

Audio Academy

AE103 LIVE SOUND REINFORCEMENT II

Unit 1 BAND FORMATIONS

- 1.1 Orchestras & Classical Music
- 1.2 Jazz Ensembles
- 1.3 Rock & Pop Groups
- 1.4 Electronic Artists & DJs
- 1.5 World Music & Fusion Groups
- 1.6 Song Structure
- 1.7 Instrument Types

Unit 2 TECHNICAL REQUIREMENTS

- 2.1 Understanding The Group
- 2.2 Backline
- 2.3 Monitoring Requirements & Choices
- 2.4 Input Requirements
- 2.4 Stage Plan
- 2.5 The Sound Check

Unit 3 MIKING

- 3.1 Microphones Choices
- 3.1 Different Mikng Scenarios
- 3.2 Matching Microphone To Source
- 3.3 Source Directionality
- 3.4 Miking Evaluation For Best Sonic Quality
- 3.5 Source Distance
 - * Close Miking
 - * Distant Miking
- 3.6 Single Mic Placement
- 3.7 Multiple Mic Placement
 - * Stereo Miking
 - * Mic Arrays
- 3.8 Phase Issues
- 3.9 Transducers
- 3.10 Direct Injection Boxes

Unit 4 MIXING I

- 4.1 Gain Staging Revision
- 4.2 Dynamic Processing
 - * Compression



- * Gating
- * Expansion
- * Multiband Dynamic Processing
- 4.3 Equalization & Filtering
 - * Using Filters
 - * Signal Frequency Shaping
- 4.4 Advanced Routing & Panning
- 4.5 Metering
- 4.6 Effects & Space Simulation
- 4.7 Pitch Based Effects

Unit 5 MIXING II

- 5.1 Drums
- 5.2 Percussions
- 5.3 Bass
- 5.4 Keys
- 5.5 Guitars
- 5.6 Strings
- 5.7 Wind Instruments
- 5.8 Brass Instruments
- 5.9 Vocals



Unit 6 MIXING MUSICAL STYLES

- 6.1 Pop
- 6.2 HipHop
- 6.3 Rock
- 6.4 Classical



Unit 7 MONITORING

- 7.1 Choosing Monitors
- 7.2 In Ear Monitoring
- 7.3 Controlling Feedback
- 7.4 Mixing For Monitor
- 7.5 Advanced Monitor Techniques

Unit 8 RECORDING THE PERFORMANCE

- 8.1 2-Track Recording
- 8.2 Recording Ambience
- 8.3 Multi-track Recording

Unit 9 DIGITAL MIXING SYSTEMS

- 9.1 Digital Mixers & Workflows
- 9.2 Advanced Digital Audio Networking
- 9.3 Digital Live Audio Transmission Formats
- 9.4 Show Automation & Sync Options

Unit 10 STAGE MANAGEMENT & TOUR PLANNING

- 10.1 Crew & Crew Management
- 10.2 Scheduling
- 10.3 Planning For Setup & Wrap Up
- 10.4 Tour Planning
- 10.5 Venue Types

