Project Asset Recovery

Reconnect missing audio without replacing the intended take.

Name _____ Date _____

A project stores edit instructions and references external audio. Moving a file can break its reference. Relink to the correct existing source. A matching filename alone does not prove it is the same take.

Project expects	What is available
Audio/voice_take2.wav	Moved to Sources/voice_take2.wav; same file
Audio/drums.wav	Audio/drums.wav; unchanged
Not required for this edit	Audio/voice_take1.wav; older, different performance

Use the model above. Write a brief answer for each item.

1. Which expected source has moved?

2. What new path should it be relinked to?

3. Which source is already at its expected path?

4. Should take1 replace take2 just because both contain speech?

5. Does relinking the correct source require rerecording it?

6. For transfer, keep only the project or the project plus needed sources?

7. How can you test the transferred package?

8. A file with the same name is offered. What should you verify before linking?

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1. Which expected source has moved?

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2. What new path should it be relinked to?

Sources/voice_take2.wav

3. Which source is already at its expected path?

Audio/drums.wav

4. Should take1 replace take2 just because both contain speech?

No. They are different performances.

5. Does relinking the correct source require rerecording it?

No. The existing source is available.

6. For transfer, keep only the project or the project plus needed sources?

The project plus all needed source files.

7. How can you test the transferred package?

Open the copied project and check that every source loads and plays.

8. A file with the same name is offered. What should you verify before linking?

That it is the intended take, using content and available file details.