Technological Musical Parameters Responsible for Phonographic Staging Effects*

Aspects of Sound Perception		Parameters/Effects	Short Definitions	Reference Methods/*Examples*	
Loudness	Performance	Performance Intensity	The level at which a given sound source was performed during the recording process. This expression refers to the traditional concept of *dynamics*.	- Description: *Soft, Louder than, etc./piano, forte, mp, fff, etc.* - Graph	
	Recording	Dynamic Level	The level at which a sound source is heard in the context of a recording (within a mix).		
		PI *versus* DL	Ratio between performance intensity and the perceived dynamic level (includes effects such as fade-out and compression/limiting.)		
Space	Stereo Location	Position	Place occupied by a sound source on the left-right stereo array.	- Description: *Left, Right, Centre.* - Numeric scale: *–3* (left) to *+3* (right), *0*=centre - Graph	
		Diffusion	Area that a given sound source appears to cover along the left-right stereo array.	- Description: *Point Source, Spread Source, Split Source (Bilateral)* - Graph	
	Environment	Reverberation	Prolongation of a given sound event in time. Some characteristics of reverberation include reverberation time, level (envelope), frequency spectrum, etc. In most cases, reverberation effects are associated with spatial environments.	- Description (time): *Short, Long* - Numeric Value: *150 ms, 2 sec.* - Graph	Expressions used to refer to common environments (reverb effects): *Gated Reverb, Concert Hall, Cathedral, Bathroom.*
	Distance	Resolution + others	Apparent location of a sound source along the front/back axis. Impression of distance is mostly the result of timbre resolution (influenced by other parameters, such as reverberation, dynamic level, equalization, etc.).	- Description: *Close, Far, Close Up, etc.* - Graph	
Time	Autosonic Repetition	Echo	Regular repetition of a given sound event in time. Echo is mostly characterized by a usually fixed delay time between repetitions (≥ 50 ms), by the number of repetitions, and the dynamic level of repetitions (usually fading).	- Description - Graph	
		Looping	Sound excerpt regularly repeated in time, usually in accordance to metre.		
		Reiteration	Irregular repetition of a given sound event in time.		
		Scratching	Repetition of a given sound event in time, usually accompanied by a typical vinyl scratch sound.		
	Simultaneity *(overdubbing)*	Doubling	Superimposition of two (or more) performances of a given musical part executed by the same sound source.	- Description - Graph	
		Self-Harmonization	Harmonization of a given musical part performed by the same sound source.		
		Overlapping	Performance of a musical part by a given sound source that lies partly over another part performed by the same sound source.		
	Chronology	Backward playing	Performance heard in reverse.	- Description - Graph	
		Chopping	Division of a sample in smaller units that are reconfigured in a new order.		
	Celerity	Acceleration	Noticeable speed variation of a given performance.	- Description - Graph	
		Deceleration			
Timbre	Alteration	Equalization	Noticeable variation within the frequency spectrum of a given sound source.	- Description - Graph	
		Saturation	Typical harsh sound following the saturation (distortion) of a given sound source.		
		Phasing Effects	Variation in time of the harmonic content of a given sound event. Includes effects such as phase shifting, flanging, chorus, etc.		
		Others			
	Electronic	Sounds created with the help of electronic instruments, such as synthesizers, computers, etc.			

*Derived from William Moylan, *The Art of Recording: Understanding and Crafting the Mix*, 2nd edition. Focal Press, 2002.