Questions on Mix Elements





LIVEWORKSHEETS

Technology concepts

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

LIVEWORKSHEETS

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

LIVEWORKSHEETS

Music concepts

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

LIVEWORKSHEETS

MARKS | DO NOT WRITE IN THIS MARGIN

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

LIVEWORKSHEETS

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.

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 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. The effect applied to the guitar is _____.	2
5	The _____ setting on a high pass filter is adjusted to bring in the main accompaniment track.	1

LIVEWORKSHEETS

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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

LIVEWORKSHEETS

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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 _____ 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

LIVEWORKSHEETS

WRITE IN THIS MARGIN

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.

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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

LIVEWORKSHEETS