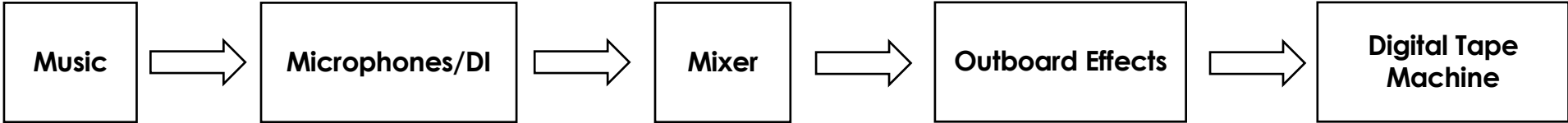


Recording Eras (Digital Recording and Sequencing) - Knowledge Organiser

GLOSSARY	
Protocol	A system/set of rules
Moore's Law	Technology will either halve in size, halve in price or become twice as powerful due to the approximate doubling of the number of transistors in an integrated circuit every two years
DIGITAL RECORDING	
<ul style="list-style-type: none"> Studios began to include digital technology in their setups while moving away from more traditional analogue units <ul style="list-style-type: none"> Digital tape began to be used as opposed to analogue magnetic tape Digital tape machines converted incoming audio signals into binary data (ADC) <ul style="list-style-type: none"> The binary information would be recorded onto the tape as it spun past the record head As technology improved, recording units became much smaller; in line with Moore's Law 	
TYPICAL 1980s SIGNAL FLOW	
 <pre> graph LR Music[Music] --> Microphones[Microphones/DI] Microphones --> Mixer[Mixer] Mixer --> Outboard[Outboard Effects] Outboard --> Tape[Digital Tape Machine] </pre>	
SEQUENCERS & MIDI	
<ul style="list-style-type: none"> The introduction of MIDI allowed sequencers to send and receive messages digitally as opposed to using analogue CVs MIDI programming on early hardware devices was very manual <ul style="list-style-type: none"> Programming required a lot of time and skill Later developments allowed for the use of computers to program MIDI Computer sequencers became a very popular method of controlling synthesisers Many popular DAWs such as Logic and Cubase started out as MIDI sequencers 	