

## WHAT IS IT?

This chapter is about music technology equipment and software and follows on from the recording principles outlined in chapter one. Music technology generally refers to computers and music.

We will start with an overview of the hardware – different computer platforms, a bit of history of music technology and advice on choosing the right equipment.

We will look at software – from recording software to software synthesizers and samplers to software effects and plug ins.

We will look at technology, in terms of using it to do the job and getting the best out of it.

We will finish off by looking at troubleshooting, giving you some simple advice on problems and solutions.

## WHY DO I NEED TO KNOW ABOUT THIS?

The days of the grand recording studio with a control room like Starship Enterprise and big tape machines are passing. The majority of recording now is on a computer, and a lot of musicians use computers and music technology as an aid to composition and arranging.

Whether you wish to become a programmer, remixer, producer, engineer or even a musician, you will come into contact with music technology and need to understand it. Embrace the technology, as it can make your life easier, and can be an aid to the creative process.

One of the biggest reasons for the conversion to music technology is price. In the last 10 years the price of computers compared to their speed and capabilities has come crashing down. This, coupled with the abilities of modern software enable the software to replace what was expensive studio equipment. This means that the cheapest way of getting into recording and production is through owning a computer and some software, whereas before you would need a small fortune to buy just a mixing desk.

Never before has it been easier to record on the move. You can have an entire recording studio in your bag on a laptop, and only carry a mic and some headphones to interface with the outside world. You could be writing your best selling album whilst sat on the beach!