

VIDEO/MULTIMEDIA

AUDIO TERMINOLOGY

Some of these terms are general and apply to all audio, others are GarageBand specific (denoted with *).

File formats

.band	GarageBand project file, all audio is attached to this, unlike FinalCut
AIFF	Uncompressed, full quality audio, native Mac format
WAV	Same as AIFF, native Windows format
MP3	Compressed audio (smaller file size), can result in lots of quality loss
	Other formats (.ogg, raw audio, etc) exist but are less common and not supported by GarageBand

Equipment

Audio interface	USB or Firewire connection for direct audio input to a computer; much higher quality and louder (which in audio is always better) than simply plugging a mic into the computer's input; can be as cheap as \$50 or as expensive as \$10,000
Microphones	Divided into three basic categories: a dynamic mic is very durable and good for louder sounds; a condenser mic is less durable but captures much more subtlety in sound; contact or PZM mics capture surface vibrations and work great for getting strange or unexpected sounds

Terms

*"Real" instrument	Any sound recorded into GarageBand
*"Software" instrument	MIDI (Musical Instrument Data Interface) instruments within GarageBand
Mono	1 channel of audio, plays in both left and right speakers
Stereo	2 channels of audio, 1 for left and 1 for right separately
Pan	Shift of audio to the left or right, can create spatial sounds and add realism
Level	Volume
Master track	Overall volume for the audio project
Peak meter	Visual representation of overall audio levels, when the little circles light up distortion occurs
Clipping, distortion	When digital audio goes above a certain threshold, the software cuts it off, producing a noticeable buzz
Mute	Turn audio off for a single track
Solo	Play only audio from that track, mute all others
Tempo	Speed that a piece of music is to be played in, measured in beats per minute (BPM), a GarageBand project has a set BPM which applies to all tracks
Effects	Different ways of changing a sound, an example being reverb or distortion; also known as signal processing
*Lock playhead	Moves playhead (and therefore screen) with the current playing position. It can be useful to turn this off when wanting to listen to one part while looking at another
Phantom power	+48V required for many condenser mics, most audio interfaces and many mixers can provide phantom power