### **BEFORE YOU START...**

Before you start any project in Mixcraft, you must tell the computer where to save anything related to the project that you record using the audio interface.

Any audio files that you are going to import into Mixcraft will also have to be put into the same location.

#### WHY?

By keeping your entire project in one folder on a flash drive or portable hard drive, you will be able to work on your project on any computer.

Should you not follow this procedure, you will have to locate the files recorded and move them – in doing so, many students have LOST work and had to re-record work.

### WHY?

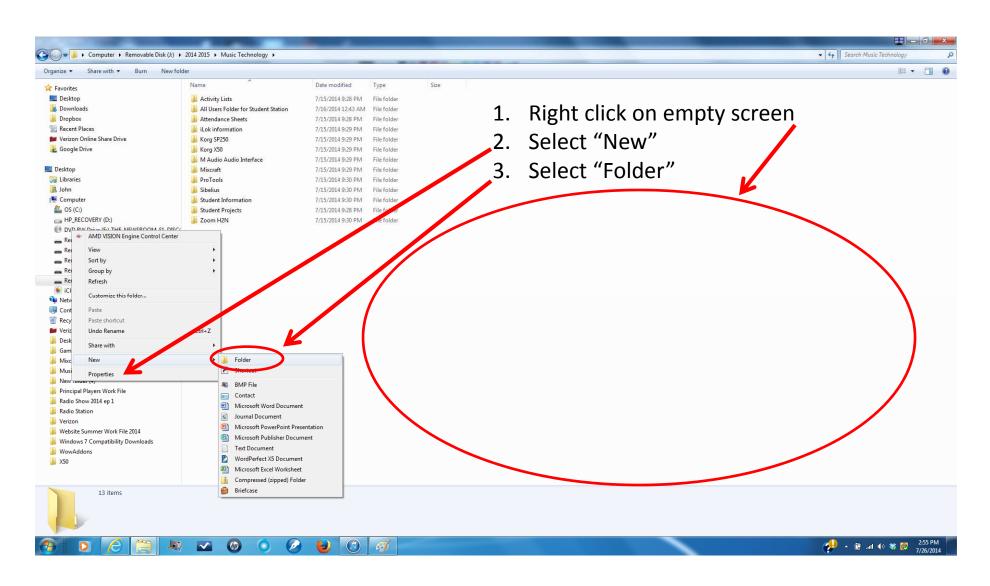
In addition, when you turn in projects – projects will ONLY be accepted within its own folder – the folder should include your name and the name of the project.

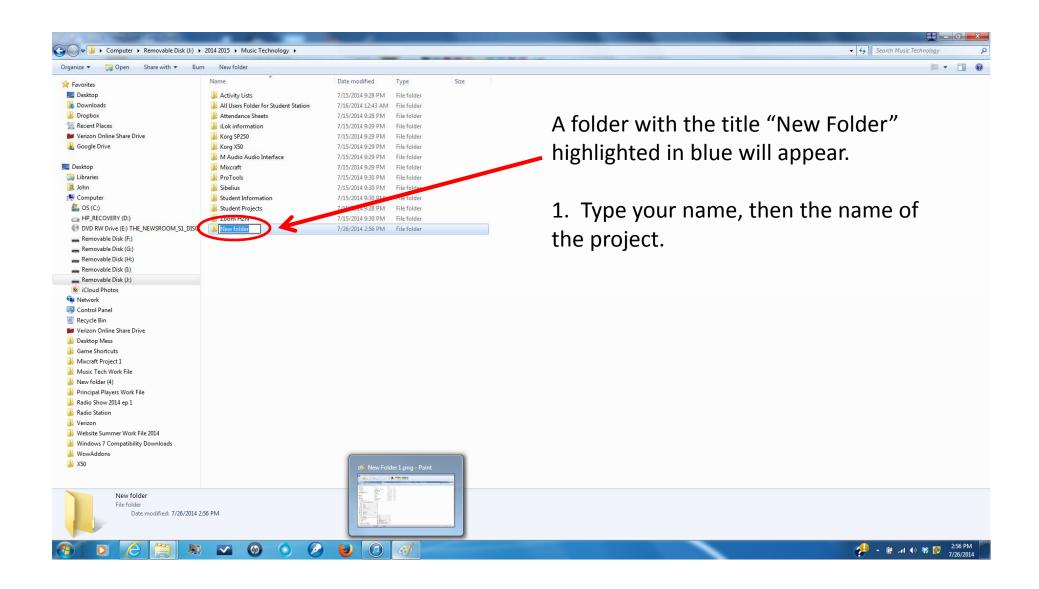
For example – if I were to start the project "Alphabet Soup", I would title the folder holding everything "John Von Glahn Alphabet Soup"

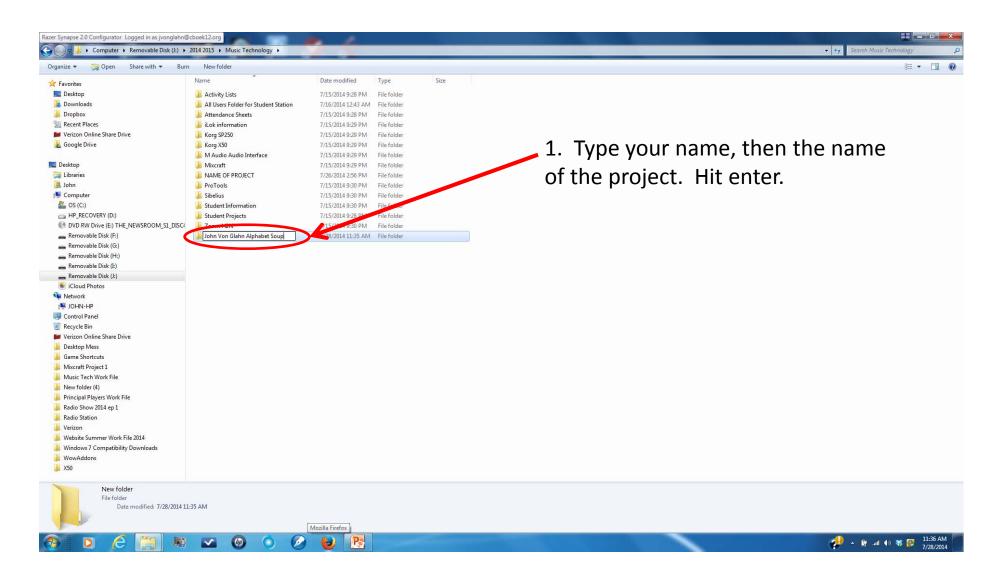
### Where should I save things?

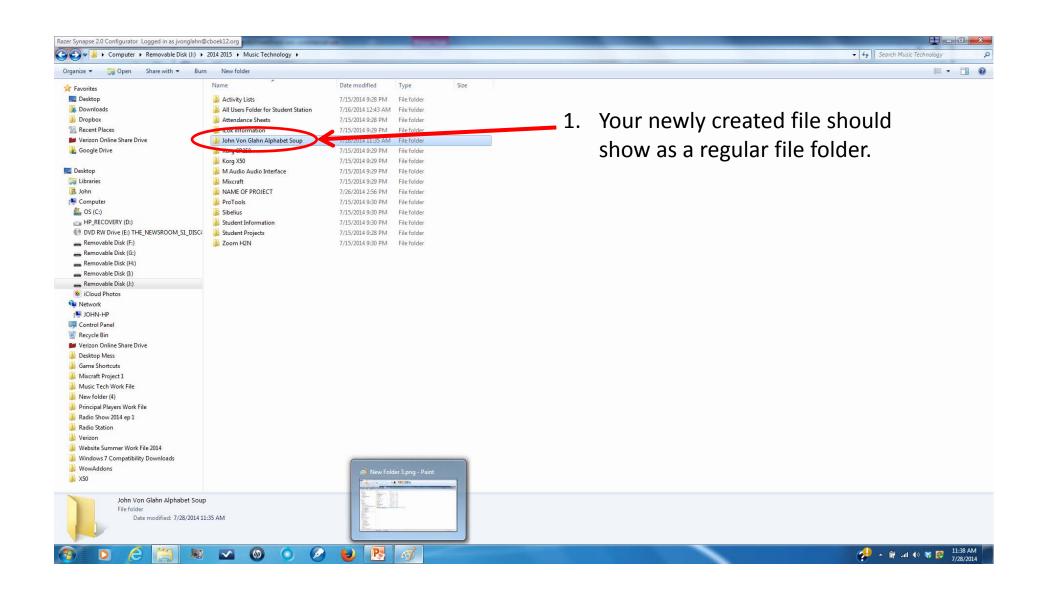
A flash drive or a portable hard drive are the best devices to use.

Although each student has their school network drive (H: drive), I would only save things as a backup to that drive. Audio files take up quite a bit of storage space and you may use up that space quickly.

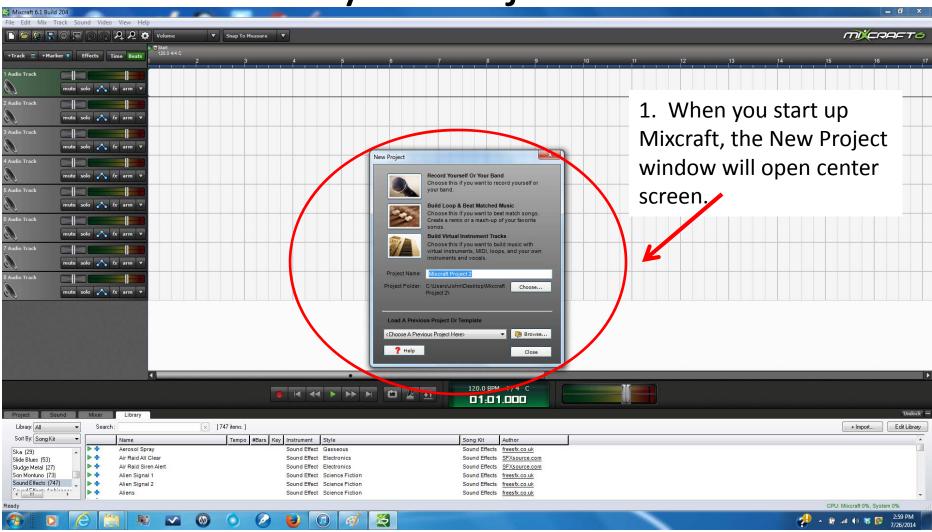




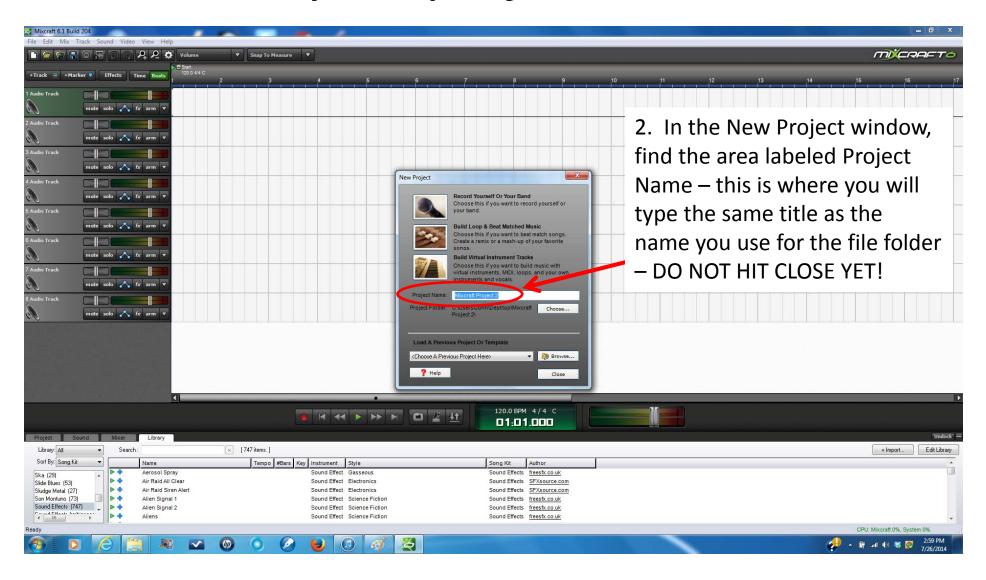




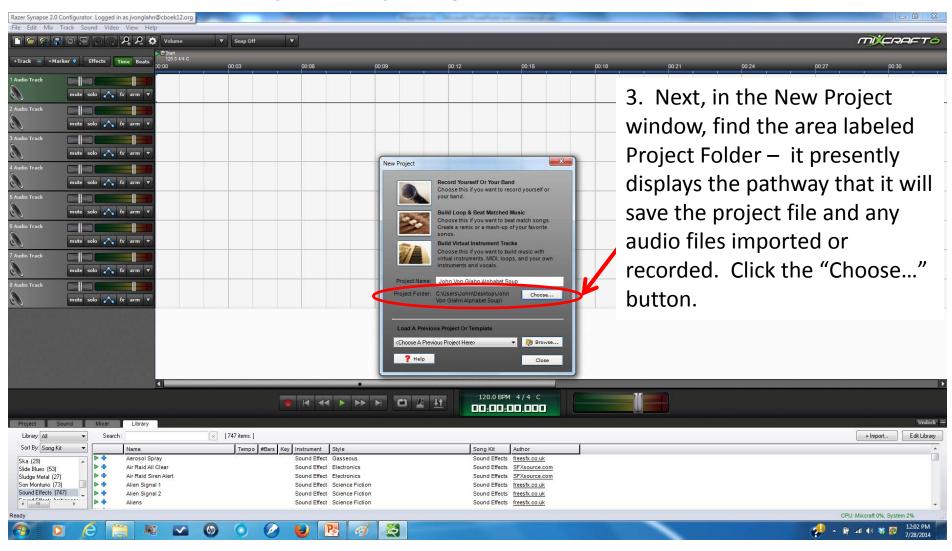
## Project Name Pathway to Project Folder



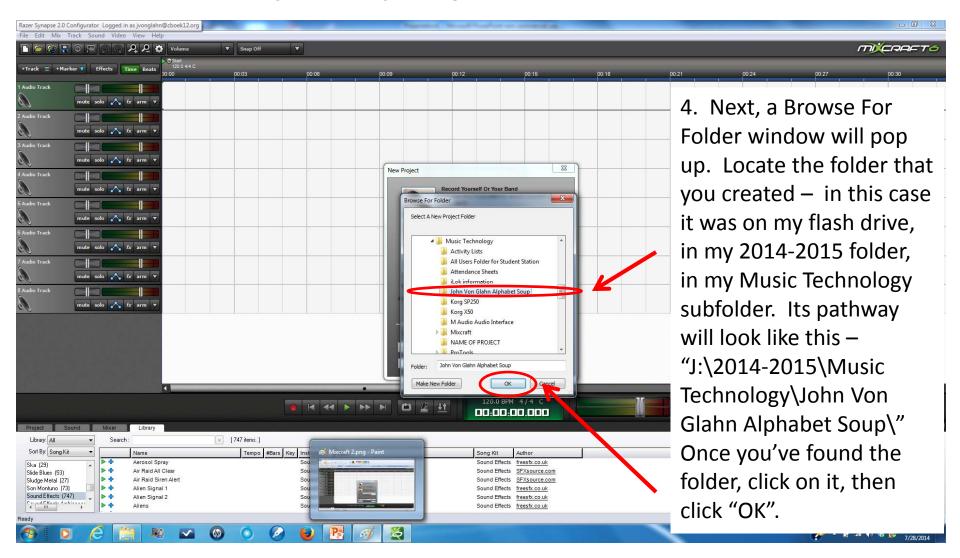
### Set your project name!



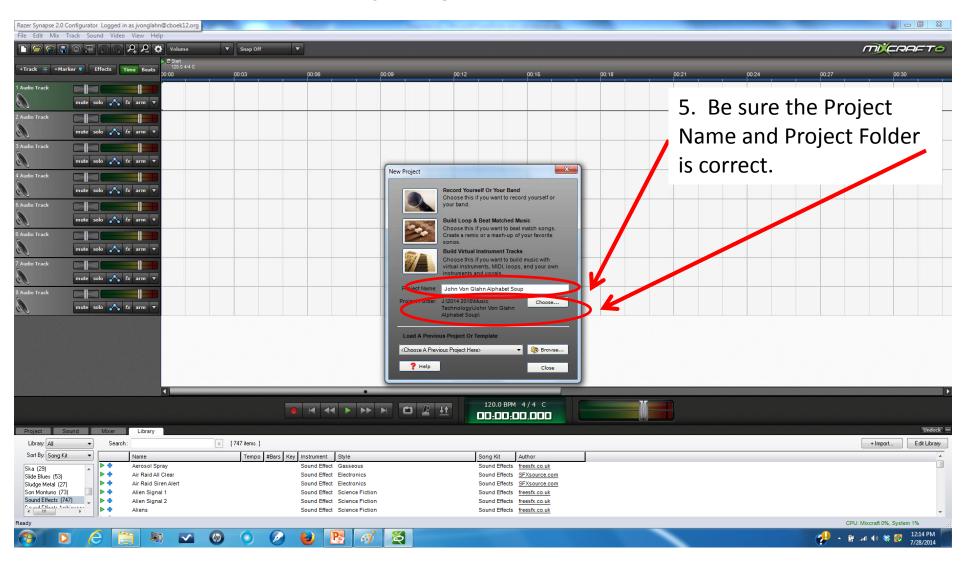
## Set your pathway to your project folder!



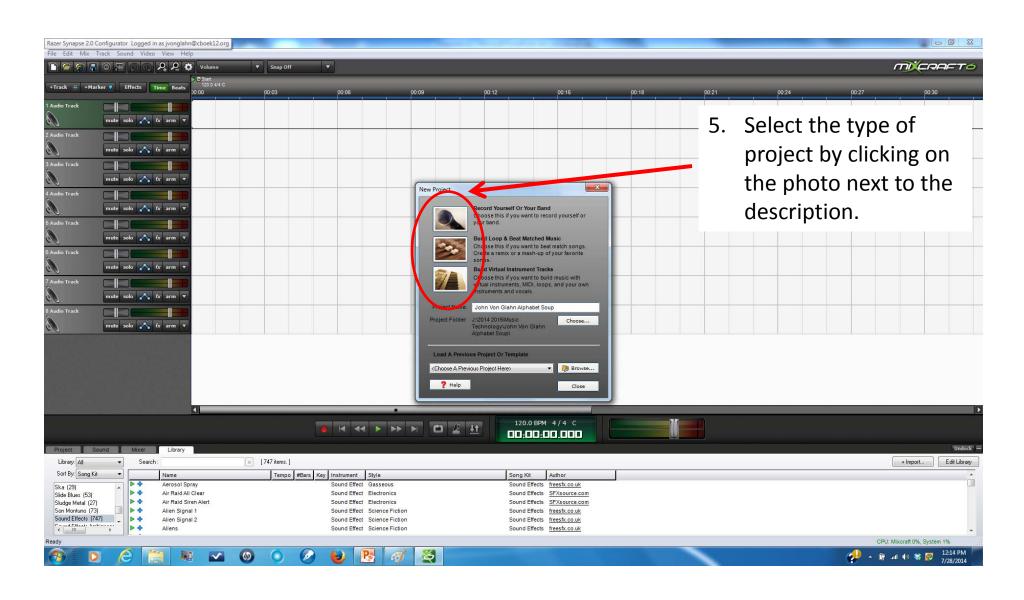
# Set your pathway to your project folder!



# Double check your folder and project folder!



## Select the type of project.



### WARNING!

Mixcraft "accesses" audio files. When you record from your audio interface or headset, you create a wave file. If you have created the proper pathway, that wave will be in the file folder you created.

DO NOT RENAME AUDIO FILES!

DO NOT RENAME YOUR FILE FOLDER AFTER YOU START!