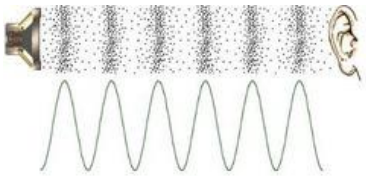
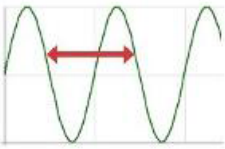
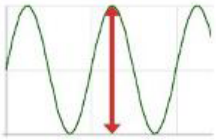
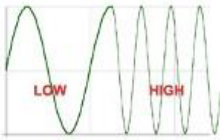
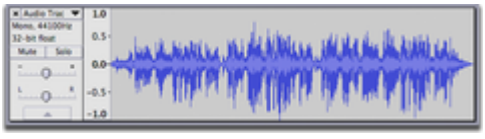
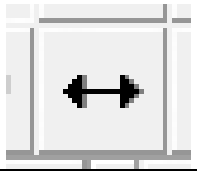
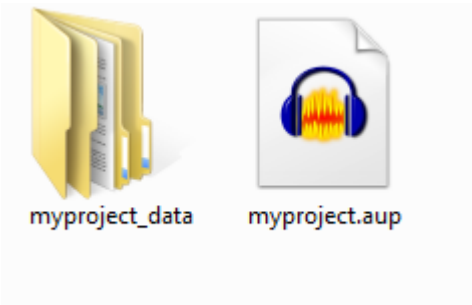
DIGITAL AUDIO – VOCABULARY TERMS 1

1. AUDIO Means sound. The range of frequencies detectable by the human ear — approximately 20 Hertz to 20 Kilohertz.	
2. SOUND WAVE Exist as variations of pressure. They are created by the vibration of an object, which causes the air surrounding it to vibrate. The vibrating air then causes the human eardrum to vibrate, which the brain interprets as sound.	
3. WAVELENGTH Horizontal distance between the crests or between the troughs of two adjacent waves	
4. AMPLITUDE The strength or power of a wave signal. The "height" of a wave when viewed as a graph. Higher waves are interpreted as a higher volume.	
5. FREQUENCY The number of times the wavelength occurs in one second. The faster the sound source vibrates, the higher the pitch.	
6. **SELECT TOOL** Tool used to pick a specific area of soundwave in Audacity.	
7. **AUDIO TRACK** A line of audio that during editing can be manipulated independently.	
8. Time shift tool Allows you to change the positioning of tracks relative to one another in time.	

9. **.aup** Audio project file created by Audacity, contains audio files as well as any sound edits; used for saving audio editing work. These files are saved with a corresponding folder named myproject_data, where myproject.aup is the project filename.	
10. **.mp3** A means of compressing a sound sequence into a very small file, to enable digital storage and transmission. Stands for: **M**oving **P**ictures **E**xperts **G**roup Layer 3	
11. **NOISE REDUCTION** An effect used to attenuate constant background noise such as tape hiss, electric fans or hums.	12. **NORMALIZE** An effect to set the peak amplitude of a single track or make multiple tracks have the same peak amplitude.
13. **TEMPO** Changes the speed of the selection without changing its pitch.	14. **PITCH** How high or low a sound is. Also know as frequency.
15. **SPEED** An effect which changes the speed of a selection, also affecting length and pitch. Vocal Remover Attempts to remove center-panned audio from a stereo track. Vocals are sometimes (but not always) recorded in this way.	16. **EQUALIZATION** An effect that works similarly to a graphics equalizer, by boosting or reducing frequencies in different ranges you can alter the overall "feel" of a sound, e.g. more bass, or more treble.
17. **GRAPHIC EQ** The equalization curve is drawn by manipulating a set of sliders.	18. **VU METER** Displays the audio signal level.
19. **MICROPHONE** Input device for converting sound waves into electrical signals.	20. **CLIPPING INDICATOR** Allows us to see areas that have lost audio information due to too much audio signal input.

WAV vs MP3

WAV – Uncompressed audio filed called "lossless"

- Preserves original data in the file
- Larger File Size
- AIFF (Audio Interchange File Format)
- 3 minute pop song: 40mb

MP3 – Compressed audio file called "lossy"

- Reduces file size significantly
- Removes some data from the original file
- MP3, MP4, AAC, WMA
- **M**oving **P**ictures **E**xperts **G**roup Layer-3
- 3 minute pop song: 4mb