Word	Definition	Group #
BPM	Tempo markings are indicated in Beats Per Minute.	1
Form	refers to the overall structure or plan of a piece of music,[1] and it describes the layout of a composition as divided into sections. (https://en.wikipedia.org/wiki/Musical_form)	1
Half Step	Synonym for Semitone	1
instrumentation	The variety and/or combinations of instruments used to perform a piece.	1
Interval	The distance between two notes. In western music the distance is measured by semitones.	1
Major Key	A tonal or harmonic center emphasized from the third scale degree being one wholestep (two semitones) above the second.	1
Minor Key	A tonal or harmonic center emphasized from the third scale degree being one semitone above the second.	1
Octave	a series of eight notes occupying the interval between (and including) two notes, one having twice or half the frequency of vibration of the other. ()	1
Pitch	the quality of a sound governed by the rate of vibrations producing it; the degree of highness or lowness of a tone.	1
Rhythm	the systematic arrangement of musical sounds, principally according to duration and periodic stress.	1
Semitone	In Western Music, the sallest distance between two notes. one twelth of an octave.	1
Tempo	the speed at which a passage of music is or should be played. Usually measured in beats per minute.	1
Timbre	The qualities of a sound that allow the listener to differentiate it from others. The unique tone or color of a sound.	1
Triad	In western music, a set of three notes where each is a third away from the next.	1
Whole Step	Musical Interval comprised of two semi-tones. Also called a whole tone. The difference in pitch that is equal to one sixth of an octave. (http://www.merriam-webster.com/dictionary/whole%20step)	1
Harmony	the combination of simultaneous musical notes or frequencies.	1
Chromatic Scale	A scale of twelve notes(ascending or descending), each a semitone away from the next.	1
Rest	Notated silence in sheet music.	1
Whole Tone Scale	Scale made of six notes each a whole step away from next. (only 2 exist)	1
Attack	The first part of a sound envelope consisting of the amount of time it takes the sound to reach its peak volume from the time the key is pressed.	2

MIDI	An acronym for "Musical Instrument Digital Interface." A protocal that allows the transfer and manipulation of musical data parameters among different capable devices. Some of these parameters include: velocity, pitch, tempo, panning, vibrato, and many more.	2
MIDI controller	Hardware that can send and manipulate MIDI parameters of a performance by means of a physical keys, knobs, sliders, and other input methods.	2
ADC	Analog to Digital Convertor	2
Audio Interface	Hardware that converts a signal from analog to digital and digital to analog and transfers this digital information between a computer and the analog endpoint(s).	2
Bounce	In digital, a verb meaning to combine audio from different tracks into one.	2
Bit	A bit is the basic unit of information in computing and digital communications.[1] A bit can have only one of two values, and may therefore be physically implemented with a two-state device. These values are most commonly represented as either a 0 or 1.	2
Bit Depth	a certain value set for describing the resolution of the sound data (samples) that is to be captured and stored in an audio file. (http://mp3.about.com/od/glossary/g/Bit-Depth-Definition-What-Does-Bit-Depth-Mean.htm)	2
Bit Rate	1. In digital audio, a synonym for bit depth. 2. Describes the rate of data transfer	2
DAC	Digital to Analog Converter	2
Decay	How quickly the sound drops to the sustain level after the initial peak. (http://en.wikiaudio.org/ADSR_envelope#Decay)	2
Delay	An audio effect which records an input signal to an audio storage medium, and then plays it back after a period of time.[2] The delayed signal may either be played back multiple times, or played back into the recording again, to create the sound of a repeating, decaying echo. [https://en.wikipedia.org/wiki/Delay_(audio_effect)]	2
Envelope	This is made up of the attack, decay, sustain, and release of a sound. Especially in electronic sound design and synthesis.	2
LFO	Low frequency oscillator	2
Oscillator	In synthesizers, oscillators produce the original sound, which is then fed through the rest of the signal path. (http://www.innovativesynthesis.com/basic-synthesis-part-1-%E2%80%93-oscillators/)	2
Pop Filter	They reduce or eliminate sounds caused by the mechanical impact of fast moving air on the microphone during recorded speech and singing.	2
Phantom Power	is a means of distributing a DC current through audio cables to provide power for microphones and other equipment. The supplied voltage is usually between 12 and 48 Volts, with 48V being the most common. (http://www.mediacollege.com/audio/phantom-power/)	2
Release	The time it takes for a sound to fade after the key or input device is released. It is part of thes sound envelope.	2

Sample Rate	the number of samples of a sound that are taken per second to represent the event digitally. (http://whatis.techtarget.com/definition/sample-rate)	2
Signal Processing	the intentional alteration of auditory signals, or sound, often through an audio effect or effects unit. As audio signals may be electronically represented in either digital or analog format, signal processing may occur in either domain.(https://en.wikipedia.org/wiki/Audio_signal_processing)	2
Sustain	The part of a sound envelope that begins when the attack and decay portions have run their course, and continues until the key is released. The sustain control is used to determine the level at which the envelope will remain. While the attack, decay, and release controls are rate or time controls, the sustain control is a level control. (https://en.wikipedia.org/wiki/Sustain)	2
Synthesizer	an electronic musical instrument, typically operated by a keyboard, producing a wide variety of sounds by generating and combining signals of different frequencies.	2
Track	an audio signal communications channel in a storage device	2
Tremelo	A wavering effect in a musical tone, typically produced by rapid reiteration of a note.	2
TRS cable	TRS cables have two conductors plus a ground (shield). They are commonly used to connect balanced equipment	2
XLR cable	is a style of electrical connector, primarily found on professional audio, video, and stage lighting equipment. The connectors are circular in design and have between 3 and 7 pins. They are most commonly associated with balanced audio interconnection. (https://en.wikipedia.org/wiki/XLR_connector)	2
Bidirectional	Are microphones that pick up sound well, or with high sensitivity, from the front and back but poorly, or with low sensitivity, from the sides. (http://www.learningaboutelectronics.com/Articles/What-are-bidirectional-microphones)	3
Condensor Microphone	A microphone that uses a capacitor to convert the compression and rarefaction of sound waves into electrical energy. Condenser microphones require power (voltage) in order to operate. This voltage is know throughout the recording industry as “phantom power.” (http://bluemic.com/blog/2010/05/condenser_microphone/)	3
Chorus	An audio effect where incoming audio is split and run through a SHORT delay and then mixed/blended with the original audio. The short delay time still resembles one sound rather than an echo.	3
Compression	Compression is the process of lessening the dynamic range between the loudest and quietest parts of an audio signal. (http://music.tutsplus.com/tutorials/the-beginners-guide-to-compression--audio-953)	3
Decibel	The unit used to measure the intensity of a sound or generally a degree of loudness. (http://science.howstuffworks.com/question124.htm)	3
Dynamic Microphone	It uses a wire coil and magnet to create the audio signal.Generally dynamic mics are more durable and have a more limited frequency response then condensor microphones. They also do not require their own power supply.	3

EQ	Equalization, or EQ for short, means boosting or reducing (attenuating) the levels of different frequencies in a signal. The most basic type of equalization familiar to most people is the treble/bass control on homeaudio equipment. (http://www.mediacollege.com/audio/eq/)	3
Filter	a frequency dependent amplifier, an audio filter is designed to amplify, pass or attenuate (negative amplification) some frequency ranges. (https://en.wikipedia.org/wiki/Audio_filter)	3
Metronome	A device that produces sounds at regular mathmatically precise intervals determined by the operator.	3
Limiter	type of compressor designed for a specific purpose — to limit the level of a signal to a certain threshold. Whereas a compressor will begin smoothly reducing the gain above the threshold, a limiter will almost completely prevent any additional gain above the threshold. (http://www.mediacollege.com/audio/processing/limiter/)	3
Mastering	A form of audio post-production, is the process of preparing and transferring recorded audio from a source containing the final mix to a data storage device (the master); the source from which all copies will be produced. (https://en.wikipedia.org/wiki/Audio_mastering)	3
Mixing	The process by which multiple sounds are combined into one or more channels. In the process, the source signals' level, frequency content, dynamics, and panoramic position are manipulated and effects may be added. (https://en.wikipedia.org/wiki/Audio_mixing)	3
Phaser	An electronic sound processor used to filter a signal by creating a series of peaks and troughs in the frequency spectrum. The position of the peaks and troughs of the waveform being affected is typically modulated so that they vary over time, creating a sweeping effect. [https://en.wikipedia.org/wiki/Phaser_(effect)]	3
Plug in	Plugins add or enhance audio-related functionality in a computer program. Such functionality may include digital signal processing or sound synthesis. (https://en.wikipedia.org/wiki/Audio_plug-in)	3
Quantize	The process of adjusting when the beginning of a musical event (or multiple events) takes place by moving each event instance to its closest mathimatically predetermined grid location.	3
Reverb	Reverberation, or reverb, is a series of acoustic reflections that occur within a space when sound is created. The timing, frequency, and volume of the reflections will vary depending on the size, shape, and contents of the space. Whether natural or artificial, reverberation provides depth to a recording and provides the listener with subconscious clues about the environment where the performance took place, or is being represented as taking place. Reverb should be used carefully, however, because excessive reverb can result in muddy or unintelligible recordings.	3
Sequencer	a device or application software that can record, edit, or play back music, by handling note and performance information in several forms, typically CV/Gate, MIDI, or Open Sound Control (OSC), and possibly audio and automation data for DAWs and plug-ins.	3
Omnidirectional	A microphone with area of response that is generally considered to be a perfect sphere in three dimensions.	3

Unidirectional Microphone	Picks up sound predominantly from one direction.	3