

Summary of previous	s wee	eks		
 We have seen some fundamentals of acoustics and digital audio processing: Sound: its production, propagation and perception 				
 Sonic waves representation and properties: time vs. frequency domain (waveform vs spectrogram) Sound digitalisation: ADC and DAC: sampling rate and bit depth Aliasing, quantisation noise Audio file formats Audio in and out: Microphones Mixing consoles or soundboard Loudspeakers 				
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Audio editing		
 Various operations on sou Volume/gain/amplitude mo Cutting: fade in fade out a Normalising Compression/Expander Reversing Effects: Distortion Phaser, Flanger Chorus Time shifter Frequency domain effects Filters Equalisation Pitch shifter 	nd fi odula nd ze	les: ation ero crossing
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Effect: Pitch Shift				
 This pitch shift (pitch scaling) effect changes the pitch of a selection with or without preserving the duration of the sound file. Vibrato is when the pitch varies according to (roughly) a sine wave Example: pitch shifting 				
5 semitones down	ø			
Original	ð			
5 semitones up	2			
Useful to:				
 Match the pitches two pre-recorded clips for mixing when the clips cannot be reperformed or resampled. 				
 Create effects such as increasing the range of an instrument (like pitch shifting a guitar down an octave). 				
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2		
"Music is the poetry of the air"		
	Jean P	aul Friedrich Richter
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2		
"To listen is an effort, and just A duck hears also."	to hea	r is no merit.
	lgo	or Stravinsky
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