



## Music & Instruments: Advanced Level

99 words

ENGLISH	TRANSCRIPTION
sound design	[saʊnd di'zain]
mixing	['mɪksɪŋ]
mastering	['mɑ:stərɪŋ]
frequency	['fri:kwənsi]
equalization	[,i:kwəlaɪ'zeɪʃn]
compression	[kəm'preʃn]
limiter	['lɪmɪtə]
dynamic range	[daɪ'næmɪk reɪndʒ]
reverb	['ri:vɜ:b]
delay	[dɪ'leɪ]
chorus effect	['kɔ:rəs ɪ'fekt]
distortion	[dɪs'tɔ:ʃn]
saturation	[,sætʃə'reɪʃn]
transient	['trænzɪənt]
attack	[ə'tæk]
release	[rɪ'li:s]
sidechain	['saɪdʃeɪn]
stereo image	['sterɪəʊ 'ɪmɪdʒ]
panning	['pænɪŋ]
gain staging	[geɪn 'steɪdʒɪŋ]
noise floor	[nɔɪz flɔ:]
signal chain	['sɪɡnəl tʃeɪn]
overdrive	['əʊvə,draɪv]
amp modeling	[æmp 'mɒdəlɪŋ]

ENGLISH	TRANSCRIPTION
<b>synthesis</b>	[ˈsɪnθəsis]
<b>oscillator</b>	[ˈɒsɪleɪtə]
<b>waveform</b>	[ˈweɪvɔːm]
<b>filter</b>	[ˈfɪltə]
<b>envelope</b>	[ˈenvələʊp]
<b>modulation</b>	[ˌmɒdjʊˈleɪʃn]
<b>sequencer</b>	[ˈsiːkwənsə]
<b>arpeggiator</b>	[ɑːˌpedʒɪˈeɪtə]
<b>polyphony</b>	[pəˈlɪfəni]
<b>monophonic</b>	[ˌmɒnəˈfɒnɪk]
<b>tuning</b>	[ˈtjuːnɪŋ]
<b>intonation</b>	[ˌɪntəˈneɪʃn]
<b>tempo</b>	[ˈtempəʊ]
<b>time signature</b>	[taɪm ˈsɪɡnətʃə]
<b>polyrhythm</b>	[ˈpɒlɪˌrɪðəm]
<b>syncopation</b>	[ˌsɪŋkəˈpeɪʃn]
<b>counterpoint</b>	[ˈkaʊntəˌpɔɪnt]
<b>voice leading</b>	[vɔɪs ˈliːdɪŋ]
<b>arrangement</b>	[əˈreɪndʒmənt]
<b>orchestration</b>	[ˌɔːkɪˈstreɪʃn]
<b>instrumentation</b>	[ˌɪnstɹəmenˈteɪʃn]
<b>timbre</b>	[ˈtæmbə]
<b>texture</b>	[ˈtekstə]
<b>dynamic contrast</b>	[daɪˈnæmɪk ˈkɒntrɑːst]
<b>crescendo</b>	[krəˈʃendəʊ]
<b>decrescendo</b>	[ˌdiːkrəˈʃendəʊ]
<b>articulation</b>	[ɑːˌtɪkjʊˈleɪʃn]

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<b>phrasing</b>	[ˈfreɪzɪŋ]
<b>virtuosity</b>	[ˌvɜːtʃʊˈbɒsɪti]
<b>improvisation</b>	[ˌɪmprəvaɪˈzeɪʃn]
<b>modal</b>	[ˈmɒdəl]
<b>scale</b>	[skeɪl]
<b>chord voicing</b>	[kɔːd ˈvɔɪsɪŋ]
<b>harmonic tension</b>	[hɑːˈmɒnɪk ˈtenʃn]
<b>resolution</b>	[ˌrezəˈluːʃn]
<b>mix engineer</b>	[mɪks ˌendʒɪˈnɪə]
<b>mastering engineer</b>	[ˈmɑːstərɪŋ ˌendʒɪˈnɪə]
<b>studio session</b>	[ˈstjuːdiəʊ ˈseɪʃn]
<b>session musician</b>	[ˈseɪʃn mjuzɪˈziːʃn]
<b>click track</b>	[klɪk træk]
<b>overdub</b>	[ˈəʊvərdʌb]
<b>takes</b>	[teɪks]
<b>editing</b>	[ˈedɪtɪŋ]
<b>quantization</b>	[ˌkwɒntɪˈzeɪʃn]
<b>audio interface</b>	[ˈɔːdiəʊ ˈɪntəfeɪs]
<b>monitoring</b>	[ˈmɒnɪtərɪŋ]
<b>room acoustics</b>	[ruːm əˈkuːstɪks]
<b>reference track</b>	[ˈrefərəns træk]
<b>signal processing</b>	[ˈsɪɡnəl ˈprəʊsesɪŋ]
<b>soundstage</b>	[ˈsaʊndsteɪdʒ]
<b>mix balance</b>	[mɪks ˈbæləns]
<b>loudness</b>	[ˈlaʊdnəs]
<b>headroom</b>	[ˈhedruːm]
<b>harmonics</b>	[hɑːˈmɒnɪks]

ENGLISH	TRANSCRIPTION
<b>tonal balance</b>	[ˈtəʊnəl ˈbæləns]
<b>psychoacoustics</b>	[ˌsaɪkəʊəˈkuːstɪks]
<b>soundscape</b>	[ˈsaʊndskeɪp]
<b>dynamic automation</b>	[daɪˈnæmɪk ˌɔːtəˈmeɪʃn]
<b>parallel compression</b>	[ˈpærələl kəmˈpreʃn]
<b>frequency spectrum</b>	[ˈfriːkwənsi ˈspektrəm]
<b>phase</b>	[feɪz]
<b>phase cancellation</b>	[feɪz ˌkænsəˈleɪʃn]
<b>latency</b>	[ˈleɪtənsi]
<b>bit depth</b>	[bɪt depθ]
<b>sample rate</b>	[ˈsɑːmpl reɪt]
<b>audio rendering</b>	[ˈɔːdiəʊ ˈrendərɪŋ]
<b>midrange</b>	[ˈmɪdreɪndʒ]
<b>low end</b>	[ləʊ end]
<b>high end</b>	[haɪ end]
<b>harmonic distortion</b>	[hɑːˈmɒnɪk dɪsˈtɔːʃn]
<b>multiband compression</b>	[ˌmʌltiˈbænd kəmˈpreʃn]
<b>mix translation</b>	[mɪks trænzˈleɪʃn]
<b>loudness target</b>	[ˈlaʊdnəs ˈtɑːɡɪt]
<b>transient shaping</b>	[ˈtrænzɪənt ˈʃeɪpɪŋ]
<b>bus processing</b>	[bʌs ˈprəʊsesɪŋ]

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