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Series: AudioPro Home Recording Course (Book 2) Paperback: 264 pages; Publisher: Artistpro; 001 edition (January 1, 1998) Language: English; ISBN-10: 0918371201; ISBN-13: 978-0918371201; Product Dimensions: 8.8 x 0.8 x 11.2 inches Shipping Weight: 1.8 pounds; Customer Reviews: 3.4 out of 5 stars 5 customer ratings

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2. Recording Vocals. Regardless of your musical style, vocal recording is the one skill that everyone wants to learn... Because its the one part of a song that ALL listeners pay attention. But unlike other instruments... Where the microphone positioning and recording technique lies in the hands of the engineer...

Audio Recording 101: A Beginner's Course for Home Studios

A real course on recording and mixing techniques. The 2 supplied CDs are full of examples (each one explained in the book) which let you listen to what happens when you do so and so. Of course is better for you to re-apply what you learn on your own gear, but listening to the CD is like attending a course with a teacher explaining.

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the audio pro home recording course a comprehensive multimedia audio recording text excelled in showing basics like mike placement augmented with audio clips that let you hear what the text wrote about it started off too basic then built to great interest then faded fast with too much that was too basic and too little that was important like

Gibson's classic techniques taught in the first two volumes gave you the foundation to hone your recording skills. The third volume focuses on the latest technologies: digital hard disk recording, MIDI sequencing, mastering with computers, CD-R technology and much more! Learn about audio hardware for computers, software comparisons and recommendations, including important tricks and tips that will improve your workflow! You'll discover secrets of the current state of the art in audio recording and multimedia while learning how to prepare for the music industry of the future.

This edition of the popular InstantPro series brings you an in-depth look at the often misunderstood art of music mastering. Mastering is the final step between the recording studio and the manufacturing plant; it's where the tracks are optimized for level and EQ. In today's music marketplace, mastering is more important than ever and it's critical to have a mastering job that makes your CD compete with other commercial releases.Sound Advice on Mastering shows you the specific considerations involved in all aspects of the mastering process, from having a good monitoring system to using limiting properly to burning replication-ready CDs. Veteran Author Bill Gibson (The AudioPro Home Recording Course) guides you through the mastering process and gives you the information you need to make the right mastering decisions for your project, whether you master it yourself or send it to a dedicated mastering facility. In addition, this book comes with an audio CD demonstrating all the concepts described in the text. Don't let another music project out the door without reading Sound Advice on Mastering!

Sound Advice on Music Production demonstrates specific organizational and technical considerations to help you in the practicalities of finishing a project in a polished professional manner. Veteran author Bill Gibson (The AudioPro Home Recording Course) guides you through the production process in an easy-to-understand way, providing a road map for success in your own productions at home or in a commercial studio.

From the pages of Electronic Musician magazine come these words of wisdom from Scott Wilkinson. He bridges the information gap between beginner and high-end user as he demystifies the decibel, explains SCSI secrets, and makes sense of MIDI. Other topics include the principles of digital audio, effects processors, microphones and more. You'll also get two glossaries: one general and the other packed with Internet terms.

This comprehensive reference features all the major audio software: SONAR XL; Cubase SX; Logic Audio Platinum; Digital Performer; Nuendo; Pro Tools; Peak; Spark XL; SonicWorx; Audition (Cool Edit Pro); WaveLab; Sound Forge. If you need advice on which systems to purchase, which are most suitable for particular projects, and on moving between platforms mid-project, this book should be your one-stop reference. Mike Collins is a trainer and consultant who has been tackling these issues for years and his expert advice will save you time and money. Each section covers a specific system, providing a handy overview of its key features and benefits, including help with setup. "Hints" and "Tips" appear throughout these sections, addressing issues such as how to record drum loops using a virtual drum-machine, recording basslines and keyboard pads using virtual synthesizers, and adding strings, brass or other instruments using virtual samplers. Mike then illustrates how to convert these MIDI recordings into audio tracks to mix alongside vocals, guitars and any other real instruments. The many short tutorials provide both a source of comparison and means to get up to speed fast on any given software. Mike Collins is a music technology consultant and writer who has been making music in London's recording studios variously as a MIDI programmer, session musician, recording engineer, producer and arranger since 1981. He offers freelance Pro Tools engineering, consultancy, troubleshooting and personal tuition, as well as presenting seminars and lectures on related music technology and audio recording topics. Mike has written over 500 articles for magazines such as Macworld (UK), Pro Sound News Europe, Sound on Sound and AudioMedia, and for Electronic Musician and MIX in the USA. Mike's wide-ranging career and experience enables him to bring excellent insight from all sides into his writing, from technical detail to creative expression. Starting out as a musician and club DJ in the 1970's, Mike moved into professional recording in the 1980's, initially as a Songwriter/Producer for EMI Records. Later he worked as a Songwriter for Chappell Music; as a Film Sound Consultant for Dolby Labs; as a Music Producer for TV recordings; and as Senior Recording Engineer and Music Technology Specialist at Yamaha's London R & D Studio. Throughout the 1990's Mike worked as a MIDI Programmer on records, films and music tours with bands such as the Shamen and film composers such as Ryuichi Sakamoto and David Arnold. Mike was Executive Consultant to Re-Pro (The Guild of Record Producers and Engineers) between 1996 and 1999 and Technical Consultant to the Music Producers Guild (MPG), contributing to the Education Group and organising and presenting Technical Seminars between 1999 and 2002. He has a BSc in Electroacoustics and an MSc in Music Information Technology. * A unique, colour-illustrated source of comparison between rival systems to help you determine future purchases or upgrades * Packed with tutorials and no-nonsense advice including help with moving your projects more easily from one system to another * Written by an experienced specialist who has spent many hours comparing the products available - so you don't have to!

(Book). Whether you've got a four-track cassette deck, digital recorder, or a computer you've turned into a recording studio, How to Do a Demo-Quality Recording in Your Bedroom jump starts your skills quickly. It's written in a simple do-this, do-that approach. Topics covered include: expectations for home recording * connectors and cables * signal flow * overview of Cubase, Emagic Logic and Samplitude 6.0 * connecting the computer's audio card to the mixing board * recording procedures * how to set levels * how to apply effects in the mix * and much more. Includes a 38-page gallery of microphone positions for grand piano, amp miking, acoustic guitars, drums, vocalists and choir based on Shure microphone techniques.

"The Handbook of Field Recording" is the essential book by author Frank Dorritie on the topic. Coming complete with an audio CD, this book will teach you how to make good field recordings in any situation. Getting a good recording in the field is still one of the most challenging tasks in the recording industry. From environmental factors and room acoustics to equipment problems, field recording can be filled with potential roadblocks. "The Handbook of Field Recording" provides you with the knowledge you need to solve these problems and excel at making the best recording possible of any subject at any location. In clear terms, the book explains how to record documentary audio, film sound, underwater sounds, and much more. Veteran music and recording educator Frank Dorritie, author of the popular MixBooks title "Essentials of Music for Audio Professionals," brings his formidable recording experience to light in "The Handbook of Field Recording." This is an exciting, authoritative title that will demystify the challenging process of recording subjects outside of the studio.

Pro Tools for Music Production is a definitive guide to the system for new and professional users. Extensively illustrated in colour and packed with time saving hints and tips, you will want to keep to hand as a constant source of information. The book takes a real-world approach and shows how to build the right system to suit your needs. Detailed chapters on recording, editing and mixing blend essential knowledge with tutorials and practical examples from actual recordings. The second edition features a wealth of new and updated material, including: · Pro Tools HD systems explained · Pro Tools 6.1 software (and up to version 6.2.3) · Mac OSX installation and troubleshooting · A new chapter on MIDI · Additional and expanded tutorials · More on Identify Beat, Beat Detective and tempo maps · Extra coverage of plug-ins and virtual instruments · How to use Propellerheads Reason and Ableton Live with Pro Tools · What you need to know about the new file management capabilities · How to transfer projects between Pro Tools and other MIDI and audio software, and between Pro Tools TDM on the Mac and Pro Tools LE on the PC Pro Tools for Music Production is a vital source of reference to keep by your side, whether you are a working professional or a serious hobbyist looking for professional results.

Today's crop of computers can produce release-quality music without a studio full of extra hardware. This exciting title will teach you how to harness your computer's internal power and unleash its potential to create great tracks. From audio plug-ins and sequencing software to virtual synthesizers and MIDI interfaces, Studio-in-a-Box extensively covers the latest technology for both Macintosh and PC computers, and teaches you how to choose the appropriate hardware for your needs. Includes helpful photos, screen shots and diagrams throughout, plus a glossary of must-know terms and an index. Make this your definitive guide to the computer pro-audio revolution!

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