Music Technology PROCESSES - Higher

Drag and drop each **process** to match it with the correct definition:

ADSR envelope	Autotune	Crossfade	De-esser
Filter	Insert point	Plug-ins	Sample editor
Sample frequency	Submix	Threshold	Vocoder

1	A processor that attenuates (reduces) sibilance or harsh-frequency sounds that come from dialogue or vocals using the letters S, F, X, SH and soft Cs.	
2	A process that allows the user to undertake detailed editing on a waveform.	
3	Software that automatically manipulates a recording of a vocal track to correct mis-pitching.	
4	Part of bussing, a grouping of instruments or tracks that are mixed then inserted into the main mix as one stereo track.	
5	An access point built into a mixing console, allowing an external signal processing device (e.g., reverb, compressor, gate, EQ) into the signal path.	
6	How a sound changes over time: 1. The time taken for the sound to go from silent to the loudest level, 2. The time taken from the initial peak to the sustain level, 3. The level the sound maintains when the note is held, 4. How long it takes the sound to return to silence after the key is released.	
7	A digital signal processor that analyses and synthesises the human voice, transforming it into a robotic sound.	
8	A dynamic processor control that determines the point at which the process is applied to the signal.	
9	A technique used during beat-matching, where as one sound fades out, another fades in.	
10	The resolution of digital audio that determines its sound quality, using the number of samples per second taken from recorded audio to make a digital signal.	
11	Software code that can be added to DAWs to enhance their functionality. Typical categories include: equalisation, dynamic processing, reverberation, delay and virtual instruments.	
12	An electronic circuit designed to boost or attenuate (reduce) a designated range of frequencies.	

LIVEWORKSHEETS