

Year 10 Music

Week 1	Week 2	Week 3
<p>Digital Audio Workstation (DAW) – a piece of software that allows you to sequence and record live sound and/or MIDI instruments.</p> <p>Virtual Instrument Track – MIDI track to recorded or edit MIDI sounds.</p> <p>Audio Track – Live sound track to loads loops or record live audio from microphones or guitars</p> <p>Metronome – click to help you keep time when recording.</p> <p>Loops/samples – pre-recorded musical ideas in a library.</p> <p>Regions/clips – coloured areas that hold musical information.</p> <p>Piano roll/step input – editing window which enables editing of MIDI events.</p>	<p>Note duration – length of note, Note position - placement of pitch and rhythm, Note velocity – volume of each note.</p> <p>Quantisation – moving notes to set beat positions.</p> <p>Looping – repeating musical regions/clips for set amounts of time.</p> <p>BPM – speed of the track in beats per minute.</p> <p>Balance – the balance of signals for each track to achieve a balanced sound in the overall song. Panning – the control of signal to each side in the stereo mix (left and right ear).</p> <p>Mixer – a control surface with multiple inputs for live instruments with settings such as balance and pan.</p>	<p>Mixing – process of adding effects and then pan and balance the song.</p> <p>Effects – selections from a library of effects to help enhance a piece of music.</p> <p>Mastering – process to export the final recording with some small tweaks.</p> <p>Mix down – process of exporting the song to a given format, MP3, WAV or similar.</p> <p>Live Sound Technician – someone who deals with the sound at live events or on the fly in recording studios</p> <p>Roadie – someone who works on tour moving equipment in and out of venues.</p> <p>Instrument Technician – someone who looks after instruments for artists/performers.</p>
Week 4	Week 5	Week 6
<p>Musician –plays an instrument or sings.</p> <p>Composer/Song Writer –writes songs for themselves or others to perform/record.</p> <p>Record Producer –makes songs/albums with artists in a studio.</p> <p>Conductor –helps direct an ensemble of musicians.</p> <p>Artistic Manager –could potentially manage every part of an artist’s professional life.</p> <p>Venue Manager –organises people who work in venues.</p> <p>Studio Manager –organises people who work in studios.</p> <p>Promoter – someone who will promote someone’s work.</p>	<p>Marketer – someone who can work with people to create a brand and strategy to sell that brand.</p> <p>A&R (artist and repertoire) – someone who finds artists for record labels, they can also help manage the artist.</p> <p>Sound Engineer – someone who helps to manipulate sound in particular spaces and has a lot of knowledge about live sound.</p> <p>Session Musician – someone who performs with a variety of different artists and doesn’t belong to a set band/artist.</p> <p>Mastering Engineer – someone who works to create the finished product after it’s been recorded in the studio.</p>	<p>Manufacturer – someone who creates CDs and other things like merchandise.</p> <p>Music Journalist/Blogger – someone who writes reviews on all things in music, from new guitars to new bands.</p> <p>Broadcaster – someone who works to get the music product out on a network (TV, radio, internet).</p> <p>Software Programmer/App Developer – someone who works to create musical software for the music industry.</p> <p>DJ – someone who plays artist’s music, either on radio or at live events.</p> <p>Retailer – someone who stocks CDs or merchandise.</p>

Week 7	Week 8	Week 9
<p>Distributor – the movement of goods (CDs) from the source through a distribution channel (iTunes, HMV) right up to the customer.</p> <p>Full Time – work that requires you to be there for a set time, you get privileges like sick pay and holiday pay.</p> <p>Part Time – same as full time but reduced hours.</p> <p>Freelance/Self employed – you get work for yourself, often well paid but doesn't have the privilege of sick pay or holiday pay</p> <p>Large Venues – huge stadiums or sport grounds that seat up to 100,000.</p> <p>Small Venues – bars, pubs and clubs that seat numbers in the low thousands or hundreds.</p>	<p>Recording Companies/Record Labels – Large multinational organisations that make albums/songs/records.</p> <p>Music Publishing – artists publish work in written form using these organisations.</p> <p>Self Publishing – when an artist publishes their own work.</p> <p>PR and Marketing Companies – companies that help create a brand and image for an artist.</p> <p>Hire and Transport Companies – companies that provide equipment for lighting, sound, other amenities like loo facilities and catering, and companies that move this stuff around and transport it.</p>	<p>Agencies – companies that work for musicians and provide advice and protection.</p> <p>Unions – large organisations set up to protect works right in the music industry.</p> <p>Trade Bodies – large organisations that are created and funded by its members to work for the rights of the people within that body.</p> <p>Health, Safety and Security – Laws and regulations that venues must follow to help keep their employees and customers safe.</p> <p>Major Labels – Universal or Sony are examples. Big sponsored record labels.</p> <p>Independent Labels – Smaller and self-funded record labels.</p>
Week 10	Week 11	Week 12
<p>Music Publishing: <u>Major publishing company:</u> Advantages: Distribution (increases sales), quality of design, marketing and promotion, payment Disadvantages: Usually need to go through an agent, harder to have music published when the company is large, more editing to your original work</p> <p><u>Self-publishing (online):</u> Advantages: Don't need to go through an agent (you can send your work directly to them), you are more in control with the editing process, can be a stepping stone to a larger company, may cater to a specific genre that is different. Disadvantages: Less marketing & promotion, less pay, not the same</p>	<p>SERVICE COMPANIES & AGENCIES Hire companies: 3 reasons why an artist would hire the following: <u>Sound & lighting equipment</u></p> <ol style="list-style-type: none"> 1. Technical expertise. 2. Quality of equipment 3. Engineer to take care of sound/lights so that the artist can focus on the music <p><u>Rehearsal & studio space</u></p> <ol style="list-style-type: none"> 1. To record a single with best quality equipment possible 2. Excellent acoustics for rehearsal 3. To perform to a small audience/ community event 	<p>Full-Time –Contract includes pension, paid holidays, sick time. Will usually be long-term</p> <p>Part-Time – A contract but not full-time.</p> <p>Freelance –Not committed to a particular employer long-term. No long-term contract</p> <p>Self-Employed – Working for yourself rather than for someone else</p> <p>Permanent v Casual – Permanent offers guaranteed work job security. Casual is not secure and varies according to the work on offer, but it does give flexibility to organise your time</p> <p>Tax – Fee payable to the government based on your wages. Employers do this for you. Self-employed workers have to submit their financial dealings each year and pay the appropriate amount of money.</p>