

## Lesson 6

STUDENT NAME: Makera Bynum

STUDIO NAME: House

NAME OF MENTOR(S): Take

## Consoles Part 1

### Q & A

1. The part of the console where all the inputs and outputs are located is called input strip I/O. (page 430, 435)
2. What is the difference between an insert access point and an aux send?  
(page 433-435)
  - a. A signal break before the EQ section
  - b. Routes the split of the incoming signal to an aux bus
3. Send to some effect devices and headphone mixes are often done via aux send.  
(page 433-435)
4. The console allows the engineer control over volume, tone, blending, and spatial positioning, and routing the signal. (page 424)
5. In the industry, this blending is called a mix. (page 424)
6. The three stages of a modern multitrack recording session are recording, overdubbing, and mixdown. (page 425)
7. The first tracks that we record are called the basic, rhythm, bed. These are the foundation tracks and are usually made up of drums, Bass, and guitar, and sometimes the keyboard. (page 425)
8. After the first parts are recorded, additional instruments and vocals are added in a stage called overdubbing. (page 428)
9. Once completed, a project might be sent to a master engineer so that fine tuning adjustments can be made. (page 34)
10. Name four bus systems found on most consoles: Solo, Individual, EQ Mix, Output. (Chapter 13).

# Recording Connection Microphone Identification Quiz

Manufacturer	Type	Pattern
1. Blue (What I have)	(Yeti USB) Condenser	Cardioid, Bidirectional Omnidirectional
2. Blue (For my Ipad)	(Mikey 2.0 for iPad) Condenser	Bidirectional, Ominidirectional
3. Shure	(SM57) Dynamic	Cardioid
4. AKG	(AKG Perception) Condenser	Bidirectional
5. GLS	(ES-57) Dynamic	Cardioid, Unidirectional
6. Shure	(PG58-LC) Dynamic	Cardioid
7. CAD	(GXL2200) Condenser	Bidirectional Cardioid
8. Shure	(DMK57)-52 Condenser	Cardioid, Bidirectional
9.		
10.		

Grade Code: 3- Correct  
2- Mostly Correct  
1- Few Correct

Instructor: Take  
Student:  
Studio

## MANDATORY SUPPLEMENTAL READING

### Lesson 6 – Your Studio Console.

The needs of each studio are different from one to another. Because of this, each studio has a different console(s).

To get a better understanding of your studio's equipment, and to get in the habit of investigating your surroundings, find the manual for the same console(s) your studio uses.

Most likely the studio has a digital copy for its engineers. Get a copy! If there is only a hard copy, scan it and save it as a digital copy. A digital copy is easier to keep than looking for a physical book some 5 years down the road.

If for whatever reason the studio doesn't want to give the document out, search online.

Include in your E-mail assignment:

Name: \_\_\_\_\_

Studio: House

Console(s): \_\_\_\_\_

Attach Manual (s): \_\_\_\_\_

Didn't have the chance to get around to getting the console the studio uses so I will be sure to add that to my notes for next week. Instead, I figured that something was better than nothing and thought to include my Tascam 2488 neo 24 Track Hard Disk that I have at home.

The actual pamphlet is MIA but the downloadable version can be found at [tascam.com/product/2488neo/downloads/](http://tascam.com/product/2488neo/downloads/)

# NOTES:

Mixing console / mixing desk / audio mixer / soundboard is an electronic device for mixing, routing and changing the level, tonality and/or dynamics of audio signals

The input strip is usually separated into these sections:

- Input jacks / mic preamps
- Basic input controls
- Channel EQ
- Routing section including direct outs, aux-sends, panning control and subgroup assignments and channel inserts
- Input faders
- Subgroup faders
- Output controls including master level controls, EQ and/or matrix routing

Balanced inputs and connectors, such as XLR or Tip-Ring-Sleeves (TRS) quarter inch-connectors reduce interference problems

Insert points are most commonly used with effects that control a signal's amplitude, such as noise gates, expanders, and compressors

The auxiliary sends routes a split of the incoming signal to an auxiliary bus, which can then be used with external devices

Because audio is heard in a logarithmic fashion, mixing console controls and displays are almost always in decibels, a logarithmic measurement system

The professional nominal level is considered to be +4 dBu; The consumer grade level is -10 dBV  
Every analog to digital conversion and digital to analog conversion within a digital mixer entails propagation delay