

## FREE SOUND ENGINEER COURSE

# **ACUSTICS**

- Sound as a physical phenomenon
- Emission from sound sources
- Wave front and direction of propagation of a sound wave
- Dispersion and directivity of a sound source
- Characteristics of sound sources: frequency, amplitude, wavelength, phase
- Subjective measurement of sound

- · Units of measurement
- Sound level and distance from source
- · Sound propagation disturbance effects
- Simple waves and complex waves: harmonics, partials, octaves
- Sound envelope
- The fourie transform

## **PSYCHOACUSTICS**

- Sound as a psychophysical phenomenon
- Perception of the direction of origin of sounds
- Masking effect

- Beating phenomenon
- Precedence effect
- Doppler effect

## ANATOMY OF THE AUDITORY ORGAN

- The auricle
- The auditory canal
- The middle ear

- The inner ear
- Stereocilia
- Ear sensitivity

## **ENVIRONMENTAL ACOUSTICS**

- Sound reflections in enclosed spaces
- Modal resonances in closed spaces
- Sound absorption
- Sound reflection
- Sound diffraction
- Sound refraction

- Dissemination
- Listening room acoustics
- The acoustics of the recording room
- Control room acoustics
- Adjustable acoustics
- Acoustic measurements

# **ELECTRONICS AND ELECTROACOUSTICS**

- Sound reflections in enclosed spaces
- Modal resonances in closed spaces
- Sound absorption
- Sound reflection
- Sound diffraction
- Sound refraction

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- The acoustics of the recording room
- Control room acoustics
- Adjustable acoustics
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# MusicLab by Alessandro Lestino

Registered office: Via Saccarelli, 25 10144 Torino - Italy P. Iva 09313280019 Headquarters: Via A. Vivaldi, 5 10036 Settimo Torinese Turin - Italy



# AUDIO CABLES, CONNECTORS AND PATCHBAYS

- Balanced signal
- Unbalanced signal
- Audio connectors
- Patch bay and wall plate

## **FAULTS AND CHECKS:**

# PROCEDURES, TESTS AND WELDS

- Troubleshooting
- The tools: the soldering iron
- Theory and practice
- The multimeter: theory and practice

## SPEAKERS AND MONITORING

- Technical characteristics of a loudspeaker
- Principles of operation
- Basic parameters
- Construction types of loudspeaker cabinets
- Number of ways
- Frequency divider or crossover networks
- Distant field monitoring

- Close-range monitoring
- Amplified monitors
- Small speakers
- Cables and speaker polarity
- Positioning the speakers
- Headphones
- The monitoring volume

#### **MICROPHONES**

- Classification
- Microphone transducer types
- Technological and construction solutions
- Polar diagrams and directionality characteristics
- Technical specifications: frequency response, impedance, maximum SPL,
- sensitivity, self noise, distortion, supply voltage, controls
- Microphones for specific applications
- Radiomicrophones

#### MICROPHONE TECHNIQUES

- · Choice of microphone
- Multimicrophone techniques
- Positioning
- Off-axis colouring
- Stereo microphone techniques

- Imaging verification
- Microphoning a drum kit, a voice and different types of
- tools

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## **RECORDING TECHNIQUES**

- Recording levels
- Directed listening
- Headphone listening
- Use of reverb

- Using dynamics processors
- Recording of drums, vocals and different types of instruments

#### SOUND IN THE DIGITAL DOMAIN

- Sampling and quantization
- Signal-to-error ratio
- Jitter and Dither
- Calculating the space occupied by digital data
- Flow Chart of the digital recording process
- A/D and D/A converters
- Oversampling overquantization
- Digital recorders
- Digital synchronisation systems
- Digital audio compression systems

## BASIC INFORMATION TECHNOLOGY AND HARDWARE

- Computer structure: motherboard, CPU, chipset, coprocessors, bus,
- PCI, SCSI, RAM and ROM memories, hard-disk
- Sound card (PCI, USB, Firewire)
- Video card and other peripherals

- Audio oriented configuration
- Operating systems: Windows PC, Mac OSX
- Drivers

# **DIGITAL TRANSMISSION FORMATS**

- AES/EBU
- S/PDIF
- Optical (ADAT)
- T/DIF

- HDMI
- MADI
- Ethernet

## **DIGITAL EQUIPMENT**

- MDM (Modular Digital Multitrack) Digital Recorders
- Stereo digital recorders: DAT, Minidisc, CDR, compact flash recorders
- · Hard-disk recording
- DSP Boards

# **EQUALISERS AND FILTERS**

- Parametric Eq.
- Semi-parametric Eq.
- Graphic Eq.
- Eq. Shelving
- HPF, LPF, BPF, Notch Filters

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# **DYNAMICS PROCESSORS**

Dynamics

Compressors

Limiter

Expander

Gate

Types of machines

#### **EFFECTS**

Reverberation, types

Delay

Chorus

Flanger

- Phaser
- Pitch Shifter
- Other special effects

#### **ANALOGUE MIXERS**

• In/Line Mixer

Split Mixer

• Signal path: input, pre-amplifier, insert, bus, auxiliary, pan,

· faders, fader grouping

- · Analogue recorders and media
- Dynamic range
- Signal-to-noise ratio
- Block diagram of a direction

## DIGITAL MIXERS AND THEIR USE

Main features of digital benches

The signal path

 Digital multi-channel transport (cobranet, ethersound, madi, rocknet,

···dante; avb)······

- Routing
- Patching
- Vvee

#### MIDI

- MIDI hardware
- IN, OUT, THRU ports
- Interfaces
- Controllers (wheel, expression pedals, breathe)
- Configuring MIDI Networks (Daisy Chain and Star Connection)

- MIDI cable structure
- Transmission Syntax (Status Byte, Channel and System Messages)
- MIDI protocol (General MIDI, SMF, MIDI Implementation Chart)
- MIDI instruments

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# SEQUENCER, PROFESSIONAL SOFTWARE, D.A.W.

- Historical background
- Setup
- Synchronisation
- Avid Pro Tools
- Steinberg Cubase
- Apple Logic
- Ableton Live

- Dedicated effect and sound generation plug-ins
- Interfaces
- Recording of audio and MIDI tracks
- Mixing
- · Sync audio to video

#### **EDITING TECHNIQUES**

- Methods for setting the tempo of a drum kit, a drum loop or a drum kit.
- tool
- Triggering drums
- Track cleaning

- Assembly of takes
- Use of dedicated software for automatic and manual intonation
- (Melodyne)

## **SOUND SYNTHESIS**

- Analogue and digital synthesis
- Envelope
- Polyphony
- Elements of a synthesiser
- Oscillators (VCO)

- Filters (VCF)
- Amplifiers (VCA)
- LFO
- Creating sounds using various types of synthesis
- Realisation of multilayer sounds

#### **SAMPLERS**

- Operating principle
- Key Assignments
- Layering samples
- · Sample processing and editing
- Wave edit
- Sample Rate
- Quantization
- Pre-packaged libraries, creation and management of personal libraries

- Editor, timing, loop
- Memory
- RAM management
- Creating a sound bank
- Kontakt
- Battery and Drum Samplers

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#### **MIXING**

- Procedures and techniques
- Spaces and levels
- Application of processors
- Instruments and timbres

- Drums, bass, guitars, keyboards, symphony orchestra, vocals
- Stylistic aspects
- Consistency, characteristics of musical genres

#### **AUDIO FOR VIDEO**

- From subject to film
- · Live on set
- Dubbing

- Soundtrack
- Sound design and effects

#### **MULTICANAL**

- Evolution of multi-channel audio in the audio/video world
- Quadraphonic
- Ambisonic

- Dolby Surround
- THX certification

# MUSIC THEORY (BASICS)

- · Structure of a song
- Division (time, speed, beats)
- · Accents, grooves, tones and semitones
- Italian and international nomenclature
- Arrangement

# PROFESSIONAL FIGURES

- Professional figures in studios, live and record companies
- Professional ethics

# **COPYRIGHT AND CONTRACTS**

- S.I.A.E.
- Editions
- Record contracts (Royalties)

- Regulatory framework
- VAT number Accounting management

#### **MASTERING**

- Equalisation and compression
- Setting up an analogue/digital mastering studio
- Standard input/output formats
- Digital editing

- Sequencing tracks in an album
- Analysis of an equalisation curve and dynamic phase evolution
- Ear training and technical-stylistic analysis

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## HOME RECORDING: THE PROJECT STUDIO

- Configuration and choice of components
- Advice on setting a rational budget to be divided between the various
- instrumentation
- Self-production

#### **PA SYSTEM**

- The phase
- Mapp pro
- Subwoofers and cardioid techniques
- Array calc

- · How to design an installation
- Smaart live
- Sat live

## SIGNAL FLOW

- The analogue signal path
- Active splitters
- Multicord audio

## VIRTUAL SOUNDCHECK

- From a group to the data sheet
- From the data sheet to the concert

#### PRACTICAL EXERCISES FOR LIVE PERFORMANCE

- Practical applications and examples of device configuration and use
- analogue and digital audio
- Cabling, cable selection, stage organisation, order, safety,
- optimisation for possible early intervention in problems
- Service logistics, division into teams for the various tasks and
- concert simulation
- Logistical, acoustic and technical issues that can arise on site
- of work

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