

STUDIO DICTIONARY

Words often used while the studio is in session

The Track: *The song/ The piece of music*

Tracks: *Individual parts of a song. e.g. Kick Drum, Snare , Bass, Vocal*

The Board: *The Console/ Mixing Desk*

Solo: *To isolate a single part (Track) of the song*

Mute: *To cut the track, stop it from playing through the speakers*

Cut: *To mute the track*

The Cut: *To master a song to vinyl*

Split the Difference: *When deciding between two different levels*

Print: *When committing a recording to tape/ audio track*

Bounce: *To commit the final mix to a stereo track, e.g. Wav File/ Master Tape*

From the Top: *Start the song again*

Overdubs: *Recordings made after the initial session (Additional days)*

BV's: *Backing Vocals*

Vox: *Vocals*

Mike: *Microphone*

Sub: *Bass that is below 80Hz in frequency (Sub Bass)*

Monitor Mix: *End of the session rough mix down*

The Mix: *Final mixed down version of the recording/ song*

Scratch Track: *A rough version of a recording*

Guide: *An example or version of an idea to be recorded later*

Dub Mix: *An alternative version of a finished song/ mix (Usually Longer)*

Radio Edit: *A version of the song edited for radio airplay (Usually under 03:15 in length)*

Dub Version: *A version of the original song with feedback delays on various parts of the song
(Reference: King Tubby Meets Rockers Up town)*

Stems: *Each individual part (Track) of the song bounced as a file from bar 1 - the end of the song
(For sending to be worked on by other studio/ producer/ mixer)*

Input: *To record ready a track, or to be able to play along to the song without recording*

Talkback: *A microphone and channel on the desk set up to mute and unmute to enable you to talk to someone (Singer/ Musician in other room)*

Live Room: *The room in a studio where you set up the Band/ Singer/ Instruments*

Control Room: *The room in a studio where you will find the Mixing Console/ Engineer*

Engine Room: *The room in a studio where you will find the Tape Machine/ Computers/ Noisy Machines/ Equipment*

Beat Chart: *Mathematical chart with delay times in tempo order/ so delays play in time with the track*

Tempo: *The speed of the song*

BPM: *Beats Per Minute/ The speed of the track*

The Monitors: *The Speakers*

In Sync: *That parts of a song/ tracks are in time with each other regardless of quantise grid spacing*

Sliders: *Faders on the board/ mixing desk*

Faders: *Volume/ Sliders of a track on the mixing desk/ board e.g. track 1 - 24, 48 and so on.*