Exercise 6-4:
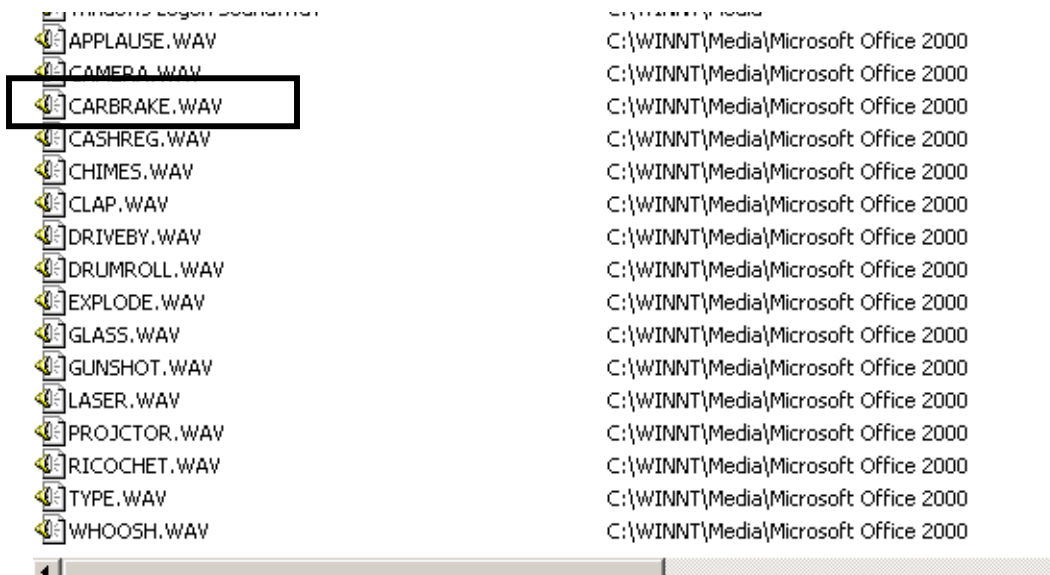**Adding Sound to an Animation**

Drawing Name: carbrake.wav, ex6-3.max (download the wav files from the
                     publisher's website)
Estimated Time: 15 minutes

This exercise reinforces the following skills:

- ◆ Track View
- ◆ Wav files
- ◆ Sound Options

Open ex6-3.max.

The carbrake.wav file is included with Microsoft Office software.

If you do not have Microsoft Office installed on your system, you can download the .wav file from the publisher's website.

A *.wav file is a sound clip or audio file. You can create your own wav files using a microphone and Microsoft's Sound Recorder, which is included with your operating system software.

To play the file, you can just double-click on it in Explorer.

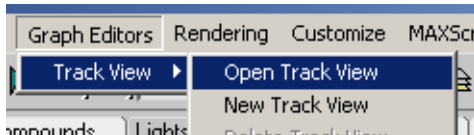The Windows Media Player will pop up and play the sound file.

You can also download free wav files from various locations on the Internet. Simply type in "wav download" in your search browser and explore the files and websites available to you.

You may want to add sounds to your animations to make them more exciting.

Open the ex6-3.max.

Switch to a perspective view.
Change the mode to Shaded + Highlights.
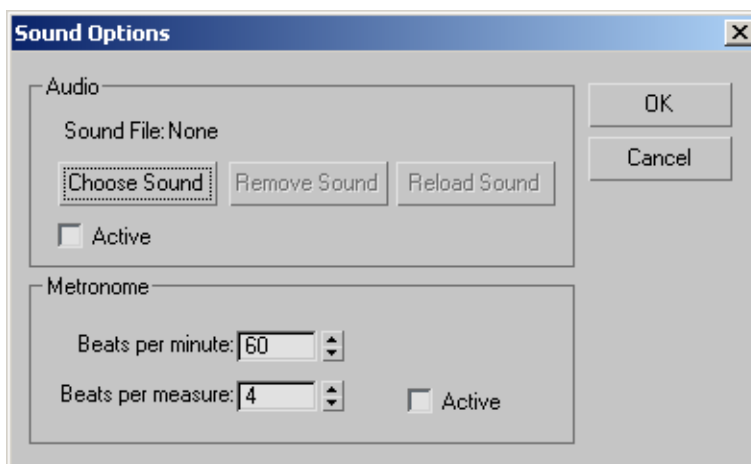
Set the time control slider to 28.
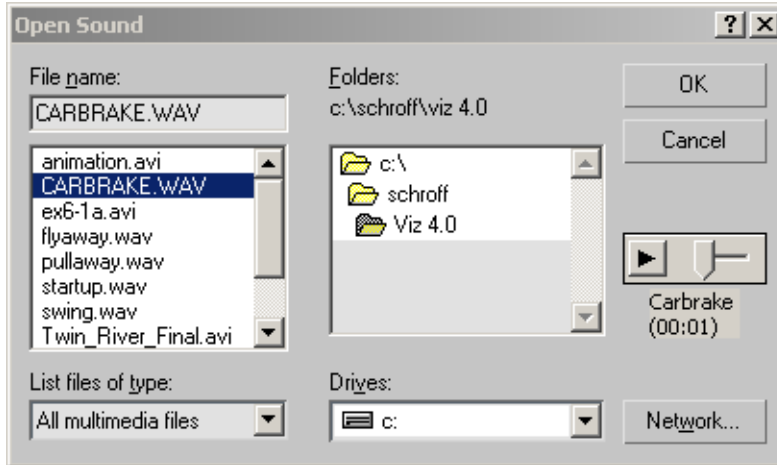
Go to Graph Editors→Track View→Open Track View.

The Track View behaves like a spreadsheet, listing all the animation occurring in your scene. By using Track View, you can view and edit animated objects quickly and effectively.

Expand Sound.
Highlight Metronome (Inactive).
Right click and select 'Properties'.
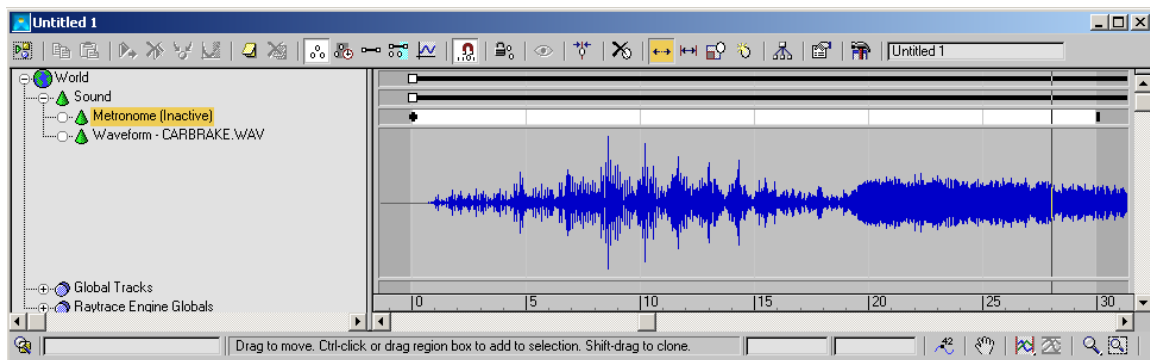
Pick the 'Choose Sound' button.

Locate the carbrake.wav file.

This file is located in the Media folder under Microsoft Office or you can download it from the publisher's website.

Press 'OK'.

Press 'OK' again.

You see the sound pattern from the wav file displayed.

Close the dialog.

    Play the animation.

NOTE: **You need a sound card installed in order to hear the wav file.**

Save the file as ex6-4.max.