

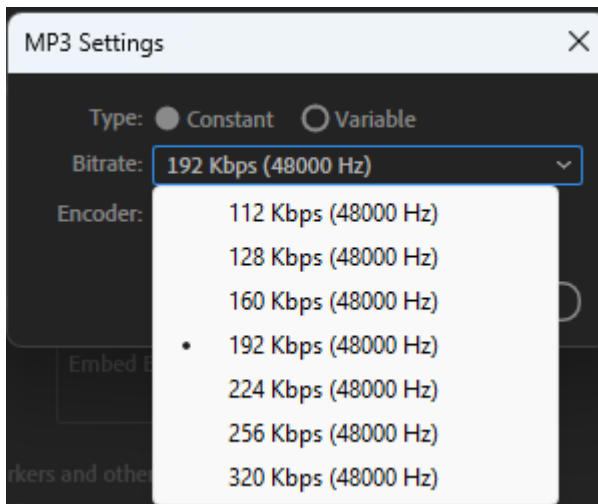
TSM543 Media Formats

Audio coding

Today we're going to make and analyse some compressed audio formats and see what effects we can see.

Task 1: Listen to lossy codec artefacts

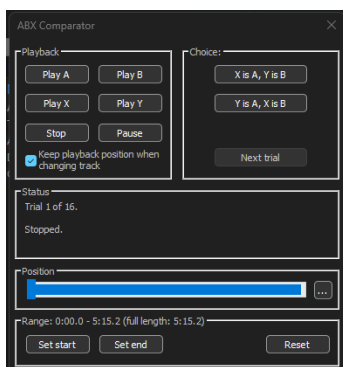
- Using Adobe Media Encoder or Audition, encode a good-quality media file into MP3, trying a number of settings, 112 Kbps, 192 Kbps, 256 Kbps.



- Bring the original file and the down-compressed files into a multitrack session, and invert the phase of the original track
- Listen to each of the tracks individually, by soloing them and the inverted original. You should hear only the differences (artefacts)

Task 2: Determine the actual audibility of the compression

- Using Foobar2000 bring in the songs you want to compare
- Select 2 tracks, and right click > Utilities > ABX test
- In this screen, you can compare the tracks as they run, and see if you can spot differences



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- d. Run a test against the lower and higher bit rate tracks, and see when you can reliably tell the difference

Task 2: Examine the MP3 file header

- a. Using the Python code on the SOL page, examine the header information of one of your MP3 files.