Theatre and Dance Dept. Console Quick Reference Guide to Console Sections.

The Purpose of this document is to provide familiarity with the THD Department Sound Mixers. We use digital mixers called the Midas M32. The 32 refers to the number of possible inputs on the console, meaning that we could plug in 32 microphones or other sound devices into the mixer to balance.

Digital consoles also provide a series of processing options in addition to balancing volume intensity. For example, the console provides equalization, reverb, delay, and a series of other effects that can be applied to channels. We will spend some time on these effects in Audacity and other digital audio workstations, but know that they can be applied directly at the console as well.

The primary challenge that new students of sound encounter with the mixing console is to grasp and understanding of how the signal moves through the console. There are three primary areas you need to be aware of:

INPUTS (plugging in a sound-producing device to the back of the console)

* For inputs, the number of the input corresponds directly to the channel in the mixer

PROCESSING AND ROUTING (Applying effects to the audio channel and assigning the channel to a console output)

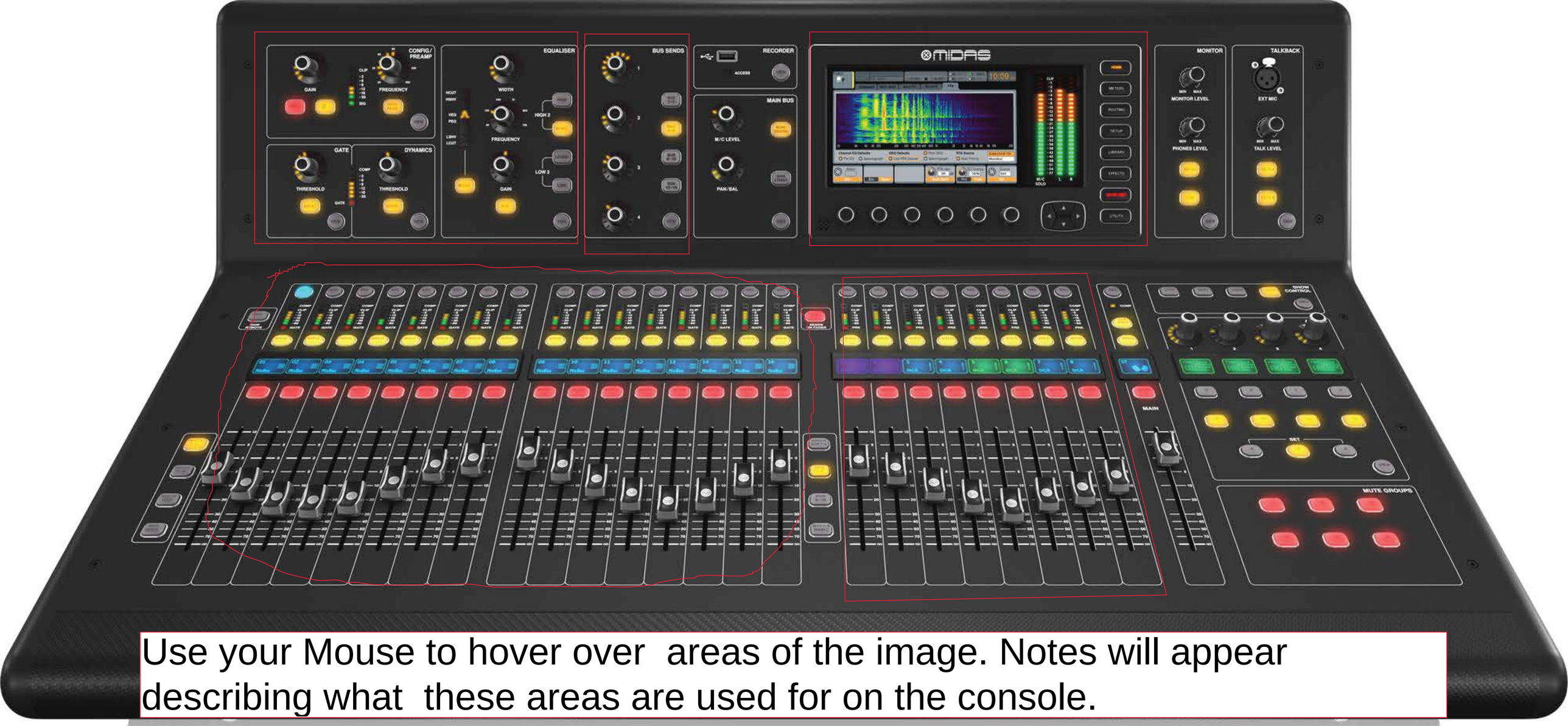
OUTPUTS (called BUSes or Mix Buses in the console)

*The Bus number is directly related to the output connector on the back of the console. This is where you will plug in a cable to send to an amplifier and speaker.

The following two pages of this document will allow you to hover over areas of the console (both the rear attachment area of the console and the controllable Processing and Routing and Output sections). As you hover over the elements of the console, you will be provided with brief notes to help you identify what the sections of the console do.



Use your Mouse to hover over areas of the image. Notes will appear describing what these areas are used for on the console.



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