

Published based on [The 8 Different Branches Of Audio Engineering](#)

# **The 8 Different Branches Of Audio Engineering**

There are many professions available to someone who has a degree in audio engineering. These people are proficient with a variety of different types of sound and mixing equipment that they use to manipulate music and noises. Most sound engineers choose one aspect of the field to master and start a career with. There are 8 of these different fields that a person can choose from.

Studio engineers work in a studio either alone or with a producer that assists and manages them. They must take different tracks and mix them together to create a balanced and appealing sound. They must be able to recognize the musical and technical aspects of any track and manipulate them so that they sound good together. This is useful for when they have a voice on one track and the music on the other.

A recording engineer uses a mixing board to manipulate different sounds from music, television, and radio. They may also install sound effects and speed up and slow down tempos depending on what sound they are attempting to create. They are most responsible for adjusting the audio to please the customer.

Different tracks can be mixed together by a mixing engineer. This can be useful when you have two different sounds or tracks that need to be mixed. It can be used in any kinds of media that people listen to. It can be used with any kind of sound and works best when several different tracks are utilized.

Games require sound engineers to manage and combine the special effects that make them so fun to play. These engineers will work exclusively on games and will be responsible for adding sounds effects and music that contribute to the overall feel of the game. The sound must be carefully balanced so that it is not overwhelming and is pleasing to the player.

A live sound engineer is responsible for making the sounds produced at a live performance or event sound their best. They may be responsible for setting up speakers in the best places, using a mixing board, and managing any sounds or noises that is required. They commonly work with bands and any other individuals who often give live performances.

Fold back or monitor engineers also work at live performances. Their job is to monitor what the audience hears and adjust it accordingly. They must enhance sounds that the audience is supposed to hear and mute any that they should not hear. An example would be that you do not want the audience to hear the stage hands arguing back stage.

System engineers are responsible for the design, setup, and operation of PA systems. These systems may be really complex and can often be difficult to manage. They must set them up and design them so that they are able to properly manage any of the sounds that are produced.

Films and television shows often have an audio post engineer on staff. These people are responsible for managing all the sounds that come with this type of media. They must be able to correctly balance and enhance the tracks so that the effects are not too overwhelming but are believable to the audience.

There are several different branches that a person interested in [audio engineering](#) can choose from. You should choose which one best suits your interests and talents for a career. Sound engineers must be capable of using a variety of different equipment and must be able to listen and analyze the audio for any given thing.

Ready to channel your inner creativity? Enroll in a [film school](#) for [film studies](#) or one of the many fine art schools in Canada. The career you dreamed of may be just around the corner.

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