information displayed includes; name, length, selection and version. To change any of these settings, simply choose the appropriate QuickStep button previously described.

### **Action Buttons**

Each of these buttons performs a specific function in the creation, editing and saving of your soundtrack.



This button will start the first of six Maestro screens to assist you in the production of your soundtrack



This button will activate the Sound Editor for Drag-and-Drop editing.



This button allows you to export the soundtrack in a specified format for use with multimedia presentation applications. See **[Inserting a Soundtrack into a Multimedia Application](#)** for more details.

Other Topics

**[Working with the Maestro](#)**  
**[Creating a Soundtrack](#)**



## Working with the SmartSound™ Maestro

SmartSound uses a six screen wizard-like Maestro to guide you through the production of your customized soundtrack. Each Maestro screen allows you to modify and edit your soundtrack to your exact specifications.

### **Maestro Description**

Every Maestro screen performs a unique function. The top area of the screen will explain how the current screen will affect your soundtrack.

### **Current Options**

As each screen is selected, the current options available will change. This section of the Maestro screen will show you what options are currently available based on your previous selections. Only one option is available for selection, you can click anywhere on the line to select the option.

### **Selection Description**

This area of the Maestro will describe the current option that you have selected. The description on the right of each screen explains how your current option will affect your soundtrack.

### **Preview**

Plays an audible sample of the current selection.

### **Finish Button**

Select this button at any time during your production to return to the **Controller**. If you select a **Maestro QuickStep** button, you can quickly edit any portion of your soundtrack. After editing your soundtrack select the Finish button to return to the Controller.

### **<<Prev Button**

The Previous button will take you back one screen in the Maestro.

### **>>Next**

The Next button will advance you forward one screen in the Maestro. After selecting your options for the current screen, select the Next button to continue to the next step in the production process.

Other Topics

[Contents](#)



**Creating a Soundtrack**  
**QuickStart**

# Creating a Soundtrack using the Maestro

Creating a professional quality soundtrack requires only a few simple steps. The following steps walk you through each phase of the production process.



**Creatively plan** how your soundtrack will be a part of your overall multimedia production. Consider how the opening music, transition, effects and closing music will impact your audience. Too many sound bites can be distracting, while not enough may cause your presentation to lack luster. Once you have carefully thought out how music will be used in your presentation, you will be ready to begin production.



As soon as you start SmartSound, select the Maestro button from that startup screen. You are placed directly in the Controller. Located on the Controller is the **Start Maestro** button. Select the Start Maestro button to begin the first of six Maestro screens.



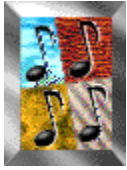
After starting the Maestro, the opening **Tips** screen will appear. This screen offers ideas on how sound can be integrated into your presentation.



**Screen 1** lets you select **How** the soundtrack will be used, such as; the opening, background music and energetic accents. Adding just the right musical effect at just the right time can make a dramatic impression on your audience.



**Screen 2** lets you determine the **Length** of your soundtrack. The Maestro allows you to set a soundtrack in minutes, seconds and tenths of seconds. No matter what length you determine, the Maestro will automatically adjust the soundtrack so it is musically correct.



**Screen 3** lets you select a musical **Style** or **Sound Effect** to base your soundtrack on. Use this screen to select the proper musical style that best fits your presentation and audience.



**Screen 4** lets you **Select** the soundtrack with an energy level that matches the presentation mood. Adding the right musical feel is as important as selecting the proper style of music. Be careful not to overemphasize subtle passages or underplay important points in your presentation.



**Screen 5** lets you select from a variety of unique **Versions** of your soundtrack. The Maestro will create a variety of versions to select from. Listen to each to determine which one best reflects the mood of your presentation and which version will have the greatest impact on your audience.



**Screen 6** lets you **Name** your soundtrack. Use this screen to name the current settings. The Maestro allows you to create several different soundtracks, letting you determine which one will best fit in your overall presentation.



The last step is to save and **Export** the soundtrack in a variety of file formats for use with multimedia presentation programs.

Other Topics

[Contents](#)

[QuickStart](#)

# Using the Sequencer

The Sound Editor is an expansive workshop environment where you can make extensive changes to complex music and audio by simply dragging and dropping sound blocks called Smart Blocks™ to a timeline-based Sequencer.

[Finding Sounds](#)

[Adding, moving and deleting blocks](#)

[Hinting and Warning](#)

[Adjusting soundtrack length](#)

[SmartEnd](#)

[Quick Ending](#)

[Auto Scroll](#)

[Smoothing](#)

[Adding and Removing Effects](#)

[Contents](#)

# Finding Sounds

## To Use the SmartSound Browser:

1. Select the **File** menu
2. Select the **SmartSound Browser** option
3. Select a Soundtrack  
*Note: You can press the **Preview** button to sample the track. A description of each soundtrack is provided.*
4. Click the **Open in Editor** button to transfer the soundtrack or **Done** to exit without selecting
5. Click **Done**

## To Import a SmartSound Sound file:

1. Select the **File** menu
2. Select the **Import Soundfile** option
3. Double click on a desired folder to open it
4. Click the import button (if the selected sound file is a different format, you will be prompted to convert the file)
5. The blocks now appear in the Block Window

## Contents

# Adding, moving and deleting blocks from the Sequencer

## **Adding Blocks**

To select a SmartBlock you wish to add to the Sequencer, locate the block in the Block Window and single click on it.

Drag the desired SmartBlock from the Block Window into the Sequencer, and place it in the desired location in the soundtrack, and drop it. An insert pyramid will appear, indicating where your added block will be placed.

The "Add Block" SmartTool and menu option will automatically add one block to the end of the current sequence, making sure to retain a musical flow.

## **Remove Blocks**

Drag the desired block out of the sequence.

The "Remove Block" SmartTool and menu option will remove the last block from the sequence.

## **Move Blocks**

To move a block on the Sequencer, simply click and drag the block to a new position in the Sequencer's time bar. An insert pyramid will indicate the location of where the block will be placed when dropped.

Be aware that rearranging sound blocks may require smoothing to even out the transitions between blocks.

## **Contents**

# Hinting and Warning

## Hinting and Warning

Before you begin adding blocks, it is a good idea to turn on Hinting and Warning to notify you if an inappropriate block has been added. Hinting will recommend suitable blocks while you build a soundtrack.

To turn on the Hinting and Warning feature:

1. Select the **Sequence** menu
2. Select the **Hinting/Warning** option  
(a check mark will appear next to an option when it is selected)

If you add an inappropriate SmartBlock™ from the block window to the Editor, a red warning indicator will appear. If Hinting/Warning is turned off, no warning will appear.

If you add a block by the drag-and-drop method, try to use a block that makes best musical sense. "Hinting" will help you. When you add a block to the Sequencer, a green indicator will appear at the right of the block. The block(s) that will best fit next in the sequence, located in the Block Window, will display a green indicator at the left of the block. Just 'paint-by-numbers' for best results.

If you add a block that SmartSound thinks is a poor transition, a red marker will appear between the two blocks. If this occurs, a noticeable transition will appear between the two blocks. If you decide to keep the order of the blocks, you may want to smooth the transition between the blocks.

## Contents

# Adjusting soundtrack length

## **End Marker**

The End Marker is the symbol that appears on your time bar to designate the ending location of your soundtrack. The end marker can be set by a previous time length determined in the Maestro, or you can quickly adjust it in the Sequencer. Click and drag the End Marker to any time on the timeline. If you hold the **ctrl** key while dragging the End Marker, the sequence will automatically adjust to the new length.

The **SmartEnd** and **Add Block** options use the end marker to determine which block(s) to add to the sequence. You can click and drag the end marker to a new point on the timeline.

## **Contents**



# SmartEnd

This option will use the current blocks already added to the Sequencer, look at the **End Marker** indicator, and find the best blocks to finish your soundtrack. The SmartEnd feature will adjust block length so it is accurate to the time length you have specified. Automatically extends or shortens the current sequence to the end marker, maintaining, as much as possible, the original blocks the user has added, while also remaining musical.

*Note: If you hold the ctrl key while dragging the end marker, the sequence length will automatically adjust to the new end marker.*

## **Contents**

# Quick Ending

This option will end your soundtrack as quickly as is musically possible. The Quick End feature will use the current blocks already added to the Sequencer and find the fastest and most musical ending possible.

## **Contents**

# Auto Scroll

Depending on the level of Zoom and the location of the End Marker, your SmartSound blocks may wrap off the screen as you continue to add blocks. By default the Sequencer will automatically scroll to the next set of blocks on the Sequencer when you playback the sequence. This command is an option, and can be very beneficial to see what blocks are producing what part of the soundtrack during playback.

Auto Scroll is located in the Sequence Menu.

## Contents

# Smoothing

If you add a block to the Sequencer and SmartSound thinks that the block you just added may not be the best in the sequence, a **red marker** warning will appear between the two blocks.

To smooth this transition:

1. Select the block that appears before the warning red marker
2. Select the **Sequence** menu
3. Select the **Smoothing** option

A slide bar appears showing you the current Smoothing setting. This is the setting that SmartSound feels will be the best setting between these two blocks. If you choose to change the setting, click and drag the slide bar to the left, for less effect (short), or to the right, for more effect (long). Experiment with these settings to achieve the results you are looking for.

There are also SmartTools for Smoothing:

## **Short Smooth**

Apply a subtle smoothing of the transition between the selected blocks in the sequence. This can help if the transition seems choppy or abrupt.

## **Long Smooth**

Apply a longer smooth of the transition between the selected blocks in the sequence. This can help if the transition seems choppy or abrupt.

## **Changing a Smooth**

To edit the smoothing between two blocks:

1. Click on the block(s) before the smooth you want to change
2. Select the Smoothing option from the Sequence Menu
3. Make any necessary adjustments, select OK

## **Removing a Smoothing Effect**

To remove the smoothing between two blocks:

1. Click on the block(s) before the smooth you want to remove
2. Select the Smoothing option from the Sequence Menu
3. Click the **No Smooth** button

## **Contents**

# Using Effects

Effects can only be applied to blocks in the sequence window

## To Add Effects to a Block

1. Select the block(s) to which you want to add a digital effect
2. Select the **Effects** menu
3. Select an effect
4. Some effects let you adjust how much of the effect you want.

You can add more than one effect to a block by selecting the Effects menu and adding an additional effect.

If you add an effect and then want to remove it, select Undo from the Edit menu.

## To remove all effects from a Block

1. Select the Block(s)
2. Select the **Effects** menu
3. Select the **Remove Effects** option

## Contents

# Using the Block Clipper

## Showing the Block Clipper

Select the **Show Block Clipper** option from the Block menu, or select the **Toggle Block Clipper** button (the scissors button on the left of the Block Window control bar).

## Adding blocks to the Block Clipper

Click and drag a block or blocks to the block clipper.

## Adjusting the Clip In and Clip Out Marker of a block:

1. Place a block into the Block Clipper.
2. Click and drag the Clip In or Clip Out to the desired position.  
You will hear a 'stuttering' sound as the marker is being repositioned. It will take a little practice to understand where you are in the soundtrack to mark it. Soon you will see how easy it is to 'clip' the block at just the right position.
3. After adjusting the clip points, double-click on the block in the block clipper to hear the results.  
You can always re-drag the original block back into the Clipper to re-establish in and out clip points.
4. Once you have set the clip points, drag the new block from the Block Clipper into the sequencer or the block window.

**It is advised that you do apply a unique name, so you can distinguish between default and edited blocks of music.**

## Contents



## Inserting a Soundtrack into a Multimedia Application

After you have created and exported your soundtrack, you are now ready to insert the sound file into your multimedia application.

In many applications, you can drag a sound object directly from the OLE drag and drop button in the Controller onto the desired slide.

For more specific tips, click on an application below.

[Microsoft PowerPoint for Windows 95](#)

[Microsoft PowerPoint 4.0](#)

[Lotus Freelance Graphics 2.1](#)

[Adobe Persuasion 3.0](#)

Other Topics

[Contents](#)

[Creating a Soundtrack](#)

[QuickStart](#)

# Lotus Freelance Graphics 2.1

Please refer to the Freelance owners manual for detailed instructions for the use of sound.

1. From the **Edit** menu select **Insert Object**.
2. Choose Lotus Sound.
3. From the Lotus Sound **File** menu choose **Read**.
4. Locate your exported .WAV soundtrack.
5. From the **File** menu choose **Exit and Return...**

## Tips:

Click the right mouse button on the sound to adjust Play options-  
select Play object automatically  
uncheck Display static representation...

To highlight bullet points with sound-  
insert a short sound effect onto the page  
from the Page menu choose Create Build  
each of the bullet points will now have the sound effect with them

If your slide show is set to automatically advance, be sure to set the display page length to at least the length of the soundtrack. If not, the soundtrack will be cut off before finishing playing.

Other Topics

## Contents

### Creating a Soundtrack



# Microsoft PowerPoint 4.0

Please refer to the PowerPoint owners manual for detailed instructions for the use of sound.

1. Drag a sound object directly from the OLE drag and drop button in Showcase onto the desired slide.

- or -

1. From the Insert menu choose **Object**.
2. Choose **Create From File**.
3. Click on the **Browse...** button.
4. Locate your exported .WAV soundtrack.
5. Click the **OK** button.
6. From the Tools menu select **Play Settings....**
7. Select the **When Transition** check box if you want the sound to play automatically.

Other Topics

**Contents**

**Creating a Soundtrack**

# Microsoft PowerPoint for Windows 95

Please refer to the PowerPoint owners manual for detailed instructions for the use of sound.

1. Drag a sound object directly from the OLE drag and drop button in Showcase onto the desired slide.

- or -

1. From the **Insert** menu choose **Sound....**
2. Locate your exported .WAV soundtrack.
3. Click the **OK** button.
4. From the Tools menu select **Animation Settings...**
5. In the **Play Options** area click the **More...** button.
6. Select the **Automatically...** check box if you want the sound to play automatically.

or

1. From the **Tools** menu choose **Slide Transition....**
2. Choose **Other Sound...** from the Sound area combo box.
3. locate your exported .WAV soundtrack.
4. Click the **OK** button.

Other Topics

**Contents**

**Creating a Soundtrack**

# Adobe Persuasion 3.0

Please refer to the Adobe Persuasion owners manual for detailed instructions for the use of sound.

1. From the **View** menu choose **Slide Show, Transitions....**
2. Choose the desired Slide.
3. Choose the desired Layer.
4. From the 3rd combo box across the bottom choose **import....**
5. Locate your .WAV file.
6. From the 4th combo box across the bottom choose **Continue** to have the sound continue playing across other layers and slides.

Other Topics

**Contents**

**Creating a Soundtrack**

# Technical Support

Sonic Desktop Software, Inc.  
9574 Topanga Canyon Blvd.  
Chatsworth, CA 91311-4011

(818) 718-9993 (tech support)  
(818) 718-9990 (Fax)  
[support@sonicdesktop.com](mailto:support@sonicdesktop.com) (e-mail)

## **Contents**

## Upgrading and Enhancing

**Order your copy of SmartSound™ Today!**  
**Call 1-800-454-1900**

**SmartSound™** is the absolute easiest way to create customized, professional quality soundtracks. No prior knowledge of music is required - no technical jargon or musical notation is used.

**SmartSound** was developed to work with your multimedia software. It brings to life your graphical and multimedia presentations. By adding just the right musical nuance or sound bite, you can dramatically increase the **impact** of your presentation. In just a few simple steps you will be creating impressive, high-quality soundtracks.

The **SmartSound** Maestro is a six screen process for soundtrack production. Each Maestro screen guides you through the customization of your soundtrack. You are guaranteed a **great** soundtrack every time. Every soundtrack you create will have a definite beginning and ending, just as the original musicians intended.

### **SmartSound™ for Multimedia - Now only \$179.95!**

Create soundtracks with the *Maestro* or go hands-on with the more powerful drag-and-drop audio editor provided only in this product. In the audio editor, you can combine different styles of music and sound effects to create your own soundtracks! The editor allows you to see a piece of music divided into graphical elements called SmartBlocks™, giving you deep editing capabilities in a friendly, intuitive, easy-to-use environment. Designed for maximum flexibility, this product comes with one full CD-ROM of music and sound effects (the SmartSound™ Audio Palette - Volume 1). Business users, broadcasters and others wanting the additional enhancements provided by the Sound Editor find this product to be the best choice.

### **SmartSound™ Showcase - \$49.95**

Create soundtracks using the *Maestro*, a series of easy-to-use screens that walk you through the steps of creating a customized soundtrack. Newly created sound files can be saved and added to video, or exported for use in other multimedia software programs. This program, which comes with a library of music and sound effects, is perfect for home video enthusiasts and others who want to create professional quality soundtracks in seconds!

### **SmartSound™ Audio Palette- Volume 1**

(Included with SmartSound For Multimedia)

Volume 1 is a collection of sound effects and original music compositions that cover many musical styles, tempos and energy levels. Each piece of music was composed and orchestrated by professional Hollywood composers, and then recorded in a state-of-the-art studio by first rate musicians. This no-holds-barred approach results in music

source files of uncompromising quality and feeling. The hot tracks sizzle, the soft tracks whisper gently, and every piece strikes an emotional chord. From rock to jazz to orchestral, everything you need to create literally thousands of compelling, professional quality soundtracks is included on this single CD-ROM.

All **SmartSound™ Library** recordings are made and stored **digitally**, complete with all the nuances created by the professional musicians and sound engineers involved in the recording sessions. And when you want to create soundtracks that make an **impact**, that's an important difference!

For more information and **demos**, visit our web site:  
 <<http://www.sonicdesktop.com>>  
 or e-mail us at:  
[info@sonicdesktop.com](mailto:info@sonicdesktop.com)

**Mail, Fax, Phone or E-Mail your order today!**

Sonic Desktop Software, Inc.  
 9574 Topanga Canyon Boulevard  
 Chatsworth, California 91311-4011

**FAX**            **818.718.9990**  
**PHONE**       **800.454.1900**  
                      **818.718.9999**  
**E-MAIL**       **sales@sonicdesktop.com**

## Order Today and Take Advantage of these Special Product Prices!

### SmartSound™ Product Order Form

Mention this number to receive these special prices: **PSSE109611**

		<u>Regular</u>	<u>Special</u>	
[    ] SmartSound™ Showcase		\$ 64.95 ea	\$ <b>49.95</b>	\$ _____
[    ] SmartSound™ for Multimedia			<b>Now Only</b> \$ 179.95	\$ _____
	(Includes SmartSound™ Audio Palette)			
Shipping & Handling		\$ 5.00		\$       5.00
			Subtotal	\$ _____
CA residents add 8.25% sales tax (of subtotal)				_____

**TOTAL AMOUNTS** \_\_\_\_\_

Payment method:     Check Enclosed     Visa         MasterCard

Card Number \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_

Expiration Date \_\_\_\_/\_\_\_\_/\_\_\_\_

Name: \_\_\_\_\_

Title: \_\_\_\_\_

Address: \_\_\_\_\_

City / State / Zip: \_\_\_\_\_

Phone: \_\_\_\_\_

**Signature:** \_\_\_\_\_



Other Topics

**Contents**

**Creating a Soundtrack**

**QuickStart**

