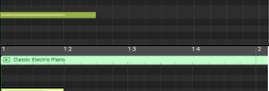
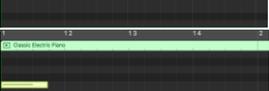
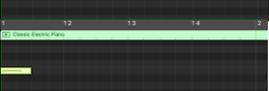
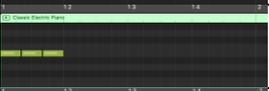
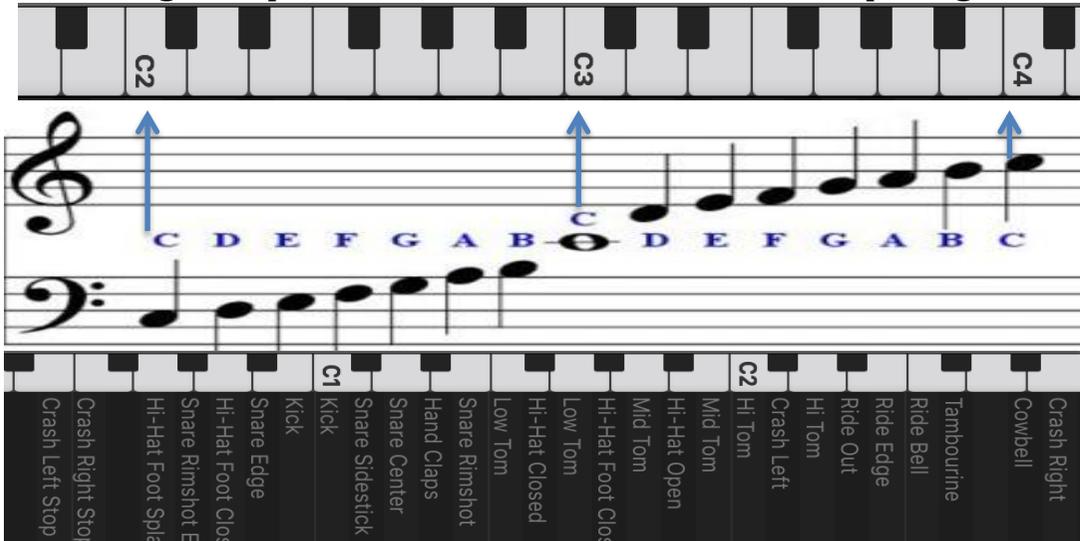


BTEC - SEQUENCING & PRODUCTION

Relating Notation durations to MIDI sequencer note lengths				
Note	Name	Duration	Piano roll	Snap/Quantise
	Semibreve	4		1/1
	Dotted Minim	3		-
	Minim	2		1/2
	Dotted Crotchet	1 ½		-
	Crotchet	1		1/4
	Dotted Quaver	¾		-
	Quaver	½		1/8
	Triplet quavers	1/3 each		1/8 triplet (1/12)
	Semiquaver	¼		1/16

Relating staff pitches to DAW Piano & Drum rolls for inputting notes



The diagram illustrates how musical notation is mapped to piano keys and drum machine triggers. The piano keyboard shows keys C2, C3, and C4. The treble clef staff shows notes C, D, E, F, G, A, B, C, D, E, F, G, A, B, C. The bass clef staff shows notes C, D, E, F, G, A, B, C. The drum machine keyboard shows keys C1, C2, and C3, and various drum sounds like Kick, Snare, Hi-Hat, etc.

KEYWORDS

- 1-DAW (Digital Audio Workstation):** a digital system designed for recording and editing digital audio. It may refer to audio hardware, audio software, or both.
- 2-MIDI (Musical Instrument Digital Interface):** the interchange of musical information between musical instruments, synthesizers and computers.
- 3-MIDI controller:** any hardware or software that generates and transmits MIDI data to electronic or digital MIDI-enabled devices, typically to trigger sounds and control parameters of an electronic music performance.
- 4-Sequencer:** a software application or a digital electronic device that can record, save, play and edit audio files.
- 5-Arrange Window:** the main window of Logic Pro. It incorporates other Logic Pro editors and it's where you do most of your work.
- 6-Drum Machine:** An electronic device containing a sequencer that can be programmed to arrange and alter digitally stored drum sounds.
- 7-Tempo:** the pace or speed at which a section of music is played.
- 8-Quantise/Quantisation:** the rhythmic correction of audio or MIDI regions to a specific time grid.
- 9- Fader:** a device for gradually increasing or decreasing the level of an audio signal.

Basic Functions of a DAW

- Audio Recording:** The basic function of any DAW is record audio. DAWs can handle dozens to hundreds of audio tracks without causing too much strain on most systems.
- Audio Editing:** Audio clips can be cut, copied and pasted.
- Audio Routing/Mixing:** DAWs generally have an edit window for recording, editing, and arranging clips; the other essential window is the mixer. It usually resembles a hardware mixer, with a fader to mix levels, input and output selection, pan, mute, and solo.
- Applying Audio Effects:** Audio effects can alter dynamics, time, placement, filter, pitch, and just about anything else you can think to do with audio. The most common effects are compression to level out audio, EQ to fix undesirable frequencies, and spatial/panning effects to place audio in different sonic locations.
- Automating Effects:** Effects don't have to be static, nor do you have to physically move a knob during a performance. Automation can alter any parameter of any effect over time.
- Working with MIDI Data:** DAWs read MIDI data, from notation programs and prior MIDI performances or programming. They also have the ability to write new MIDI data from controllers. The most common MIDI creation tool is the MIDI keyboard.
- Playing Instruments with MIDI Data:** All DAWs have a set of software instruments that can be assigned to your MIDI data, imitating the sound of any instrument you wish to use.

KEY QUESTIONS

- Q1:** Each box in the editing window is worth what note & duration length?
Semiquaver (1/4 beat)
- Q2:** On the Piano roll, which C is the same pitch as 'Middle C'?
C3
- Q3:** What is the name of the DAW that we use?
Cubase
- Q4:** If I want to edit a note to be perfectly in time to the beat, I would use what function?
Quantisation
- Q5:** The Kick on a drum machine/drum kit is on which key of the drum roll?
C1 and/or B1