

AUDIO RECORDING

PROCEDURAL TERMS

- Record - to transcribe a signal onto a medium
- ▶ Play - to play a signal from a recording
- ▬ Pause - to temporarily halt play or recording
- Stop - to cease play or recording
- ◀ Rewind - to move back to a specific point in the recording (usually the beginning)
- ▶ Forward - to move forward to a specific point in the recording (the end or towards a marker)
- ⌏ Marker - a specific point in the recording.
- ┌ Front Markers - the front portion of a marked area (usually accompanied with a back marker)
- └ Back Markers - the end portion of a marked area (usually accompanied with a front marker)
- ◀◀ Review - to move backward at-will
- ▶▶ Fast Forward - to move forward at-will
- ▬◀◀ Start - the beginning of the recording (also denotes previous track)
- ▬▶▶ End - the ending of the recording (also denotes next track)

SIGNAL INPUT/OUTPUT

Input - where a microphone/instrument is connected/plugged in...

Output - Where a speaker or monitor or headphones is connected/plugged in...

Mono - a signal inputs to the right (only) or left (only)

Stereo - a signal inputs to the right and left simultaneously and is usually balanced

Monitor - a speaker or headphones where you can listen to your recording as it records or play the recording after the recording session

Monitor on - indicates that the monitor is on... you can listen as it records

Monitor Off - indicate that the monitor is off... you cannot listen as it records
Feedback - is a signal from a monitor (speaker) which is processed through the microphone or instrument. The result is a loop of continuous noise which may increase volumes.

VOLUME

Volume - how loud or soft the signal is.

Distortion - is a rough signal which indicates that the voice or instrument is being recorded at a volume too high to process. The result is grainy, fuzzy noise from the speaker.

STONE

Tone (hi/mid/low) - is the quality of the signal (seeming to hear higher pitches more or lower pitches more)

Highs (High Frequency) - higher ranges of the signal (also called TREBLE)

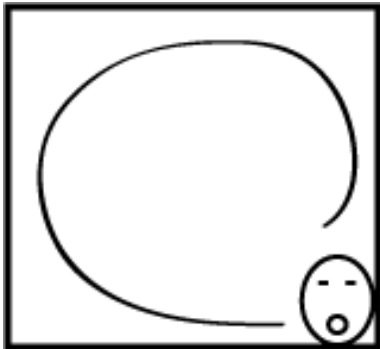
Mids (Middle Frequency) - middle ranges of the signal (also called MIDDLE)

Lows (Low Frequency) - lower ranges of the signal (also called BASS).

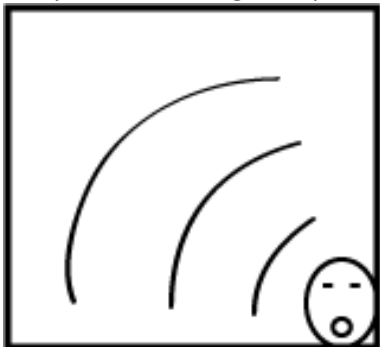
Equalizer (Graphic/Analog) - a tool used to improve specific ranges/frequencies of tone. A good equalizer can find specific sounds within the recording and amplify them or lessen them.

AUDIO TOOLS: SIGNAL PROCESSING

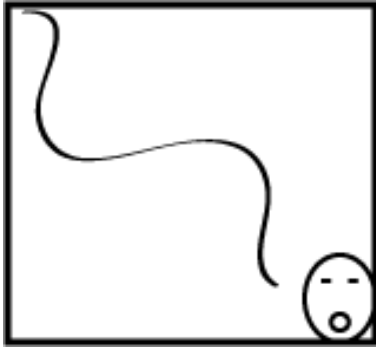
Reverb - a make a signal sound as if it is recorded in a larger room/area.



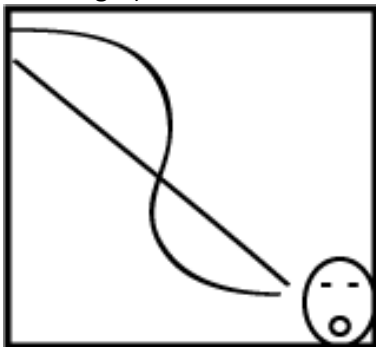
Delay - to make a signal repeat slightly or entirely after one signal plays. The sound resembles an echo.



Chorus - to make the signal wavy, moving from left to right.



Flange - to make the signal move forward while a copy of the signal moves higher or lower in tone (or left to right).



OTHER AUDIO TOOLS

Fade In - marks an area of the project where the volume will gradually increase

Fade Out - marks an area of the project where the volume will gradually decrease

Pan - adjusts the stereo function to allow the signal to be heard more or less on the right or left.

PUBLISHING/RECORDING FORMATS

MP3 [MPEG-1 or MPEG-2 Audio Layer 3 (or III)] - is a digital audio encoding format using a form of data compression (in other words, it is a method of recording data which is squeezed tightly together to save space)

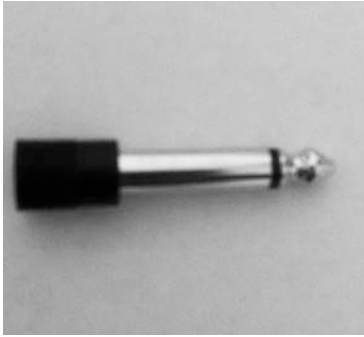
ACC [Advanced Audio Coding] is a digital audio encoding format using a form of data compression which achieves better sound quality than an mp3 by losing less information.

WAV [WAVE or Waveform Audio File Format] - is a digital audio encoding format which is not compressed (typically found on Windows-based computers).

AIFF [Audio Interchange File Format] - is a digital audio encoding format which is uncompressed (typically found on Apple-based computers).

CORDS/INPUTS/OUTPUTS

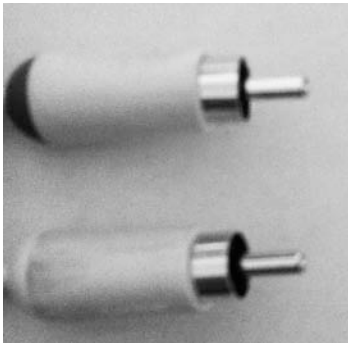
1/4"



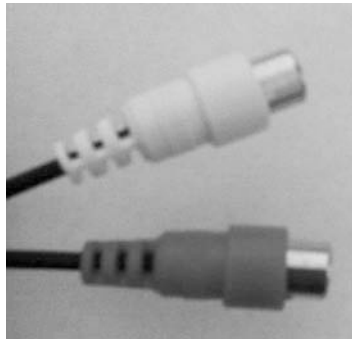
1/8"



RCA Male



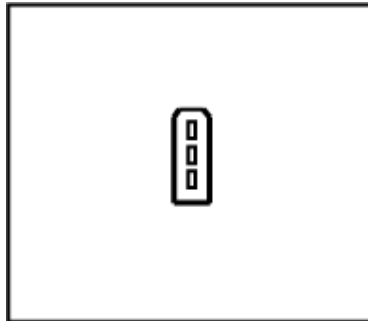
RCA Female



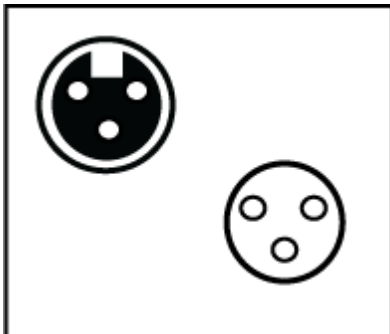
USB



FIREWIRE/IEEE1394

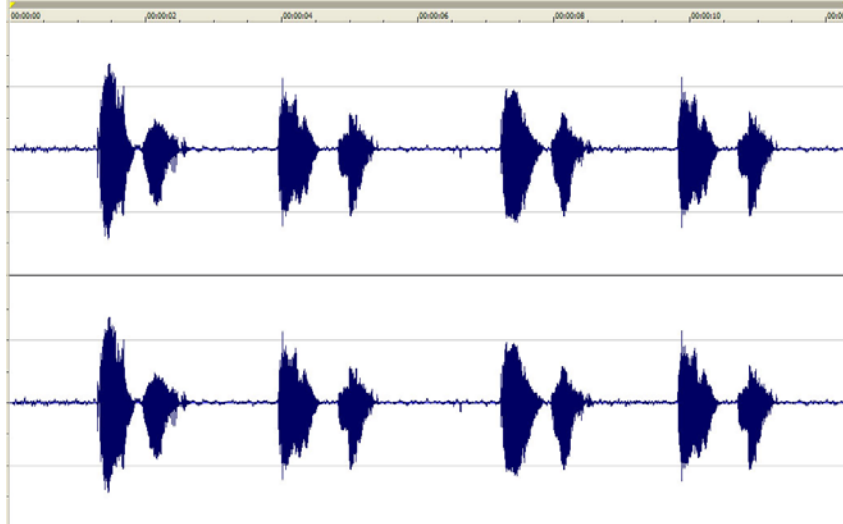


XLR

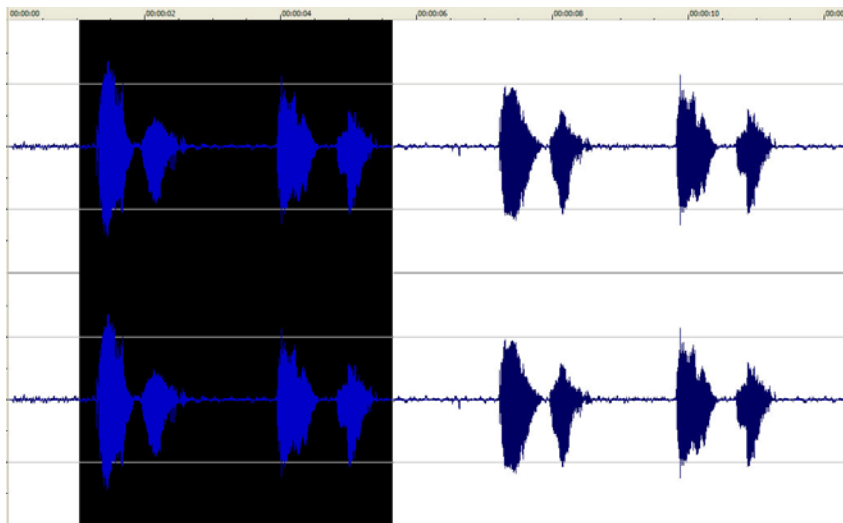


SELECTING WAVES AND EDITING

Each time you record audio, you have waveforms to represent the signal/sound. Oftentimes, the larger the wave, the louder the sound. Conversely, the smaller the wave, the softer the sound.



In most audio processing software, you may edit these waveforms by selecting the area (to change or delete) and making the appropriate change (for example, you may add an effect - such as reverb from the tools menu, or you may delete the selection by simply hitting the delete button).



To record in a specific area, you may click the section where you want to record, and begin recording. In many programs, the new recording will overwrite (or write over) the previous recorded material.

When you have completed your recording, you should save your project. Try to save the project as an appropriate file format.