**Glossary**

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| DAW | Digital Audio Workstation (Cubase) |
| MIDI controller | MIDI keyboard (Digital piano) |
| Computer Peripherals / Hardware | PC mouse keyboard |
| Audio Interface | Hardware that allows audio to be recorded into Cubase |
| Software Configuration | F4 – Setting the input and output in Cubase |
| **TRACK TYPE** |
| Audio | Real sounds recorded |
| MIDI | Allow hardware synths (MIDI keyboard flute etc) to input notes |
| Software Instrument | Halion / Prologue |
| **EDITING TOOLS** |
| Arranging | Using tools to create musical sequences |
| Balance | F3 – Control the volume of each track |
| Audio edits | Cut. Duplicate. Paste. Trim |
| MIDI edits | Lengthen & Shorten notes.  |
| Velocity edit | The volume of every individual note |
| Quantise | Snap the project / section in time |
| **PLUG INS** |
| EQ | Low Mid High.  |
| Effects | Reverb. Delay. Chorus. Flanger. Distortion |
| Dynamics | Compression. Limiter |
|  |
| Export | Select all. Press ‘P’. File. Export audio file |
| MP3 / WAV | MP3 Smaller compressed file. WAV Larger better quality |
| **Musical Elements** |
| Structure  | Verse / chorus. 12 bar blues.  |
| Rhythm | 4/4 3/4  |
| Instrumentation | The instruments heard |
| Melody | The tune |
| Harmony | Major or Minor |
| Musical Styles | Rock n Roll, Folk, Rock, Soul, Disco, Reggae, Hip Hop, Electronica |
| **Studio Recording** |
| Health & Safety | Exposure to noise. Use of computer screens. Trip hazards |
| Mic Placement | Where the microphone is positioned will give a different response  |
| Dynamic Microphone | Live mic. Tough. Okay frequency response  |
| Condenser Microphone | Studio mic. Sensitive. Better frequency response  |
| DI | Direct Injection using leads for Guitar. Bass. Keyboard |
| Multi-track recorder | Physical devise (like Cubase) which is portable |
| Optimisation of Gain | Getting the right volume before pressing record |
| Monitoring | Headphones or Speakers to hear back |
| Polar pattern Figure 8 | Picks up sound in front and behind |
| Polar pattern Cardioid | Picks up sound in front |
| Polar pattern Omnipresent | Picks up sound all around |
| Stereo Field | Panning (hearing sound in L & R earphone) |
| **SOUND CREATION** |
| Forms of Media | Radio. TV. Theatre. Film. Gaming. Podcast |
| **TYPES OF SOUND CREATION** |
| Foley | Sounds created (props) to match action in visual (Bomb / Car screech)  |
| Ambience | Sound to give location – Rain. Traffic. Chatting. Birds. River |
| Dialogue | Diagetic Spoken word – Match the character on screen |
| Voice over | No-Diagetic – Narrator off screen / thoughts in head |
| Underscore | Music used to set mood or place |
| Special effects | Diagetic sounds to enhance movement |