

Questions on Mix Elements



Technology concepts

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

Controls on an effects processor include:

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

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

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)

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.

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

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 _____ 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