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| **2.1 The digital audio workstation (DAW)** |
| **Hardware components** |
| **THE COMPUTER** | * operating system
* RAM
* hard drives
* processor
* display
 |  |
| **COMPUTER PERIPHERALS/HARDWARE:** |
| **EXTERNAL STORAGE:** | * Universal Serial Bus (USB) stick
* solid state drive (SSD)
* cloud storage
* network drives
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| **DATA INPUT DEVICES:** | * computer keyboard
* mouse
* trackpad
* touchscreen
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| **AUDIO OUTPUT:** | * headphones
* speakers
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| **PORTABLE DEVICES** | * smartphones
* tablets
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| **MIDI CONTROLLERS:** | * MIDI keyboard
* MIDI guitar
* MIDI percussion
* MIDI wind instruments
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| **CONTROL SURFACES:** | * faders
* knobs
* pads
* data wheels
* DJ controller
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| **AUDIO INTERFACE:** |  |  |
| **LINE INPUT:** | * RCA phono
* quarter inch jack
* mini jack
* stereo quarter inch jack
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| **MICROPHONE INPUT:** | * External line return (XLR)
* USB
* quarter inch jack
 |  |
| **INSTRUMENT INPUT:** | * direct injection (DI)
 |  |
| **AUDIO OUTPUT:** | * balanced
* unbalanced
 |  |
| **PHANTOM POWER** |  |  |
| **GAIN CONTROL** |  |  |
| **MIDI INTERFACE:** | * MIDI IN/OUT/THRU
* DIN connections
* USB connections
 |  |
| **MIXING DESK:** | * analogue
* digital
* hybrid
* audio inputs
* audio outputs
* DAW audio interface
* DAW control surface
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| **Software functions** |
| **TYPES OF DAW SOFTWARE:** | * cloud-based
* desktop applications
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| **CONFIGURATION OF DAW SOFTWARE PROJECTS:** | * opening saved projects
* creation of project:
* new project
* use of templates
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| **CONFIGURATION OF DAW**  | * audio bit depth settings
* sample rate settings
 |  |
| **BUFFER SIZE SETTINGS:** | * for recording
* for mixing
* latency
 |  |
| **CONFIGURATION OF TRACK TYPES** | * audio:
	+ input selection
	+ output selection
	+ stereo tracks
	+ mono tracks
* software instrument:
	+ instrument selection
* MIDI:
	+ input selection
	+ output selection
 |  |
| **SOFTWARE INSTRUMENTS:** | * selecting synthesiser pre-sets
* selecting sampler pre-sets
* synthesiser editing:
	+ envelope
	+ filter
	+ waveform
 |  |
| **SAMPLER EDITING:** | * import of audio
* mapping
* looping
 |  |
| **LOOPS:** | * audio loops
* MIDI loops
 |  |
| **MIDI EDITING:** | * pitch and rhythm editing grids
* cut
* copy
* paste
* quantise:
* humanisation
* swing
* velocity
* pitch bend
* controller data
 |  |
| **AUDIO EDITING:** | * trim
* copy
* paste
* reverse
* time stretch
* pitch manipulation
 |  |
| **AUTOMATION:** | * volume
* pan
* instrument parameters
* plug-in parameters
 |  |
| **EFFECTS:** | * time-based effects:
	+ reverb
	+ delay
 |  |
| **MODULATION EFFECTS:** | * chorus
* flanging
* phasing
 |  |
| **FILTER EFFECTS:** | * wah-wah
 |  |
| **DISTORTION EFFECTS:** | * amp simulation
* overdrive
 |  |
| **EQUALIZATION (EQ):** | * low pass filter
* high pass filter
* frequency selection
* Q
* gain
 |  |
| **DYNAMICS PROCESSING:** | * compressor
* limiter
* gate
* threshold
* ratio
* attack
* release
* gain
 |  |
| **EXPORT TO AUDIO FILES:** | * export project and individual parts to stereo audio
* selection of bit depth and sample rate
* uncompressed stereo audio file types:
* waveform audio file (WAV)
* audio interchange file (AIF)
* compressed stereo audio file types:
* MP3
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| **Health and safety** |
| **HEALTH AND SAFETY MEASURES** | * identification of hazards:
* exposure to noise
* use of computer displays and workstations
* slip, trip and fall hazards
* electrical hazards
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| **RISKS ASSOCIATED WITH EACH HAZARD:** | * hearing loss
* eye strain
* back pain
* sprains and breaks
* electrocution
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| **RISK** | * risk assessment
* control measures
* reporting of hazards
* reporting of accidents
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