

Lesson 1 - Q & A

Introduction Sound and Hearing

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- List the career opportunities in this field: (Page 19-23)
 - the artist
 - studio musicians + arrangers
 - The Producer
 - The engineer
 - assistant engineer
 - maintenance engineer
 - mastering engineer
 - The DJ
 - The VJ
 - studio management
- The distance a sound, as seen on a computer display, varies from the "centerline" is called it's amplitude. (page 43)
- When we look at an audio sound bite in in a digital audio workstation, the horizontal left-to-right image is called it's wave length (page 46)
- The speed at which a wave travels through a medium is called it's velocity. (page 46)
- The basic three wave forms used to create synthesizer sounds are named Square, triangle, sawtooth. (page 54)
- To create a sound from scratch, four parameters are needed to construct a new sound. A Musical Waveform Envelope is made up of four parts (Page 57)
 - Attack
 - Decay
 - Sustain
 - Release
- The scale for measuring the volume of a sound is called the Sound Pressure level (SPL). (page 57-61)
- The volume of a whisper is approximately 30dB. The volume of an airplane taking off is approximately 120dB. (page 60).
- A popular graph for measuring our ear's sensitivity to loudness is known as the The Fletcher-Munson curve. (page 64)
- The recommended volume for mixing is 85dB. (page 65)
- Why is it so important not to mix too loudly or too softly? sounds different + when played back (page 57-64).