

Digitization workshop plan

- Meet with attendees in library
 - Take elevator up to fifth floor; explain that elevator key needs to be checked out, or users have to take stairs
- Room tour
 - Shelves and storage
 - Places for storing assets
 - Maintenance gear
 - Cleaning alcohol and Q-tips for cassette player
 - Cleaning tape for DAT player
 - Cleaning cloths
 - Station space
 - Computer
 - DAT deck (Sony 75ES)
 - (extra deck, but currently requires repairs)
 - Cassette deck (Nakamichi MR-1)
 - External CD drive (LG M-Disc Super Multi)
 - Focusrite Scarlett 6i6
 - Headphones
 - White noise canceller swith
 - Normalize button; good for trying to interpret items with unbalanced sound or ambient noise
- Discuss possible uses of station
 - Digitization
 - Migrating content
 - Editing new/preexisting audio footage
 - Briefly mention audio tools such as splicing, fade in/out, normalize, etc.
 - Creating checksums and proxy files to keep better track of the status of digital audio objects
 - (other possibilities)
- Explaining the station (analog formats)
 - Analog formats feed into the Focusrite; headphones plug into Focusrite for listening while you record
 - Turn on Focusrite, then devices
 - Start with DAT player
 - Open Focusrite Control on computer
 - Select “Load from device” (left button)
 - Set appropriate recording setting in Device Settings; 44.1kHz or 48kHz for DATs, and 96kHz for cassettes

- Open REAPER, our recording software
 - Set appropriate settings; kHz setting and Bit Depth
 - File > Project Settings > WAV Bit Depth: 16 bit (24 for cassettes)
 - Options > Preferences > Audio > Devices > Request sample rate: 48000 (or 44100); 96000 for cassettes
 - Exporting: Options > Preferences > General > Paths; this is where Reaper will send the file when it is done
- Set up recording track
 - Name track; will influence file name created (I suggest using the suffix “raw”, to differentiate from your finished products)
 - Arm with circle Record button
 - Set input to stereo-SPDIF 1 SPDIF 2
- Zoom out recording window; feel free to change units of measurement on the lab window (defaults to musical measures, but can be changed to seconds, minutes:seconds, etc.)
- Start recording REAPER track, and Play the asset on its appropriate deck (not Record!!)
 - You should be able to hear the recording in progress with the headphones if properly set up; changing the volume setting for the phones or using the normalize button does not affect the recording.
 - Analog recording/digitization is performed in real-time; it’s best to stay nearby and keep an eye on the equipment and recording process
 - Depending on your items, you may need to stop them to switch to different recording settings (such as 44.1 to 48 kHz with DATs)
- Show how to edit audio clip in REAPER, then Render as new “finished” file
- Create proxies and checksums
 - Take new file and show how to execute proxy and MD5 scripts
 - Explain that these scripts are just one possible format; there are many other options that users may ultimately prefer over it for their projects
- Explaining the station (digital, CDs)
 - Point out Super Multi drive; mention that it has a motorized tray you have to watch out for with the keyboard in front of it!
 - Open Exact Audio Copy
 - Change dropdown source if nothing appears
 - Rename track to desired name/identifier code
 - Click Create WAV file (top option on leftside column)
 - Specify location for produced file
 - Run program
- Walkthrough of materials from fellowship with WGBH
 - Inventory sheet templates
 - Documentation
 - Metadata documentation strategies
- Questions