
Overview

This standard is about the vast range and diversity of different types of studio recording equipment, both hardware and software based. It is about making an examination of the progression of recording equipment from a developmental and creative perspective.

There is always going to be modern and vintage equipment in use across all recording sectors and it is vital that you should show some historic understanding and acknowledgement of technologies despite equipment not always being in use in their current surroundings.

You will need to research the background to pieces of equipment and the ways in which they came to be used in different settings and creative scenarios. This standard requires you to do research into different manufacturers prominent in the professional recording field and examine the changing face of the studio equipment manufacturing industry with particular respect to consoles, multi-track recording machines, monitoring and mastering equipment.

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

Generally we would look at processes and procedures from a modern perspective, however this standard seeks to place studio equipment and related recording practices into a historical perspective with special regard to the way in which this changing situation has had an effect on the creative production process today and those responsible for those trends.

You are required to look at common categories of studio recording equipment including consoles, multi-track and mastering recording machines and monitoring systems.

You will demonstrate an understanding of trends in the recording equipment manufacturing industries, the progression and changing cost of types of studio recording equipment and evaluate current industry standards and anticipate possible future developments with a focus on the migration of many hardware studio devices to software platforms.

CCSMT41

Demonstrate a knowledge of the history and development of studio recording equipment

Performance criteria

You must be able to:

- P1 research key timelines and dates
- P2 research the development and progress of recording equipment
- P3 research recording trends
- P4 research several recording technique pioneers
- P5 research previous pioneering manufacturers
- P6 research current professional manufacturers
- P7 research a manufacturers range of recording equipment
- P8 classify recording equipment specifications into low, mid and high ranges

CCSMT41

Demonstrate a knowledge of the history and development of studio recording equipment

Knowledge and understanding

You need to know and understand:

- K1 the development of studio recording equipment timelines
- K2 the impact of commercial trends on the development of recording equipment
- K3 industry standard brands of recording equipment
- K4 important key stages of recording equipment development
- K5 trends that have impacted on the development of studio equipment development
- K6 the impact and influence of key musicians, producers and engineers on the development of recording equipment
- K7 the important information to look for when choosing recording equipment
- K8 the common manufacturers of equipment

CCSMT41

Demonstrate a knowledge of the history and development of studio recording equipment

Developed by	Creative & Cultural Skills
Version number	1
Date approved	April 2012
Indicative review date	April 2016
Validity	Current
Status	Original
Originating organisation	Creative & Cultural Skills
Original URN	CCSMT41
Relevant occupations	Maintenance engineers; technical support; Live sound Engineers; artists; Recording Engineers; recording Producers; mix engineers; assistant engineers; programmers; Mastering Engineers; editing engineers; OB/post engineers; writers; co writers; tape ops; Studio managers; Jingle composers
Suite	Music Technology
Key words	early tape recording; early live performance recording; early recording consoles; recording and mixing consoles; microphone designs; music; sound; music technology; studio;