COMMON AUDIO TERMS

Audacity is a free, open-source audio recording and editing software application.

Camtasia is a propriety audio and video editing software application.

Channels are the tracks or channels created to store input from an audio device. *Mono* indicates a single track while *stereo* indicates more than one track.

Clipping is a form of waveform distortion that occurs when an amplifier is overdriven and attempts to deliver an output voltage or current beyond its maximum capability. Driving an amplifier into clipping may cause it to output power in excess of its published ratings.

CODEC refers to a device or program that can encode or decode a digital data stream or signal. It is a portmanteau of "coder-decoder." A CODEC is not a standard; it implements standards.

Compression is the method by which a computer reduces the size of a file. Compression can be *lossy* or *lossless*. A common form of *lossy* compression is the MP3 format.

Container file is a metafile format whose specification describes how different data elements and metadata coexist in a computer file. The .camproj and .aup file types are container files.

Cutting in the context of this workshop/workflow means to remove something from a file. It is similar, but not always identical, to deleting.

Decibel is a standard measuring unit used in acoustics to measure sound pressure levels. The upper limit for humans is 70dB. The lowest discernible limit is 0dB. Decibels follow a logarithmic pattern.

Distortion is a disconnect between the audio input and the resultant waveform. Clipping is a form of distortion.

Gain refers to the ability of a circuit (e.g. an amplifier) to increase the power of a signal from the input to the output.

kHz stands for kilohertz. Kilohertz is a standard measuring unit for sampling rates.

Microphone or mic is an audio input device. There are many different types of microphones. We have a headset, stem mic, and a condenser mic available.

Pop filters are screens placed between a speaker and a microphone to limit the plosives ('b,' 'p,' sounds) and sibilants ('s' sounds) a speaker makes. Pop filters also keep spit from getting on and in the microphone.

Sampling rate refers to the way in which a computer processes audio input information (taking samples of the information input). The standard we will use is 44.1 kHz.

Timeline is the visual representation of the change in input/output over time. The waveform, for example, is represented along the timeline in Camtasia.

Waveform is the visual representation of the audio input.

White noise refers to the background noise often generated in/by your environment. Commons sources of white noise include computer fans, a/c units, and electrical hums.