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Immersive Sound Production is a handbook for the successful implementation of immersive sound for live sports and entertainment. This book presents thorough explanations of production practices and possibilities and takes the reader through the essentials of immersive sound capture and creation with real world examples of microphones, mixing and mastering practices. Additionally, this book examines the technology that makes immersive sound possible for the audio mixer, sound designer and content producer to craft a compelling soundscape. This book serves as a guide for all audio professionals, from aspiring audio mixers to sound designers and content producers, as well as students in the areas of sound engineering, TV and broadcast and film. Speakers for business and nonprofit events are sought out every day by meeting planners and program directors. Those who get the call are typically those who fill a specific need and can boast appropriate credentials and experience. The Speaker's Edge shows you how to land these speaking engagements, especially ones that pay. This comprehensive book covers all the conventional means for locating and winning speaking engagements as well as clever, innovative tactics practiced by the most successful veteran speakers. You'll learn how to: Position yourself as the go-to thought leader in your field of expertise; Use effective tools to highlight your speaker value, including videos, speaker sheets, and speaker bureaus; Consider a variety of speaking opportunities, such as serving on panels, hosting events, and participating in webinars; Locate attractive speaking venues, and successfully use the proposal systems such venues require; Consider what volunteering for pro bono gigs offer as venues for practice and visibility; Negotiate great deals, including setting fees, requesting expenses, and offering options to meeting planners; Maximize your speaking experience, including selling products, arranging follow-up gigs, and soliciting referrals. By employing the recommendations in this book, you will elevate your speaking career and and business to new heights. Expanded and

revised to cover recent developments, this text should tell you what you need to know to become a better listener and buyer of quality high-fidelity components. New sections include: super audio CD; high-resolution audio on DVD; and single-ended amplifiers. Today's broadcasting students need a well-balanced, hands-on, and relevant guide to the radio industry. Digital Radio Production provides exactly that, and more. Employing a holistic approach, Connelly shares his 20 years of experience and invaluable insights on the production person's role in a radio station. His extensive knowledge of sales, promotion, programming, announcing, and social media is thoughtfully revealed within the structures of both large and small markets. The text also focuses on the latest technologies and trends in combination with core concepts vital to a successful career in radio. Fully updated, the Third Edition enhances students' technical skills and knowledge of digital audio, recording, storage, audio processing, and special effects. Each chapter features suggested activities outside the classroom, key informative websites, and a glossary of industry terms. The text is accompanied by 93 audio examples of virtually every aspect of radio production (from microphone techniques to commercial production samples), an outstanding selection of production music that can be creatively reworked and transformed, and a custom studio-tracking session with suggested activities. Access audio examples, production music, and a custom studio-tracking session here. Winner of the 2021 Music & Drama Education Award for Outstanding Drama Education Resource

Much of the theatre we make starts with a script and a story given to us by someone else. But what happens when we're required to start from scratch? How do we begin to make theatre using our own ideas, our own perspective, our own stories? A Beginner's Guide to Devising Theatre, written by the artistic directors of the award-winning young people's performance company Junction 25 and is aimed at those new to devising or wanting to further develop their skills. It explores creative ways to create original theatre from a contemporary stimulus. It offers a structure within which to approach the creative process, including ideas on finding a starting point, generating material, composition and design; it offers practical ideas for use in rehearsal; and it presents grounding in terminology that will support a confident and informed approach to production. The book features contributions from some of the young performers who have been a part of Junction 25's work to date, as well as key artists and companies that work professionally in devised theatre, including case studies from Quarantine, the Team, Mammalian Diving Reflex, Nic Green and Ontroerend Goed. The work of Junction 25 is used to illustrate the concepts and ideas set out in the book. Ideal for any student faced with the challenge of creating work from scratch, A Beginner's Guide to Devising Theatre offers constructive guidance, which supports the requirements of students taking Drama and Theatre Studies courses. The book includes a foreword by theatre critic Lyn Gardner. The Podcaster's Audio Guide is a concise introduction to simple sound engineering techniques for podcasters. This digestible guide explains the basics of audio engineering, from equipment, to recording, editing, mixing and publishing. Suitable for beginners from all backgrounds, including students and hobbyists, as well as professional content producers looking to experiment with podcasts, The Podcaster's Audio Guide is the perfect resource with cheat sheets, starting set-ups and a comprehensive jargon buster. In this guide to sound reinforcement alignment and design, Bob McCarthy shares his expert knowledge and effective methodology from years of teaching audio professionals. Written in a clear and easy-to-read style and illustrated with color diagrams and screenshots throughout, McCarthy's unique guide gives you all the newest techniques to ensure you perfect sound reinforcement and fulfill design needs. Outlining how sound is spread over a listening area, looking at the physics of speaker interaction, methods of alignment including mic placement, equalization, speaker placement and acoustic treatment, and now including case studies offering real world examples to fully explore different principals discussed, this book provides the definitive guide to sound reinforcement design and optimization. This guide shows music lovers how digital technology lets them control their own music. From simply compiling a CD of favorite songs, to tips on how to best utilize their iPods, this book will be the background track to their success. The Ultimate Guide to In Car Entertainment presents the entire spectrum of audio/video, navigation, communication, and entertainment technology, and how the enthusiast can create a complete custom system or an integrated stock/aftermarket system. It explains how to plan, select, integrate and install popular systems under a specific budget for a certain level of performance. This includes design and installation considerations for audio and video, such as DVD players, TV tunes, and video screens (in-dash, in-seat, overhead, rear truck, etc.) GPS navigation, video game systems (PS3, X-Box 360, and more), iPod integration with head units, satellite radio, digital audio broadcasting, car security and even computers (carputers). The book features how-to installations, thorough explanations of professional only builds, descriptions of hook-ups, mechanical upgrades, such as charging systems, and a comprehensive resource guide. Emphasising the artistry behind the decisions made by theatrical sound designers, this guide is for anyone seeking to understand the nature of sound and how to apply it to the stage. Through tried-and-tested advice and lessons in practical application, The Art of Theatrical Sound Design allows developing artists to apply psychology, physiology, sociology, anthropology and all aspects of sound phenomenology to theatrical sound design. Structured in three parts, the book explores, theoretically, how human beings perceive the vibration of sound; offers exercises to develop support for storytelling by creating an emotional journey for the audience; considers how to collaborate and communicate as a theatre artist; and discusses how to create a cohesive sound design for the stage. In Experiencing Progressive Rock: A Listener's Companion, Robert G. H. Burns brings together the many strands that define the "prog rock" movement of the late 1960s and early 1970s to chart the evolution of this remarkable rock tradition over the decades. Originating in the 1960s with acts like Yes, Pink Floyd, King Crimson, The Who, Jethro Tull, Genesis, and The Moody Blues, progressive rock emerged as a response to the counterculture on both sides of the Atlantic. Prog rock drew heavily on European classical music as well as the sophisticated improvisations of American jazz to create unique fusions that defied record label and radio station categorizations. Reemerging after the 1980s, a new generation of musicians took the original influences of progressive rock and reinvented new formats within the existing style. The trend of combining influences continues to the present day, earning new audiences among the musically curious. Burns draws on his own experiences and original interviews with members of prog rock acts such as Colosseum, Renaissance, Steve Hackett's Genesis Revisited, past and current members of King Crimson, Steven Wilson, and Brand X, as well as several others, to provide an exciting behind-the-scenes look at this unique and ever-changing musical expression'. (Berklee Methods). With the explosion of project studio gear available, it's easier than ever to create pro-quality music at home. This book is the only reference you'll ever need to start producing and engineering your music or other artists' music in your very own home studio. You don't have a home studio yet, but have some basic equipment? This essential guide will help you set up your studio, begin producing projects, develop your engineering skills and manage your projects. Stop dreaming and start producing! Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave. Backpacker brings the outdoors straight to the reader's doorstep, inspiring and enabling them to go more places and enjoy nature more often. The authority on active adventure, Backpacker is the world's first GPS-enabled magazine, and the only magazine whose editors personally test the hiking trails, camping gear, and survival tips they publish. Backpacker's Editors' Choice Awards, an industry honor recognizing design, feature and product innovation, has become the gold standard against which all other outdoor-industry awards are measured. (Berklee Press). Get the most out of Digidesign's Pro Tools software with this comprehensive home studio guide that will show you how to create the highest quality recordings by honing your production skills and engineering techniques. With a complete explanation of the entire production process, you'll find out everything you need to know to make your music projects stand out from the rest. You'll learn how to: mix and master recordings like the pros; run a recording session and produce great songs; set up your home studio and improve its efficiency; set up mics to capture superior sounds; master the intricacies of Pro Tools with keystroke shortcuts and technical instruction; record real-sounding MIDI tracks; and much more. Ideal for producers, engineers, songwriters and artists. The Second Edition is fully updated for the new features of Pro Tools 6.X software and all Digidesign home studio hardware products. A new chapter on Digital Audio Editing was added to the book, and new hands-on projects have been added in every chapter. Additionally, there are new, more advanced Pro Tools sessions with audio examples that explain many in-demand Pro Tools techniques. Bring your computer literacy course back to the BASICS. COMPUTER LITERACY BASICS: A COMPREHENSIVE GUIDE TO IC3 provides an introduction to computer concepts and skills, which maps to the newest Computing Core Certification (IC3) standards. Designed with new learners in mind, this text covers Computing Fundamentals, Key Applications, and Living Online - everything students need to pass the IC3 exam, and finish the course as confident computer users. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Master PC installation, configuration, repair, maintenance, and

networking and fully prepare for the CompTIA A+ 220-801 and 220-802 exams This unique tutorial and study guide teaches the fundamentals of computer desktop and laptop installation, configuration, maintenance, and networking with thorough instruction built on the CompTIA A+ 220-801 and 220-802 exam objectives. Learn all the skills you need to become a certified professional and customer-friendly technician using today's tools and technologies. Every chapter opens with focused learning objectives and lists the exam objectives covered in that chapter. To meet the learning objectives, each chapter includes detailed figures, helpful Tech Tips, explanations of key terms, step-by-step instruction, and complete coverage of every topic. At the end of every chapter are comprehensive assessment tools, including a summary, review questions, labs, activities, and exam tips. Covers Both 2012 A+ Exams: A+ 220-801: • PC Hardware • Networking • Laptops • Printers • Operational Procedures A+ 220-802 • Operating Systems • Security • Mobile Devices • Troubleshooting Learn more quickly and thoroughly with all these study and review tools: Learning Objectives provide the goals for each chapter Practical Tech Tips give real-world PC repair knowledge Soft Skills information and activities in each chapter cover all the tools and skills you need to become a professional, customer-friendly technician in every category Review Questions, including true/false, multiple choice, matching, fill-in-the-blank, and open-ended questions, assess your knowledge of the learning objectives More than 125 Lab Exercises enable you to link theory to practical experience Key Terms identify exam words and phrases associated with each topic Detailed Glossary clearly defines every key term Critical Thinking Activities in every chapter take you beyond the facts to complete comprehension of topics Chapter Summary provides a recap of key concepts See Special Offer in Back of Book to save 70% on the CompTIA A+ Cert Guide, Deluxe Edition, Premium Edition eBook and Practice Test Freelancer's Guide to Corporate Theatre and Event Production (tentative title) will bring you up to speed on the ever changing and growing industry of Corporate Theatre. Written by one of the industry's leading designers, this book uses a candid and straight-forward style to guide you through the process of designing a successful event. Learn the fundamentals of venue selection, rigging, lighting, audio, video, and scenic design with informative diagrams and detailed illustrations. With the help of this book you will learn how to plan, design, and execute events of any size. Additionally, you will be armed with a strong knowledge of common mistakes, tips and tricks, and industry standards that will allow you to build and train a production team prepared for just about anything. Aimed at avid and/or highly skilled video gamers, 'Gaming Hacks' offers a guide to pushing the limits of video game software and hardware using the creative exploits of the gaming gurus Unlock the secret to great sound from a pair of loudspeakers. Imagine building or improving your home stereo system in a way that makes your music come alive--like the performers are right in front of you--even on a budget. It's easier than you think. In The Audiophile's Guide, PS Audio CEO and 45-year audio industry veteran Paul McGowan walks beginners and veterans alike through his easy-to-follow step-by-step secrets for creating amazing 3D sound from two speakers. Whether you're new to high-end audio or a lifelong veteran, there's something for everyone in this book and reference audio disc. Regardless of your system's configuration--analog or digital, Paul shows you how to make magic happen in your listening room. The Audiophile's Guide: The Stereo, along with its companion Reference Audio disc is the ultimate how-to instructional method for turning two-channel home music systems into magical reproduction chains. A must-have for any audiophile or lover of great sound. This instructional guide works for any level of 2-channel audio system, from the most humble to the most aspirational. The Audiophile's Guide is an essential upgrade. The companion Reference Audio SACD (playable on all CD or DVD players) is available at <https://www.psaudio.com/products/audiophile-reference-music/> In the first edition of A Practical Guide to Stage Lighting, Steve Shelley cracked open his production book and showed how to prepare a lighting design and create the paperwork needed to mount a production. In the second edition, he pulled back the curtain and showed the methods and processes that go on before the light plot is finalized and ready to go into the shop, even dealing with cutting the plot in half. In this third edition, Shelley throws the door wide open and shows step-by-step how to construct every lighting system in the Hokey light plot. Combining his diacritical analysis, killer drafting, and analytic use of the Slinky Method and Slinky Calculations, he presents the Periodic Table of Fundamental Lighting Systems and shows the basic methods used to create multi-instrument lighting systems. Highlights include: -Over 100 new topics, including analysis and application of the three categories of collaboration; a detailed examination of production meetings and one-on-one meetings; and meeting checklists with management and the creative team. -Over 50 new illustrations, including Shelley's Periodic Table of Fundamental Lighting Systems; groundplans, sections, and front elevations that illustrate basic system wash configurations for each direction of light. -Analysis, calculation, and step-by-step technical construction of each lighting system in the Hokey light plot. -Explanation of a manufacturer's cut sheet, and how to apply basic formulas to determine the beam size, footcandles, and gel transmission for lighting instruments. -Updated process of pre-programming computer lighting consoles prior to the load-in. -Comprehensive overview of archiving paperwork and softcopy for a production. The Rough Guide to Guitar is a one-stop shop for all your guitar-related needs - whether you're buying, playing, gigging, recording or a complete beginner. Covering everything from the basics a new player needs to hints and tips for experienced guitarists, and even how to successfully start a band. Written by Dave Hunter, one of the world's leading guitar authors and contributor to Guitar Player and Vintage Guitar magazines, The Rough Guide to Guitar covers it all, in a language that players of all experiences and ages will understand and enjoy. From classic rock guitar sounds through to indie, punk and psychedelic, and from home recording methods to how to put a band together; The Rough Guide to Guitar is the guide for you. This invaluable guide takes a step-by-step approach to the most common and popular theatre production practices and covers important issues related to the construction of wooden, fabric, plastic, and metal scenery used on the stage. This new edition of the Illustrated Theatre Production Guide uniquely shows you how to build scenery through detailed lessons and hundreds of drawings. The illustrations make this book like no other and offers solutions to problems that you face, from rigging and knot tying, to drapery folding and the most detailed information on metal framing available. Written for the community theatre worker who has to be a jack of all trades and the student who needs to learn the fundamentals, respected author John Holloway teaches in a way that covers the necessities but doesn't bog you down with heavy language and boring verbosity. New features in this book range from expanded information on metal framing and foam construction to brand new elements such as a chapter on stage management and an extremely helpful Website with videos -- meant to go along with the informative section on projects. These videos take you from the drawings and descriptions in the book to the video instructions that will help you learn visually. A must have for the theatre professional as a guide to refer back to over and over again. "Mixing and mastering, the two final steps in the complex process of sound engineering, require both artistic finesse and technical facility. Even the slightest difference in the way a sound is processed can lead to a shift in the overall aesthetic of a piece, and so sound engineers must work towards an understanding of sound engineering that is particularly oriented towards the artistic and aesthetic. In order to create effective mixes, a sound engineer must maintain a distinct set of artistic goals while drawing on an in-depth understanding of the software involved in the process. Creating final masters requires specialized aural skills and a similarly advanced understanding of the software in order to fine-tune the product with respect to these goals. Mixing and Mastering in the Box addresses the practical and technological necessities of these two final steps without neglecting the creative process that is integral to the creation of high-quality recordings. Savage focuses primarily on creating mixes and masters in the Digital Audio Workstation (DAW), or "in the box," currently a popular platform in the field of sound engineering due to the creative advantages and advanced technological capabilities it offers to its users. However, much of the information presented in Mixing and Mastering in the Box is also applicable to analog mixing gear or a hybrid system of digital and analog tools. This book, which features over one hundred illustrations and a comprehensive companion website, is ideal for beginning or intermediate students in sound engineering with a focus on DAW, recording artists who do their own mixing and mastering, or musicians who wish to be better informed when collaborating on mixes and masters"-- In this guide to sound reinforcement alignment and design, Bob McCarthy shares his expert knowledge and effective methodology from years of teaching audio professionals. Written in a clear and easy-to-read style and illustrated with color diagrams and screenshots throughout, McCarthy's unique guide gives you all the newest techniques to ensure you perfect sound reinforcement and fulfill design needs. Outlining how sound is spread over a listening area, looking at the physics of speaker interaction, methods of alignment including mic placement, equalization, speaker placement and acoustic treatment, and now including case studies offering real world examples to fully explore different principals discussed, this book provides the definitive guide to sound reinforcement design and optimization. Songwriters/composers/producers Tracey and Vance Marino have been wildly successful placing their more than three thousand music compositions in various media. They are signed with over sixty different production music libraries and music publishers, and

their music is heard daily across the globe. This guide brings together—in one book—all you need to know about writing, recording, marketing, and monetizing your music. Getting placements in film, TV, and media is not only about writing good music, it's about writing placeable music. And, after you have written placeable music, what do you do with it? Where do you find the decision-makers? How do you get all the money to which you are entitled? This book delivers the answers. You will discover... The most important quality a piece of music should have to be licensed Tips about crafting music specifically for sync The tools and knowledge needed to create broadcast-quality recordings Where to find the people and companies that can place your music How to present and market your music Why networking and following up with contacts are among the keys to success The pros and cons of working solo or as part of a team The importance of being professional while interacting with other people How being organized and using metadata effectively will get you paid Having music placed in various media is an extraordinarily financially lucrative area of the music business. And the Marinos are willing now to share their tips, secrets, and the steps to follow in order to succeed in the sync world. Television audio engineering is like any other business—you learn on the job—but more and more the industry is relying on a freelance economy. The mentor is becoming a thing of the past. A PRACTICAL GUIDE TO TELEVISION SOUND ENGINEERING is a cross training reference guide to industry technicians and engineers of all levels. Packed with photographs, case studies, and experience from an Emmy-winning author, this book is a must-have industry tool.

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