

# MAKE POP MUSIC

## Music Production Dictionary:

1. DAW - Digital Audio Workstation. A software program for recording, editing, and exporting audio and MIDI.
2. VST - Virtual Studio Technology. A software program used to create virtual effects or instruments.
3. MIDI - Data that carries notational, dynamic, and expressive information.
4. MIDI Cables - Cables that carry MIDI information from controllers to the computer. Can be USB or 5 pin.
5. Interface - A piece of audio equipment that normally consists of preamps, inputs, outputs, and converters.
6. Conversion - The process of turning physical audio data into digital data and vice versa.
7. A/D D/A - Analog to digital / Digital to analog conversion.
8. I/O - Ins / Outs. Can describe analog or digital ins and outs.
9. Mic Level / Line Level - Two different input levels that cover different voltages. Mic level is much lower than line level.
10. Preamp - Audio equipment that boosts the level of input to line level.
11. Phantom Power (48V) - An electrical signal that gives a microphone power to its circuit.
12. DB - Decibels. A unit of measurement for amplitude of an audio source.
13. Gain - The audio level or amplification of a source, typically before it hits conversion or processing.
14. Clip - When audio exceeds the maximum headroom and distorts.
15. Headroom - The amount of gain that audio has before it becomes distorted or clips.
16. Level - The output signal of audio. Level indicates clean headroom / noise floor.
17. Noise Floor - The level of internal background noise in an audio source or device.

18. Record - The process of capturing audio or MIDI data.
19. Cut - Slang for recording. Another definition: to slice a piece of audio or MIDI data.
20. Comp - To assemble multiple takes or versions of something into one final performance.
21. Automate - To change the values of parameters across time.
22. Read / Write - Reading automation is engaged when your DAW should be considering the automation you have programmed. Writing automation is engaged when you are going to perform the automation parameters.
23. Track - A single source and lane of audio for the session.
24. Bus - A track where multiple sources of audio arrive together. Also called a group track in some DAWs.
25. Send - Sends a copy of a track to a new Return / Aux/ FX channel to be blended in with the main track.
26. Return / Aux / FX Track - The track that has the "Send" audio and the desired FX.
27. Wet / Dry - The ratio of affected to unaffected signal. Fully affected is 100% wet, while fully unaffected is 0% wet.
28. Bounce - Slang for export. Could also be used to commit multiples takes together into one audio file without committing FX.
29. Render - To export a track with the FX printed in the audio file.
30. Commit - Another word for Render.
31. Stems - An audio file that consists of a group of elements exported as one audio file.
32. Multi-Tracks - Exported audio files of each individual track / lane of audio.
33. WAV - An audio file type that can carry lossless audio. Typically used for stems, multi-tracks, and master files.
34. Demo - An unfinished musical idea or composition.
35. Worktape - Another word for demo, normally in a more unfinished and unstructured format.

36. Skeleton - Another word for demo that normally consists of the bare essentials of a musical composition.
37. Master: 1: The final audio file that will be sent to distribution and / or radio. 2: The process of bringing a mix to commercial loudness and formatting the final master file correctly.
38. Sample - 1: A file of recorded material that you will use inside of your own project. 2: A piece of an existing musical composition that will be used in your own project. 3: The smallest unit of measurement inside a DAW.
39. Sample Rate - The number of audio snapshots taken within a second.
40. Bit Depth - Number of colors in a digital image that can represent the sound.
41. Loop - An extended, repeated source of audio or MIDI.
42. Velocity - The intensity that something is played.
43. Quantize - The process of aligning audio or MIDI to a grid or subdivision.
44. Swing - When sound doesn't fall directly on the grid or subdivision.
45. Mono - A single audio channel where all sound is coming from one direction.
46. Stereo - Two channel audio signal that can capture and/or recreate audio across a stereo field.
47. Pan - To move audio across the stereo spectrum from left to right or right to left.
48. Dynamic Range - The difference between the loudest and softest points of captured audio.
49. LUFS - Loudness Units Relative To Full Scale. A measurement of loudness for an audio file. Normally used for measuring the loudness of an extended period of time.
50. VU Meter - A tool used to see the amplitude of audio over an extended period of time that moves with the dynamics of the audio.
51. Peak Meter - A tool measured to show the peak amplitude of audio.
52. Transient - The initial peak of audio, typically the loudest part of the audio source.

53. Phase - The position of sound or audio within the cycle of a sine wave. Also in relation to multiple audio sources.
54. HZ / hertz - The measurement of the frequency of audio. How many times that audio cycles in a second.
55. EQ - A tool used to rebalance or redistribute the frequency (in hz) of an audio source.
56. Latency - The delay between sound as it's input and when it's captured or monitored back.