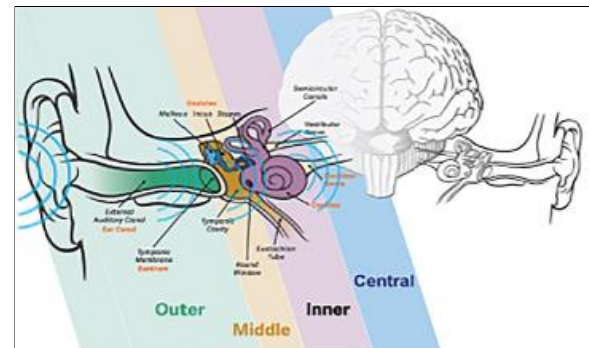
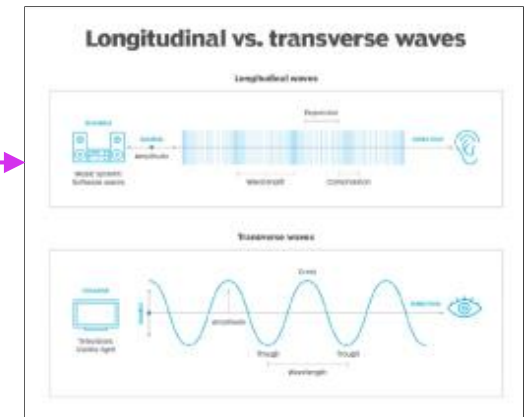
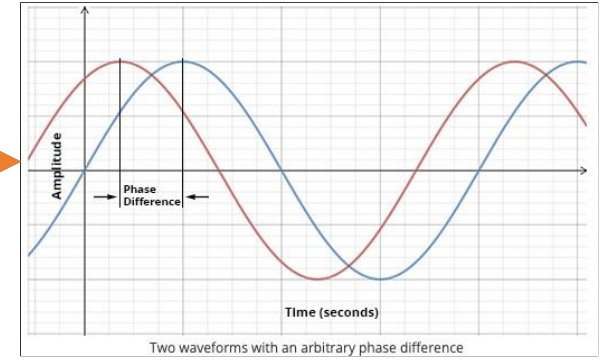
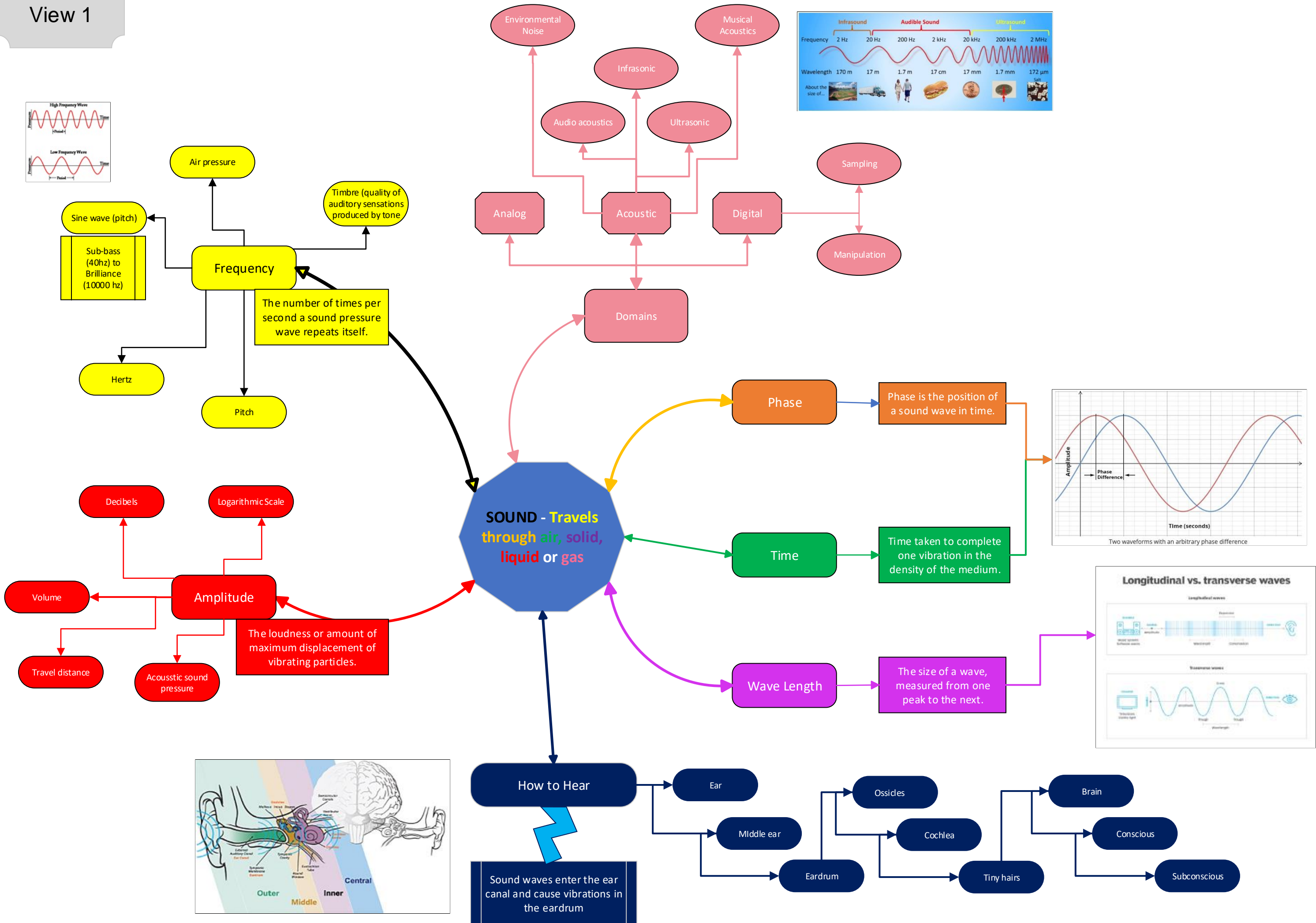
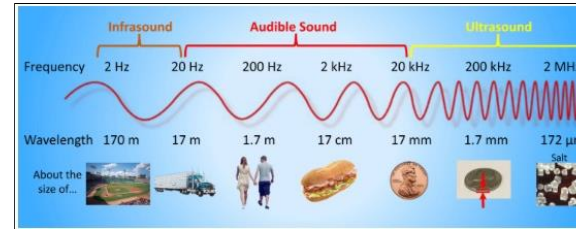
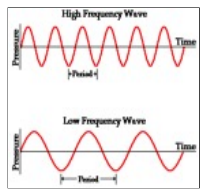
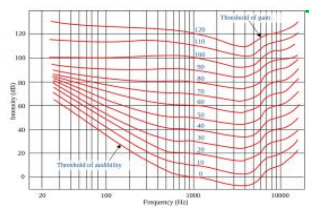


# View 1

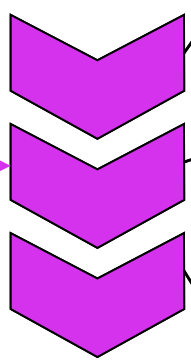


# View 2 Acoustic - Analog Signal Path



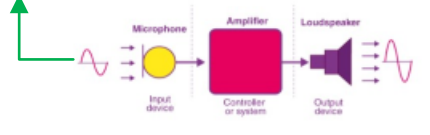
**THE SIGNAL PATH**

**Acoustic (+)**



**Fletcher Munson equal loudness contours**

**Transducer (converts sound wave vibrations into mechanical or electrical energy)**



**Microphone/transducer**

- Signal to noise ratio
- Room acoustic & Positioning (tone)
- Transient & Response
- Frequency response range
- Directionality & Proximity effect
- Actually detects and converts sound waves

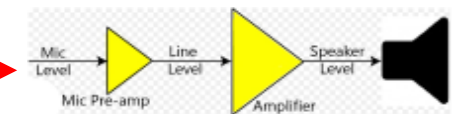
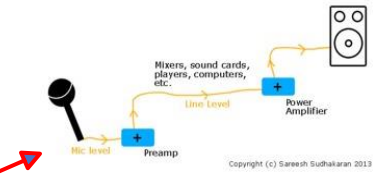


**Headphones**

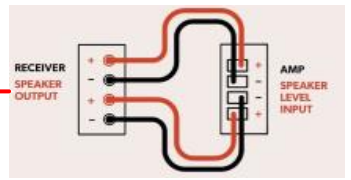
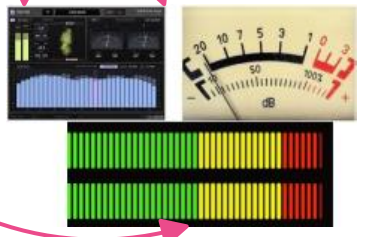
**Balance Cables**

**Analog (+/-)**

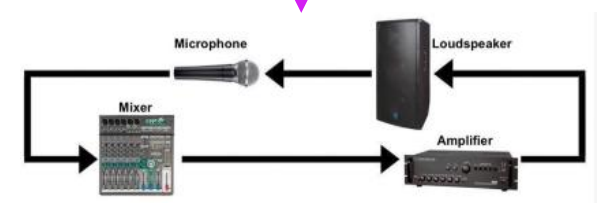
- Microphone Level**
- Line level**
- Metering**
- Speaker Level**



- Transient comes and goes quickly
- Volume Unit (VU) is a moving unit
- Peak determines speed

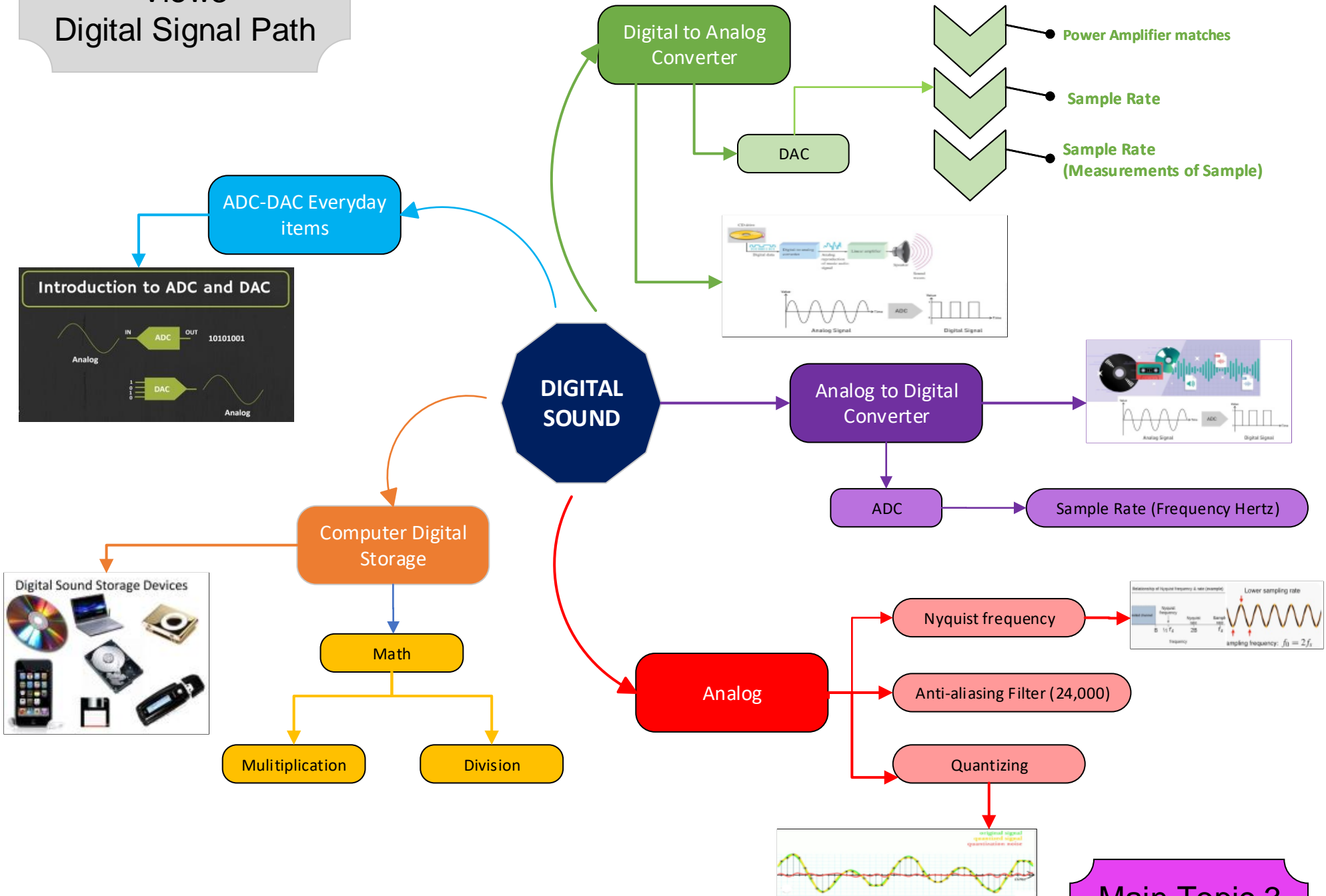


**Acoustic Sound Wave**



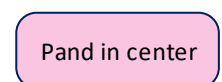
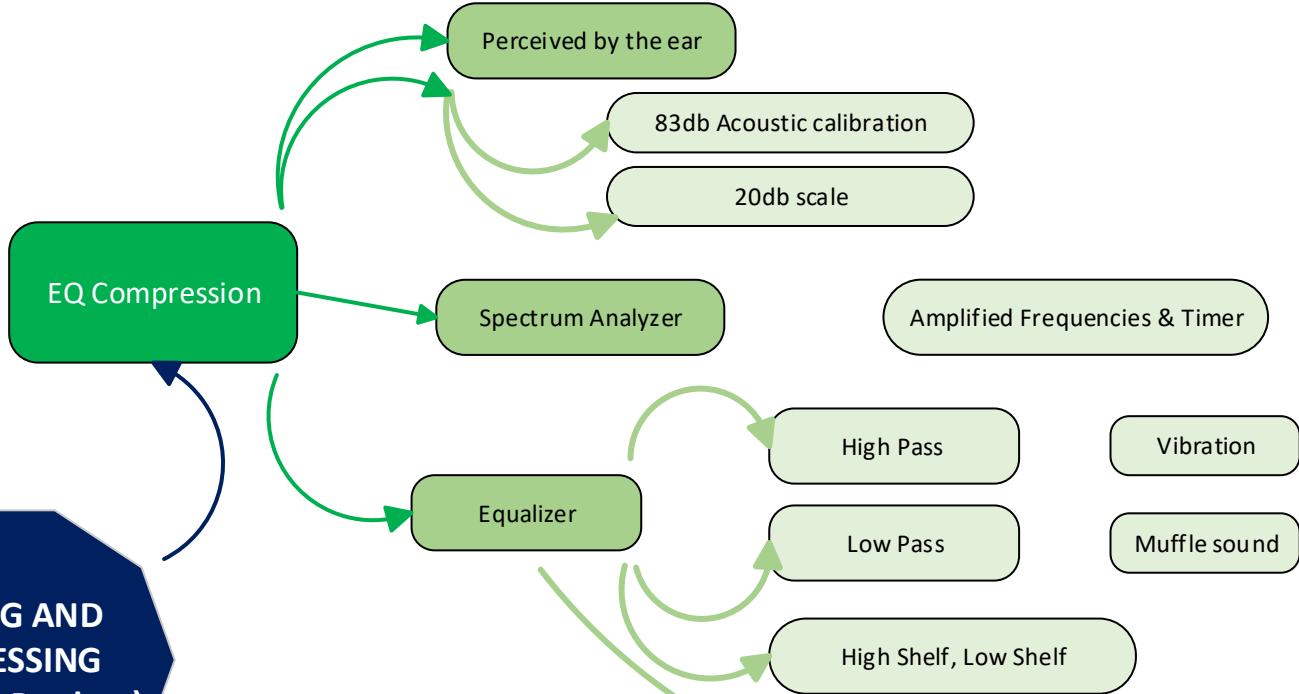
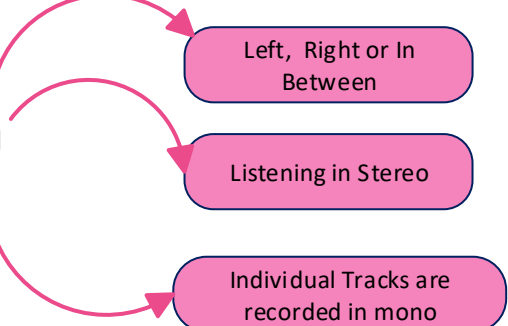
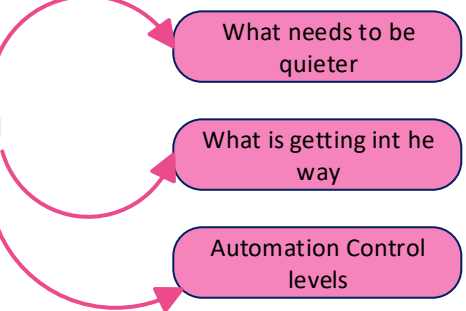
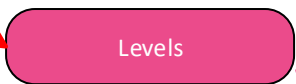
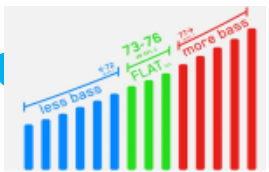
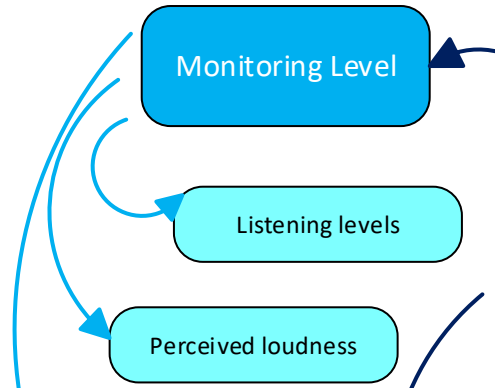
**Main Topic 2**

# View3 Digital Signal Path



Main Topic 3

**Section 6**  
Mixing and Processing  
(Finished Product)





# SOUND - Travels through air, solid, liquid or gas

