Studio Gear

Computer

For most audio work, the latest and greatest computer isn't necessary. There are plenty of ways to optimize your system well enough to at least learn on.

Audio Interface

This could be a simple USB port built into a mic or as complicated as a digital mixer. Usually, it's a small hardware box with 2-8 XLR inputs and a USB, Firewire, or Thunderbolt jack.

Microphones

One great mic is all it takes to learn on and produce music. Most people start with a large-diaphragm condenser in the $50-$300 range. Later, you can add others as budget provides and need demands; just having money is a poor reason to acquire more gear; if it isn't worth the investment, it shouldn't be purchased.

Monitoring Devices

Whether you use headphones, speakers or both, studio-quality is essential. You won't get the same mix from your home stereo or Apple ear buds. If your room is poor, headphones is usually the way to go. If you have a car or home stereo and some ear buds, definitely use them after finishing a mix. If your tune sounds good on every cheap system, your golden!

MIDI Controllers

Keyboards can be 25-88 keys, that feel like a synth or a real piano. Besides keys, MIDI data is controlled via faders, knobs, pads, and others.

Accessories

Mic stands, pop filters, shock mounts, stereo bars, cables of all sorts, headphones for each musician to hear the track/themselves while recording, water bottles, and on and on.

Room Treatment

In a large enough room, a healthy mix of absorption and diffusion is ideal. This treats the main issues of not using treatment and keeps enough reverb in the room to still sound natural. A pleasant, even sound throughout the room is the ultimate goal.