

Getting Great Sounds The Microphone Book

What kind of Troll are you? Everyone from Pop-timists to Funk Fanatics to Rock 'n' Trollers will have fun reading the book and singing like a Troll with the voice-changing microphone. Microphone plays 5 musical riffs inspired by the Trolls World Tour movie and includes 5 voice effects that change your voice as you talk or sing!

The DSLR cinema revolution began over ten years ago. Professional filmmakers, students, video journalists, event video shooters, production houses, and others jumped at the opportunity to shoot cinematic images on these low budget cameras. The first edition of

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the book mapped the way focusing exclusively on DSLRs. This new edition shows how you can create stunning cinematic images using low budget cinema cameras, from iPhones to the C200. The author examines new cameras and new projects as filmmakers shoot action movies with the Panasonic GH5, craft personal stories with Blackmagic's Pocket Cinema Camera, make documentaries and short films with the Canon C100 Mark II, and create music videos with the 5D Mark IV. This book, like the previous edition, takes the wisdom of some of the best shooters and empowers you to create visually stunning images with low budget cinema cameras. It includes six all new case studies, as well as updated examples from short films and documentaries. This book

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contains the essential tools to make you a better visual storyteller.

FEATURES An examination of the creative and technical choices filmmakers face—everything from why we move cameras to shooting flat in order to widen the dynamic range of cameras Case studies from documentary filmmakers, news shooters, fiction makers, a visual anthropologist, and recent film school graduates An updated list of gear for low-budget filmmakers, including a section on what to look for in the gear you need to shoot and edit your projects

An encyclopedic reference for guitarists, written by the editors of the world's most respected guitar magazine, offers valuable information for improving their playing and features exclusive

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interviews with masters such as Chet Atkins, Duane Allman, Jimi Hendrix, Frank Zappa, and more. Original. This is the definitive reference for microphones and loudspeakers, your one-stop reference covering in great detail all you could want and need to know about electroacoustics devices (microphones and loudspeakers). Covering both the technology and the practical set up and placement this guide explores and bridges the link between experience and the technology, giving you a better understanding of the tools to use and why, leading to greatly improved results. * The most comprehensive guide available, heavily illustrated with clear helpful diagrams, charts and equations * Timesaving, one stop reference covering both technology and practical tips and problem

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solving * Authored by highly
respected industry veterans leaders
in the field

Home Recording For Musicians For
Dummies

The Guitar Player Book

Hands-On Guide to Webcasting

Microphones and Loudspeakers

Recording Guitar and Bass

The Microphone Book

Record on a tablet or in your home
studio Capture live sounds or record
virtual instruments Edit, mix, and
master your final tracks Record like
a pro—wherever you want You no
longer need an expensive
professional studio to record pitch-
perfect music. Today, the tools to
create high-fidelity, multi-track
audio are found on computers,
tablets, and even smartphones. This

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friendly, no-jargon guide from a master musician, composer, and recording engineer shows you how to use technology to lay down, edit, mix, and master your ideas. Along the way you'll get insider tips that help you create your sound and transform your good recordings into great ones.

Inside...

- Acquire the right hardware
- Find the ideal recording space
- Get to know different mics
- Record live or virtual sounds
- Get rhythmic with tracks and loops
- Enhance and edit tracks
- Polish songs to perfection
- Distribute your finished product

In "Hands-On Guide to Webcasting," industry experts address the fastest-growing application for streaming media - broadcasting live audio and video on

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the Internet. Used in all industry verticals from corporate to entertainment, this book provides an end-to-end technical overview of the webcasting process. Providing you with step-by-step instructions from audio/video production, encoding and authoring to delivery and business issues, this guide provides both the depth and breadth necessary for mastery of the subject. With millions of viewers looking to the Web as their source of entertainment and news, high-quality Web video is in demand like never before. Whether you're an expert in video production or are just getting started, you need to know how to produce the best video possible for the Web and then make

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sure it gets seen by a wide audience. Here to guide you on everything about planning and shooting, editing, choosing a distributor, marketing your video, and making a profit, author and producer Jennie Bourne takes you through the steps to getting your video from concept to prominence on the Web. Web Video gives you practical, step-by-step instruction and advice from top experts in the field, with hands-on projects and footage available for download at the author's Web site, www.webvideobook.tv. You'll learn everything you need to know to create great video, get it noticed, and make it pay off, including: Web video production techniques for a variety of genres, including events,

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interviews, how-tos, video blogs, and news and dramatic shows What it takes to make your video a viral hit on the Web How to shoot high-quality video that stands out, with real-world tips from Web video professionals Editing techniques that draw in viewers and hold their attention Compression and formatting tips to make your video look great Advice on creating a distribution plan that fits your needs How to profit from advertising or selling your video How to choose and use microphones was once a skill passed down from senior sound engineers to their assistants as they would listen and learn by observation. Today, few large studios have assistant

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engineers, and an overwhelming number of studios are operated by their owners who are self-taught and do not have the benefit of the "big studio" tutelage. *Getting Great Sounds: The Microphone Book* imparts these microphone tips and tricks of the pros to make them available to any sound engineer or home studio enthusiast. It explains all aspects of all kinds of microphones, how they work, and how to use them in session recording. The conversational narrative style presents technical aspects in an easy-to-understand, humorous fashion, based on the real-life experiences of its author, a well-known recording engineer. Microphones are the first link in the amplification and

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processing of acoustic sound. Microphones capture the ever-changing instant of atmospheric pressure that passes by them. They are the windows through which we observe what someone has heard, what someone has played, what someone has said, and what someone has sung. Microphones are transducers. They change acoustic sound vibration into an oscillating electrical signal. They also uniquely transduce meaning. The most elusive vibrations-and the ones most sought after-are those that emerge from and are touched by the human soul. Central to capturing this elusive soul, this hidden spirit, are microphones. Somewhere within the sound they capture is the soul that

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differentiates a recording that moves the listener from one that does not. What makes it happen in one case but not in another? When someone uses a microphone, he/she attempts to enhance each sound's essence by selecting the microphone that brings out the desired "best" view of the sound, much as a painter might use different brushes and paints, pencils, or chinks to create textures. For example, the mic that is above the cymbals or on the hi-hat may not be the best choice for the toms, kick, or snare of a drum set. The best microphone for a given sound is the one that picks up the vibrations of an instrument as the player always imagined his performance should sound. The path to the perfect sound

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is a journey that includes the technology that follows the microphone's signal path and the acoustic environment that surrounds the sound source and precedes the microphone. This book is all about microphones and how to use them to get great sounds. The Microphone book includes an expansive appendix on audio signal processor and how to use them: Reverb, Delay, Equalizers, Compressors, Gates, Limiters, Expanders.

Post Sound Design

Speaker Camp

Producing Great Sound for Digital
Video

The Recording Engineer's
Handbook

The Mix

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How to Make Great Audio
Recordings Without Breaking the
Bank

The NAB Engineering Handbook provides detailed information on virtually every aspect of the broadcast chain, from news gathering, program production and postproduction through master control and distribution links to transmission, antennas, RF propagation, cable and satellite. Hot topics covered include HD Radio, HDTV, 2 GHz broadcast auxiliary

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services, EAS, workflow, metadata, digital asset management, advanced video and audio compression, audio and video over IP, and Internet broadcasting. A wide range of related topics that engineers and managers need to understand are also covered, including broadcast administration, FCC practices, technical standards, security, safety, disaster planning, facility planning, project

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management, and engineering management. Basic principles and the latest technologies and issues are all addressed by respected professionals with first-hand experience in the broadcast industry and manufacturing. This edition has been fully revised and updated, with 104 chapters and over 2000 pages. The Engineering Handbook provides the single most comprehensive and accessible resource available for engineers

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*and others working in production, postproduction, networks, local stations, equipment manufacturing or any of the associated areas of radio and television. * An National Association of Broadcasters official publication * Over 100 industry leaders combine their knowledge and expertise into one comprehensive reference * Completely revised to add many new technologies such as HDTV, Video over IP, and*

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more

Written by Digital Video columnist and Clio-winning sound designer Jay Rose, this book explains hundreds of real-world techniques to use from pre-production through mix. You get how-tos, tips and time-savers, plus tutorials on key skills such as dialog and music editing. With an audio CD of sample tracks and diagnostic tools, this is a complete audio training resource as well as a quick problem-

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solving guide.

*First Person Shooter
tactics tips and tricks.
Everything you'll ever
need to know for your
ultimate performance in
FPS multilayer games
like Call of Duty and
Battlefield.*

*Hands-on practical guide
covering all aspects of
recording, ideal for
beginning and
intermediate recording
engineers, producers,
musicians and audio
enthusiasts. Filled with
tips and shortcuts, this
book offers advice on*

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equipping a home studio (both low-budget and advanced), suggestions for set-up, acoustics, choosing monitor speakers, and preventing hum. This best-selling guide also tells how to judge recordings and improve them to produce maximum results. New material covered in the 5th edition to include:

- * complete revision and update of digital media sections*
- * new section on mixing tips*
- * new section on podcasts and file sharing*
- * new*

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*section equipment and
connector levels * new
section function and
connector types * new
section on digital
metering * new section
exporting projects from
other studios * new
photos*

The Microphone Booking

Avid Editing

Mic It!

Radio World

*The Art and Craft of
Audio Post Production
for the Moving Image*

*Microphones, Microphone
Techniques, and Their
Impact on the Final Mix*

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Voice & Vision is a comprehensive manual for the independent filmmakers and film students who want a solid grounding in the tools, techniques, and processes of narrative film in order to achieve their artistic vision. This book includes essential and detailed information on relevant film and digital video tools, a thorough overview of the filmmaking stages, and the aesthetic considerations for telling a visual story. The ultimate goal of this book is to help you develop your creative voice while acquiring the solid practical skills and confidence to use it. Unlike

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many books that privilege raw technical information or the line-producing aspects of production, *Voice & Vision* places creativity, visual expression, and cinematic ideas front and center. After all, every practical decision a filmmaker makes, like choosing a location, an actor, a film stock, a focal length, a lighting set-up, an edit point, or a sound effect is also an expressive one and should serve the filmmaker's vision. Every decision, from the largest conceptual choices to the smallest practical solutions, has a profound impact on what appears on

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the screen and how it moves an audience. "In Practice sidebars throughout Voice & Vision connect conceptual, aesthetic and technical issues to their application in the real world. Some provide a brief analysis of a scene or technique from easily rentable films which illustrate how a specific technology or process is used to support a conceptual, narrative, or aesthetic choice. Others recount common production challenges encountered on real student and professional shoots which will inspire you to be innovative and resourceful when you are solving your

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own filmmaking challenges. Audio recordings are the calling card with which musicians share and promote their work so a knowledge of recording techniques and technologies is essential to the 21st century musician. *Recording On a Budget* provides a comprehensive introduction to the recording arts from a budget-conscious perspective. Written by a professional musician and educator, this book is ideal for musicians, educators, music students, songwriters and hobbyists. A central theme of the book is that it is possible to make quality recordings with a modest selection of

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recording tools. Chapters cover the selection and use of all of the components of a project studio including microphones, mixer, computer, digital audio workstation software, and signal processors.

Additional chapters provide a solid foundation in acoustics, audio recording, podcasting, mixing and mastering. The final chapter of the book features do-it-yourself projects that can be completed with a modest selection of tools. Most musicians have developed their ears to a high level so a special focus is placed on the development of recording technique through

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experimentation and the application of critical listening skills. The book is supported by an online resource of nearly 250 audio excerpts detailing all of the primary topics of the book. Recording on a Budget is ideal for: ? Musicians who are interested in recording a quality CD or demo ? Choir, orchestra, and band directors who want to record vocal or instrumental ensemble ? Student performers and composers who wish to record a performance or produce their own music ? Bands interested in recording live concerts or recording an album in a home studio ? Videographers

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interested in recording location sound, voice-overs or music ? Songwriters who wish to produce a quality demo ? Podcasters and ALL who want to make quality recordings without spending fortunes on equipment. Readers will learn ? to cut budget corners without sacrificing audio quality ? to choose the right microphone for the job (and where to place it) ? to assemble an equipment rack, mixing desk, and speakers stand ? to avoid common mistakes ? And to be creative and have fun with recording technology Visit the companion website at www.oup.com/us/recordingonabudg

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et for free selection of sample recordings!
Provides step-by-step instructions on creating Flash animation, covering such topics as transformation and distortion, masking, motion techniques, character animation, working with sound, and interactivity. Capture great sound in the first place, and spend less time "fixing it in the mix" with Ian Corbett's Mic It! Microphones, Microphone Techniques, and Their Impact on the Final Mix. With his expert guidance, you'll quickly understand essential audio concepts as they relate to microphones and

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mic techniques, and learn how to apply them to your recording situation. Whether you only ever buy one microphone, are equipping a studio on a budget, or have a vast selection of great mics to use, you'll learn to better use whatever tools you have. Mic It! gives you the background to design and discover your own solutions to record the best sound possible. The information in these pages will help you record great source tracks that can be easily developed into anything from ultra-clean mixes to huge, organic soundscapes. Beginning with essential audio theory, then discussing the desirable

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characteristics of good sound and the elements of a good stereo recording, the book covers microphones, mono and stereo mic techniques, the effect of the recording space or room, and large classical and jazz ensemble recording. A variety of mic techniques for vocals and instruments (both individual and groups) are presented, ranging from vital knowledge that no novice should be without, to advanced techniques that more experienced engineers can explore to benefit and vary the sound of their recordings. Corbett explains large room vs. layer-by-layer small-room recording

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situations, presents the best techniques for each, and shares typical production challenges and their resolutions. The book provides in depth information on how different mic techniques can be used, modified and fine-tuned to capture not only the best sound, but the best sound for the mix, as well as how to approach and set up the recording session, mixing, and avoid common recording and mixing mistakes.

The Step- By- Step Approach to Professional Audio

Recording

Web Video

Live Audio

How to Cheat in Adobe Flash

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CS5

Broadcast, Desktop, and CD
Audio Production

EQ.

Post Sound Design provides a practical introduction to the fascinating craft of editing and replacing dialog, creating Foley and sound effects, editing music, and balancing these elements to a final mix. Based on years of experience and teaching this material to students at Drexel University, award-winning film composer John Avarese offers user-friendly knowledge and stimulating exercises to help compose story, develop characters and create emotion through

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skillful creation of the sound track. Starting each chapter with a real-life example, the textbook is structured in such a way to create a fundamental understanding of the physics and the biological foundation of hearing, and putting it into practice with suggested movie scenes demonstrating the discussed audio techniques. Post Sound Design engagingly demonstrates the individual areas essential to creating a soundtrack that will enhance any media production.

(Technical Reference). More than simply the book of the award-winning DVD set, Art &

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Science of Sound Recording, the Book takes legendary engineer, producer, and artist Alan Parsons' approaches to sound recording to the next level. In book form, Parsons has the space to include more technical background information, more detailed diagrams, plus a complete set of course notes on each of the 24 topics, from "The Brief History of Recording" to the now-classic "Dealing with Disasters." Written with the DVD's coproducer, musician, and author Julian Colbeck, ASSR, the Book offers readers a classic "big picture" view of modern recording technology in

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conjunction with an almost encyclopedic list of specific techniques, processes, and equipment. For all its heft and authority authored by a man trained at London's famed Abbey Road studios in the 1970s ASSR, the Book is also written in plain English and is packed with priceless anecdotes from Alan Parsons' own career working with the Beatles, Pink Floyd, and countless others. Not just informative, but also highly entertaining and inspirational, ASSR, the Book is the perfect platform on which to build expertise in the art and science of sound recording.

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How to choose and use microphones was once a skill passed down from senior sound engineers to their assistants as they would listen and learn by observation. Today, few large studios have assistant engineers, and an overwhelming number of studios are operated by their owners who are self-taught and do not have the benefit of the "big studio" tutelage. Getting Great Sounds: The Microphone Book imparts these microphone tips and tricks of the pros to make them available to any sound engineer or home studio enthusiast. It explains all aspects of all

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kinds of microphones, how they work, and how to use them in session recording. The conversational narrative style presents technical aspects in an easy-to-understand, humorous fashion, based on the real-life experiences of its author, a well-known recording engineer. Now in its eighth edition, Broadcast News Writing, Reporting, and Producing is the industry's leading textbook covering all aspects of the three pillars of broadcast news. The book discusses the key strategies and terms of newsgathering and delivery by providing real-world, professional

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*advice for broadcast
journalists in the modern-
day newsroom. New to the
eighth edition is the Best
Apps feature, which
identifies the most
productive apps used by
working journalists when
covering stories. The book
also covers the ever
increasing diversity of the
journalism field and brings
in new voices from
professionals working in the
industry to discuss these
topics. Other new additions
include in-depth discussions
of fake news, expanded
coverage of social media in
the newsroom, and an
overview of the latest
advances in technology*

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*available to television and
radio news reporters.*

*Broadcast News Writing,
Reporting, and Producing
remains the best book for
undergraduate students in
journalism writing,
producing, newsgathering,
and multimedia courses. An
accompanying companion
website features resources
to help instructors deliver
online courses, including
Powerpoints, Quizlets, and a
sample syllabus.*

*The Art of Mixing a Show
Voice and Vision: A Creative
Approach to Narrative Film
and DV Production*

*Trolls 2 Voice Changing
Microphone*

Making It Great, Getting It

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Noticed

*40 Years of Interviews,
Gear, and Lessons from the
World's Most Celebrated
Guitar Magazine*

The Microphone Book is the only guide you will ever need to the latest in microphone technology, application and technique. This new edition features, more on microphone arrays and wireless microphones; a new chapter on classic old models; the latest developments in surround; expanded advice on studio set up, recording and mic selection; improved layout for ease of reference; even more illustrations. John Eargle

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provides detailed analysis of the different types of microphones available. He then addresses their application through practical examples of actual recording sessions and studio operations. Surround sound is covered from both a creative and a technical viewpoint. This classic reference takes the reader into the studio or concert hall to see how performers are positioned and how the best microphone array is determined. Problem areas such as reflections, studio leakage and isolation are analyzed from practical viewpoints. Creative solutions

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to such matters as stereo sound staging, perspective, and balance are also covered in detail. Recording and sound reinforcement engineers at all levels of expertise will find The Microphone Book an invaluable resource for learning the 'why' as well as the 'how' of choosing a microphone for any situation. Derry provides details of PC audio editing to give readers a complete understanding of what is involved in audio productions. This edition features new advances in Cool Edit Pro, including MP3 and audio for the Web, real-time effects and CD burning. Recording Tips for Music

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Educators: A Practical Guide for Recording School Groups provides a go-to guide for music educators to plan and execute a successful recording project for school groups. For those teachers who are not comfortable with the recording process, this book functions as a catalyst to becoming comfortable with the planning, execution, and use of a school recording project. One of the most valuable tools for teaching is for students to be able to evaluate themselves. A good recording of the group helps students listen critically and make accurate evaluations of how well they have

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performed literature they have been taught over time.

Covering planning, equipment needs, and equipment use, *Recording Tips for Music Educators* ensures that educators not trained in music production will be able to create praise-worthy recordings.

Working as a recording engineer presents challenges from every direction of your project. From using microphones to deciding on EQ settings, choosing outboard gear to understanding how, when and why to process your signal, the seemingly never-ending choices can be very

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confusing. Professional Audio's bestselling author Bobby Owsinski (The Mixing Engineer's Handbook, The Mastering Engineer's Handbook) takes you into the tracking process for all manner of instruments and vocals-- providing you with the knowledge and skill to make sense of the many choices you have in any given project. From acoustic to electronic instruments, mic placement to EQ settings, everything you need to know to capture professionally recorded audio tracks is in this guide. First Person Shooter tactics tips and tricks. Everything you'll

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ever need to know for ultimate FPS performance in multilayer games like Call of Duty and Battlefield.

Recording on a Budget

DSLR Cinema

Home Recording For Dummies

Bridging Science and Creativity

A beginner's guide to filmmaking on a budget

Popular Science gives

our readers the

information and tools to improve their technology and their world. The

core belief that Popular

Science and our readers share: The future is

going to be better, and

going to be better, and

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science and technology are the driving forces that will help make it better.

Completely updated for current HD, UHD, 2K, and 4K workflows, Avid Editing blends the art and aesthetics of motion picture editing with technical, hands-on instruction. Appropriate for beginners and intermediate users who need to refresh their knowledge of essential post-production techniques, this fully revamped and full-color

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sixth edition is also an excellent tool for editors coming to Avid from other non-linear editing platforms.

Topics covered include trimming, audio, effects, titles, color correction, customization, inputting, and outputting. A robust accompanying online eResource features professionally shot footage and Avid project files, allowing readers to work alongside the lessons taught in the

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book. The new edition covers:

- Avid Media Composer licensing choices
- Changes to the Avid user interface
- Basic and advanced visual effects
- Mastering Avid's audio tools
- Exploring Avid's Title Tool and NewBlue Titler Pro
- Understanding double-system sound techniques
- Syncing picture and sound files
- Understanding and applying LUTs
- The latest HD, UHD, 2K, and 4K Workflows
- Capture great sound in

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the first place and spend less time "fixing it in the mix" with Ian Corbett's Mic It! With this updated and expanded second edition, you'll quickly understand essential audio concepts as they relate to microphones and mic techniques and learn how to apply them to your recording situation. Mic It! gives you the background to explore, discover, and design your own solutions, enabling you to record great source

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tracks that can be developed into anything from ultra-clean mixes to massive, organic soundscapes. Beginning with essential audio theory and a discussion of the desirable characteristics of "good sound", Mic It! covers microphones, mono and stereo mic techniques, the effect of the recording space or room, and large classical and jazz ensemble recording. This second edition also features new chapters on immersive audio,

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immersive recording concepts, drum tuning, and recording techniques for audio for video. *Mic It!* provides in-depth information on how different mic techniques can be used, modified, and fine-tuned to capture not only the best sound, but the best sound for the mix, as well as how to approach and set up the recording session, prepare for mixing, and avoid common recording and mixing mistakes. • Train your ears with practical

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audio examples on the companion website. • Develop and test your knowledge as you learn, with concise, applicable exercises and examples that cover the concepts presented. • Record the best sound possible in any situation with Mic It! Corbett's expert advice ranges from vital knowledge no novice should be without, to advanced techniques that more experienced engineers can explore to benefit and vary the sound of their

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recordings. Whether you only ever buy one microphone, are equipping a studio on a budget, or have a vast selection of great mics to use, with Mic It! you'll learn how to make the most of the tools you have.

Are you interested in getting out of the audience observing and onto the stage sharing your thoughts, ideas, and experience with the world? If so, Speaker Camp is for you! Russ Unger and Samantha

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Starmer are seasoned and popular presenters at venues such as South by Southwest, and numerous other events around the world. Their insights and expertise will guide you through the steps you need to take to be in the limelight too. Using a clear and concise workshop-like approach, you'll learn to: brainstorm ideas, create an abstract, craft a biography, organize and structure content, practice your presentation, prepare to

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present to an audience
What's more, Speaker
Camp covers the
mechanics of presenting
material onstage,
managing an audience,
and how to approach
making updates and
revisions to
presentations after
you've given them.
You've got a lot to say,
and people deserve to
hear it!

iMovie 2 For Dummies?
Electroacoustic Devices
Producing Great Sound
for Film and Video
Getting a Great Sound

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Every Time You Record
The Art of Design and
Animation

The Book

"Make your film and video projects sound as good as they look with this popular guide. Learn practical, timesaving ways to get better recordings, solve problems with existing audio, create compelling tracks, and boost your filmmaking to the next level! In this fourth edition of Producing Great Sound for Film and Video, audio guru Jay Rose revises his popular text for a new

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generation of filmmakers. You'll find real world advice and practical guidelines for every aspect of your soundtrack: planning and budgeting, field and studio recording, editing, sound effects and music, audio repair and processing, and mixing. The combination of solid technical information and a clear, step-by-step approach has made this the go-to book for producers and film students for over a decade. This new edition includes: - Insights and from-the-trenches tips

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from film and video
professionals - Advice on
how to get the best
results from new equipment
including DSLRs and
digital recorders -
Downloadable diagnostics
and audio examples you can
edit on your own computer
- Instruction for dealing
with new regulations for
wireless mics and
broadcast loudness -
Techniques that work with
any software or hardware -
An expanded "How Do I Fix
This?" section to help you
solve problems quickly -
An all new companion
website

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(www.GreatSound.info) with audio and video tutorial files, demonstrations, and diagnostics Whether you're an aspiring filmmaker who wants rich soundtracks that entertain and move an audience, or an experienced professional looking for a reference guide, *Producing Great Sound for Film and Video, Fourth Edition* has the information you need"--
Drum Sound and Drum Tuning assists drummers, sound engineers, and music students in learning critical skills related to drum sound and achieving

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an optimised and personalised drum kit set-up. The book covers the essential theories of percussion acoustics and develops this knowledge in order to facilitate creative approaches to drum tuning and professional-level recording and mixing of drums. All aspects of drumhead vibration, drumhead equalisation, and resonant drumhead coupling are de-mystified, alongside discussions relating to drumhead types, drum shell vibration, and tuning to

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musical intervals for different performance genres. The book develops drum sound theory and creative analysis into a detailed dissection of recording and production techniques specifically for drums, including discussions on studio technologies, room acoustics, microphone techniques, phase coherence, and mixing drums with advanced digital audio workstation (DAW) techniques and creative processing tools. Drum Sound and Drum Tuning includes many practical

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hands-on exercises that incorporate example tutorials with Logic Pro and iDrumTune Pro software, encouraging the reader to put theory into immediate creative practice and to develop their own listening skills in an informed and reflective manner. The book also documents primary interviews and opinion from some of the world's most celebrated drummers, music producers, and sound engineers, enabling the reader to connect the relevant theories with real-world

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context, whilst refining their own personalised approach to mastering drum sound.

Offers a practical and technical guide to mixing live sound in a variety of venues, including tips on choosing the right equipment and working with the band.

The definitive guide to the acoustic properties of all types of guitars and how to record and process their sounds, from microphone selection and placement to using effects and much more.

A Practical Guide for

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Recording School Groups
Internet Event and AV
Production

Tactical Shooter Pro
Gaming Performance Guide
Practical Recording
Techniques

Drum Sound and Drum Tuning
Alan Parsons' Art &
Science of Sound Recording

For the first time, making and editing your own movies is as easy as plugging in your camera, turning on your iMac and double-clicking the iMovie icon. What the iMac did for Internet access iMovie will do for video editing. iMovie for Dummies not only shows you

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the ins and outs of using iMovie, it also shows you the techniques and tricks to making professional-looking video. Storyboards, effects, titles, sound, music, manipulating tracks -- these authors cover it all in an engaging and entertaining fashion that will make learning to make movies as much fun as watching them!

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