

025:250 COMPOSITION: ELECTRONIC MEDIA I
Fall 2009

Terminology Used in the Field

1. Fixed media includes:
 - a. Stereo CD
 - b. Multi-channel computer
 - c. Tape
 - d. DVD video (5.1 sound is rare)

2. Genres and styles of non-realtime electronic music:
 - a. Electronic music
 - b. Electro-acoustic music
 - c. Acousmatique music
 - d. Musique concrete
 - e. Algorithmically generated
 - f. Computer assisted
 - g. Synthesized

3. Genres and styles of realtime electronic music:
 - a. Electronic music
 - b. Electro-acoustic music
 - c. Music for instruments and fixed media music
 - d. Music for instruments and algorithmically generated sound
 - e. Music for instruments and processed sound
 - f. Interactive music with laptops and controllers

4. Different types of software include:
 - a. Recording: Peak and Pro Tools
 - b. Editing: Peak
 - c. Mixing: Pro Tools
 - d. Transformational: Peak DSP processing; Pro Tools plug-ins.

5. Different types of transformational processes:
 - a. Pitch shift
 - b. Time stretch
 - c. EQ
 - d. Reverberate