

Vore Audio: How I Do It

By Laytherance

Hey guys! Just thought I'd pop in here and describe how I make vore audios, since it's actually pretty easy!

*“ooh, look at the newbie on the block thinking he's hot stuff after posting *one* audio”*

Yeah, true, though I've done several others that I didn't deem suitable for posting and I think it's simple enough and more people should give it a shot! All of the stuff in this guide can be done with free software, and we can always use more vore audio in the world >:3

For the quick TL;DR, here are the steps: Record multiple passes of audio with your phone, stitch them together for that layered effect and maybe EQ them a bit, and then remove the noise.

Now, you don't need expensive contact microphones to produce a satisfactory sound. In fact, I have access to both a dynamic podcaster mic and a condenser mic and both of them, in my opinion, end up sounding worse than my phone.

Yep, that's all you need — a phone! And probably some headphones too to monitor what you're doing, but that's basically it! (A lot of people don't give credit to just how good phone mics are nowadays — and my phone is already 4 years old too!) My phone has its microphone on the bottom next to the charger port, but you can adapt this to whatever side your phone records audio on. As long as you use the proper technique, it'll end up sounding fine.

What I like to do is lie down in a quiet environment and hold my phone on my stomach, and press the side with the microphone in a bit. You want the microphone to be completely flush with your skin, but you don't want to press too much, otherwise you risk getting uncomfortable and having to move it. You also don't want to move your fingers even a tiny bit while you do so — I'm quite young, but even the normally inaudible noise of my joints creaking and sliding is amplified a hundredfold when they're holding something directly connected to the microphone (and also it's gonna be recording quiet stuff already so the clicks are gonna stand out even more yadda yadda basically just try not to move). And don't worry about the inherent white noise that your phone will pick up, we'll deal with that later.

If you're using headphones to monitor, obviously make sure that the headphone output is on a different side than your microphone otherwise it's not really gonna work. Or just use Bluetooth — the latency isn't too bad for this use. Just be on the lookout for any stray noises while you record: you can either restart the take or try to edit them out later, it's your choice.

The secret is to record the audio to whatever length you're happy with, and then record several other takes of the same length. I'm on an iPhone, so I can do this all in iOS GarageBand — I just create a new track, solo it (so I can monitor this take accurately), and repeat. If you're on an Android or don't use GarageBand, a regular voice memo or recorder app should work, just try to end all the recordings at the same time. For this most recent one, I recorded 4 tracks of my stomach, one of my breathing, and one of my heartbeat.

After recording, you can export all the audio tracks to a digital audio workstation (if you're extra, you can use ProTools and work your audio magic or whatever but that's the case this guide already isn't for you lol). I used MacOS GarageBand to line up all my tracks and sync them up, but you can use cross-platform free software like Audacity or some other DAW just as easily.

Now here's where you really get to make your audio shine. After lining all your tracks up, you get to play with effects and EQ to your liking! For example, you can add reverb (some people like the ambience it adds, but others think it makes the audio sound like the inside of a washing machine), or boost the bass in the heartbeat. You can also cut out the unwanted noises from earlier, since the other tracks will “cover” for the missing one in that moment. And if you really want to be fancy, you can automate the volume to smoothly slide down and back up so the transition isn't as jarring.

What I did to my most recent one (*15 Minutes In Me*) was lower the breathing track by an octave to give it that deep draconic sound, and boost the bass in the heartbeat to make it more pronounced. It's really all to your taste! (pun intended.) If none of this makes sense to you, then you can totally skip this part too, it's just one step I'd like to do before I finish. In fact, I left the EQ of the stomach tracks alone since I'm still not great at mixing (and every change I made was pretty much for the worse lol).

Oh, and here's where the magic of recording multiple tracks pays off: you can pan different tracks to different ears to simulate a 3D environment! It's definitely not the same as going through and mixing it so it would actually sound realistic, but it gets the job done surprisingly well. This also has the added benefit of making the tracks “fight” with each other less since they're not all on the same mono channel. On *15 Minutes In Me*, I panned two of the stomach tracks all the way to the left and right, and the other two I panned slightly to the left and slightly to the right. I panned the breathing track just off center, and the heartbeat track midway to the left.

Once you're done EQing and adding effects and whatnot, copy a segment of one of your tracks where there's nothing but white noise and paste it at the end of the entire audio, all by itself. Then boost the volume on that one clip to make it really loud and obnoxious — this will help us when we get rid of the white noise altogether.

To get rid of the white noise, export the entire project as a .wav file, and throw that now-single track into an audio editor like Audacity or Adobe Audition. I used Adobe Audition, but the process is pretty much the same for both.

Now we get to take that super loud obnoxious white noise and select it as a noise profile! Basically, the software will recognize what sound you've selected and intelligently decrease said sound throughout the rest of the recording. I suggest looking up a YouTube tutorial on this one since the actual process will differ from software to software, something like "remove background noise in <Adobe Audition/Audacity/etc.> via capturing noise profile".

Once you've got that, you'll be able to tweak the settings to your liking. Just don't go too overboard with it though, since overdoing the noise suppression typically ends up with your audio sounding worse than before. Just try to find the sweet spot!

And that's it! Once you're done getting rid of the noise, you're ready to upload! Congratulations!