

## General Music Tech Terms

Amplify	Increases the amplitude or level of an electrical audio signal. An amplifier is a piece of hardware that boosts the signal
Amplitude	Another term for loudness or level, measured in decibels (dB's)_
Analogue	An analogue signal resembles a sound by replicating the amplitude of the sound's wave. This can be recorded electrically or magnetically.
Attack	The time it takes for sound to reach its full velocity after being triggered.
Attenuate	Posh word for 'cut'
Compressor	Reduces the dynamic range. (makes loud sounds quieter and quiet sounds louder)
DAW	Digital Audio Workshop
dB (decibels)	A unit of level or amplitude
Decay	The time it takes for sound to fall from its peak velocity to its sustain level.
Delay	It records the input signal and then plays the sound back at a later time (delay)
Digital	A process of representing a waveform in a binary code (0's & 1's)_
Dynamic Processing	An effect that deals with level, amplitude or volume
Envelope (ADSR)	A way of automating the shape of a sound, most commonly through the amplitude and 'ADSR' controls,
Equalisation (EQ)	An insert effect that can alter the timbre (tone) of the input sound using filters.
Filter	An effect that boosts or cuts frequencies within a spectrum in order to shape the timbre (tone) of a sound.
Insert	A effect that is added in 'series' within a signal chain. i.e. one effect after another (NOT Parrallel!)

Frequency	Scientific measurement for different pitches. Measured in hertz. The limits of human hearing, known as the ' <i>frequency spectrum</i> ' is 20Hz to 20Khz.
Hardware	A piece of physical equipment such as a microphone or 'outboard' compressor
Interface	Converts analog signals to digital code that can be recorded and stored on a computer.
MIDI	Music Instrument Digital Interface. The standard protocol that allow synths and drum machines to communicate with a sequencer (DAW)
Mixer	A device that is used to blend the levels of incoming sounds together and output them as a combined audio signal
Modulation	Change in a specific parameter over time. For example, pitch modulation is called vibrato
Monitor	A process of listening to a sound through speakers or headphones
Mono	A single audio track that has no left or right stereo information
Microphone	A device for recording sound that converts SPL (sound pressure level) into an electrical signal.
Multi-track Recording	The ability to record more than one sound source at a time onto discrete tracks for mixing at a later date.
Noise Gate	A dynamic effect that will block out unwanted sounds that occur under a specified level (threshold). I.e. to get rid of guitar hum when not playing.
Production Technique	A technique that is used to improve a recording of performance.
Release	Time it takes for the sound to reach zero after the note is released.
Reverb	An effect that replicates the ambience of a given space, such as a church or bathroom.
Sample	An audio clip that can be manipulated in a similar way to a synth
Samplers	A type of digital recording device that allows audio to be controlled via MIDI, such as the Akai S1000