Science of Sound and Electronic music.

2061.(2) Create, perform, and edit music

2062.(3) Woodwind instruments

2063.(2) Composing music using computers

2064.(2) Digital Signal Processing

2065.(1) 20th century

2066.(3) Music created or modified using electronic instruments

2067.(2) Wooden flute

2068.(3) A digital or electronic keyboard instrument

2069.(1) Digital piano

2070.(3) Musical Instrument Digital Interface

2071.(1) Connect musical instruments and computers

2072.(2) Link MIDI devices together

2073.(3) Create and control electronic sounds

2074.(3) Software synthesizers

2075.(3) Camera angles

2076.(3) Recording and playing back music

2077.(3) They are often computer-based

2078.(1) Notes, tempo, and key signatures

2079.(2) Playing back recorded sounds

2080.(3) Samplers play recorded sounds

2081.(2) Adding tracks over existing tracks

2082.(2) Recorded music

2083.(4) DJ decks

2084.(2) Clubs and events

2085.(3) Synthesizer

2086.(4) DJ deck

2087.(1) Music and modern technology

2088.(3) Creating electronic sound

2089.(1) Digital musicians

2090.(2) Many tracks

2091.(3) Layering sounds

2092.(1) Digital audio files and CDs

2093.(3) Playing violin

2094.(3) Synthesizer

2095.(3) Computer music

2096.(3) Mix and play music

2097.(3) Disc Jockey

2098.(3) Overdubbing music layers

2099.(2) Live performance

2100.(3) Photoshop

2101.(2) MIDI cable

2102.(3) Synthesizer

2103. Music technology is the use of tools, devices, and software to create, record, edit, and produce music.

2104.1) To record music. 2) To edit and mix music.

2105. 1) Audio interfaces. 2) Digital Audio Workstations (DAWs).

2106.1) Composing music. 2) Mixing and mastering tracks.

2107. Yes, music technology includes editing music.

2108. Audacity.

2109. Computer music is music that is created, processed, or performed using computers.

2110. Yes, with special software, computers can independently compose music.

2111.DSP stands for Digital Signal Processing.

2112. Sound synthesis is used to create new sounds electronically.

2113. Sound design.

2114. It began developing in the 1950s.

2115.FL Studio. Etc;

2116. Electronic music is music produced using electronic devices and technology.

2117. Synthesizer.

2118. Yes, a sampler is used in electronic music.

2119. Yes, a sequencer is used in electronic music.

2120. An effects processor.

2121. Yes, DJ equipment is used in electronic music.

2122. Yes, electronic keyboards are part of electronic music.

2123. Yes, electronic music uses software.

2124. Yes, computers can be used to create electronic music.

2125. Yes, an electric organ is a digital instrument.

2126.A keyboard synthesizer is an electronic keyboard that generates and manipulates sounds.

2127.MIDI stands for Musical Instrument Digital Interface.

2128. The main purpose of MIDI is to communicate musical instructions between electronic instruments and computers.

2129.A MIDI interface.

2130. Yes, MIDI can connect a keyboard to a synthesizer.

2131.MIDI allows easy editing and control of multiple instruments without re-recording.

2132. Synthesizers generate and modify sounds electronically.

2133. Analog synthesizer.

2134. Yes, synthesizers can change pitch and tone color.

2135.A sequencer is a device or software that records, edits, and plays back music in sequence.

2136. Yes, a sequencer can record and play back music.

2137. Yes, most sequencers today are computer-based.

2138. Yes, sequencers can control tempo and rhythm.

2139.A sampler is used to record, store, and play back short audio clips or samples.

2140. (3) Vibrations

2141. (3) Regular vibration

2142. (3) Irregular vibration

2143. (3) Hertz (Hz)

2144. (2) The number of cycles per second

2145. (4) Speed

2146. (2) Loudness or softness of sound

2147. (3) Pitch

2148. (3) Sound quality

2149. (4) High frequency

2150. (3) Timbre

2151. (3) Amplitude

2152. (2) Amplitude

2153. (3) Frequency

2154. (2) Soft

2155. (3) A whistle

2156. (4) Frequency

2157. (3) Irregular vibrations

2158. (3) Regular vibration

2159. (3) Frequency

2160. (3) Timbre

2161. (3) Loud

2162. (2) Timbre

2163. (3) Vibration

2164. All sounds are caused by vibrations.

2165. Regular vibrations produce musical sounds.

2166. Irregular vibrations cause noise.

2167. The term for the number of cycles in one second is frequency.

2168. The unit used to measure frequency is the hertz (Hz).

2169. Hz stands for hertz.

2170. The three important characteristics of a sound wave are amplitude, frequency, and timbre.

2171. Amplitude refers to the height or strength of a sound wave, which determines loudness.

2172. Frequency determines the pitch of a sound.

2173. Timbre describes the quality or tone colour of a sound.

2174. Pitch is related to frequency.

2175. Musical sound has regular vibrations, while noise has irregular vibrations.

2176. Musical notes are produced by regular vibrations.

2177. Noise is produced by irregular vibrations.

2178. Amplitude tells us if a sound is loud or soft.

2179. Timbre tells us the quality or tone of a sound.

2180. When the pitch becomes higher, the frequency increases.

2181. When sound becomes louder, the amplitude increases.

2182. If a sound is soft, the amplitude is low.

2183. If a sound has a high frequency, the pitch is high.

2184. A low-pitched sound has a low frequency.

2185. Example of a sound with regular vibration: a tuning fork.

2186. Example of a sound with irregular vibration: traffic noise.

2187. Timbre is important in music because it helps us distinguish between different instruments and voices even if they play the same pitch and loudness.

2188. Frequency affects how high or low we hear a sound; higher frequencies are heard as higher pitches, and lower frequencies as lower pitches.