

# Lesson 1 - Q & A

## Introduction Sound and Hearing

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NAME OF MENTOR(S): \_\_\_\_\_

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

- artist
- studio musician
- arranger
- producer
- engineer
- Assistant engineer
- the DJ
- VJ
- maintenance engineer
- mastering engineer

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 waveform (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)

- attack
- decay
- Sustain
- release

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

8. The volume of a whisper is approximately 35dB. The volume of an airplane taking off is approximately 120dB. (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 85-95dB. (page 65)

11. Why is it so important not to mix too loudly or too softly? It drastically effects signal level (page 57-64).  
sound pressure