

Overview

This standard is about applying analogue or digital effects to audio material. This is about dynamics as well as effects and can include compression, limiting, gating, delay, reverb, flanger, phaser, spectral, time and pitch correction, granularisation, chorus and digital signal processing (DSP).

This involves deciding when to use effects, setting up hardware and software, controlling and adjusting processors, checking quality and saving completed work.

This standard is for recording engineers and programmers who apply analogue and digital effects to audio material.

Performance criteria

You must be able to:

1. evaluate when the use of effects will improve creative outputs
2. select processors that will achieve desired dynamic or effect
3. set up and connect hardware and software in line with manufacturers' instructions
4. customise parameters of dynamics or effects units to meet requirements
5. control processors to achieve desired results
6. operate processors in line with manufacturers' instructions
7. assess quality of effects against desired quality requirements
8. adjust settings of processors until desired results are achieved
9. save completed material in line with organisational procedures
10. use appropriate storage media to backup and transport files
11. work in line with health and safety requirements for safe listening at all times

Knowledge and understanding

You need to know and understand:

1. common dynamics and effects including compressor, noise gate, limiter, delay, reverb, chorus, flanger, phaser, spectral, time and pitch correction, granularisation and digital signal processing (DSP)
2. the main aspects, uses and creative differences of each dynamic and effect
3. terminology associated with each dynamic and effect system
4. the benefits of using dynamics and effects in the recording process
5. types of dynamics processing and effects units and their parameters and controls
6. how to connect, route and patch dynamics processing and effects units through mixing consoles and industry-standard cables

Apply analogue and digital effects to audio material

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Validity	Current
Status	Original
Originating Organisation	Creative & Cultural Skills
Original URN	CCSMT18
Relevant Occupations	Recording Engineers, Recording Producers, Mix Engineers, Assistant Engineers, Programmers, Composers, Tape Ops, Film Editors, Writers, Film Scores, Artists, PA Performance Spaces/Venues
Suite	Sound Recording and Music Technology
Keywords	Analogue; Digital; Hardware; Sound; Music; Audio material; Sound Recording; Music Technology;