**WHAT DOES IT DO?**

**#1 Microphone?**

**#2 What are some differences between a Dynamic and Condenser Mic?**

**#3 When would you use each type of microphone? (Situations)**

**#4 What is feedback?**

**#5 How do we control feedback?**

**#6 What is a “plosive” and how do we control them in the studio?**

**#7 What is an XLR Cable?**

**#8 When do you use it?**

**#9 What is a ¼’ Cable?**

**#10 When do you use it?**

**#11 What is a mic stand? How do you adjust it?**

**#12 What is a computer interface? Why do you need one?**

**#13 What is a microphone Preamp? Why do you need a GOOD ONE?**

**#14 What are studio monitors (Not a computer monitor)**

**#15 What is the difference between passive and active studio monitors?**

**#16 What is a power conditioner? Why do we need to use them?**

**#17 What is acoustic foam? Why use it?**

**#18 What is a Human User Interface? What are the advantages of using one?**

**#19 What is a studio monitor audio controller? Why do we need one?**

**#20 Why do we use “closed back headphones” in the studio?**

**#21 What types of mics would you use on drums?**

**#22 What types of mics would you use on a guitar?**

**#23 What types of mics would you use on vocals?**

**#24 What types of mics would you use on a Bass Amp?**

**#25 What types of mics would you use on an acoustic guitar?**

**#26 How would you input a keyboard?**

**#27 How would you input an external amp module?**

**#28 What is “studio talk back? Why do we need it?**

**#29 What is an audio snake? Why use it?**

**#30 What are “pads”? Why use them?**

**#31 What are “direct boxes”? Why use them?**

**#32 What is the difference between a firewire connection and a USB connection?**

**#33 What is a WAV flie?**

**#34 What is an MP3? What are the different bit rates of an MP#? Which is the best?**

**#35 What is a “mix down”?**

**#36 What is mixing?**

**#37 What is a track?**

**#38 What is panning?**

**#39 What are “plug-ins?” Give some examples. At least 4 examples**

**#40 What is “mastering” Why do we do it?**

**#41 What is audio software? What is Cubase 5? What is Protools?**

**THE essential things needed for a great recording are:**

**#1 good talent**

**#2 good instrument(s)**

**#3 good room acoustics**

**#4 good preamp**

**#5 good mic**

**#6 good A/D conversion (Interface)**

**#7 good computer to run VST plug-ins on many tracks**

**#8 good and FLAT computer monitors mixing your session**

**#9 good and LARGE screen to view your session tracks while working**

**#10 good planning of what to record and where**