

SQUIGGLES

Also can see pitch, it is indicated by frequency of the waves, how close together they are.

L vs LL
and two properties every AUDIO layer has.

Those squiggles in the Timeline panel are the "waveform" of the audio, indicating how loud it is at each point in time.

↑ how high the waves are = Audio Level



Instant Waveform

To directly access Levels and the waveform twirly, select the layer in the Timeline panel and type L for Levels. To see the waveform, type LL (two Ls) quickly.



Waves to Keys

Animation > Keyframe Assistants > Convert Audio to Keyframes creates keyframe values that match the combined amplitude of the audio waveforms in a comp. This is great for driving expressions (Chapter 37).

See Dancing Campanile

interactive application for example - with Panther fight song.