

- **Recording/Audio Engineer:** A person who works to help make a recording or live performance, balancing and adjusting sound sources
- **Audio Interface:** A piece of technology that turns instrument and microphone signals into electricity that your computer can understand
- **Compressor:** A tool that helps control the softest and loudest parts of a song so that they don't overpower each other.
- **Dynamics:** How loud or how soft something is in a song.
- **Control Board/Mixing Console:** A tool used in sound recording that takes an instrument sound and turns it into information that your computer can understand.
- **Input:** The place where your device (instrument, control board, computer, etc) receives a sound signal
- **Output:** Takes the signal out of the device and into another input such as a speaker, amplifier, computer, etc
- **Analog:** What they hear is what they record! An analog signal is real/organic
- **Digital:** Digital signals capture binary code - meaning it's an instrument generated by your computer. Digital signals *sample* analog signals.
- **Condenser Microphone:**
<https://www.neumann.com/homestudio/en/what-is-a-condenser-microphone>
- **Dynamic Microphone:**
<https://www.neumann.com/homestudio/en/what-is-a-dynamic-microphone>