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**FREE music lessons from
Berklee College of Music**

Producing with Pro Tools

Lesson 2:
The Pro Tools Interface

This lesson is excerpted from an online course. While the navigation links on each page are not active, all of the multimedia interactions are. Have fun!

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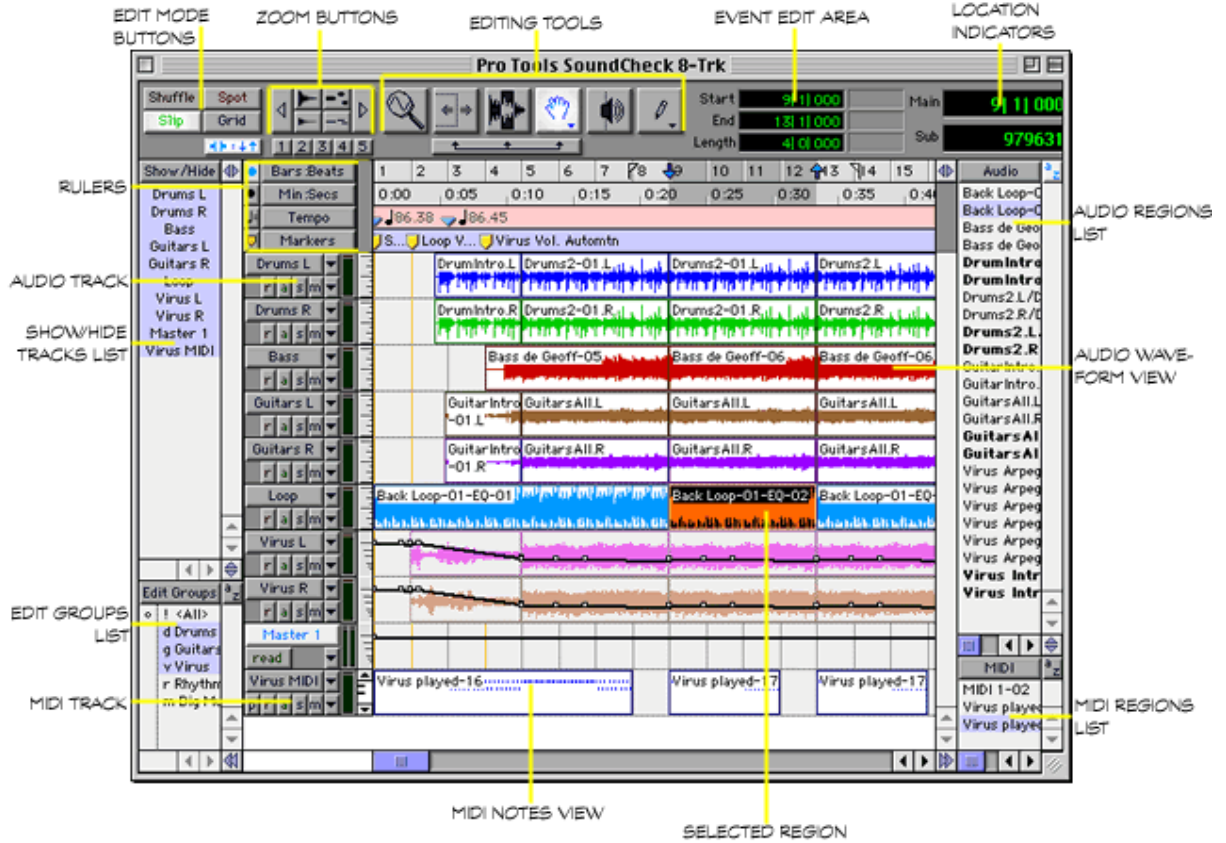
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The Pro Tools Interface



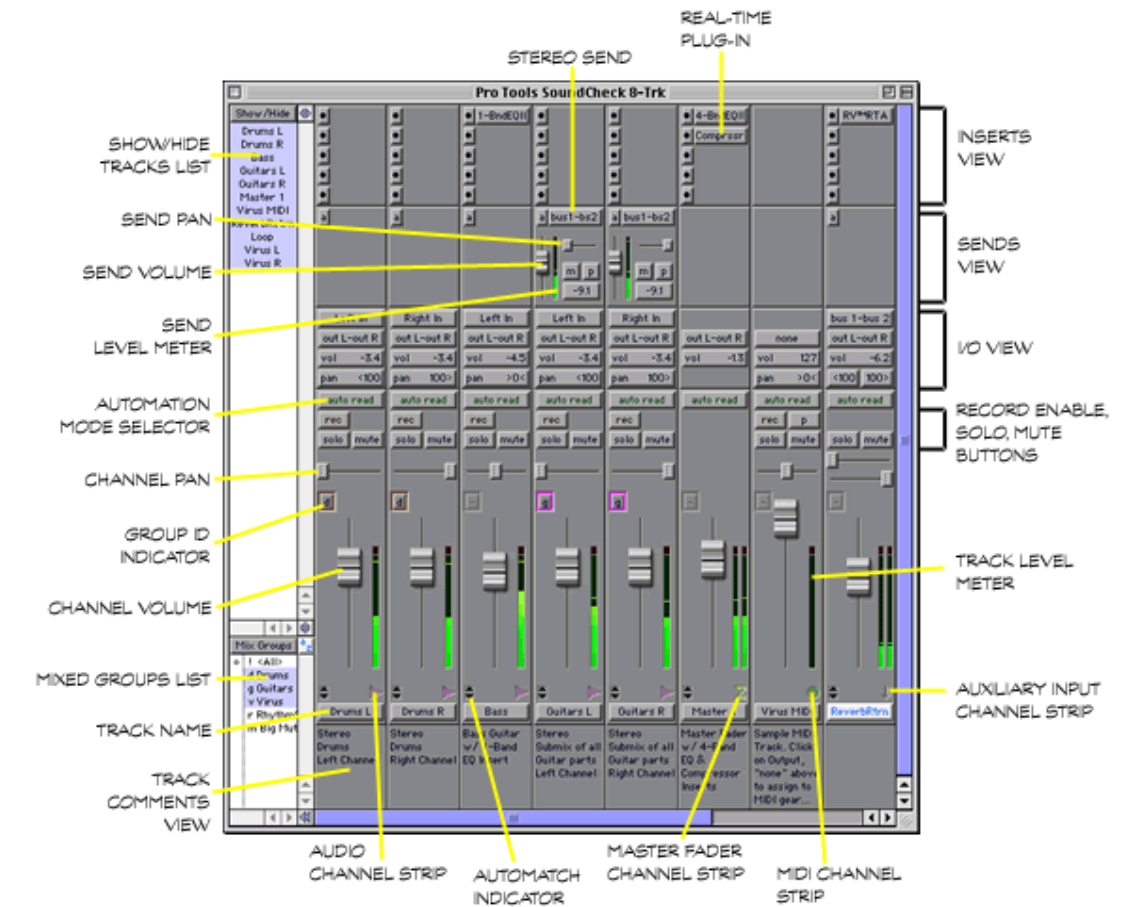
The Edit and Mix Windows

The Edit window displays audio waveforms, MIDI data, timeline information, and all of the tools for editing the waveforms and data. All other pertinent track data (volume, panning, solo, mute, blocks, and automation data) can also be viewed in this window. Almost all editing tasks are performed in this window.



Pro Tools' Edit Window

The Mix window is designed like a mixing console and its primary function is for mixing multiple tracks down to a stereo (2-track) mix. There are vertical channel strips for each track, with sections for inserts, sends, input/output routing, and volume faders, as well as automation, pan, solo, and mute controls.



Pro Tools' Mix Window

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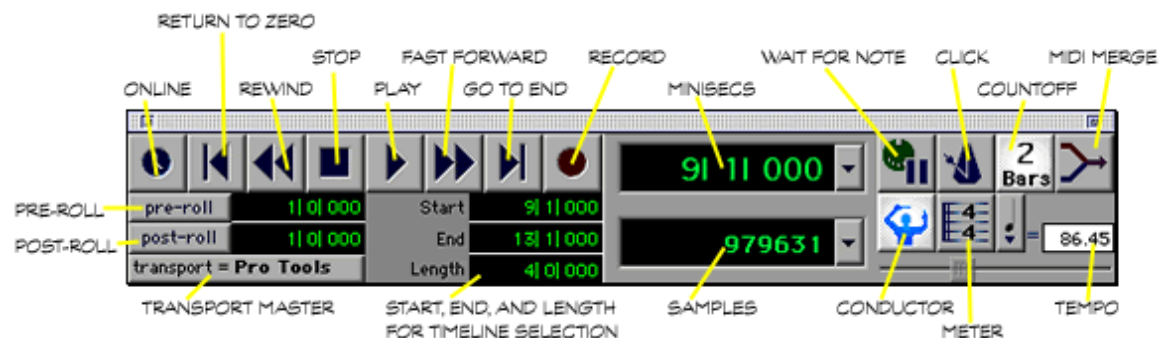
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The Pro Tools Interface



The Transport Window

The Transport window has controls like those on a cassette player or analog tape machine and is used to play, stop, record, fast-forward, and rewind your recorded material, as well as some more advanced functions. You can use the buttons in this window to control playback, recording, and navigation in Pro Tools.



Pro Tools' Transport Window

To view any of these windows, select the window name from the appropriately titled Windows menu at the top of your Pro Tools screen.

In the following lessons, we'll cover all of the important features and functions found in these Pro Tools windows while keeping a broad perspective on the concepts and realities of producing music in your studio.


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