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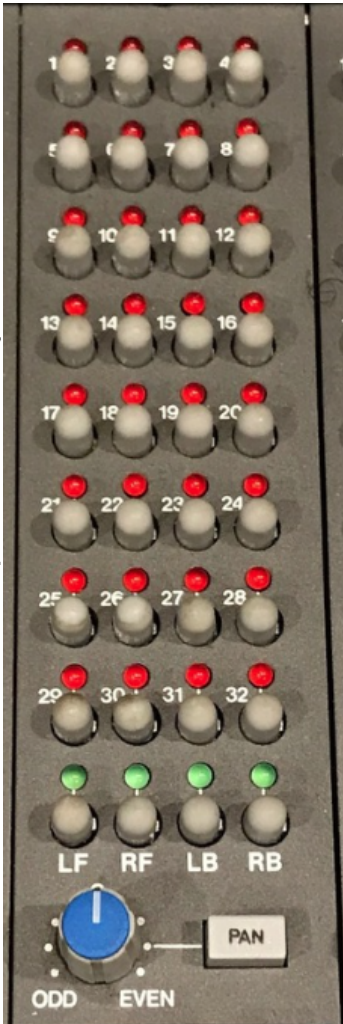
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Routing

Routing refers to the process of directing or connecting audio signals between various sources and destinations in audio or sound systems. It plays a crucial role in audio systems such as mixing consoles or digital audio workstations (DAWs). Here are some key aspects:

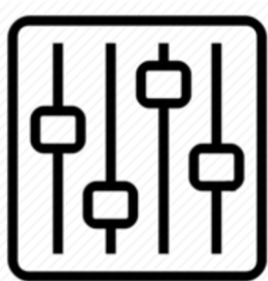
- 1. **Input and Output Routing:** It defines how audio signals enter or exit a mixing console or DAW. Input routing determines how audio signals are captured from sources like microphones, instruments, or other devices, while output routing decides where the audio signals are sent. This is used by mixing engineers to set up which sources go to which channels and where the audio is sent as an output.
- 2. **Signal Processing:** Routing is also used to apply various signal processing and effects to audio

signals. For example, to apply equalization, reverb, delay, or compression to a specific track, the signal must be routed to those respective effects.

3. **Send and Return:** An important concept in mixing is “sending” and “returning.” Sending refers to routing a particular track's audio signal to another track or audio effect, while returning is used to bring that signal back. This is essential for more complex mixing tasks.
4. **Bussing:** Bussing involves grouping multiple tracks' audio signals together for processing or mixing. It allows audio engineers to apply effects or adjustments collectively to a group of tracks.

In summary, “routing” is a fundamental concept in managing and processing audio signals. It is essential for audio engineers and producers to manipulate and control audio projects effectively.

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: (admin@homerecz.com)