

Music Technology CONTROLS & EFFECTS (1) – National 5

Drag and drop each **control/effect** to match it with the correct definition:

Auxiliary in(put) (Aux)	Auxiliary send	Auxiliary return
Boost EQ	Cut EQ	Chorus effect
Chorus depth	Close mic'd	dB (decibels)

1	Used when shaping the timbre of the sound, this increases selected frequencies.	
2	An effect whereby short delays and slight modulations are added to a signal to make it sound as if there is more than one player.	
3	A simple audio connection that can be used with a 3.5mm auxiliary jack to allow equipment such as speakers, mp3 players or headphones to transmit or receive data	
4	A recording/performance technique where a microphone is positioned between 2-30cm from the instrument or voice.	
5	Used when correcting audio issues such as unwanted resonances or bleed, this attenuates (reduces) selected frequencies.	
6	A mixing desk function allowing a signal or group of signals to be sent to a separate output (aux output) for either monitoring or processing.	
7	A setting which controls how extreme the effect is, in terms of pitch-shifting and delay time.	
8	The measurement of the amplitude of a sound wave. The greater the amplitude, the louder the volume.	
9	A mixing desk function allowing a signal or group of signals to be sent back to the mixer after being altered (processed).	