

Lesson 1 - Q & A

Introduction Sound and Hearing

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1. List the career opportunities in this field: (Page 19-23)

- a. ARTIST
- b. STUDIO MUSICIANS + ARRANGERS
- c. PRODUCER
- d. ENGINEER
- e. ASST. ENGINEER
- f. MAINT. ENGINEER
- g. MASTERING ENGINEER
- h. DD
- i. VS
- j. STUDIO MANAGER

2. The distance a sound, as seen on a computer display, varies from the "centerline" is called it's AMPLITUDE. (page 43)

3. When we look at an audio sound bite in a digital audio workstation, the horizontal left-to-right image is called it's WAVE FORM (page 46)

4. The speed at which a wave travels through a medium is called it's VELOCITY. (page 46)

5. The basic three wave forms used to create synthesizer sounds are named SQUARE, TRIANGLE + SAWTOOTH. (page 54)

6. 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)

- a. ATTACK
- b. DELAY
- c. SUSTAIN
- d. RELEASE

7. The scale for measuring the volume of a sound is called the LOG. (page 57-61)

8. The volume of a whisper is approximately 35dB. The volume of an airplane taking off is approximately 125dB. (page 60).

9. A popular graph for measuring our ear's sensitivity to loudness is known as the FLETCHER - MUNSON CURVE. (page 64)

10. The recommended volume for mixing is 85dB. (page 65)

11. Why is it so important not to mix too loudly or too softly? IT WILL SOUND BASS + TREBLE SHY. (page 57-64).