

DMI STUDIOS – STUDENT ENGINEER LEVELS

LEVEL	CLASSES REQUIRED	RESPONSIBILITIES	PRIVILEGES	PAY SCALE (w/paying client)
Studio Assistant (entry level)	Enrolled in or completed DMI 102 or 111	General assistance throughout facility (gofer, clean up, setup/teardown)	Minimal access (stands, cables, headphones)	Minimum wage
Assistant Engineer (intermediate level)	Completed DMI 102 and DMI 111; Enrolled in (or completed) DMI 103 and DMI 112	Assistant to main engineer on session; responsible for session setup to engineer's specs. Checking in/out gear; On/off sequence in all three studios	Access to selected mics and shop	Minimum wage + \$1.25 per hour
Journeyman Engineer (advance level)	Completed DMI 102, 103, 111, 112; Enrolled in (or completed) DMI 322	Responsible for all aspects of a session, start to finish	Access to all mics	Minimum wage + \$2.50 per hour

STUDENT ENGINEER PROFICIENCIES

LEVEL	WRITTEN	PRACTICAL	LENGTH OF SERVICE
Studio assistant	80% passing grade on written test	100% passing grade on applied test	1 semester +
Assistant Engineer	85% passing grade on written test (including vocabulary)	100 % passing grade on applied test	2 semesters +
Journeyman Engineer	95% passing grade on written test (including	100 % passing grade on applied test	3 semesters +

DMI Student Engineer Studio Proficiency Test (DMI 111)

1. What are the distinguishing characteristics of a waveform?
2. What is the level of the threshold of hearing in db?
3. What is the level (db spl) of the threshold of pain?
4. What is a transducer?
5. What are three microphone types for audio production & how do they work?
6. Name three types of directional response patterns of microphones.
7. What is close mic placement?
8. What is distant mic placement?
9. What is ambient mic placement?
10. What are the fundamental stereo mic placement technics?
11. What is recording direct?
12. What is the "Good Rule"?
13. What is the Nyquist Theorem?
14. What is signal to error ratio?
15. What are the six digital transmission standard?
16. What is latency in a digital audio system?

17. What are the most common audio production file formats that **don't** use data compression?
18. What are the most commonly used soundfile sample rates?
19. What are the most commonly used soundfile bit-rates?
20. What are the two styles of DSP commonly found on most DAWs?
21. What are the main plug-in platforms for DSP currently used in most popular DAWs?
22. Archiving and backup is done to insure against data loss. What are important things to consider?
23. What does MIDI stand for?
24. What is a simple definition of MIDI?
25. What are MIDI connections IN, Out & THRU?
26. What is a preamplifier?
27. What is a frequency discriminating amplifier?
28. What is a distribution amplifier used for?
29. What is a power amplifier?
30. What are the three stages of modern music production?
31. What is monitoring?
32. What is overdubbing?
33. What is a mixdown?
34. What are four types of filter circuits found in equalizers?
35. What are some reasons for using EQ?
36. Name four types of dynamic range processors.
37. Name four types of time-based effects.

38. What is a crossover network?

39. What is the difference in active and passive speaker systems?

40. Why is speaker polarity important?

41. What is the 3 to 1 rule?

INPUT LIST

Input #	Instrument	Microphone	Stand Type	Track Assignment
1	Kick	Audix F12	Short Boom	1
2	Snare	SM-57	Short Boom	2
3	Hi Hat	ECM-50	Standard Boom	3
4	blank			
5	Tom 1	F10	Standard Boom	4
6	Tom 2	F10	Standard Boom	5
7	Floor Tom	F10	Standard Boom	6
8	Crash Cymbal	F15	Standard Boom	7
9	Ride Cymbal	F15	Standard Boom	8
10	Bass	DI	None	9
11	Guitar	SM-57	Short Boom	12
12	Vocal	M179	Large Boom	17
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STUDIO ETIQUETTE TIPS

Some tips to remember if you are serving as a studio assistant, an assistant engineer, or journeyman engineer:

- 1) DON'T offer your opinion unless asked, and even then, offer your opinion VERY carefully.
- 2) Do NOT repeat information you hear in the studio among clients. That is THEIR business.
- 3) You are there to DO YOUR JOB. It that means making coffee and taking out the trash, do it well and with purpose.
- 4) BE COURTEOUS and POLITE even if other people aren't.
- 5) If the atmosphere gets volatile in the studio or control room (which it sometimes will with creative endeavors), learn how to gracefully EXCUSE yourself from the room.

Setup #1

