|  |
| --- |
| **COURSE: Music Technology I UNIT #: 1** |
| **Vocabulary Terms** |
| **Music Technology Glossary**  Analog: Sounds that are created, captured, or amplified through electronic signals or information.  App: An abbreviation of application, especially as it pertains to cloud-based computing or mobile  electronic/digital devices.  https://lh6.googleusercontent.com/poPvZx1v2tr7vl_FbFMXQBJgTTlUy4C3I_2EBT0rqc45RnqDMxnXX9e7-AoUwdyiL5KYmpgOk7OVPgKpZ9C2709G63ekFQvo2QRvhTZQnBYvxCH0DkZ29zd-fdkjs7ZeoJfqy2e5  Bi-lateral microphone: A mic that is most sensitive to sounds in front of and behind the mic and rejects sound from the sides of the mics. Bi-lateral mics are commonly used to record two voices at the same time and for recording in stereo. (AKA: figure 8 pattern)    Bluetooth: A wireless technology standard that allows fixed and mobile devices to exchange  data over short distances using radio waves.  https://lh5.googleusercontent.com/sqnBBdTcjK2vmWstFwIm58h1zs4VptuQokJHnD4TvZ37O8Fr9NXRHntbDWQclDQsZWdsNqCcG4ihFeD_YVxpBFQbtG92TAzUHf1jHE1bgAVpIObU58Grcjh3rKM4RIOPBYe99h0T  Cardioid microphone: A mic that is most sensitive to sounds in front of the mic, less sensitive to sounds in the periphery, and rejects sound from behind the mic. Commonly used for live performance and public address systems. The polar pattern makes these mics less sensitive to feedback and good to use in loud environments with unwanted ambient sounds.    CD Baby: Online music distribution service that allows independent musicians to earn money from their  music through digital music services such as iTunes, Spotify, Pandora, Amazon, etc.  Cloud based software: Software applications that run on shared computing resources through the internet. Cloud  based software is typically compatible across various  platforms (i.e. PC, OS, iOS,  Google, etc.)  Condenser mic: A microphone that captures sound via a thin membrane and solid metal plate. Vibrations change  the distance between the two capacitor plates capturing the sound. Condenser mics usually require  an external power source (phantom power). Quality condenser mics are much more sensitive than  dynamic mics and are capable of capturing a wider frequency range. Condenser mics are most  commonly used in a studio setting because of their more sensitive and accurate capabilities.  https://lh5.googleusercontent.com/W5fv0RC0VKmy7qp4m6lem4CNnsyMxOezSFM_GaTNOy--ENtJug4swSPlnmWu9p46w-9qx3FK_V8vsD8rxax-ovIq3oTcEaCSlxKCp1A1WxY5hmhoFnxSEtLyaEKgyVw3uASj8f6k  Copyright: A form of intellectual property that grants the creator of an original creative  work an exclusive legal right to determine whether and under what conditions  this original work may be copied and used by others, usually for a limited  term of years.  CPU: Central Processing Unit. The hard drive, or brains of a computer. Usually a separate piece of  equipment in most desktop PC’s. The CPU is integrated into laptop computers and most Apple  desktop computers.  DAW: Digital Audio Workstation. A digital system designed to record and edit digital  audio. Examples include GarageBand, Logic Pro, Soundtrap, Pro Tools, and Ableton Live.  Digital: Refers to anything based on binary computer code. MIDI instruments, tablet  devices, smartphones, computers, etc.  Dynamic mic: A microphone that captures sound via a magnetic coil that moves with the vibrations of sound.  Dynamic mics usually do not require an external power source (phantom power). Dynamic mics  are most commonly used in live settings because of their durability, affordability, and do not  require external power. Dynamic mics have a more limited frequency range, are much less  sensitive than condenser mics, and are usually not used in studio settings.  Foley artist: A Foley artist reproduces sounds that match the actual events that appear on a film or video track. These sounds are recorded and added in post-production to enhance the audio quality. Examples include footsteps, slamming doors, doorbells, ambient sounds, punches, falls, etc.  https://lh3.googleusercontent.com/sCZZFqYcEqYxm2oTN2_9t0wKdB8JbhFdLZmLGfnHkpS9b4tUeZhk7TRJ_wL0VP6f6cOOnP-ZONSckcQvVAIzqtxWJr9Qr10h_Aj45atjrUu-Z5b2gsdnUjaa6IXOa7fWTdhWnPl7  Gramophone: Invented in 1887 by Emile Berliner, the gramophone was considered a great improvement over the phonograph. The gramophone etched sound vibrations onto a hard, flat disc rather than the far less durable wax cylinders of the phonograph which allowed for the first mass production of recordings.    Manager: A person or company who works under contract for a performing artist or group. A manager  guides, advises, and acts on behalf of the artist in many professional, logistical, and financial  situations.  Responsibilities may include negotiating contracts, managing finances, publicity and  marketing, securing concert dates and venues, tour organization and logistics, and hiring support  staff.  Microphone: An electronic transducer that converts acoustic sounds into an electronic signal that can be  recorded, amplified, or converted into a digital signal.  https://lh4.googleusercontent.com/G_i1htjq2KDWn8N29sPOjPT0E8DymMwG24yCcTHuafAcswLBz9h-xPHwY7V5B8hpwXFFsjU2lCq4CW2ms16b1OiV9zcPBZmx5q3l326oIMadcg0PefDBxcRELN6nfmKLPJwHRFcg  Mixing Board: An electronic device used in live sound amplification or in a music studio that can be used to manage the various input channels and control the signal chain of the audio signal through various buses. Also referred to as mixing desk or mixing console.  Music producer: The person who is responsible for managing all aspects of the sound recording resulting in a final  product or production. Similar to the responsibilities of a head coach of a team who manages all of  the assistant coaches and other personnel associated with the team’s performance.  https://lh4.googleusercontent.com/GHJpn3MFUPYKSbOzTlqyhpYjzCZ9DlJ0w5t6AurJ9CWuXUxJnxB7XOgygvC98lmGQxCs-bJcALfq8hKmVbNO61NpdfgvfXgUdXjw6WElJjc3pUsB8LD9znaapfFUCTs-E13hAOm7  Omni-directional: Microphones that pick-up sound with equal gain from all sides or directions of the microphone.    Peripheral: Any piece of computer equipment that is external from the CPU. Peripherals can be input (mouse,  keyboard, audio interfaces. MIDI devices, etc.) or output devices (monitor, speakers, headphones).  https://lh4.googleusercontent.com/rfvkvttSvYYICqbK74ivG2DbkSBV1_BSZqW1PD2jkCt0VK9sXzHKZOhW-_8u8d6QjSvYI43qL93Yqk0Tw9ttKbyAthpiBqlkxgXbg6pfDDSrwy_aomyMMpNO15pMpY2Ao7oNEk1f  Phonograph: The phonograph was invented in 1877 by Thomas Edison. The device was the first  that was able to reproduce recorded sounds. The device captured the sounds on a  cylinder wrapped with thin metal foil. The foil was not particularly durable and  wasn’t practical for mass reproduction.  Sine wave: The visual representation of a sound in a DAW. The sine wave is shaped by the amplitude (volume) and frequency (pitch) of the sound.  Ex.  https://lh6.googleusercontent.com/8_WB63q4WgQeDSMqR1OVm1XmBszwWVpEuU_6FTfirek5oWKDglwFRKzm_j8BVivuAKExJGVu9_xFAnaV7_FSuYLUNy3Y8Bi_227Uxm59D7beO2q-CVIm_OPx0gtBfJXSfzWuXUNH  Social Media: Websites and applications that enable users to create and share content or to participate in social  networking.  Soundcloud: An online audio distribution platform and music sharing website that enables users to upload,  promote, and share audio.  Sound Designer: A person who creates and edits sounds using audio production techniques and tools for a variety of applications.  Sound/Audio Engineer: A person responsible for producing a recording or a live performance. Responsibilities include balancing and adjusting sound sources using equalization and audio effects, mixing, reproduction, and sound reinforcement.  Studio: A specialized facility for sound recording, mixing, and audio production of instrumental or vocal performances, spoken words, and other sounds.  Technology: Tools created to help people accomplish a task in a more efficient or effective manner.  YouTube: A video sharing service where users can create their own profile, upload videos, watch, like and comment on other videos. |