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Future Music

Aaron Marks' Complete Guide to Game Audio

For Composers, Sound Designers, Musicians, and Game Developers

CRC Press Whether trying to land that first big gig or working to perfect the necessary skills to fill a game 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 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 the growing video game industry. The tools of the trade excerpts will showcase what professionals, like Marty O'Donnell, Richard Jacques and Tom Salta, 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 contractual terms and negotiable points. These sample contracts can also be found as a downloadable zip for the reader's convenience. Aaron Marks 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 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, full color edition with a complete update of information. Added and expanded coverage of field recording for games, creating voiceovers, adaptive and interactive audio and other cutting edge sound creation and implementation techniques used within games. Update/Replacement of interviews. Include interviews/features on international game audio professionals New and expanded interview features from game composers and sound designers of every experience level such as Keith Arem, Bradley Meyer, Christopher Tin and Rodney Gates including many international professionals like Pasi Pitkanen, Henning Nugel 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 concepts and techniques and review of powerful tools such as FMOD and Wwise.

Practical Recording Techniques

Butterworth-Heinemann Practical Recording Techniques, Second Edition is a hands-on, practical guide for beginning and intermediate recording engineers, producers, musicians, and audio enthusiasts--anyone who wants to make better recordings by understanding recording equipment and techniques. The book prepares the reader for 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, such as digital tape recording, hard-disk recording, keyboard and digital workstations, SMPTE, and MIDI. It also guides the beginner through the basics, showing how to make quality recordings with the new breed of inexpensive home-studio equipment. Other topics include: Choosing and operating recorder mixers based on cassette, Mini-Disc, and hard disk; Hum prevention; The latest monitoring methods; Microphone selection and placement; Audio-for-video techniques; Troubleshooting 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 recordings.

Historical Acoustics

Relationships between People and Sound over Time

MDPI This book is a collection of contributions to the Special Issue "Historical Acoustics: Relationships between People and Sound over Time". The research presented here aims to explore the origins of acoustics and examine the relationships that have evolved over the centuries between people and auditory phenomena. Sounds have indeed accompanied human civilizations since the beginning of time, helping them to make sense of the world and to shape their cultures. Several key topics emerged, such as the acoustics of

historical worship buildings, the acoustics of sites of archaeological interest, the acoustics of historical opera houses, and the topic of soundscapes as cultural intangible heritage. The book, as a whole, reflects the vibrant research activity around the “acoustics of the past”, which will hopefully be serve as a foundation for inspiring the future path of this discipline.

GarageBand For Dummies

John Wiley & Sons Lay down some tracks—no garage required! GarageBand has become the default musical sketchpad for both well-known artists and hobbyists musicians who want a simple way to record, edit, and share their own tunes. GarageBand For Dummies is your go-to guide to navigating the interface and making the tweaks to create your own songs. Look inside to discover how to lay down a beat with the virtual drum kits, layer on sweet sounds with built-in virtual instruments, and attach simple hardware to record vocals or live instruments on a Mac, iPad, or even an iPhone. Use built-in instruments to create a song Attach your guitar or mic to record live sounds Export your final product or individual tracks Add effects and edit your song GarageBand is the simplest way to create basic tracks without investing in costly hardware and learning a complex digital audio workstation software package—and this book shows you how.

Keyboard

Producing Great Sound for Film and Video

CRC Press "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 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 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 (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"--

Analog Synthesizers

Understanding, Performing, Buying--From the Legacy of Moog to Software Synthesis

CRC Press In this book, the technical explanation of the nature of analog sound creation is followed by the story of its birth and its subsequent development by various designers, manufacturers and performers. The individual components of analog sound creation are then examined in detail, with step by step examples of sound creation techniques. Then the modern imitative analog instruments are examined, again with detailed instructions for programming and using them, and the book is completed with appendices listing the major instrument lines available, hints on values and purchasing, other sources of information, and a discography of readily available recordings which give good examples of analog sound synthesis. The CD which accompanies the book gives many examples of analog sound creation basics as well as more advanced techniques, and of the abilities of the individual instruments associated with classical and with imitative analog sound synthesis.

An Introduction to Music Technology

Routledge An Introduction to Music Technology, Second Edition provides a clear overview of the essential elements of music technology for today's musician. This book focuses on the topics that underlie the hardware and software in use today: Sound, Audio, MIDI, Computer Notation, and Computer-Assisted Instruction. Appendices cover necessary computer hardware and software concepts. Written for both music technology majors and non-majors, this textbook introduces fundamental principles and practices so students can learn to work with a wide range of software programs, adapt to new music technologies, and apply music technology in their performance, composition, teaching, and analysis. Features: Thorough explanations of key topics in music technology Content applicable to all software and hardware, not linked to just one piece of software or gear In-depth discussion of digital audio topics, such as sampling rates, resolutions, and file formats Explanations of standard audio plug-ins including dynamics processors, EQs, and delay based effects Coverage of synthesis and sampling in software instruments Pedagogical features, including: Further Reading sections that allow the student to delve deeper into topics of interest Suggested Activities that can be carried out with a variety of different programs Key Terms at the end of each chapter What Do I Need? Chapters covering the types of hardware and software needed in order to put together Audio and MIDI systems A companion website with links to audio examples that demonstrate various concepts, step-by-step tutorials, relevant hardware, software, and additional audio and video resources. The new edition has been fully updated to cover new technologies that have emerged since the first edition, including iOS and mobile platforms, online notation

software, alternate controllers, and Open Sound Control (OSC).

Why German Immigrants Came to America

The Rosen Publishing Group, Inc Explores German immigration to the United States from colonial days to the present, and looks at the contributions of German Americans to the culture of the United States.

Slackermmedia

Lulu.com Learn how to build your own multimedia workstation, and how to use it! Slackermmedia is a multimedia guidebook for people looking to get away from operating systems that tell them what they can or can't do in their art. But it doesn't stop there! In this volume, you'll find detailed guides on the most important multimedia applications on Linux today: the Kdenlive video editor and the Qtractor digital audio workstation. You'll also get tips and resources on other great multimedia applications of Linux, like Blender, Audacity, Jamin, CALF, LADSPA, GIMP, Inkscape, ffmpeg, sox, Qsynth, fluidsynth, soundfonts, Xsynth, whySynth, QJack Control, Font Matrix, and many many more. By the end of your journey with Slackermmedia, you'll know everything you need to know to create original multimedia content and any kind of digital art on the powerful, free operating system of GNU Linux. So put your nerd glasses on, roll up your sleeves, and prepare yourself for creativity like you've never experienced.

The Synthesizer

A Comprehensive Guide to Understanding, Programming, Playing, and Recording the Ultimate Electronic Music Instrument

*Oxford University Press Electronic music 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, now known as the Theremin. From that point, synthesizers have undergone a remarkable evolution from prohibitively large mid-century models confined to university laboratories to the development of musical synthesis software that runs on tablet computers and portable media devices. Throughout its history, the 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 Ultimate Electronic Music Instrument*, veteran music technology journalist, educator, and performer Mark Vail tells the complete story of the synthesizer: the origins of the many forms the instrument takes; crucial advancements in sound generation, musical control, and composition made with instruments that may have 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, 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. This one-stop reference guide on all things synthesizer also offers tips on encouraging creativity, layering sounds, performance, composing and recording for film and television, and much more.*

DJ Skills

The essential guide to Mixing and Scratching

CRC Press DJ Skills: The Essential Guide to Mixing & Scratching is the most comprehensive, up to date approach to DJing ever produced. With insights from top club, mobile, and scratch DJs, the book includes many teaching strategies developed in the Berklee College of Music prototype DJ lab. From scratching and mixing skills to the latest trends in DVD and video mixing this book gives you access to all the tools, tips and techniques you need. Topics like hand position are taught in a completely new way, and close-up photos of famous DJ's hands are featured. As well as the step-by-step photos the book includes downloadable resources to demonstrate techniques. This book is perfect for intermediate and advanced DJs looking to improve their skills in both the analogue and digital domain.

The Digital Filmmaking Handbook

Charles River Media Looks at the digital filmmaking process, covering such topics as choosing a camera, lighting, sound, editing, color correction, and compositing.

The Teaching of Instrumental Music

Routledge This book introduces music education majors to basic instrumental pedagogy for the instruments and ensembles most commonly found in the elementary and secondary curricula. This text focuses on the core competencies required for teacher certification in instrumental music. The first section of the book focuses on essential issues for a successful instrumental program: objectives, assessment and evaluation, motivation, administrative tasks, and recruiting and scheduling (including block scheduling). The second section devotes a chapter to each wind instrument plus percussion and strings, and includes troubleshooting checklists for each instrument. The third section focuses on rehearsal techniques from the first day through high school.

Logic Pro 9 and Logic Express 9

Peachpit Press This book is a comprehensive introduction to professional audio production with Logic Studio. It uses real-world music and hands-on exercises to teach you how to record, arrange, mix, produce, and polish audio and MIDI files in a professional workflow. Each lesson is self-contained, to allow for jumping to any lesson at any time.

Acoustics and Psychoacoustics

Taylor & Francis The acoustics of a space can have a real impact on the sounds you create and capture. *Acoustics and Psychoacoustics, Fifth Edition* provides supportive tools and exercises to help you understand how music sounds and behaves in different spaces, whether during a performance or a recording, when planning a control room or listening space, and how it is perceived by performers, listeners, and recording engineers. With their clear and simple style, Howard and Angus cover both theory and practice by addressing the science of sound engineering and music production, the acoustics of musical instruments, the ways in which we hear musical sounds, the underlying principles of sound processing, and the application of these concepts to music spaces to create professional sound. This new edition is fully revised to reflect new psychoacoustic information related to timbre and temporal perception, including an updated discussion of vocal fold vibration principles, samples of recent acoustic treatments, and a description of variable acoustics in spaces, as well as coverage of the environment's effect on production listening, sonification, and other topics. Devoted to the teaching of musical understanding, an accompanying website (www.routledge.com/cw/howard) features various audio clips, tutorial sheets, questions and answers, and trainings that will take your perception of sound to the next level. This book will help you: Gain a basic grounding in acoustics and psychoacoustics with respect to music audio technology systems Incorporate knowledge of psychoacoustics in future music technology system designs as appropriate Understand how we hear pitch, loudness, and timbre Learn to influence the acoustics of an enclosed space through designed physical modifications

German Immigration to America

The First Wave

"In 1708, representatives of the first major wave of German immigrants arrived upon American shores. By that time, Germans had already been coming to America for a century, but this was the date associated with the first major wave—the first of many that

I Believe in Music

Life Experiences and Thoughts on the Future of Electronic Music by the Founder of the Roland Corporation

Hal Leonard Corporation (Book). Published to coincide with the 30th anniversary of the Roland Corporation, this is the inspiring and heartfelt memoir of Ikutaro Kakehashi, a pioneering figure in electronic music instruments and the company's visionary founder. From war-torn Japan to his first watch repair business to the dawn of and subsequent enormous leaps of electronic musical instruments, Kakehashi's story is sometimes wry, sometimes touching, always wise. Through it all, Kakehashi has believed in music above else: his first priority has always been an unwavering passion for expanding the potential for artistic expression. Everyone from music aficionados to those looking for time-tested business savvy will enjoy his unique story. The book features fantastic photos throughout, including an 8-page full-color section. Ikutaro Kakehashi founded the Roland Corporation in 1972. He lives in Hosoe-cho, Hamamatsu City, Japan. Robert Olsen worked for 25 years in the international music trade before switching careers to become a college instructor and free-lance author. He lives in Northbrook, IL.

Including Everyone

Creating Music Classrooms Where All Children Learn

Oxford University Press Many practical books for music educators who work with special needs students focus on students' disabilities, rather than on the inclusive classroom more generally. In *Including Everyone: Creating Music Classrooms Where All Children Learn*, veteran teacher and pedagogue Judith Jellison offers a new approach that identifies broader principles of inclusive music instruction writ large. As she demonstrates in this aptly-titled book, the perceived impediments to successfully including the wide diversity of children in schools in meaningful music instruction often stem not from insurmountable obstacles but from a lack of imagination. How do teachers and parents create diverse musical communities in which all children develop skills, deepen understanding, and cultivate independence in a culture of accomplishment and joy? *Including Everyone* equips music teachers with five principles of effective instruction for mixed special needs / traditional settings that are applicable in both classroom and rehearsal rooms alike. These five guidelines lay out Jellison's argument for a new way to teach music that shifts attention away from thinking of children in terms of symptoms. The effective teacher, argues Jellison, will strive to offer a curriculum that will not only allow the child with a disability to be

more successful, but will also apply to and improve instruction for typically developing students. In this compelling new book, Judith Jellison illustrates what it takes to imagine, create, and realize possibilities for all children in ways that inspire parents, teachers, and the children themselves to take part in collaborative music making. Her book helps readers recognize how this most central component of human culture is one that allows everyone to participate, learn, and grow. Jellison is a leader in her field, and the wealth of knowledge she makes available in this book is extensive and valuable. It should aid her peers and inspire a new generation of student teachers.

Apple Pro Training Series

Logic Pro X: Professional Music Production

Peachpit Press Completely revised and updated for Logic Pro X, this Apple-certified guide shows you how to record, produce, and polish music files with Apple's professional audio software. Veteran music producer David Nahmani's step-by-step, instructions teach you everything from basic music creation to advanced production techniques using Logic's software synthesizers, samplers, and digital signal processors. Learn about all of the key features in Logic Pro X including Flex Pitch, Drummer, Drum Kit Designer, Track Stacks, MIDI Effects, and more. Using the book's online files and Logic Pro X, you'll begin making music in the first lesson. Whether you're looking to use your computer as a digital recording studio, create musical compositions, or transfer that song in your head into music you can share, this comprehensive book will show you how. Lesson and media files available online Focused lessons take you step-by-step through professional, real-world projects Accessible writing style puts an expert instructor at your side Ample illustrations and keyboard shortcuts help you master techniques fast Lesson goals and time estimates help you plan your time Chapter review questions summarize what you've learned and prepare you for the Apple Certified Pro Exam

Keyboard Presents the Evolution of Electronic Dance Music

Backbeat Books (Keyboard Presents). From its roots in 1970s New York disco and '80s Detroit techno to today's international, mainstream explosion of such genres as house, trance & dubstep, electronic dance music has reshaped the popular musical landscape. This book digs deep through the archives of Keyboard magazine to unearth the insider history of the art and technology of the EDM movement, written as it happened. We hear from the artists who defined the genre (Jean Michel Jarre, Depeche Mode, Deadmau5, BT, Kraftwerk and more). Revisit the most significant synths, beatboxes, and musical tools that made the music possible, through the eyes of those who first played them. Learn the history, then the expert techniques behind the music, so you can apply the same craft to your own music and mixes.

A Beginner's Guide to Digital Video

AVA Books (UK) Ltd. Discusses all aspects of digital video production, from shooting and editing to creating finished movies on disc or tape and streaming on the Web.

The Best of Cindy Berry

10 Solo Piano Arrangements of Her Original Choral Works

Alfred's Sacred Performer Coll In addition to being one of the best-loved and most popular composers for church choirs, Cindy Berry has also delighted audiences with her wonderful writing for solo piano. The Best of Cindy Berry merges both of these talents by offering original solo piano arrangements of her popular choral works. Titles: I Give You Praise * Go Ye! * Remember Me * I Will Keep My Eyes on You * New Every Morning * By the Gentle Waters * Almighty, Unchangeable God * Yours Is the Kingdom * A Strong Tower * Joy Overflowing.

An Age Without Samples

Originality and Creativity in the Digital World

Hal Leonard Publishing Corporation (Book). Advancements in technology, such as tablets and smartphones, have changed the way people work. As a result, the chasm in areas such as information access, opinions, and even ethics has widened between people who are keeping up with the continuing changes and those who have been left behind. In *An Age Without Samples*, Ikutaro Kakehashi argues that what we need to do now is resurrect the "venture spirit" we saw from the late '60s through the '80s. With the explosive change brought about by IT, social networking, and other developments, there is a very rare opportunity today for venture businesses. Based on a solid footing in his area of specialty as a pioneer in music and technology, Kakehashi uses the digital age as the backdrop of the times we live in. In this book, he offers tips on how one might navigate this "age without samples," drawing from his own personal experience, successes, and most important, groundbreaking product development.

Twelve Years a Slave

Prabhat Prakashan "Having been born a freeman, and for more than thirty years enjoyed the blessings of liberty in a free State—and having at the end of that time been kidnapped and sold into Slavery, where I remained, until happily rescued in the month of January, 1853, after a bondage of twelve years—it has been suggested that an account of my life and fortunes would not be uninteresting to the public." -an excerpt

Smart Universities

Concepts, Systems, and Technologies

Springer This book presents peer-reviewed contributions on smart universities by various international research, design and development teams. Smart university is an emerging and rapidly evolving area that creatively integrates innovative concepts; smart software and hardware systems; smart classrooms with state-of-the-art technologies and technical platforms; smart pedagogy based on modern teaching and learning strategies; smart learning and academic analytics; as well as various branches of computer science and computer engineering. The contributions are grouped into several parts: Part 1—Smart Universities: Literature Review and Creative Analysis, Part 2—Smart Universities: Concepts, Systems and Technologies, Part 3—Smart Education: Approaches and Best Practices, and Part 4—Smart Universities: Smart Long Life Learning. The book is a valuable source of research data and findings, design and development outcomes, and best practices for faculty, scholars, Ph.D students, administrators, practitioners and anyone interested in the rapidly growing areas of smart university and smart education.

Songs of Place and Time

Birdsong Hb

Gaia Project

Sonar 3

Mixing & Mastering

Schirmer Trade Books Producing your own music on today's sophisticated computer software is no longer limited to playing instruments and arranging them. To create the best possible musical experience, from initial idea to finished CD, you also need to be an expert in sound engineering and mastering.

Filmmaking For Dummies

John Wiley & Sons Everything you ever wanted to know about making a movie but were afraid to ask... Lights, camera, action! We all have at least one movie in us, and the amazing and affordable advances in digital technology makes it increasingly easy to make your dream a reality and share it with the world. Filmmaking for Dummies is your definitive guide to bringing a project to life, from the comedy antics of loveable pets to the deepest, most meaningful independent film. Bryan Michael Stoller is your friend and guide, sharing his knowledge gained over 100 productions (directing and working with Dan Aykroyd, James Earl-Jones, Barbra Streisand and Drew Barrymore, among others) to show you how to take your movie from the planning and storyboarding stage, through shooting and editing, to making it available to your adoring audiences through television broadcast, streaming online or in movie theaters. For the do-it-your-selfer, the book includes tips on how to finance your project, a look at the latest software and apps, including advancements in digital technology, and for the passionate director, advice on how to hire and work with your cast and crew and find great scenic locations. Whether you want to become a professional filmmaker or just create great YouTube videos or nostalgic home movies, shooting with your smartphone or with consumer or pro-gear, this practical guide has it all. Learn how to compose your shots and when to move the camera Make the perfect pitch to sell your story Take advantage of helpful contacts and tons of new resources Get up-to-date on the latest and greatest digital technology Find the right distributor, or learn how you can be your own distributor! So, you really have no excuses to make your masterpiece. Get rolling with a copy of Filmmaking for Dummies today and start shooting for the stars!

Music Engraving Today

The Art and Practice of Digital Notsetting

Hey Rock and Roll

Autobiography

Behind Bars

The Definitive Guide To Music Notation

Faber Music Ltd Behind Bars is the indispensable reference book for composers, arrangers, teachers and students of composition, editors, and music processors. In the most thorough and painstakingly researched book to be published since the 1980s, specialist music editor Elaine Gould provides a comprehensive grounding in notational principles. This full eBook version is in fixed-layout format to ensure layout and image quality is consistent with the original hardback edition. Behind Bars covers everything from basic rules, conventions and themes to complex instrumental techniques, empowering the reader to prepare music with total clarity and precision. With the advent of computer technology, it has never been more important for musicians to have ready access to principles of best practice in this dynamic field, and this book will support the endeavours of software users and devotees of hand-copying alike. The author's understanding of, and passion for, her subject has resulted in a book that is not only practical but also compellingly readable. This seminal and all-encompassing guide encourages new standards of excellence and accuracy and, at 704 pages, it is supported by 1,500 music examples of published scores from Bach to Xenakis. This is the full eBook version of the original hardback edition.

Triadic Chromatic Approach

Chromatic Lines Over Standard Tunes Chord Progressions

Garlianus Musical Editions This book Chromatic Lines Over Standard Tune Chord Progressions is designed to free the improviser from the normal sounds that he or she usually plays. All the compositions are based off on the Triadic Chromatic Approach concept, so you will get a clear example of the sound itself from the combination of the Triadic Chromatic Approach and the standard progressions. For all Bb, Eb, C and Bass instruments. You will find in this book compositions and exercises with chromatic lines.

Contemporary Carioca

Technologies of Mixing in a Brazilian Music Scene

Duke University Press The ethnomusicologist Frederick Moehn introduces a generation of Rio-based musicians who build on the música popular brasileira (MPB) of previous decades, but who have yet to receive scholarly attention. This generation, the "children of the dictatorship," reinvigorated Brazilian genres such as samba and maracatu through juxtaposition with international influences, including rock, techno, and funk. Moehn offers vivid depictions of Rio musicians as they creatively combine and reconcile local realities with global trends and exigencies.

Nashville, Tennessee

A Photographic Portrait

Twin Lights Publishers

Notes from the Metalevel

An Introduction to Computer Composition

Routledge First Published in 2005. Routledge is an imprint of Taylor & Francis, an informa company.

Standing in the Shadows of Motown

The Life and Music of Legendary Bassist James Jamerson

Hal Leonard Corporation (Guitar Book). Bassist James Jamerson was the embodiment of the Motown spirit and groove the invisible entity whose playing inspired thousands. His tumultuous life and musical brilliance are explored in depth through hundreds of interviews, 49 transcribed musical scores, two hours of recorded all-star performances, and more than 50 rarely seen photos in this stellar tribute to behind-the-scenes Motown. Features a 120-minute CD! Allan Slutsky's 2002 documentary of the same name is the winner of the New York Film Critics "Best Documentary of the Year" award!

Stereo Microphone Techniques

Butterworth-Heinemann This is the first comprehensive handbook devoted exclusively to stereo miking. The many illustrations and clear organization easily explain the theory behind stereo miking methods, and describe specific techniques. Describes how to position the correct microphones in the proper locations in order to record optimal quality stereo sound. 'Altogether a most comprehensive, well-researched and well-documented book.' Adrian Bishop-Laggett, *Line Up*, April 1992 - *Line Up*, April 1992

Multi-Track Recording for Musicians

Alfred Music An up-to-date volume designed to take you from set-up to mixdown. Includes the fundamentals of recording, understanding your equipment (4-Track Mini-Studios, 24-Track Recorders, Digital/Audio Workstations, Mixers, Signal Processors, Mics, Monitor Systems), the MIDI Studio, Automation, Digital Equipment and much more. Also includes a hands-on session that takes you step-by-step through the recording process. Fully illustrated.