

# Questions on Mix Elements



## Technology concepts

|            | Technological terms                                                                                                                                                                         | Processes                                                                                                                                                                                      | Controls and effects                                                                                                                                                                                                                                                                                                     |
|------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Higher     | ambience<br>clipping<br>file compression<br>impedance<br>parameters<br>patch<br>track object<br>velocity                                                                                    | ADSR (attack decay sustain release) envelope<br>autotune<br>crossfade<br>de-esser<br>filter<br>insert point<br>plug-ins<br>sample editor<br>sample frequency<br>submix<br>threshold<br>vocoder | cut-off frequency<br>flanger<br>graphical EQ<br>harmoniser<br>low-pass and high-pass filters<br>modulation controller<br>parametric EQ<br>phase/phaser<br>pitch shift<br>portamento<br>pre-fade and post-fade<br>shelving EQ<br>time compression and time expansion<br>Q (bandwidth)<br>tremolo<br>triggering<br>vibrato |
| National 5 | glitch<br>hum<br>cyclical/loop<br>playlist<br>polar patterns (figure of eight, hypercardioid)<br>sampler<br>signal-to-noise ratio<br>sound card<br>spillage/leakage<br>toolbox<br>transpose | beat-matching<br>digital processor<br>drop in/out<br>fade in/out<br>import/export<br>latency<br>locators<br>markers<br>multi-effects processor<br>quantisation<br>vocal enhancer               | auxiliary in(put)/out(put) (Aux)<br>auxiliary send/return<br>boost EQ/cut EQ<br>chorus effect and depth<br>close mic'd<br>dB (decibels)<br>gated reverberation (reverb)<br>LFO<br>limiter<br>noise gate<br>pitch bend<br>punch in/out<br>wah-wah/envelope filter                                                         |

Controls on an effects processor include:

- Balance
- Decay
- Depth
- Mix – 'Dry/wet'
- Time
- Gate time
- Diffusion
- Pre-delay
- Room size
- Rate

|            | Technological terms                                                                                                                                                                                                                                            | Processes                                                                                                                                                                                                                               | Controls and effects                                                                                                                         |
|------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------|
| National 4 | apps<br>arrange window<br>arrangement<br>clipping<br>feedback<br>file management<br>frequency response<br>intro/outro<br>lead vocal<br>polar patterns (cardioid and omnidirectional)<br>popping and blasting<br>proximity effect<br>sibilance<br>take<br>tempo | click track<br>copy, cut and paste<br>dry mix/wet mix<br>effects pedals<br>final mix<br>general MIDI (GM)<br>guide vocal<br>input/output<br>mute<br>overdub<br>peak<br>sequencer<br>signal path synchronisation (sync)<br>WAV/AIFF file | compression/expansion<br>effects (FX)<br>fader<br>line level<br>microphone level<br>tone control<br>transport bar/controls                   |
| National 3 | beat<br>capture<br>channel<br>distortion/overload<br>dry/wet<br>frequency (hertz, kHz)<br>microphone<br>MIDI<br>sequenced data<br>session log<br>track (names/list)<br>virtual instrument tracks<br>volume                                                     | backup copy<br>format mix/mixing/balance<br>normalising<br>sampled<br>save<br>audio/stereo master<br>USB (port)                                                                                                                         | delay<br>EQ (equalisation)<br>gain/trim<br>mono(phonic)<br>panning<br>playback<br>record<br>reverb(eration)<br>stereo(phonic)<br>time domain |

## Music concepts

|            | Melody/harmony                                                                                                                                  | Rhythm/tempo                                                                                                                                                                    | Texture/structure/form                                                                                    | Timbre/dynamics                                                                                                                                                                                                                     |
|------------|-------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Higher     | interval<br>inversion<br>relative major<br>relative minor                                                                                       | irregular time<br>signatures<br>time changes                                                                                                                                    | through-composed                                                                                          | accents<br>harmonics<br>phrase marks<br>staccato marks                                                                                                                                                                              |
| National 5 | atonal<br>cluster<br>inverted pedal<br>chromatic<br>whole tone scale<br>glissando<br>modulation<br>countermelody<br>pitch bend<br>tone/semitone | ritardando (rit)<br>cross rhythms                                                                                                                                               | strophic<br>walking bass<br>homophonic<br>polyphonic<br>coda<br>bridge/link passage<br>instrumental break | arco<br>pizzicato<br>rolls<br>voices: mezzo-<br>soprano, baritone                                                                                                                                                                   |
| National 4 | major/minor<br>(tonality)<br>broken chord or<br>arpeggio<br>change of key<br>pedal<br>scale<br>octave<br>vamp<br>scat singing                   | syncopation<br>2 3 4 6<br>4 4 4 8<br>anacrusis<br>accel(erando)<br>rall(entando)<br>a tempo                                                                                     | binary — AB<br>ternary — ABA<br>verse and chorus (song<br>structure)<br>middle 8<br>imitation             | woodwind<br>instruments,<br>string instruments,<br>brass instruments,<br>percussion<br>instruments,<br>bass guitar,<br>distortion,<br>muted,<br>backing vocals,<br>voices: S A T B                                                  |
| National 3 | ascending<br>descending<br>step (stepwise)<br>leap (leaping)<br>repetition<br>sequence<br>improvisation<br>chord<br>chord change                | accent/accented<br>beat/pulse<br>BPM (beats per<br>minute)<br>2, 3 or 4 beats in<br>the bar<br>on the beat/off the<br>beat<br>repetition<br>slower/faster<br>pause<br>drum fill | unison/octave<br>harmony/chord<br>solo<br>accompanied/<br>unaccompanied<br>repetition<br>riff<br>ostinato | acoustic/electronic<br>striking (hitting),<br>blowing, bowing,<br>strumming,<br>plucking<br>acoustic guitar,<br>electric guitar<br>piano, organ,<br>synthesiser<br>drum kit<br>voice/vocals<br>crescendo (cres)<br>diminuendo (dim) |

## Question 6

In this question you will hear a sound engineer working on a number of mix elements.

A guide to the audio is laid out below. You will see that further information is required and should be inserted in the spaces.

There will now be a pause of 40 seconds to allow you to read through the question.

The music will be played three times with a pause of 15 seconds between playings.

In each playing, a voice will help guide you through the numbered sections.

Here is the music for the first time.

Here is the music for the second time.

Here is the music for the third time.

| Section | Description                                                            |   |
|---------|------------------------------------------------------------------------|---|
| 1.      | The _____ control on the reverb is being adjusted.                     | 1 |
| 2.      | The _____ control on the bass guitar chorus effect is being decreased. | 1 |
| 3.      | The effect/process applied to the bass drum is a _____.                | 1 |
| 4.      | A synthesiser now plays a _____ in harmony.                            | 1 |
| 5.      | The effect applied to the whole mix is _____.                          | 1 |
| 6.      | The two effects on the lead guitar are _____ and _____.                | 2 |

## Question 6

In this question you will hear a recording of a vocalist.

A guide to the audio is laid out below. You will see that further information is required and should be inserted in the spaces.

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In each playing, a voice will help guide you through the numbered sections.

Here is the music for the first time.

Here is the music for the second time.

Here is the music for the third time.

| Section | Description                                                                                      |   |
|---------|--------------------------------------------------------------------------------------------------|---|
| 1       | The bass line is played _____ the beat.                                                          | 1 |
| 2       | The effects applied to the vocal track are _____ and _____.                                      | 2 |
| 3       | A _____ is applied to the vocal track.                                                           | 1 |
| 4       | A _____ drum sample is introduced.<br>The effect applied to the guitar is _____.                 | 2 |
| 5       | The _____ setting on a high pass filter is adjusted to<br>bring in the main accompaniment track. | 1 |

**Question 6**

In this question you will hear an Indie Rock band.

A guide to the audio is laid out below. You will see that further information is required and should be inserted in the spaces.

There will now be a pause of 40 seconds to allow you to read through the question.

The music will be played three times with a pause of 15 seconds between playings.

In each playing, a voice will help guide you through the numbered sections.

Here is the music for the first time.

Here is the music for the second time.

Here is the music for the third time.

| Section | Description                                                                              |   |
|---------|------------------------------------------------------------------------------------------|---|
| 1       | The effect applied to the snare drum is _____ .                                          | 1 |
| 2       | The bass guitar has a _____ effect and the dynamic control on the bass drum is a _____ . | 2 |
| 3       | The effects applied to the lead guitar sound are created by a/an _____ .                 | 1 |
| 4       | The structural concept which describes this part of the song is a/an _____ .             | 1 |
| 5       | The texture of the lead and backing vocals is _____ .                                    | 1 |
| 6       | The panning of the tambourine is _____ .                                                 | 1 |

**Question 6**

Listen to the following excerpt.

A guide to the audio is laid out below. You will see that further information is required and should be inserted in the spaces.

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In each playing, a voice will help guide you through the numbered sections.

Here is the music for the first time.

Here is the music for the second time.

Here is the music for the third time.

| Section | Description                                             |   |
|---------|---------------------------------------------------------|---|
| 1       | The effects on the guitar are _____<br>and _____.       | 2 |
| 2       | The piece has a/an _____ time signature.                | 1 |
| 3       | The tonality is _____.                                  | 1 |
| 4       | The playing technique used by the lead guitar is _____. | 1 |
| 5       | The vocal sample is _____ repeatedly.                   | 1 |
| 6       | A synth plays different _____ of broken chords.         | 1 |

## Question 8

Listen to this excerpt of an engineer mixing an audio recording.

A guide to the audio is laid out below. You will see that further information is required and must be inserted in the spaces.

There will now be a pause of 40 seconds to allow you to read through the question.

The music will be played three times with a pause of 15 seconds between playings.

In each playing, a voice will help guide you through the numbered sections.

Here is the music for the first time.

Here is the music for the second time.

Here is the music for the third time.

| Section | Description                                                                  |   |
|---------|------------------------------------------------------------------------------|---|
| 1.      | A _____ EQ is used to find and remove a harsh frequency in the guitar track. | 1 |
| 2.      | The synth strings play a/an _____.                                           | 1 |
| 3.      | The control and effect on the synth lead track are _____ and _____.          | 2 |
| 4.      | The _____ control is adjusted on the synth.                                  | 1 |
| 5.      | The drum kit _____ is solo'd to allow the reverb to be adjusted.             | 1 |
| 6.      | The (Italian) term to describe the change in tempo is _____.                 | 1 |