

BEGINNERS

COMMON SOUND TERMS

Some common terms you'll hear used:

- **DAW - Digital Audio Workstation** is any digital software or device that allows you to record, edit and compose your audio tracks.
- **Editing** - is the process of selecting and preparing written, photographic, visual, audible, or cinematic material used by a person or an entity to convey a message or information. The editing process can involve correction, condensation, organisation, and many other modifications performed with an intention of producing a correct, consistent, accurate and complete piece of work.
- **Mixing** - To combine and adjust all of the audio components of a recording into a final soundtrack or mix.
- **Levels** - The volume of a track or collection of tracks.
- **Plug-in** - self-contained pieces of code that can be "plugged in" to DAWs to enhance their functionality. Generally, plugins fall into the categories of audio signal processing, analysis, or sound synthesis. *Example, a reverb plug-in can be used to add reverb to your audio within a DAW.*
- **Bass (low frequencies)** - The low end of the audio frequency spectrum between 0Hz to about 200 Hz.
- **Midrange (mids)** - the frequency range above bass but below treble that carries most of the identifying tones of music or speech. It is usually from 200Hz to 4kHz.
- **Treble (highs)** - the upper end of the audio spectrum reproduced by tweeters, usually 3 - 4 kHz and up.
- **Clipping** - a form of distortion caused by cutting off the peaks of audio signals. Clipping usually occurs in the amplifier when it's input signal is too large or when the voltage rails of the power supply cannot deliver the necessary voltage to the power amp.
- **Equalizer (EQ)** - a device (software or hardware) that acts as active filters used to boost or cut certain frequencies.
- **Low-Pass Filter (LPF)** - an electric circuit or plugin designed to pass only low frequencies and act as a high impedance to frequencies out of the filters passband.