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Vols. for 1970-71
includes
manufacturers
catalogs.

"Behind the Sound
Cart: A Veteran's

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Guide to Sound on the Set" details how the entire Sound team functions on today's movie and television sets, while illuminating the overall picture of life on a production. Patrushkha takes you from the first work call to the final wrap, explaining the

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order of the work and the details that her decades of experience provides, so you may avoid mistakes that may sabotage your career before it's even started. This book describes the job of the UST (Utility Sound Technician), a

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career almost invisible, yet extremely interesting, exciting- and paying up to six figures a year. This book details how to act, how to relate to the crew, how to deal with and solve problems that are not just about sound itself-things you don't

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learn at film school.

Patrushkha

Mierzwa, one of the
first female boom
operators in

Hollywood, has

worked on over 80
movies and

television projects
for major directors

including Robert

Rodriquez, Quentin

Tarantino, James

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Gray, and Robert Altman. She has been a judge for the Emmys, an IATSE Sound Local 695 director, and given workshops globally over her long career in the industry. Her Sound Oscar-nominated shows include "Ad Astra" and "Once Upon a

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"Time?in Hollywood".

This book
condenses 40 years
of experience into a
practical guide for
you to be able to
walk onto a film set
with the confidence
of a sound ninja.

-Stuart Wilson,
Sound Oscar winner,
1917 This is my go-
to reference and

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should be in every film school on the globe.-Simon Clark, Head of Location Sound Recording, National Film & Television School, EnglandI think this is really going to help students, super down to earth, logical and clear. I knew that it'd be a

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great book after your visits and sessions with our students. You're a wonderful speaker and your voice comes right through clearly and concisely in this book. Congratulations again and I hope we get to invite you back to Greenwich again in the near

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future! -Dr Andrew Knight-Hill,
University of Greenwich, London.
Music Engineering is a hands-on guide to the practical aspects of electric and electronic music. It is both a compelling read and an essential reference guide for anyone

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using, choosing, designing or studying the technology of modern music. The technology and underpinning science are introduced through the real life demands of playing and recording, and illustrated with

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references to well known classic recordings to show how a particular effect is obtained thanks to the ingenuity of the engineer as well as the musician. Written by a music enthusiast and electronic engineer, this book covers the

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electronics and physics of the subject as well as the more subjective aspects. The second edition includes an updated Digital section including MPEG3 and fact sheets at the end of each chapter to summarise the key electronics and

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science. In addition to instruments and recording technology, this book covers essential kit such as microphones, sequencers, amplifiers and loudspeakers. Discover the potential of electronics and

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computers to transform your performances and recordings Develop an understanding of the engineering behind state of the art instruments, amplifiers and recording equipment Handbook of Recording Engineering

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Future Music

Keyboard Magazine

Presents Vintage

Synthesizers

The Synthesizer

Recording

Engineer/producer

Popular Science

gives our readers

the information

and tools to

improve their

technology and

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their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better. Explains how

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**synthesizers
work, describes
various models,
and suggests
tests that can be
used to compare
and evaluate
different
systems.**

**Some issues,
Aug. 1948-1954
are called: Radio-
electronic**

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**engineering
edition, and
include a
separately
numbered and
paged section:
Radio-electronic
engineering
(issued
separately Aug.
1954-May 1955).
Publication of the
Society of Motion**

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**Picture and
Television
Engineers
Critical Listening
Skills for Audio
Professionals
Aaron Marks'
Complete Guide
to Game Audio
Exporters
Directory/U.S.
Buying Guide
Mixing Secrets**

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*In just 24
lessons of one
hour or less,
learn how to
start using
Unreal Engine 4
to build
amazing games
for Windows,
Mac, PS4, Xbox
One, iOS,*

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***Android, the
web, Linux-or
all of them!
Sams Teach
Yourself Unreal
Engine 4 Game
Development in
24 Hours' strai
ghtforward,
step-by-step
approach shows
you how to work
with Unreal***

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***Engine 4's
interface, its
workflows, and
its most
powerful
editors and
tools. In just
hours you'll be
creating
effects,
scripting
warfare,
implementing***

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***physics-even
developing for
mobile devices
and HUDs. Every
lesson builds
on what you've
already
learned, giving
you a rock-
solid
foundation for
real-world
success.***

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Organize new projects and work with the Gameplay Framework Master Unreal's units and control systems Import 3D models and work with the Static Mesh Editor Create new

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***landscapes and
use Unreal's
foliage system
Bring
characters and
creatures to
life with the
Persona Editor
Apply materials
and build
lighting
Integrate and
modify audio***

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*with the Unreal
Sound Cue
Editor Craft
particle
effects and
simulate
physics Set up
and react to
player inputs
Build levels
and entirely
new worlds Get
started with*

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*powerful
Blueprint
visual
scripting
system Script
an arcade game
from start to
finish Create
events that
respond to
player actions
Spawn Actors
during gameplay*

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***Design and
create action-
based
encounters
Optimize games
for mobile
devices and
touch-based
inputs Build
menus with
Unreal's UMG UI
Designer
Prepare your***

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*game for
deployment Step-
by-step
instructions
carefully walk
you through the
most common
Unreal Engine 4
game
development
tasks.
Practical,
hands-on*

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examples show you how to apply what you learn. Quizzes and Exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions. All

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the project files and assets you'll need are available for download, including "before-and-after" files demonstrating initial setup and proper completion for

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**every exercise.
In its 114th
year, Billboard
remains the
world's premier
weekly music
publication and
a diverse
digital,
events, brand,
content and
data licensing
platform.**

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Billboard
*publishes the
most trusted
charts and
offers
unrivaled
reporting about
the latest
music, video,
gaming, media,
digital and
mobile
entertainment*

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***issues and
trends.***

***Practical
Recording
Techniques,
Second Edition
is a hands-on,
practical guide
for beginning
and
intermediate
recording
engineers,***

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***producers,
musicians, and
audio enthusiasts--anyone who
wants to make
better
recordings by
understanding
recording
equipment and
techniques. The
book prepares
the reader for***

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work in a home studio, small professional studio, or an on-location recording session. The book offers up-to-date information on the latest recording technology,

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*such as digital
tape recording,
hard-disk
recording,
keyboard and
digital
workstations,
SMPTE, and
MIDI. It also
guides the
beginner
through the
basics, showing*

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*how to make
quality
recordings with
the new breed
of inexpensive
home-studio
equipment.
Other topics
include:
Choosing and
operating
recorder mixers
based on*

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cassette, Mini-Disc, and hard disk; Hum prevention; The latest monitoring methods; Microphone selection and placement; Audio-for-video techniques; Troubleshooting

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***bad sound;
guidelines for
good sound.
With its step-
by-step
approach and
easy-to-read
format, this is
the ideal book
for anyone who
wants to create
professional
sound***

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recordings.

Basic Mixing

Techniques

MacRae's Blue

Book

Including 3D

Audio

Techniques

A Veteran's

Guide to Sound

on the Set

Kemps

International

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***Music &
Recording
Industry Year
Book***

*In music
recording, the
quality of a mix
is every bit as
important as the
quality of the
performance,
and potential hit*

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*singles have
been ruined by
poor mixing.
Basic Mixing
Techniques
blows the lid off
the secrets of
mixing and
explains in easy
and illustrated
terms how you
can create a pro*

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professional-quality recording with even the most basic equipment. Whether trying to land that first big gig or working to perfect the necessary skills to fill a game

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*world with
sound, Aaron
Marks' Complete
Guide to Game
Audio 3rd
edition will
teach the reader
everything they
need to know
about the audio
side of the multi-
million dollar*

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video game industry. This book builds upon the success of the second edition with even more expert advice from masters in the field and notes current changes within

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*the growing
video game
industry. The
tools of the
trade excerpts
will showcase
what
professionals,
like Marty
O'Donnell,
Richard Jacques
and Tom Salta,*

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*use to create
their work and
to help
newcomers in
the field prepare
their own sound
studios. Sample
contracts are
reviewed within
the text as well
as helpful advice
about*

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contractual terms and negotiable points. These sample contracts can also be found as a downloadable zip for the reader's convenience.

Aaron Marks

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*also explores
how to set your
financial terms
and network
efficiently along
with examples
of how projects
can go
completely awry
and achieving
the best results
in often*

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complicated situations. Aaron Marks' Complete Guide to Game Audio serves as the ultimate survival guide to navigating an audio career in the video game industry. Key Features New,

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*full color edition
with a complete
update of
information.
Added and
expanded
coverage of field
recording for
games, creating
voiceovers,
adaptive and
interactive audio*

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and other cutting edge sound creation and implementation techniques used within games. Update/Replacement of interviews. Include interviews/features on

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*international
game audio
professionals
New and
expanded
interview
features from
game
composers and
sound designers
of every
experience level*

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*such as Keith
Arem, Bradley
Meyer,
Christopher Tin
and Rodney
Gates including
many
international
professionals
like Pasi
Pitkanen,
Henning Nugel*

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*and Christos
Panayides.*

*Expanded and
updated game
console*

*coverage of the
Wii, Wii U, Xbox
360, Xbox One,
PS3 and PS4.*

*Includes new
scripting and
middleware*

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concepts and techniques and review of powerful tools such as FMOD and Wwise.

The Handbook of Recording Engineering is a logical outgrowth of the first two editions

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*of Sound
Recording. The
ten years since
the first edition
have seen no
slackening in
the
development of
recording
technology, and
they have wit-
nessed an*

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*almost
phenomenal
growth in the
teaching of
recording and
audio
engineering at
all academic
levels. The
earlier editions
of Sound
Recording have*

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been widely used as texts at all educational levels, and it is the author's intent in the Handbook of Recording Engineering to produce a book which is even more suited to

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*these purposes.
At the same
time, the book
has been
organized as a
true handbook,
which presents
of reference
material in
easily accessible
form. a broad
array The*

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organization of the book is unique in that it progresses as the signal transmission chain itself does- from the recording venue on through the micro phone, transmission

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channel, and finally to the listening environment. The first six chapters thus form a logical sequence, and the author recommends that in structures using the

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Handbook follow them accordingly. Chapter One presents a discussion of acoustical fundamentals, including an introduction to some basic psychoacoustica

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I considerations having to do with performance spaces. Chapter Two covers the basic operating principles of microphones, while Chapter Three extends the discussion of

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microphones to cover the entire range of stereophonic imaging phenomena.

*Billboard
Saturday Review
Commerce
Business Daily*

A

Comprehensive

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*Guide to
Understanding,
Programming,
Playing, and
Recording the
Ultimate
Electronic Music
Instrument
Instruments &
Control Systems*

A guide to vintage
synthesizers,

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including history since 1962, and featuring interviews with designers, tips on buying and maintaining vintage synthesizers, pricing and production information, and more.

The Sound
Reinforcement
HandbookHal

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Leonard

Corporation

Dan Alexander

Audio reveals the origins and history of vintage recording gear, told by the man who coined the term. It discusses the products of 22 manufacturers, illustrated with over 450 never-before-published

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photographs in full-color and reprints of original manufacturers' sales brochures from the author's collection. This book features: A list of over 7,500 pieces of vintage gear Dan Alexander sold from 1979 until 2000, including prices, serial numbers, and

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buyer A complete list of microphone types distributed by Telefunken from 1928 until 1980, including technical information on mics by Neumann, Akg, Schoeps, Rft, and Geffel A complete list of Trident A and B range console 40 pages on Neve modules and

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consoles Helios
product information
and photographs
information sourced
from Dick
Swettenhams'
personal sales
binder.

The Art and Science
of Surround and
Stereo Recording
Constructing
Architecture
Dan Alexander

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Audio

Materials,
Processes,
Structures

Instruments and
Control Systems

This book
presents an
extensive and
timely survey of
more than 30
surround and 20
stereo-

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microphone
techniques.

Further, it offers,
for the first time,
an explanation
of why the RCA
"Living Stereo"
series of legacy
recordings from
the 1950s and
60s is still
appreciated by

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music lovers
worldwide,
despite their use
of an apparently
incorrect
recording
technique from
the perspective
of
psychoacoustics
. Discussing this
aspect in detail,

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the book draws on the author's study of concert hall acoustics and psychoacoustics . The book also analyzes the "fingerprint" features of a selected number of surround and

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- more

importantly -

stereo

microphone

techniques in

depth by

measuring their

signal cross-

correlation over

frequency and

also using an

artificial human

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head. In addition, the book presents a rating of microphone techniques based on the assessment of various acoustic attributes, and merges the results of

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several subjective listening tests, including those conducted by other researchers. Building on this knowledge, it provides fresh insights into important

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microphone system features, from stereo to 3D audio.

Moreover, it describes new microphone techniques, such as AB-PC, ORTF-T and BPT, and the recently defined BQIrep

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(Binaural Quality Index of reproduced music). Lastly, the book concludes with a short history of microphone techniques and case studies of live and studio recordings.

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(Yamaha
Products).

Sound
reinforcement is
the use of audio
amplification
systems. This
book is the first
and only book of
its kind to cover
all aspects of
designing and

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using such systems for public address and musical performance. The book features information on both the audio theory involved and the practical applications of

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that theory,
explaining
everything from
microphones to
loudspeakers.

This revised
edition features
almost 40 new
pages and is
even easier to
follow with the
addition of an

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index and a simplified page and chapter numbering system. New topics covered include: MIDI, Synchronization, and an Appendix on Logarithms.
416 Pages.
Electronic music

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instruments weren't called synthesizers until the 1950s, but their lineage began in 1919 with Russian inventor Lev Sergeyevich Termen's development of the Etherphone,

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now known as the Theremin. From that point, synthesizers have undergone a remarkable evolution from prohibitively large mid-century models confined to university

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laboratories to the development of musical synthesis software that runs on tablet computers and portable media devices.

Throughout its history, the

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synthesizer has always been at the forefront of technology for the arts. In *The Synthesizer: A Comprehensive Guide to Understanding, Programming, Playing, and Recording the*

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Ultimate
Electronic Music
Instrument,
veteran music
technology
journalist,
educator, and
performer Mark
Vail tells the
complete story
of the
synthesizer: the

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origins of the many forms the instrument takes; crucial advancements in sound generation, musical control, and composition made with instruments that may have

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become best sellers or gone entirely unnoticed; and the basics and intricacies of acoustics and synthesized sound. Vail also describes how to successfully select, program,

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and play a synthesizer; what alternative controllers exist for creating electronic music; and how to stay focused and productive when faced with a room full of instruments.

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This one-stop reference guide on all things synthesizer also offers tips on encouraging creativity, layering sounds, performance, composing and recording for film and

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television, and
much more.

Audio-visual
Guide

Educational
Screen & Audio-
visual Guide

Unreal Engine 4
Game

Development in
24 Hours, Sams
Teach Yourself

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Electronics

World

Behind the
Sound Cart

This book is essential for audio power amplifier designers and engineers for one simple reason...it enables you as a professional to develop reliable,

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high-performance circuits. The Author Douglas Self covers the major issues of distortion and linearity, power supplies, overload, DC-protection and reactive loading. He also tackles unusual forms of compensation and distortion

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produced by capacitors and fuses. This completely updated fifth edition includes four NEW chapters including one on The XD Principle, invented by the author, and used by Cambridge Audio. Crosstalk, power amplifier

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input systems, and microcontrollers in amplifiers are also now discussed in this fifth edition, making this book a must-have for audio power amplifier professionals and audiophiles.

Discover how to achieve release-quality mixes even

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in the smallest studios by applying power-user techniques from the world's most successful producers. *Mixing Secrets for the Small Studio* is the best-selling primer for small-studio enthusiasts who want chart-ready sonics in a hurry.

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Drawing on the back-room strategies of more than 160 famous names, this entertaining and down-to-earth guide leads you step-by-step through the entire mixing process. On the way, you'll unravel the mysteries of every

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type of mix processing, from simple EQ and compression through to advanced spectral dynamics and "fairy dust" effects. User-friendly explanations introduce technical concepts on a strictly need-to-know basis, while

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chapter summaries and assignments are perfect for school and college use. ■ Learn the subtle editing, arrangement, and monitoring tactics which give industry insiders their competitive edge, and master the psychological tricks which

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protect you from all the biggest rookie mistakes. ■ Find out where you don't need to spend money, as well as how to make a limited budget really count. ■ Pick up tricks and tips from leading-edge engineers working on today's multi-

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platinum hits,
including Derek
"MixedByAli" Ali,
Michael Brauer,
Dylan "3D"
Dresdow, Tom
Elmhirst, Serban
Ghenea, Jacquire
King, the Lord-
Alge brothers,
Tony Maserati,
Manny Marroquin,
Noah "50" Shebib,
Mark "Spike"

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Stent, DJ Swivel, Phil Tan, Andy Wallace, Young Guru, and many, many more... Now extensively expanded and updated, including new sections on mix-buss processing, mastering, and the latest advances in plug-in technology.

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Audio productions are made or broken by the quality of the recording engineer's ears. The ability to properly discern sounds, identify subtle problems, and act accordingly to apply the necessary fix

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makes all the difference in the quality of the final tracks and master. The good news is that these crucial skills can be learned. The ability to instantly identify frequencies, hear hidden distortions, and instinctively reconcile conflicts in the EQ of

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instruments, audio elements, vocals and more are traits of those who have mastered the art of audio production. The best engineers have trained their ears to immediately recognize audio problems that the consumer and those new to

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recording arts would likely not hear, but that, if left unresolved, would result in an amateurish final product. For more than two decades, students of F. Alton Everest's Critical Listening and Auditory Perception courses have rapidly

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developed these skills by using the intense lessons found in this book and on the CD. Unfortunately the books and CDs included with the course were usually too expensive for aspiring engineers to purchase and were often

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available only in colleges, universities, or school libraries. Now for the first time these indispensable training sessions are available with this release of Critical Listening Skills for Audio Professionals. Through hundreds

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of illustrations and an accompanying disc containing high-resolution MP3 files with nearly five hours of narration of the entire course, you can acquire the audio discernment skills of a seasoned recording engineer by studying this course at your own

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pace, in your own
home.

Music Engineering
AudArena Stadium

... International
Guide & Facility

Buyers Guide

The Mix

Practical

Recording

Techniques

SMPTE Journal

Now in its second

edition: the

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*trailblazing
introduction and
textbook on
construction
includes a new
section on
translucent
materials and an
article on the use of
glass.*

*FX introduces
today's up and
coming musician to*

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*the fantastic
creative potential of
the most popular
instrument today-
the home studio.
Explaining the basic
and advanced
signal processing
techniques used in
professional music
production (EQ,
compression, delay,
reverb etc), using*

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real world popular music examples and an emphasis on the perceptual results and musical value of these effects, FX teaches the Recording Musician how to achieve professional production standards and maximise their

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creative potential.

*The accompanying
website www.soundfx-companion.com*

includes audio

examples of FX

featured in the book.

*Features: A chapter
dedicated to each
key effect: Distortion
Equalization*

*Compression and
Limiting Delay*

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*Expansion and
Gating Pitch Shift
Reverb Volume
More than 100 line
drawings and
illustrations.*

*Accompanying
website featuring
examples of all FX
covered in the book.
Discography of FX
at the end of each
relevant chapter.*

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*From the Sound FX
Intro: The most
important music of
our time is recorded
music. The
recording studio is
its principle musical
instrument. The
recording engineers
and music
producers who
create the music we
love know how to*

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use signal processing equipment to capture the work of artists, preserving realism or altering things wildly, as appropriate. While the talented, persistent, self-taught engineer can create sound recordings of artistic

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*merit, more
productive use of
the studio is
achieved through
study, experience
and collaboration.
This book defines
the technical basis
of the most
important signal
processing effects
used in the modern
recording studio,*

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highlights the key drivers of sound quality associated with each, shares common production techniques used by recording engineers with significant experience in the field, references many of the touchstone recordings of our

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time, and equips the reader with the knowledge needed to comfortably use effects devices correctly, and, more importantly, to apply these tools creatively.

*Radio & Television
News*

*Pioneering
Designers,*

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*Groundbreaking
Instruments,
Collecting Tips,
Mutants of
Technology
Unlocking the
Creative Potential of
Recording Studio
Effects
The Complete
Guide to
Synthesizers
Popular Electronics*