

Wavelab 6 - Rendering

While the Master Section can perform all processing in real time during playback, it's also possible to save the audio output to a file on disk. This is done with the Render function.

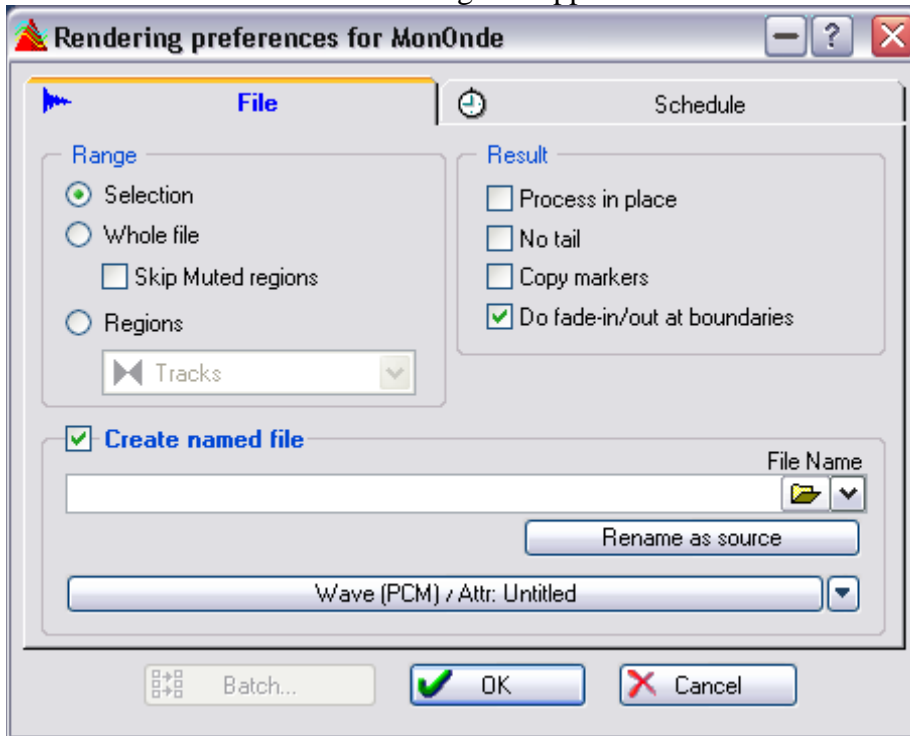
There are several uses for Rendering:

- Mix down a complete Audio Montage to an audio file. This can be a goal in itself, but can also be necessary if your Montage uses e.g. more effects than the system can handle in real time. By Rendering it to a file first, and creating a CD from this file instead, you can avoid dropouts and CD burning failure.
- Mix down a file in a Wave window to a new audio file, complete with Master Section effects, dithering and other settings. You can freely choose the format of the new audio file, allowing you to create an mp3 file and add effects at the same time, for example.
- “Apply” all settings in the Master Section to a file in a Wave window. This is the same as the previous option, but the Master Section processing will transparently and permanently be “applied” to the current file instead.

When you use Render, all Master Section settings (effects, master levels, dithering, etc.) are included in the resulting audio file. In other words, what you hear is what you get.

One thing to note: the Bypass switch affects playback only, while the effect on switches affect both playback and Rendering.

Click the Render button. This dialog will appear:



Range

This is where you select what part to render.

Selection

Process only the portion that is currently selected in the Main view.

Whole file

Process the entire file.

Skip Mute Regions

When this is activated, regions between Mute markers will not be included in the resulting file. Regions In this mode, all regions of certain type (Track, Loop, or Generic – selectable from the pop-up), can be rendered separately. This is a powerful option allowing you to instantly create/process multiple files/ selections as defined by region markers. You could for example add a fade-in and fade-out to each region.

Result

Here you can designate whether a new file is created or the original file changed.

Process in place- Modifies the original file. If you wish to keep the changes, you need to save the file again. Note: if you use this for adding effects to a file, you may want to activate the “Activate Global Bypass” option on the Schedule tab (see below).

No tail- If this is activated, the resulting file will end where the original did, even if the processing adds material (likes for example echoes or reverb tails).

Copy markers-If this is ticked, the resulting new file will contain all marker present.

Do crossfade at boundaries/Do fade-in/out at boundaries- “Do crossfade at boundaries” is useful when processing in place (selection or regions), because it allows smooth transitions between the processed/ non-processed parts. “Do fade-in/out at boundaries” is selectable when “Process in place” is not activated. In this case, the generated files get a short fade-in at the start, and a short fade-out at the end. The crossfade time and shape is set in the “Default fade/crossfade” section in the Preferences–Wave edit tab.