
Overview

This standard is about the differences in the overall feel and quality of live audio and MIDI-sequenced parts. You are expected to combine both audio and MIDI material. This is about an exploration of features of the software in relation to the way in which audio and MIDI parts behave and work alongside each other.

One of the techniques available to MIDI programmers is to include live recorded parts alongside their sequenced materials. This has the advantage that the precision of MIDI sequenced work can be enhanced by the more 'real' nature of live recorded sounds. Another advantage of combining audio and MIDI parts is the stability that MIDI can provide to musicians playing-in live parts. This could involve the creation of a MIDI drum track in order that a set of live musicians could overdub materials whilst maintaining stable timing and the correct arrangements.

You must demonstrate a basic overview understanding of the nature of combining original audio and MIDI parts within an audio/MIDI software sequencing package.

You will need to record audio and MIDI material within the same project and to gain experience in the advantages and limitations of combining the two different elements. This standard will build upon previous recording skills and MIDI sequencing by allowing you to develop pieces of sound/music which combine both MIDI and Audio materials.

This standard utilises the multi tasking skills expected of today's recording engineers and programmers.

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Performance criteria

You must be able to:

- P1 set up software audio/MIDI sequencing packages to record and play back
- P2 synchronise audio and MIDI track capability
- P3 use menus and features available to audio and MIDI tracks
- P4 record and mix down a combination of MIDI and audio materials
- P5 set up audio tracks in an DAW audio/MIDI sequencer
- P6 set up MIDI tracks in an DAW audio/MIDI sequencer
- P7 synchronise audio and MIDI with each other within the same piece of recorded work
- P8 operate/edit menu's & features available to audio and MIDI tracks
- P9 organise MIDI or audio to record instrumental parts
- P10 compile recordings of audio materials
- P11 record live MIDI parts or enter MIDI materials via editing screen
- P12 render down MIDI tracks to audio files for mix-down purposes
- P13 produce a balanced stereo mix of audio and MIDI materials

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Knowledge and understanding

You need to know and understand:

- K1 the requirements for setting up audio within an audio/MIDI sequencer
- K2 the difference between the features available to audio and MIDI tracks
- K3 the requirements for setting up MIDI within an audio/MIDI sequencer
- K4 procedures for synchronising MIDI and audio materials within the same DAW Project
- K5 the main differences in features available to audio and MIDI tracks
- K6 the implications/considerations of using either MIDI or audio to record a particular required instrumental part
- K7 rationale for choosing to record various instruments as MIDI or audio materials within a multi-track recording to create a balanced mix
- K8 reasons to render down MIDI tracks to audio tracks for the purposes of mastering within the audio/MIDI sequencer environment

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Originating organisation	Creative & Cultural Skills
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Relevant occupations	Recording Engineers; recording Producers; mix engineers; assistant engineers; programmers; writers; composers; tape ops;
Suite	Music Technology
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