# PROJECT Record Label Revolution

THE PROJECT RECORDING & SOUND MAGAZINE **In Review** 

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JOEMEER VC5 EQ

Lexicon DC-1

Korg D8

MAY - 1998

**Mic Auditions** 

**Earthworks** 

**Danish Pro Audio** 

Sennheiser

**Neumann** 

**Audix** 

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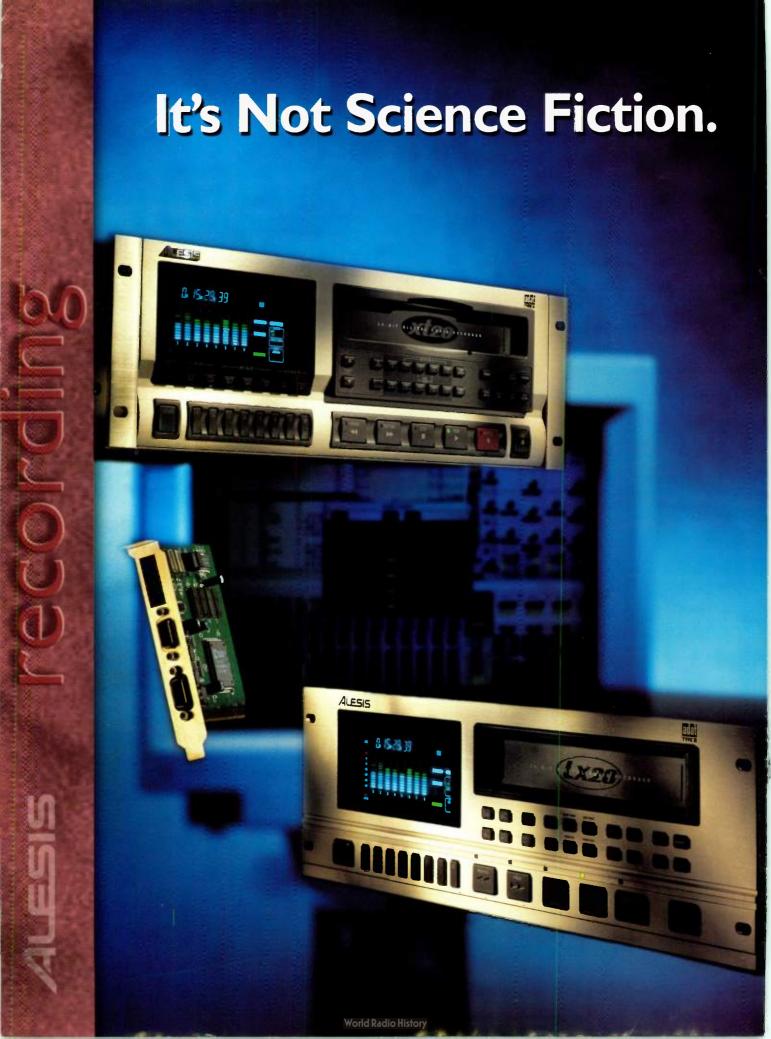
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# It's Reality.

Thile the rest of the world is trying to figure out the final frontier of recording formats, you need to make a decision. What's the best choice today that will keep you ahead of the game tomorrow?

The answer: ADAT Type II. It's the next generation of Alesis' award-winning digital audio technology that combines the proven power of ADAT with the astonishing fidelity of true 20-bit linear recording.

With the new XT20", you get a serious improvement on the world standard for professional recording. The new LX20" is the most affordable ADAT ever made. Both provide all the real-world qualities that made ADAT the most popular professional recording format: modular design, efficient tape-based media and complete compatibility with over 110,000 ADATs around the world. Plus, as the only modular digital multitracks that write 20 bits to each track of tape, the new ADAT Type II recorders offer

audio quality that's miles ahead of any 16-bit system, period. And with the introduction of the ADAT-PCR" interface card, you get the advantages of nonlinear editing on your

Mac or Windows computer seamlessly integrated with ADAT format recording.

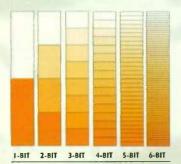
Most importantly, the intuitive ease-of-use, comprehensive features and incredible affordability of the ADAT Type II systems put no limits on your creativity. Because, after all, the final frontier is really your imagination.



There are over 110,000 ADATs in use today, and the new ADAT Type II recorders are compatible with all of them. The XT20 and LX20 will work with your 16-bit ADAT tapes, and you can combine the Type II recorders in a system with any model of older ADAT.



If you think tape isn't as advanced as other removable recording media, think again You'd need more than 30 Zip disks to equal the 3.4 gigabyte storage capacity of just one inexpensive ADAT tape.



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For more information on ADAT Type II, the XT20, the LX20 and the PCR, see your Authorized Alesis Dealer. Or call 800-5-ALESIS to order the ADAT Type II Systems video and brochure (\$4.95 for shipping and handling).

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CIRCLE 04 ON FREE INFO CARD

# "Overall frequency was almost hard

Res mo and spot like interest and like interest

HR824

[[[co-]

1997 Mackie Designs, All Rights Reserved, All specifications are subject to change arthout notice. MACKIE... Aunting Man, and FR Series

are registered trademarks or

UREH is a registered trademark of Harman International Actually this paragraph doesn't have anything to do with the HR824. Mackie is further expanding its R&D/Engineering department and is looking for more analog and digital engineers with experience in pro audio. Log onto our web page for particulars.

"The enclosures

— dressed in a conventional yet
classy black — are shielded."

EM Magazine\*

Inside. Two separate FR Series power amplifiers with a total of 250 watts rated power — the most of any active monitor in the HR824's class. On the back. HF Boost/Cut, Acoustic Space, Roll-Off and sensitivity controls, balanced 1/4" and XLR inputs. "The Mackie HR824 is the only system (in the comparative review) that doesn't require the user to fumble around with tiny tools in order to make adjustments." EM Magazine\* Logarithmic wave guide helps accurately propagate high frequencies over a wider area. Result: better dispersion, more precise imaging and a far wider sweet spot.

Edge-damped 25mm high-frequency transducer is directly coupled to its own 100-watt FR Series Low Negative Feedback internal power amp.

Alloy dome is free from "break-up" that plagues fabric domes, causing high frequency distortion.

Signal present and overload LEDs.

Instead of a noisy port, a passive honeycomb aluminum transducer on the rear of the HR824 almost doubles the low frequency radiating surface.

"This allows the HR824 to move a large volume of air with minimal low frequency distortion & power compression." EM Magazine\*

Specially-designed 224mm low frequency transducer has a magnet structure so massive that it wouldn't even work properly in a conventional passive loudspeaker. But servo-loop-coupled to a 150-watt FR Series" amp, it's cap ble of incredibly fast transient response and cathemely low frequency output.

thinde the HR824 cabinet is 100% filled with adiabatic foam. Result: Unwanted midrange reflections from the low frequency transducer are absorbed inside the enclosure instead of being reflected back out through the cone into your listening space.

\* Electronic Musician, October 1997, All quotes are unedited.

World Radio History

# response was so flat that it to believe." Electronic Musican Magazine\*

#### Ready to confront reality? The HR824 Active Monitor is now in stock at Mackie Dealers.

Owning a set of HR824 near field studio monitors has the potential of seri-

ously altering "In fact, all the your perception of sound. sonic details that I For the can discern on a first time. 545,000 reference you'll be able system were very to hear well reproduced, precisely although not idenwhat's going on all the way tically, on the through your HR824s. That was signal chain very impressive." - from mi-

crophones right through to your mixdown deck. You'll

suddenly discern fine nuances of timbre. harmonics, equalization

and stereo perspective that were sonically invisible before.

Some tracks vou've recorded will amaze you; others may send you back for an immediate remix.

But either way, for the first time, you'll be

hearing exactly what was recorded - not what a conventional loudspeaker may or may not have been capable of reproducing.

Admittedly, these are pretty brazen claims (which is why we're back-

ing them up with comments from a cred ble. thirdparty source).

But all you have to do to become a believer is to visit

your nearest Mackie dealer. When you

"The precise resopare lution is a major HR824s boon for finicky to the competisound sculptors."

> you're going to hear some dramatic differences

> > First

notice far

openness

and detail.

Critical

listerers

tell us that

curtain has

been lifted

it's as if a

vou'l

more

"The imaging and high frequency dispersion is brilliant I was amazed at how far off-axis could scoot my chair and still clearly hear what was going on in both channels."

between themselves and the sound

source.

Next, you'll notice low frequency output so accurate that you might look around for the hidden subwoofer (some of the world's most experienced recording engineers have

own signed Certificate of Calibration attesting to its 1.5dB 39Hz-22kHz frequency response

done this so don't be embarrassed). The HR824 really IS capable of flat response to 39Hz. Moreover, it's capable of accurate, articulated response that low. Rather than a loudspeakers "interpretation" of bass, you can finally hear through to the actual instrument's bass quality, texture and nuances.

Next, if you can "unlock" yourself from the traditional, narrow "sweet spot" directly

between the monitors. vou'll discover that the HR824s really

DO live up to our claim of wide. dispersion. Their

sweet zone is so broad that

several people can sit next to each other - or

if you work solo, you can move from side to side in front of large consoles and still hear a coherent, de-

tailed stereo panorama. Finally, let the sales-

person go wait on somebody else and enjoy an extended

session with one of your favorite CDs When you're through, you'll discover that when distortion and peaky frequency response are minimized, so is ear fatigue:

You can listen to HR824s for hours on end

One

final

your

point...

monitors

only part

of all your

equipment

that you

actually

make, no

what your

matter

studio

budget

And, like

premium

mics.

HR824

are the

studio

"The low end was robust and present; the electric bass and kick drum thump-ed into my chest the way those huge UREI® monitors did back in the old days."

point."

"Stereo imaging

and depth were

fabulous."

hear. Along with good microphones, HR824s are the best investment you can

"Overall, the response was so smooth that I wasn't even aware of a crossover

> monitors cost more than less accurate transducers.

But if voure committed to hearing exactly

how your creative product sounds, we know you'll find owing HR824s well worth it.





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CIRCLE 46 ON FREE INFO CARD



PROJECT RECORDING & SOUND TECHNIQUES VOLUME 9, ISSUE 5 MAY 1998



#### ON THE COVER:

Robbie Robertson at The Village Recorder. Photo by Mr. Bonzai.



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	• INTERNET PROMOTION & DISTRIBUTION By Allen Whitman & Jon R. Luini
	PRODUCTION SMARTS By Jay French
	• DUPE-IT-YOURSELF CD DUPLICATION By Roger Nichols90 With the introduction of cost-effective new equipment and media, it is easier than ever to press your own discs.
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Vol. 9, No. 5 May 1998

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**CRAIG ANDERTON** 

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ROBERT GRANGER

EDDIE CILETTI, DAVID MILES HUBER, DAVID FRANGIONI, AL KOOPER, BOB LUDWIG, JON LUINI, WADE McGREGOR, ROGER NICHOLS, BOBBY OWSINSKI, MARTIN POLON, MIKE SOKOL, TIM TULLY, ALLEN WHITMAN Contributing Editor

MR. BONZAI

Editor-At-Large

MP&A EDITORIAL

Editorial/Design Consultants

MATT CHARLES

ANDY MYERS

**ALBERT MARGOLIS** 

West Caast Regional Manager Tel: 714-582-5951, Fax: 714-582-5015

MARSHALL MOSELEY

**MELISSA HALKA** 

**Editorial Offices** 

6 Manhasset Av Port Washington, NY 11050 Tel: (516) 944-5940, Fax: (516) 767-1745

E-mail eqmagazine@aol.com

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KATHLEEN MACKAY Associate Publisher-Andio Division

RIVA DANZIG Creative Director FRED VEGA Production Manager

CRISTINA GALLO Marketing Manager

ANNETTE GOLLOP Circulation Manager Subscriptions: EQ Magazine
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# Are Engineers Obsolete?

Back in 1988, I got a call to record the lead vocals for an album. The vocals wouldn't be recorded in a studio, though; the producer had rented a condo and installed a console and Akai 12-track recorder. They only wanted me for one session — to get the vocal settings. When I asked who would be engineering, the producer assured me he was quite capable of punching three buttons: Play, Record and Stop. I bit my tongue and didn't say what I knew to be true: that there is much more to engineering than punching buttons. At the time, I didn't realize that this session marked the beginning of a disturbing trend that continues to escalate.

These days, it seems everybody is an artist/producer/player/programmer/studio owner/and, of course, engineer. Low-cost recording equipment initiated this revolution, and one of the side effects is that engineering may be turning into a lost art. Some artist/producers who put studios in their homes really think that engineers are a luxury, and prefer to spend their engineering budget on equipment. Is an engineer's only contribution to a project knowing when to punch and how much equalization to add? Does buying better equipment instead of hiring an engineer ultimately produce a better-sounding album? I don't think so.

A great engineer doesn't just make sonic improvements. He or she also provides an experienced second opinion for the artist/producer. An engineer frees up the artist from thinking about technical issues while trying to enhance the creative process. It's simply not possible to give 100 percent of one's attention to the creative and technical aspects of recording at the same time. Biology dictates that we use different hemispheres of our brain for analytical and creative tasks; one or the other will suffer, depending upon our current area of focus.

Is the current state of engineering the result of ego, technology, or financial constraints? Some think engineers were necessary "back when we used analog tape and had to worry about tape noise and alignment," asserting that engineers were needed due to primitive recording equipment. These people believe that today's superior recording tools have rendered engineers nonessential. Another factor is shrinking budgets. Many artists who once spent enormous amounts of money on studio time and engineers are now buying equipment with the \$50k previously budgeted for engineering. This way they are investing in technology, but that investment is not always a "sound" decision.

We should ask ourselves whether we are making better music, and better sounding music, as the result of these changes. History reminds us that string players panicked when string synths appeared, and some thought the LINN drum would threaten drummers' livelihoods. Some commercial studios are still crying about lost business due to project recording. Now it seems the last bastion of expensive high technology, the mastering facilities, are feeling the desktop revolution's financial impact. With each of these successive technological strides, we have gained some things and lost others. Who among us can't tell the difference between sampled and real strings? But financial restrictions discourage spending \$5000 when a \$300 synth overdub will satisfy 99 percent of the buyers. Nonetheless, cost isn't everything. The key issue is whether or not we are making better-sounding recordings.

Should engineers reinvent themselves to prove their value? The adage "Diversify or Die," used in the mid-'80s to encourage studio owners to broaden their services, seems appropriate for engineers today. Some engineers are setting up workstations for clients, optimizing computers for audio, or getting sounds on a per-project basis. Other engineers are turning to graphics and album artwork or offering editing and mastering services for project recordings. Surround sound and new data-compression technologies also offer new areas where expertise will be crucial.

Ultimately, I strongly believe that the sonic tide will turn. People will realize that the "Emperor's New Digital 8-Track" is not what makes a record sound great, and that inexpensive equipment is a poor substitute for talent and years of experience. Drastic changes are coming in the way we make and mix music and in the technology we use. The future belongs to those who can adapt and offer services that are perceived as having or adding value. That value must be demanding the -Lynn Fuston, 3D Audio, Inc. absolute best in sonic quality.





Signature 284 All Tube Class "A" Stereo Recarding Amplifier and Direct Source

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The Signature 284 is the ultimate direct box for guitar, delivering authentic feel and tone as only a fully-cranked, all-tube amp can.

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switchable high-gain stage and beautifully-voiced tone

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obtained at the console. The speaker outputs handle any

8 or 4 ohm guitar cabinets — and built-in speaker loads allow silent recording.

Simultaneous stereo outputs (slave and recording) are

amp and recording) are post power amp - so they carry the sonic signature

of the whole amp, not just the preamp.

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#### HAVE WE OFFENDED **SOMEONE?**

Ouch. The editorial by Steve "Woody" La Cerra in our March issue has apparently hit a nerve with quite a few readers. Here is a sampling of some of the letters we have received:

I would maintain that, in many ways, working for a living in the music business can lead to less creativity. One only has to listen to the many well engineered and produced, high-budget, musically infantile offerings on the radio these days to see what I mean. There is a cookie-cutter mentality in the popular music world that seems to resist new ideas. Faced with the pressures to keep food on the table, a studio owner must work on projects that they would not otherwise if given a choice (instructional Bar Mitzvah tapes come to mind here). But that's the primary difference between an amateur and a professional. Professionals do work first for money (with love hopefully a close second). Amateurs do it for the pure joy.

I think that maybe you are a little envious of hobbyists. We get the best of all worlds. I can create what I want, when I want, without any outside pressures or judgments. Who knows, I might even get a bit lucky and find that some of my work sneaks into the mainstream. Technology has so narrowed the gap between what full-fledged project and home studios can accomplish, that in many cases, the only thing separating us is our mission in life.

> Mark Robinson via Internet

There are a lot of professional musicians now so fed up with the arrogance and ego trips of others involved in this business (that includes project studio engineers) that they are willing to go it alone - production, marketing, distribution. Hopefully the Internet will help facilitate this.

After reading Mr. La Cerra's thoughts, I have to say, I couldn't read the rest of the magazine without thinking throughout every article how arrogant and egotistical this or that sound or mix engineer seemed. I don't think I'm going to be able to forgive this attitude any time soon.

> Rick Knepper Ft. Worth, TX

I was under the assumption that your magazine's goal was in part to help out those of us who do not know as much as the writers in EQ. I always felt that EQ was supportive of the efforts of those of us on the bottom of the musician/engineering food chain. Let me remind you of some definitions. The line you draw between home studios and project studios is artificial and harmful. It suggests that home studios are not places of serious work. While my "projects" might never reach the marketplace, that in and of itself does not make them less legitimate. I would also assume that many project studios are physically located in people's houses, therefore, your attempt to clearly define the two is somewhat poor. It seems to me that the distinction you really want to make is that some people buy gear to play and others are more serious (i.e., try to make a living at it).

> Brett A. Fox via Internet

#### SHOW OF SUPPORT

Of course, there were auite a few letters that came in supporting the editorial. Case in point...

I enjoyed the topic of home vs. project studio, and I want you to know that I will be showing [the editorial] to my students to help clear up any misguided thoughts. (I even think my wife has a better understanding of the situation after I had her read it.) I feel that the difference between people who turn knobs and push faders and the people who engineer is that engineers have a greater understanding of the audio task at hand. It always comes down to ... "It's not the gear, it's the engineer." A good engineer can have all the gear in the world and will still come out with a not so great-sounding project. In today's world, it is becoming more important that the project studios and traveling local/regional SR engineers have a greater understanding of the basics of audio. This is true in every aspect, from maintenance and troubleshooting to turning knobs and acoustics.

Jason Spartz St. Mary's University of MN via Internet

#### **SOUL SEARCHING**

Kudos to Al Kooper for saying what I think a lot of people today are afraid to

say - namely that today's R&B is a tired, formulaic, derivative, creatively bankrupt shadow of what R&B and soul used to be. Nobody seems to care. however, because the Benjamins (which, as we all know, are what it's all about) are flooding in, and the cost of albums is minuscule thanks to the 100 percent MIDI, cookie-cutter production aesthetic. It's a record executive's wet dream. Sadly, I don't think we'll be seeing an album on par with Songs in the Key of Life from today's R&B production environment anytime soon. But, fortunately for R&B producers, there are still a couple of songs left on that album that haven't been lifted yet. Better hurry!

> Steve Rossiter New York, NY

#### DI CORRECTIONS

In the April issue's "To DI For" story, there a couple of items that need clarification. First, the wrong phone number for ARX was published. The correct number is 818-225-1809.

Second, the features of the Radial IDI and the Radial IDV were confused. (Both models were sent, but only the IDV was listed in the issue.) The Radial IDV is a Class-A transformerless DI. It runs on a phantom power supply and has five NiCad batteries that receive a trickle charge from the two external power sources. The momentary battery check works two ways: when nothing is connected to the front panel 1/4-inch input jack, you can test if phantom is present, and when a guitar is plugged in, you can check the batteries.

The Radial IDI does have a transformer. It uses a premium Jensen transformer and Mogami cable on the inside. It is phase accurate, and solves problems such as common mode noise and ground loops from keyboards.

We apologize for any inconvenience.

#### WRITE TO US

Send your letters to: EQ Magazine • Editorial Offices 6 Manhasset Ave. Port Washington, NY 11050 Fax: 516-767-1745 E-mail: EQMagazine@aol.com Web: www.eqmag.com



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CIRCLE 57 ON FREE INFO CARD

#### E-MU II POWER SUPPLY

I just took my Emulator II + 6060 model keyboard sampler to get serviced. It needed a new power supply and I was told that Emu no longer has the part, nor will they fix it. I called E-mu customer service and left a message on their voice mail, but got no reply. I then e-mailed them, but again no reply.

I bought that keyboard new in the mid '80s for nearly \$6000 and I put thousands more into my sound library. I can't believe Emu would do this to me. Please help.

> Chuck Mason via Internet

It is unfortunate that our e-mail responses did not reach Mr. Mason, but Emu did in fact respond twice to Mr. Mason's e-mail requests. We always try to help owners of our gear, but sometimes even the best intentions go awry.

E-mu never had any schematics or specs for the EII Compower power supply. We simply purchased the supply assembled from Compower in San Jose, CA. Compower, unfortunately, seems to be out of business (I tried to find some kind of contact for them, and they no longer have any listed number in San Jose). As such, we have absolutely no way to reference a

been the policy of E-mu to replace the power supplies on our units as an assembly, not repair their individual components. There are no more Ell power supplies in stock and we have no reference for aftermarket suppliers. It has been our suggestion to all EII users

that they take the

schematic to repair the pow-

er supply. It has always

power supply to a local independent power supply repair company and ask them to rebuild the power supply. We need to consider that the unit is over ten years old, and parts on "vintage" units will only be increasingly difficult to

find. You should try calling JL at Music

Technology Services, who says that he could rebuild the power supply. His phone number is 818-506-4641.

We wish you good luck, and if we can help with any other E-mu questions, please contact us.

> Dan Becker E-mu Systems, Inc.

Note: If there are any other parts suppliers or repair centers out there that can assist Mr. Mason, drop us a line at EQ and we'll pass along the word. -HGL

#### **BURNING QUESTION**

I've owned a Fostex RD-8 (ADAT compatible) for about four years now, but it's only been in heavy use this last year. For the past four months, it's been used in a relatively warm setting (80-85 degrees). Two days ago, while formatting a tape, the machine stopped and the display shut down. I noticed a strong burning smell coming from the unit. There was also an intermittent sound, like a pulse, from its balanced analog outputs. Also,

none of the transport functions worked, and the unit was warm to the touch.

I let the unit cool down for an hour and then turned it on again; I still got the pulsating sound, and the display remained dark. I removed the underneath cover and noticed that the burning smell came from the compartment housing the transformer. I also checked the fuse, but it wasn't blown.

I have been trying to contact Fostex, but haven't had any luck. I know it's difficult for you to tell from just this letter, but could you give me some advice as to my options for repairing the unit? What kind of expense am I looking at and can you point me in the right direction as to a service center that can perform the repairs? As for the cost, I'm just looking for an idea, as I have never had to take a unit in for repair and can't even imagine what the costs are.

> Iulio A. Perez via Internet

I'll bet your problem is precisely where you noticed the strong smell - at the transformer, a.k.a., the power supply. Check again with Fostex, but for about \$175, you can purchase a new/rebuilt supply from Alesis (tell them you have a blackface "original formula" ADAT). I don't know why you are having difficulty getting hold of Fostex. They

> did have an area code change. Try them again, as they are usually very helpful, and can supply you with a list of authorized service centers. Their contact information is: 562-921-1112; fax: 562-802-1964; e-mail: info@ fostex.com: Web: www.fostex.com

**Eddie Ciletti** Contributing Editor EQ magazine

#### QUESTION MAN

I have a few questions. First, what is the difference between balanced and unbalanced inputs on mixers, power amps, etc.? Next, what exactly do line inputs do that the other inputs don't (or vice versa)? Also, why are ground lifts necessary and what do they do? Fi-

CIRCLE 71 ON FREE INFO CARD

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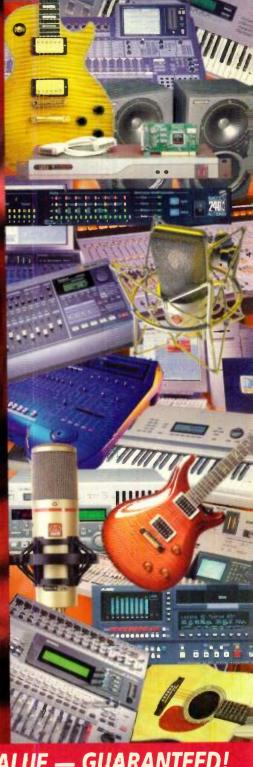
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nally, what do parallel inputs do? Justin Raikes via Internet

Let's handle your questions in order: · Balanced inputs use three conductors: plus, minus, and shield. Their main benefit is they pick up less noise from other electrical activity [including other sound gear] in the area. Unbalanced inputs only have two conductors: plus and shield. Typically, all XLR connectors are balanced, while all mono 1/4-inch phono plugs are unbalanced. A lot of boards, Mackie in particular, use what are called TRS jacks (Tip, Ring, and Sleeve), which look like stereo headphone connectors and can be balanced as well.

· Line inputs don't have as much gain, since it's assumed that the signal going to them will be pretty hot to begin with. Also, most don't have EQ or complex routing controls. Usually they just go to the main left and right busses.

• By lifting pin 1 in the XLR connector and disconnecting the shield from the chassis, ground lifts help reduce the 60-cycle hum you get when stage amplifiers and mixing boards are plugged into different 120-volt AC sources. Properly utilized, they allow you to keep the stage amplifiers and console safely grounded, while losing the hum.

• I don't think there's any such thing.... Now for the plugs: You should keep reading EQ magazine, checking my Web site, and invest in a copy of my book The Acoustic Musician's Guide to Sound Reinforcement and Live Recording. All these, and many other questions, will be answered.

Mike Sokol **Contributing Editor** EQ magazine www.soundav.com

#### WHAT'S THE BUZZ

I have two Yamaha TX81Z tone modules that when plugged in but not turned on seem to give off voltage of about 110 volts through the steel chassis. A friend of mine used a voltmeter to verify this, but could not tell me at how many amps. Strangely, when the TX81Z's are powered on, the voltage decreases to roughly half.

Since both units exhibit the same problem, perhaps it's some kind of design flaw that, if possible, I'd like to correct. What makes the problem worse is that when the TX81Z's are placed nearby other gear or in a rack, they cause noise in the neighboring modules. The TX81Z has a steel chassis and an internal power supply and the power plug is 2-pronged. Do you have an idea what might reme-

dy this problem? JD990

via Internet

My guess is that both units need to be grounded. The lack of a third pin on the power cord means current leakage from the power transformer will be magnetically transferred to the steel chassis. (Or, there is a capacitor to chassis from one or both of the

In either case, the voltage measured most likely has little current. Try reversing the "polarity" of the incoming power by physically flipping the plug 180 degrees. This alone may solve the problem. (Some two-pronged power plugs are "keyed" so they can only be

power mains.)

inserted one way.)

It is always a good idea to make sure your power outlets are correctly wired. See fig. 1 and purchase a polarity checker available from Radio Shack (part number 22-101) for \$5.99. You can also test for dangerous current by connecting a 120-volt light bulb between the chassis and the round (ground) pin of a power outlet. My bet is that the bulb won't light and that, while connected, there will no longer be a charge on the chassis.

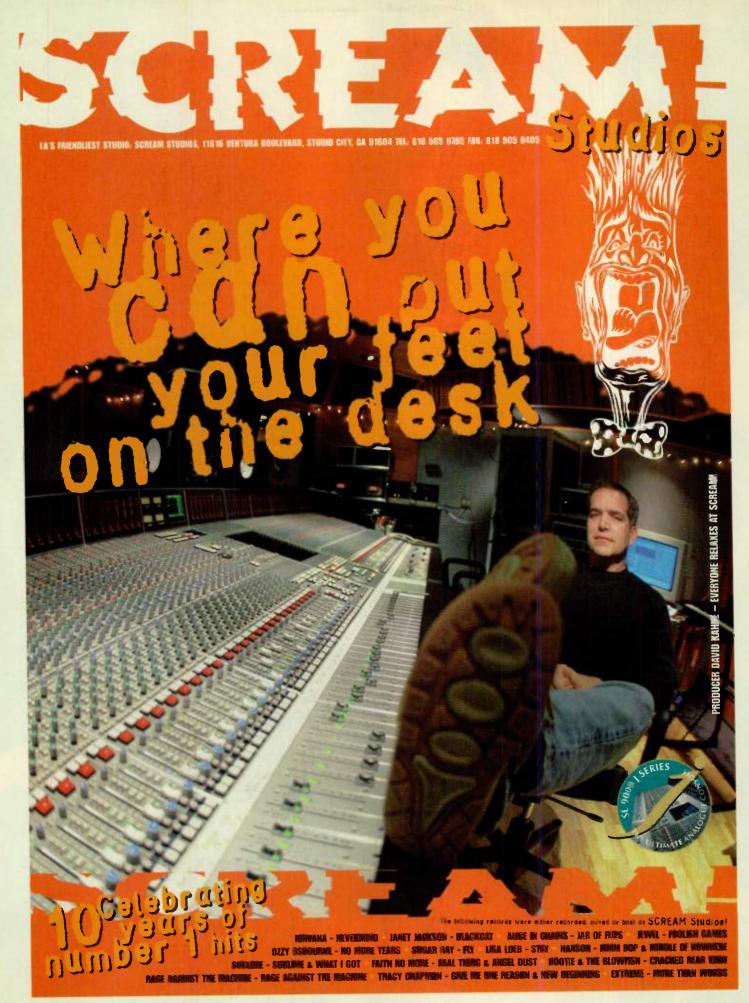
The proper fix would be to wire a new, three-wire power cable to each unit with a third (round) pin tied to chassis/ground. If your current wiring scheme defeats this feature on any other device, the TX-81Z (which I assume is a rack-mounted device) may have interaction with your other equipment. If the interaction is just proximity sensitive and not when screwed into the rack, then the TX-81Z must be radiating hum from its power transformer. In this case, re-dress the audio wiring in the rack to be as far from this device as possible.

The only other potential for equipment interaction occurs especially when 1/4-inch and RCA jacks are employed. Most companies use plastic, ground-isolated jacks, while others use metal jacks, which, obviously, make metal-to-metal contact with the chassis. The metal is far better. (Feel free to send e-mail to edaudio@interport.net.)

> Eddie Ciletti Contributing Editor EQ magazine

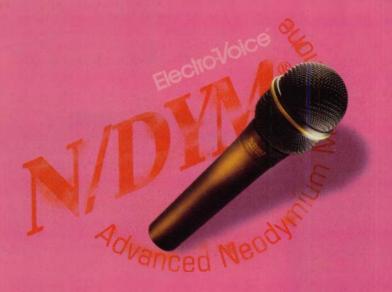
Send your questions to: EQ Magazine • Editorial Offices 6 Manhasset Ave. Port Washington, NY 11050 Fax: 516-767-1745 E-mail: EQMagazine@aol.com

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#### ACOUSTICALLY SPEAKING

ech 21 has expanded its SansAmp line of tube amplifier emulators with the introduction of SansAmp Acoustic DI. Engineered for both studio and live applications, the SansAmp Acoustic DI is designed to go direct into the mixing console of a recorder or PA system. It can also be used with con-



ventional acoustic or electric guitar amps to enhance and expand their capabilities. It features: active tone controls, bass and treble, and cut or boost ±12 dB. The sweepable semiparametric EQ controls range from 170 Hz to 35 kHz. ±16 dB. The Blend function mixes the amount of SansAmp emulation circuitry with the direct instrument signal. There's a 1/4-inch 4.7 Mohm instrument level input, as well as line and instrument level outputs. For an Effect Loop, the dual-function 1/4-inch output and input to XLR act as send and return, respectively. The unit can also be used as a standard direct box with EO, or solely as a standard transparent direct box. SansAmp Acoustic DI is phantom power operable, or utilizes an optional 9V DC power. Price is \$225. For more information, contact Tech 21, Inc., 1600 Broadway, New York, NY 10019. Tel: 212-315-1116. Circle EQ free lit. #103.

#### RADAR LOVE

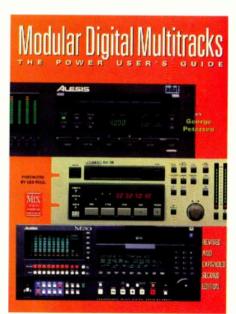
of its predecessor, the 16-bit, fixed hard drive RADAR I, Otari's RADAR II is the world's first 24-bit, 48 kHz sampling, 24-track hard-disk recorder. It has a standard 9 GB removable hard drive and a new RE-8 re-



mote control that emulates the operation and feel of a standard remote-controlled analog tape recorder. New features include a detachable remote meter bridge that lets RADAR II be located away from the control room and optional T/DIF link. RADAR II is also compatible with RADAR I. RADAR II also features a unique "auto-reclaim" function that lets the user automatically reclaim unused disk space to maximize storage capacity at all times. For more information. contact Otari Corporation, 378 Vintage Park Drive, Foster City, CA 94404. Tel: 650-341-5900. Circle EQ free lit. #101.

#### **VOODOO CHILD**

he Voodoo Lab Pedal Power (\$199) is a universal power supply for all battery operated guitar pedal effects. It provides eight 9V outputs, each of which is completely isolated, short circuit protected, regulated, and highly filtered. A toroidal power transformer is used to eliminate hum in sensitive effects such as wah pedals. The Pedal Power comes complete with cables and a detachable AC power cord, and features an auxiliary AC power outlet and a five year warranty. For more information, contact Digital Music/Voodoo Lab, 5312-J Derry Avenue, Agoura Hills, CA 91301. Tel: 818-991-3881. Web: www.voodoolab.com. Circle EQ free lit. #102.



#### VIVA LA (MDM) REVOLUTION!

ffordable modular digital multitrack recorders-such as the Alesis ADAT and TASCAM DA-88—fueled the fire of the project studio revolution. This completely revised and updated edition of Modular Digital Multitracks: The Power User's Guide by George Petersen covers MDM systems from Alesis and Tascam, as well as MDMs and third-party accessories from other manufacturers. The \$29.95 book also provides advanced operating features, undocumented secret functions, insider techniques and detailed maintenance and troubleshooting sections on keeping your MDMs at peak performance. At bookstores

and music dealers everywhere, or contact Hal Leonard Corp., 7777 W. Bluemound Road, Milwaukee, WI 53213. Tel: 414-774-3630. Circle EQ free lit. #104.

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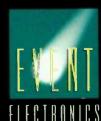
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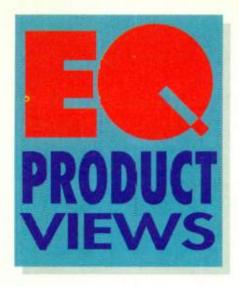
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Software shown is Steinberg Cubase VST. Tria subwoofer not shown. CPU, cables, and mouse not shown. Gina is designed and manufactured in the U.S. by Echo Corp., an Event Strategic Partner.

CIRCLE 25 ON FREE INFO CARD



#### **MAXIMUM MIXER**

llen & Heath's GS3000 console has twin-fader, dual-path inputs and two patchable tube preamps. The console is available in 24- and 32-input frame sizes, each with an extra two dual stereo inputs, offering a total of 52 and 68 inputs



to the mix, respectively. MIDI mute automation with scenes and groups is provided as standard, together with MMC. For more information, contact Allen & Heath, 8760 South Sandy Parkway, Sandy, UT 84070. Tel: 801-568-7660. Circle EQ freelit. #105.

#### SILVER SOUNDS

bx inaugurates the launch of its new Silver Series with the dbx 586 dual-channel tube microphone preamplifier. The silver 2U dbx 586 offers custom-designed VU meters that monitor drive level, gain reduction or output levels, +48 V phantom power, 20 dB pad, phase invert, and low-cut filter. Gold-plated Neutrik XLR mic and 1/4-inch TRS line inputs are also included. Two hand-selected and matched premium 12AU7 vacuum tubes are utilized



by the dbx 586. The unit also includes dbx's patent-pending TYPE IV<sup>TM</sup> conversion system. Suggested retail price is \$999.99. For more information, contact dbx Professional Products, 8760 South Sandy Parkway, Sandy, Utah 84070. Tel: 801-568-7660. Circle EQ free lit. #106.

# Introducing The 48





#### THE PURPLE ONE

oused in a purple 2U metal chassis, DigiTech's new 2120 valve guitar system is a fully-programmable tube guitar preamp and multieffects processor for studio or live applications. The 2120 features dual distortion paths, allowing the unit's tube distortion (using two 124X7's) and solid-state dis-

ing two 12AX7's) and solid-state distortion to be run in parallel. The 2120 also features full MIDI implementation. Price is \$1149.95. For more information, contact DigiTech, 8760 South Sandy Pkwy, Sandy UT, USA 84070. Tel: 801-566-8800. Web: www.digitech.com. Circle EQ free lit. #108.



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#### SILKY SOUNDS

he Bellari LA120 is ideally suited for both vocal or instrument compression. With its variety of input and output options, the LA120 adapts to recording and live situations, providing warm, silky tube compression/limiting, all tube gain circuitry with proper high-voltage plate voltages, optical gain reduction, 1/4-inch and XLR inputs



and outputs, and calibrated metering. Frequency Response is 20 Hz–40 kHz; input impedance is 10 kohms balanced, 1 Mohm unbalanced; THD+N is less than 0.1% typical, S/N ratio is 90 dB. The LA120 also includes an active LED indicator, analog meter, input/output jacks (XLR balanced, 1/4-inch unbalanced), and a 1/4-inch sidechain jack (unbalanced). For more information, contact Rolls/Bellari. Tel: 801-263-9053. Web: www.rolls.com. Circle EQ free lit. #109.

#### **GREAT X-SPECK-TATIONS**

n upgraded version of Speck Electronics' XTRAMIX 40 x 8 x 2 line mixer, the new XTRAMIXcxi, combines the benefits of a keyboard mixer and an 8-bus recording mixer into a 4-rack space chassis. Each of the 20 stereo input channels now has the ability to send true stereo signal so the user can get the maximum use from their stereo effects processors. The XTRAMIXcxi also has 8 stereo effects returns that are fully assignable to the 8 busses. The new high performance balanced input channels will now



accept a wider range of input levels, from -20 dBu to +22 dBu. Other improvements include a new grounding architecture and lower noise pots and switches. Price is \$4215. For more information, contact Speck Electronics, 341 Alvarado St., Fallbrook, CA 92028. Tel: 760-723-4281. Web: www.speck.com. Circle EQ free lit. #110.

#### STORM SELLER

torm Audio Systems, Inc., makers of the Vortex Multimedia Pro Audio Series, has introduced the V500A/D 20 bit analog-to-digital converter (\$675). The half-rack unit includes two microphone preamplifiers with phantom power capability, while high impedance balanced or unbalanced inputs are provided through the phone jack portion of the front-panel Neutrik combo connectors. Each channel has a separate gain and level control. Sample rate frequencies of 32, 44.1, and 48 kHz are selected using soft touch pushbuttons with LEDs. Digital output can be AES/EBU and S/PDIF coaxial or optical. A word clock output is also provided through a rear-panel mounted BNC connector. For more information, contact Storm Audio Systems. Tel: 702-221-2027. Web: www.stormaudio.com. Circle EQ free lit. #111.

#### **PRE VIEW**

he Studio Technologies Mic-PreEminence is a high-performance microphone preamplifier designed to produce a clean, transparent sound. Features include two independent preamplifier channels, +48 VDC phantom power that's on/off switchable, dual five-stage LED metering, output phase reverse switch, selectable balanced or unbalanced outputs, adjustable gain range of +12 dB to +68 dB, and electronically balanced input and output circuitry. Suggested price is \$799. For more information, contact Studio Technologies, 5520 West Touhy Avenue, Skokie, IL 60077. Tel: 847-676-9177. Web: www.studio-tech.com. Circle EQ free lit. #112.



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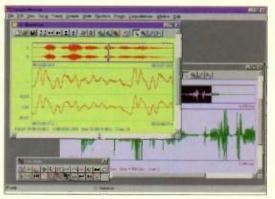
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#### A WRENCH IN THE WORKS

ample Wrench 4.1 from dissidents is a CD quality visual sound sample editing package for mono and stereo sounds. The menu system has been reworked to allow faster and more efficient access to Sample Wrench's effects and functions. A free evaluation version is available for download on the dissi-



dents Web site. Price is \$259. Users of version 4.0 can upgrade for \$20. For more information, contact dissidents, 10325 Woods Road, Utica, NY 13502-6723. Tel: 315-797-0343. Web: www.dissidents.com. Circle EQ free lit. #113.

#### **ACID INGESTION**

onic Foundry's new AGID software puts a multiple track audio editor with unique continuous loop audio processing features behind an approachable user interface. Users are able to take audio files from a variety of sources and



easily create seamless "loops" with precisely matched tempo and pitch to produce music for use anywhere a music bed is required. ACID ships with hundreds of pre-recorded loops of different formats. instruments, and sounds. Features include Generate or chase to MTC/SMPTE timecode, DirectX Audio Plug-In support for real-time effects, 16- and 24-bit audio support, and unlimited levels of undo/redo. ACID runs on Windows 95 and NT 4.0 or later systems. For real-time effects previewing a Pentium II is recommended. Price is \$399. For more information, contact Sonic Foundry, Tel: 608-256-3133. Web: www.sfoundry.com. Circle EQ free lit. #114.

#### **LEXICON FOR COMPUTERS**

he Lexicon Studio System is comprised of hardware components, providing I/O options, DSP, signal routing, and synchronization. The hardware provides high-quality audio capabilities for leading industry software pack-



ages based on PC or Macintosh computer audio production systems. With Lexicon's innovative hardware and critically claimed software like Steinberg's VST, Cubase computer-based productions achieve final results that are fully professional. The Lexicon

Studio System incorporates the proprietary LexiPowerCore technology (LPC), which works with a new generation system architecture to accelerate the host computer for maximum audio processing. The Lexicon Studio will also interface to today's tape-based systems (including ADAT and TASCAM DA-88 and DA-38), allowing editing and processing of previously recorded material. For more information, contact Lexicon, 3 Oak Park, Bedford, MA 01730-1441. Tel: 781-280-0300. Web: www.lexicon.com. Circle EQ free lit. #115.



#### SIGMA 1 SURROUNDS YOU

PB Tools' Sigma 1 fills the gap of a "spatial mixer" in the surround sound production chain by implementing a dedicated surface for this approach on the Pro Tools III hardware. It consists of a 16x16 Mixer TDM plug-in and the graphical interface, which runs as the foreground application. For a 8x16 setup (this means 128 automatable crosspoints), Sigma 1 needs only one DSP. The user is able to use either 16 external inputs or disk tracks or a ProTools session and move each track in real time individually through the space. The space is defined with up to 16 speakers (outputs) that can be placed arbitrarily. Each movement of the input track can be recorded to timecode and replayed later. For more information, contact APB Tools, Landgrafenstr. 9, D-1 0787 Berlin, Germany. Tel: +49-30-2627354. Web: www.kgw.tu-berlin.de:80/~feiten/doc/EM\_I/. Circle EQ free lit. #116.

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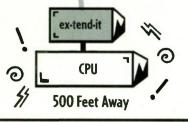


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CIRCLE 29 ON FREE INFO CARD



#### KILLER MOD

ADiE Inc. has introduced "Time Mod" Time Modulation as one of the new plug-ins included in its latest free software upgrade for SADiE and Octavia digital audio workstations. Time Mod is a plug-in that allows users to speed up or slow down a recording without altering the pitch. The user interface has a ratio control that enables the speed of the recording to be adjusted from 60 percent to 140 percent of the original length. For more information, contact SADiE Inc., 1808 West End Ave., Suite 1119, Nashville, TN 37203. Tel: 615-327-1140. Web: www.sadie.com. Circle EO free lit. #117.

#### MONITOR IN SURROUND

K Audio's MSD600C/ MKII now supports surround sound monitoring in a new software upgrade option. The new optional surround sound software enables the user to select a "Jelly-Fish" image on the display instead of the normal vector oscilloscope image, to indicate surround sound signal information. Retail prices begin at \$4195. DK Audio offers several other



Master Stereo Display models with varying features and options starting from \$995. For more information, contact TC Electronic, 790H Hampshire Road, Westlake Village, CA 9136. Tel: 805-373-1828. Web: www.tcelectronic.com. Circle EQ free lit. #118.

#### INSTANT RECORD LABEL

he Cedar Technologies Desktop CD-R Publisher publishing system is scheduled to begin shipping a Macintosh version in May, priced at \$7685. The package includes two 4X CDrecorders, a Fargo Signature CD Color Printer, the Cedar Autoloader, two CD holders, Cedar CD Face label editing software, Prassi CD-Rep premastering software for Windows 95, NT, or Macintosh, Prassi Robo Rep duplication software, printer alignment posters, power cable, printer control cable, and a user's guide. Signature prints full-color, high-resolution text, graphics, logos and photographs directly onto printable-surface CD-R media. User requirements are a host computer running Windows 95, NT, or Macintosh OS, 16 MB memory, and a busmaster SCSI host adapter. For more information, contact Microboards Technology, 1480 Park Road, Suite B, P.O. Box 856, Chanhassen, MN 55317. Tel: 612-470-1848/800-646-8881. Web: www.microboards.com. Circle EO free lit. #119.





# There's never been a better time to buy a Beta mic.

Now during Shure Beta Days, our top quality drum mics, which set the highest standards for performance and reliability, are a better value than ever. Because between March 1 and May 31, 1998, you can pick up a \$10 rebate\* on the Beta 52 for your kick, the Beta 56 for your toms, and the Beta 57A for your snare. So for great drum mics and a great deal to match, better get a Beta at your local Shure dealer. For the dealer nearest you, call 1-800-25-SHURE.



World Radio History

\* Valid 3/1 through 5/31/98. Rebate will be payable directly to the retail purchaser by Shure upon receipt of proper claim materials. Limit of three microphones per rebate and one rebate per household. Other restrictions apply.

CIRCLE 79 ON FREE INFO CARD

# TASCAM TM-D 1000 Digital Mixer

With TASCAM's latest digital console, the price is definitely right

#### BY STEVE LA CERRA

At this year's NAB, TASCAM introduced the TM-D1000, a digital mixer designed to integrate with DTRS-format machines. Utilizing a TDIF-1 port for 8-channel digital I/O, the TM-D1000 comes out-of-the-box ready to interface with a DTRS recorder such as the TASCAM DA-98, -88, or -38 recorders, or the Sony PCM-800.

Connecting the TM-D1000 to the analog world are four balanced XLR mic inputs with 48-volt phantom power and eight 1/4-inch, balanced TRS inputs. Onboard A/D conversion is 20-bit, with 64x oversampling,

while D/A is 20-bit with 128x oversampling. Both 44.1 kHz and 48 kHz sample rates are supported by the TM-D1000. Master L/R outs are carried on balanced 1/4-inch TRS and unbalanced RCA connectors. There are also four group outputs that may be used as aux sends when mixing; these are available on two balanced 1/4-inch and two unbalanced RCA jacks. For 2-track playback, there is a stereo monitor input using the same variety of jacks. Output may be monitored from balanced TRS line outs or a conventional headphone jack.

The 16 channels of the TM-D1000 are divided into three slightly different types. Input Channels 1 through 4 each give you a choice of the XLR mic in, 1/4-inch line in, or (stereo) Digital Input "A," which can be either an AES/EBU or S/PDIF. Input Channels 5 through 8 can be used for mic or line level via 1/4-inch input — the input stage has sufficient gain to accommodate microphones via the 1/4-inch connector.

Alternatively, Digital A can be routed to Channels 5 through 8. Channels 9 through 16 are dedicated to 8 channels of tape return digital input via the rear-panel TDIF-1 connector. Any or all of these 16 channels may be assigned to the mixer's four groups, which are output from the mixer via the analog RCA and 1/4-inch connectors or alternatively may be digitally sent from the rear panel via two S/PDIF or two AES/EBU connectors. Also on the rear panel is the TDIF-1 connector, which is software-switchable to carry the group outs, the direct outs from Channels 1 through 8, or the direct outs from Channels 9 through 16.

Taking a closer look at the input channels, each has 3-band EQ, including high-shelf, fixed-bandwidth, semi-parametric sweep midrange, and low shelf. All EQs are variable from 41 Hz up to 16 kHz with a boost/cut range of 12 dB. TASCAM gives you four onboard dynamic processors that can be assigned to any of the inputs, and also a stereo pair of onboard effects. If you require more processing ability, the optional FX-1000 effects board adds another four dynamics processors and another pair of stereo effects.

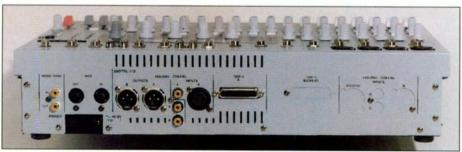
The TM-D1000 may be expanded by adding another 8 channels of TDIF-1. The TM-D1000 has a second card slot that can accept the IF-TD1000 digital I/O board. When the IF-TD1000 is installed, this second TDIF-1 connector carries direct out signals from Channels 1 through 8. Adding an IF-TD1000 will also provide another two stereo digital inputs: Digital "B" and Digital "C" via AES/EBU or S/PDIF connectors (two of each). Finally, the IF-TD1000 adds a 2-channel sample-rate converter to the system.

Alongside all of the audio I/O connectors, the TM-D1000 supports MIDI. One-hundred and twenty-eight snapshot scenes may be stored and then recalled either from the front panel or through MIDI program change commands. Each scene stores mixer settings such as EQ, aux send level, pan, mute, and effects. Since the TM-D1000 transmits MIDI Machine protocol, it can be used to control transport and track arming of up to two DTRS machines.

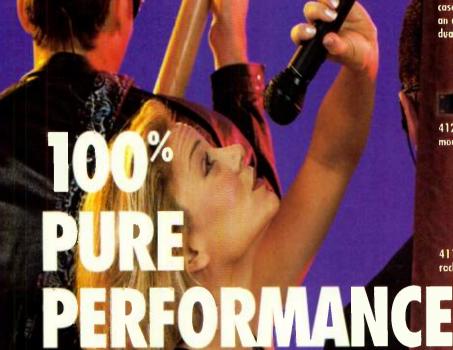
The TASCAM TM-D1000 will be shipping in July at a suggested retail price of \$1199.

For more information, contact TASCAM at Tel: 213-726-0303. Circle EQ free lit. #120.





I/O YOU: TASCAM's new digital mixer leaves plenty of options for mixdown.



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411UDR stand alone receiver which can be rack-mounted using the 321RK rack mount kit

41MT handheld microphone. Heavy-duty case, with supercardioid uni-directional element, 63 internal user-selectable frequencies, and uses either 2 AA alkaline batteries or Azden Ni-Cads and unique charging system.



41BT bodypack transmitter with input level control, standby switch, locking mini-plug connector, and metal belt clip. Available with electret condenser omni-directional or uni-directional elements, instrument cable, or HS-11 headset boom mic.



AMC-1A 2 mic Ni-Cad battery charging station for making the 41HT handheld mic into the rechargeable UHF microphone available.



Quite simply. Digital 328 is the most advanced analog 8 bus you'll ever drive combined with the easiest digital console you've ever used - check it out for yourself.

#### 42 Input/8 Bus Configuration

For a mixer with such a small footprint, Digital 328 packs an extraordinary number of inputs. 16 full spec. analog mono michine channels — each with its own balanced XLR connector, dedicated insert point and access to phantom power — come as standard, along with 5 stereo inputs. With the addition of 16 digital tape returns on 328's TDIF\* and ADAT\* optical interfaces, a maximum of 42 inputs are possible. Every input is fully routable to any of the 8 groups and has access to the full complement of 328's parametric EQ, signal processing, onboard effects and auxiliaries.

#### As Easy to Use as your current analog console

Although other digital mixers offer an amazing array of functions, it can often be a nightmare to access them.

In contrast we've designed Spirit 328 to operate like your old analog 8-bus console and not like a computer with faders, so that you can take it out of its box and get started without even opening the manual. Unlike other digital mixers, there's instant access to any channel, group or master feature with one button press, and you can see that feature's status from the front panel without having to rely on an LCD display.

The key to it all is Spirit 328's unique "E-strip", the lightercolour bank of encoders and switches that runs across the center of the console. Simply select a channel and the E-strip immediately becomes a "horizontal input channel" with instant access to all that channel's EQ, aux sends, channel pan and routing. Alternatively, press any button in the rotaries section above the E-strip and the encoders change to become a channel pan, auxiliary send, or Lexicon effects send for each channel. Select a fader bank to display mic/line input faders, tape returns faders, or group and master faders and that's it; no delving through level after level of LCD menus to find the function you want, no delays in making afterations and no need to study complicated EQ curves. With 328, everything you need is immediately accessible from the front panel of the console - giving you the freedom to let your ears decide.

If you want the functionality of a digital console but the usability of your old analog 8 bus, then Spirit 328 is for you.

#### All the Digital I/Os you need as standard

Most digital mixers don't include digital multitrack I/Os, which means that to get digital recording and mixdown you have to buy extra, expensive I/O options. In contrast, Digital 328 includes twoTascam TDIF and two ADAT optical interfaces as standard, allowing you to record 16 tracks entirely in the digital domain, straight out of the box. As you would expect, we've also included a pair of AES/EBU and SP/DIF interfaces assignable to a wide range of inputs and outputs, including group and auxiliary outs, as well as for use as mix insert points with digital signal processors. In addition, a dedicated auxiliary optical output allows you to send a signal digitally to an effects unit.

#### 2 Onboard Lexicon Effects Units

Only 328 can offer the world's premier name in studio effects on board - Lexicon. Two separate effects units are included, offering a full range of reverbs, choruses, delays, and flanges as well as dual effects such as chorus plus delay - all with fully editable program and parameter settings.

Digital 328 includes two mono of stereo signal processors which can be assigned to any input, output or groups of ins or outs. Each processor provides a choice of compression, limiting, gating or ducking.

#### Comprehensive EQ

All of 328's mic/line, tape return and stereo inputs have access to 3 bands of fully parametric EQ, designed by British EQ guru and co-founder of Soundcraft, Graham Blyth. A man with over 5 million channels of his EQ designs in the field, Graham has brought 25 years of Soundcraft analog EQ circuit experience to bear on Digital 328. If you want the warm, musical sound of real British analog EQ, look no further.

#### Unparalleled Sonic Spec

Rubbish in, Rubbish out! It doesn't matter whether the console is digital or analog — if you have poor mic preamps, your sound will be compromised. That's why 328 includes Spirit's acclaimed UltraMic+™ padless preamps, giving your input signals the cleanest, quietest start of any digital mixer on the market. With 66dB of gain range and a massive +28dBU of headroom, they offer an extremely low noise floor and are virtually transparent. Spirit 328 is 24-bit or better throughout; your signal hits the digital domain through state-of-the-art 24-bit ADCs with 128 times oversampling, guaranteeing that it maintains its clarity, while 24-bit DACs on all main outputs equal this sonic integrity should you wish to return your signal to the analog world.

Moving Fader Automation

> All of Digital 328's 100mm faders [including the master] are motorised to allow current channel, tape return, group and aux master levels to be viewed at a glance.

# DIGITAL 328

By pressing AUX1 in the rotaries section, the E-strip indicates Auxiliary Send 1 levels for each channel. The Fader Bank section indicates whether Mic Line or Tape Return levels are heims shown.

By pressing any select switch, the "E Strip" becomes a horizontal channel strip, indicating EQ, auxiliary, FX and Pan selfings. Mono Mio Line, Tape Returns & Stereo Inputs all have access to the same channel strip functions



World Radio History



#### All palameters instantly recallable

In addition to level automation, every other digital parameter of 328 is instantly recallable, allowing snapshots of the entire console's status to be taken. Up to 100 of these "scenes" may be stored internally and recalled either manually, against MIDI clock or against MTC or SMPTE. Alternatively, every console function has been assigned its own MIDI message allowing dynamic automation via sequencer software.

#### Easy to edit - direct from the control surface

The majority of 328's input and routing parameters may be edited from the control surface without resorting to the console's LCD, Settings and levels may be copied and pasted from one channel to another with just two button presses and, using 328s query mode, the routing or assignment status of every channel on the console may be viewed instantly simply by selecting the

function (such as Group 1 or

Phase Invert) you

want to question. In addition, with 328's Undo Redo function located in the master section, editing is entirely nondestructive, allowing you to compare new EQ- and other settings - with previous ones.

#### Grows with your needs

Two Digital 328s may be digitally cascaded, giving you up to 84 inputs at mixdown and 32-track digital recording capability

#### Full Metering and Monitoring Options

All of the Mic/line inputs, Tape return inputs, group and master levels may be monitored per bank via Digital 328's 16 10-segment bargraph meters, Additionally, 328's onboard dynamics processors may be monitored using the console's master meters. Any input may be solo'd using AFL, PFL or Solo-in-Place.

#### Timecode and Machine Control

Digital 328 reads and writes MTC and reads all SMPTE frame rates, with a large readout display instantly indicating current song position. Store and locate points are accessible from the console's front panel, with 328's transport bar controlling a wide range of devices including Tascam and Alesis digital recorders.

#### digital

three two eight

#### Add-On Module Options

To meet the needs of a variety of users, there are several module options:

#### 8 Channel Analog I/O Interface

Connecting to the TDIF\* ports, 16 phono connectors provide 8 analog group or direct outs and 8 analog inputs for tape neturns 17-32. Two interfaces may be connected, allowing 16 track analog recording or access to 16 more sequenced keyboard or sampler inputs.

#### **RES/EBU** interface

4 pairs of AES/EBU connectors allow optional digital interfacing to hard disk production systems such as Pro Tools\*. A maximum of two interfaces may be connected.

#### Mic Pre-Amp Interface

Each interface provides 8 XLR mic ins with Spirit's acclaimed UltraMic+™ preamps and gain control, plus 8 analog outs. Connecting two interfaces turns 328 into a 32 mic input, 8 bus mixer for PA or theater applications.



Spirit by Soundcraft<sup>TM</sup>, Harman International Industries Ltd., Cranborne House, Cranborne Industrial Estate, Cranborne Road, Potters Bar, Herts EN6 3JN, England. Tel: +44 (0)1707 665000 • Fax: +44 (0)1707 665461

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A Harman International Company

# Microtech Gefell UM 900

# There's a new tube in town

MIC NAME: Microtech Gefell UM 900 PRICE: \$3750

TYPE OF MIC: Multipattern tube condenser POLAR PATTERNS: Omnidirectional, wide cardioid, cardioid, hypercardioid, figure

FREQUENCY RANGE: 40 Hz to 18,000 Hz ACOUSTICAL OPERATING PRINCIPLE: Pressure

gradient transducer

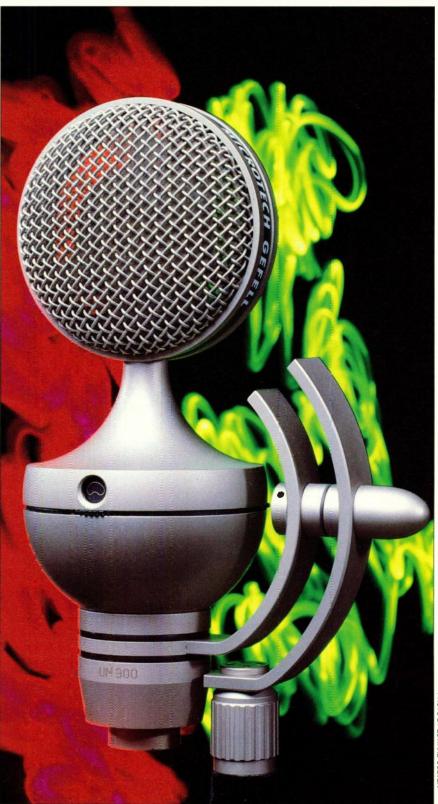
**RATED IMPEDANCE: 30 ohms** 

SIGNAL-TO-NOISE RATIO: 68 dB (CCIRweighted), 78 dB (A-weighted); re: 1 Pa at 1 kHz

DIMENSIONS: 200 mm x 75 mm CURRENT CONSUMPTION: 4 milliamps MAXIMUM SPL FOR THD LESS THAN 0.5% THD: 130 dB (or 140 dB with pad switched in) WEIGHT: 900 grams

MIC NOTES: Unlike any other tube condenser microphone, the UM 900 from Microtech Gefell (which utilizes the well-known M7 large-diaphragm, dual-membrane capsule) derives power from any standard 48-volt phantom source capable of delivering a minimum of 4 milliamps. A transverter inside the microphone body converts phantom power into the necessary voltages required to run the tube preamplifier and bias the capsule, negating the need for an outboard power supply. The rather large headgrille and flared headgrille mount give the UM 900 a unique appearance, but also contribute to the microphone's sound. In particular, the flared headgrille mount serves as a nonreflective surface near the diaphragm, reducing acoustical interference that might otherwise result in sonic anomalies.

USER TIPS: Because it operates without an outboard power supply, the UM 900's polar pattern selector is located on the mic body (this characteristic is more typical for a solid-state multipattern mic). For accuracy and repeatability, the pickup pattern is selected via stepped switch between the five patterns mentioned above. A three-position level switch provides a traditional –10 dB pad, but also has a +4 position. In the +4 position, the UM 900 functions only in the cardioid pattern and offers a 4 dB increase in sensitivity, resulting in an increased signal-to-noise ratio. A low-frequency rolloff switch is also included to control proximity effect.



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- 4-Stereo Channels-Stereo 1/4 inputs, 3-band EQ, 2-Aux sends with stereo returns.
- Channel Solo Buttonturns off all other channels so you solo only the channel you select. Featured on 6-mic and 4-stereo
- 4 Mute Switches ellow you to "turn off E single channel. Featured on both 6-mic and 4-stereo channels.
- 60mm Faders gave you precise level controls tor each channel in your mix. Featured on 6-mic and 4-stereo channels
- Solo in PFL / AFL-Select between Pre-Fader Listen (PFL) and After-Fader Listen (AFL)
- Solo to Mains or solo to Headphones cue-Select between solo to mains when setting up

your mix, or solo to headphone cue, where the selected channel goes to cue only and leaves your master L&R mix unaffected

- Top loaded L&R balanced 1/4" outputs.
- Footswitch insert-Plug in optional foot switch to control Aux 2 send.

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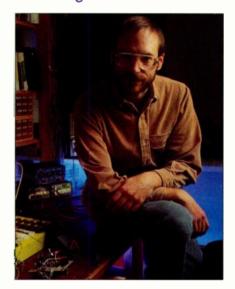
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CIRCLE 6 ON FREE INFO CARD

**World Radio History** 

# Who Made This Big Messe?

#### A look at the trends revealed at the world's largest MI show



BY CRAIG ANDERTON

Frankfurt, Germany — where the weather is grey, the hotel rooms have ISDN lines, and beer flows out of drinking fountains (well, not exactly, but it's still cheap and plentiful) hosted another Musik Messe, the world's largest MI trade show.

These are uncertain times in Europe; "stagnation" was the most common word used to describe the current retail MI scene. But hey, you don't want to know about that: you want the skinny on new gear and trends! Images that formed hazily in the NAMM crystal ball became much clearer in the nippy Frankfurt air, such as...

#### WILL VST RULE?

In a striking display of cooperation from former rivals, I ogic Audio for the Mac OS will now support Steinberg's VST plug-in format. But there's more to the story. There is speculation that Apple, concerned by comments that the Windows platform got it right by coalescing around the DirectX standard for plug-ins while the Mac platform turned into a plug-in Tower of Babel, may "bless" a plug-in standard. The smart money is betting on VST, owing to its ubiquitous standing and the general perception that it's a better-written standard than DirectX anyway.

#### **FASTER MIDI!**

The Emagic/Steinberg collaboration isn't one-way: Steinberg will support Emagic's AMT (Active MIDI Transmission interface. mentioned in last issue's "Gear-At-A-Glance" report), which dramatically speeds up MIDI timing. Let's be grateful for those who put the needs of customers ahead of the "not invented here" syndrome.

#### SPEAKING OF APPLE...

Thanks to the relentless work of a cadre of dedicated audio fanatics at Apple, the Mac is re-entering the limelight. The G3 certainly helps (what's this, plug-ins with no detectable latency?!?), but it's also related to the perception that Apple indeed cares about retaining its hold on the "creativity" market, including high-end audio. It's a small indicator, but at Frankfurt, there were so many Apple literature bags that everywhere you turned, you saw the Apple logo. Now that Windows has caught up with the Mac, it looks like Apple would like to raise the bar again.

#### **GROOVY SOFTWARE**

The "groove" phenomenon continues unabated, with several software programs designed specifically for groove applications. B.Box (\$99), a "groove generator" for Windows (fig. 1), is now distributed by Steinberg. It's based on sampled drum sounds

from the E-mu SP12, Linn 9000, TR-808 and 909. Simmons SDS5, Yamaha RY30, and many others. Grooves can take up an unlimited number of bars, and be streamed to hard disk as a 44.1 kHz WAV file. It's sort of like ReBirth-for-newbies. And speaking of ReBirth, it's now up to version 2.0, adding a digital delay, four distortion units, compressor, and analog filter emulation.

Even effects are getting into the act. NeuroSonic's Groove Delay, about \$200, see fig. 2), is a VST Mac plug-in that provides 16 delay taps, which make up one measure. Input a tempo, enable various taps, and you get synchronized echo effects with variable level, feedback, and panning for each tap, as well as "shuffle" timing options (Web: www.trust-group.com).

Complete "DJ packages" are also popular. For example, the Evolution Dance Station bundles composition software, samples and loops, and a keyboard for control. It saves songs as MIDI files that trigger the samples, and that can also be edited within the software. The keyboard provides pitch bend, modulation, octave shift, and other functions for controlling and editing what you're composing. It's more a consumer product than a "pro" piece of software, but is representative of a new genre of "music collage" software designed for the mass market (Web: www.evolution.co.uk).

#### **DESKTOP VIDEO**

The Project Post phenomenon just got a lot more affordable. Edirol (by Roland) an-



FIGURE 1: B.Box is a fun, simple, inexpensive groove generator.

# 24 Bit / 96 kHz We are there!



Samplitude 2496 Mastering/Multi-Tracking Software. Shown above: Multitrack Screen , FFT Filter, Noise Reduction, Multi-Band Dynamics Module.

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FIGURE 2: The Groove Delay is a digital tapped delay optimized for adding rhythmically related echoes to dance grooves.

nounced its VideoCanvas series, which includes the V-5 Video Mix/Title Processor (around \$1500). This video mixer integrates a video mixer, still image capture function, title maker, scan converter, and editing features into a compact, portable box.

In addition, the A-6 Digital Multi Audio Station (also around \$1500) is a 4-track stereo hard-disk recorder (with mixing, sampling, and effects) optimized for video soundtrack production. It synchronizes to video via MIDI timecode or MIDI Machine Control. An optional expansion board provides a SCSI

port, and both coaxial digital and XLR analog I/O. These boxes are a clear sign that digital video will continue to go through the same kind of democratization that occurred with digital audio.

#### MIXING À LA DIGITAL

Yamaha, whose ProMix 01 started the affordable digital mixing trend, announced the 01V (\$1999). It provides 16 analog mix channels (balanced 1/4-inch on all channels, plus XLR inputs with phantom power on 12 channels), but can accommodate

eight more analog or digital channels intended for digital tape returns. I/O on these channels is determined by your choice of optional user interface cards (\$299 each), including Alesis ADAT, TASCAM TDIF, and AES/EBU. These inputs feature 2-band parametric EQ, four aux sends, and assignability to any output bus for combining tracks. The 16 main channels include the same 4-band parametric EQ and dynamics controls as the 02R, as well as a 250 ms delay line. Other features include two stereo effects returns, six mix buses, six aux sends, 99 memories for storing mix snapshots, two stereo/32-bit multieffects processors, 20-bit converters, and one set of dedicated rotary controls for EQ and pan (assignable to the various channels).

You can even link solo and mix functions of two 01V's so they behave like a single 48-channel mixer with four stereo effects returns. Does Yamaha have another hit on their hands? It looks that way.

Generalmusic raised some eyebrows with two digital mixing console introductions, both of which include extensive controls for real-time use. The Falcon offers six mono mic/line channels with 20-bit con-



## 3 POWERFUL REASONS TO CHOOSE ASHLY'S FTX SERIES III POWER AMPS

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#### 3 FTX AMPLIFIERS ARE MORE FLEXIBLE

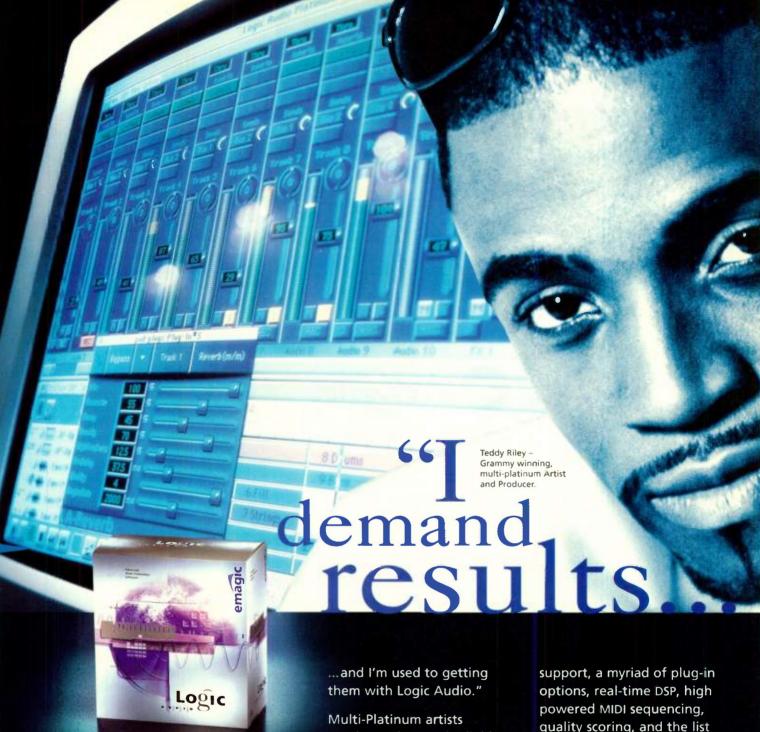
A full range of plug ins incuding compressor/limiter, 2 and 3-way crossover and mic/line mixer modules allow you to customize the FTX Series III for virtually any application. Rated output per channel at  $4\Omega$ : FTX-1001–175 watts RMS, FTX-1501–300 watts RMS, FTX-2001–500 watts RMS

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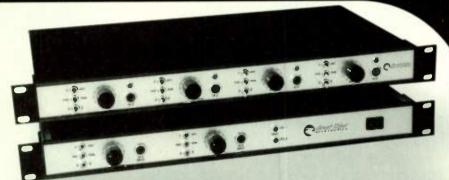
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#### CIRCLE 35 ON FREE INFO CARD



The DSR2000 and the IMI2000 are two complete computer-based Digital Audio Workstations designed by Interactive Microsystems, Inc. Professional digital multi-tracking, digital mastering, CD burning, and CD duplication are no longer out of reach. IMI has designed the 2000 series to meet the requirements of digital audio recording and mastering. Why mess with audio tape when you can edit your recordings using non-destructive editing, and insert seamless crossfades? You can also take advantage of the digital effects. IMI also offers software/hardware packages to convert your existing PC into a DAW. You can also check out IMI's line of computers designed for those who want to upgrade their existing PC. IMI gives you Digital Audio Solutions and it's about time.

Interactive Microsystems Inc.

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#### CIRCLE 40 ON FREE INFO CARD

version, two stereo line channels, two stereo analog outs, two aux outs, one stereo pair of digital I/O, and an optional ADAT interface for eight more channels of digital I/O. Each channel incorporates 3-band parametric EQ, four aux sends, and motorized faders. Other features include two internal processors (one for reverb, one for multieffects), 128 scene snapshots, eight outs, and a RS-232 serial port.

The Eagle console is similar, but increases the I/O to 18 ins, 10 outs, 4 aux outs, 6 aux sends, and more processors (up to 30 different processors — delays, EQs, enhancers, etc. — assignable to inputs or outputs). For more info, go to www. eagle.generalmusic.com

#### IT'S THE MUSIC, STUPID!

Of course, it's the music that ultimately drives music industry development. In Europe, techno/house/drums and bass has become more or less mainstream, but mutant strains of dance music continue to emerge. This year the new wave is coming in from France with a looser, more romantic form of techno. Recordings such as Etienne de Crecy's Super Discount exemplify this style, which is gentler, more meandering, yet solidly anchored in the groove. Also, guitars are being re-integrated into the mix - not just as samples, but as signal fodder for importing into hard-disk recording systems. Many guitarists who took detours into the land of MIDI and sequencers seem to be returning to guitar, but with a whole new vocabulary.

Also significant: the proliferation of groove products like Sonic Foundry's Acid (which, not surprisingly, was a huge hit at the Messe), Roland's Groove Machines, and the do-it-yourself DJ programs like Mixman Studio. The most important point about these new technologies is that they break down the barriers between composition and recording — you record while you compose, and what you compose gets recorded almost instantly.

The bottom line is that some of the excitement and immediacy of live playing is making a comeback, but based on a totally different paradigm. In fact, the term "DJ" seems a bit of a misnomer; it takes as much artistic skill to assemble music in a compelling way as it does to create music.

Overall, the show confirmed the feelings many had at NAMM: we are in the midst of a major transition. It's still in its infancy, and no one knows where it will end up, but it's sure injecting a breath of fresh air into what had been an increasingly stagnant musical scene.



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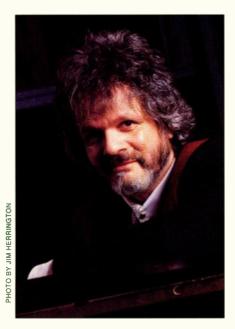
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## Hacks & FAQs



Here are the answers to those questions you keep asking me...

## BY AL KOOPER

Here're some questions I've been asked more than once. Now that the answers are written down, hopefully I won't be asked these questions again. Most of these questions pertain to home and songwriting studios, so I hope you project studio folks'll put up with me.

#### 1. How do you record background vocals at home?

This is for the guy who does it all himself, as opposed to having friends come in and help. This info is easily adaptable to group singing; it's basically just track usage.

It's necessary to record a scratch lead vocal first to work against. It's also advisable to do this early on, prior to keeper lead vocals, solos, etc. for multitrack availability. Let's say you're gonna do three-part harmony. Record the lowest part on track 1. When you are happy with your performance, bus it to track 2 and sing along with it live with the mic bussed to track 2 as well. Record the two performances together, balancing them as a true double. When you are done, you will have your low part doubled on track 2. Return to track 1 and record your middle part. Using the same technique, bus the middle part to track 3 and the live mic as well. Return to track 1 for the high part and then bus to track 4. You will then have three part harmony doubled on tracks 2, 3, and 4. Just like Brian Wilson!

Track availability permitting, you can then premix the three tracks to stereo or mono in order to make later mixing easier and free tracks up. This only works on digital machines because of adjacent track problems in analog. By leapfrogging tracks, you can also perform this task in analog. 2. What are the advantages to putting your stereo mix on your multitrack, space permitting?

Again, this is best served in digital, as two "border" tracks are necessary in analog to

prevent adjacent track weirdness. When I finish recording, I try to have tracks 21 & 22 open to mix to. When I get a great mix, I can then adjust the volume that goes to my DAT player without compromising the ceiling of my mix. If I don't have automation, and, for instance, the mix is great but needs a little more vocal, I simply play tracks 21 & 22 back and add as much of the vocal as I need from the vocal track, adjusting the level to the final DAT. And the really best part is, if the mix is great except for the bridge, I can punch the bridge in. All without automation. Try this and you'll never go

3. If I only have 16 tracks, what do I do about recording instruments in stereo? This is a *good* question and

it deserves a good answer. I am very opinionated about this. In my project studio, I usually record most MIDI instruments in mono, and here's why:

As an arranger, I think in terms of balanced parts. For example, if I record a piano part, I'll usually put it on the left and record an organ "answer" part that addresses the areas where the piano is not playing. I don't mean where the piano tacits, I mean if the piano plays beats 1, 2, and the upbeat of 3 in a bar, the organ might play beats 3 and 4 to complement the piano and give a stereo feeling not possible from one instrument. Conversely, if the piano is playing a choppy staccatto part, I might have the organ sustain and play whole notes through that passage. If you add a balanced part to every mono part, you can get better stereo by doing it this way. You'll definitely become a better arranger. I guarantee it!

#### 4. How can I improve my skills in my home studio?

At Berklee, where I teach, one of the exercises for producer and engineer hopefuls are "sound-alike" assignments. The instructor picks about 15 classic rock tracks, (i.e., "Hey Joe" by Hendrix, "Paperback Writer" by The Beatles) and the student picks one and attempts to em-

ulate it. The reason classic rock is used is because modern home-type equipment can now easily replicate sounds it took us hours to get in the '60s. It's also fun to check how good you really are at reproducing a sound you hear. I do this at home sometimes with old Spinners records, aping the genius Thom Bell arrangements from the early '70s. When you can actually duplicate "Don't Talk (Put Your Head On My Shoulder)" by the Beach Boys from the Pet Sounds album, send it to me. That one has eluded me for thirty years! 5. Where can I send you a tape of my band, Al?

Please refrain from doing such a thing because: a. I am not looking to

produce anything at this point in my life. b. You should send it to someone

who actually can help you, so as to minimize duplication costs.

c. In the music biz, the latest is the greatest. I'm definitely not the latest. It's now time for Butch Vig to get your tapes.

Hope these tips help you out in elevating your studio expertise. Good luck and I'll see ya next month.



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test.htm. The competition is organized into six different categories covering the world of music and audio. In order to provide a fair competition, the sections have been organized so that everyone from music lovers to experienced studio professionals have a good chance to win.

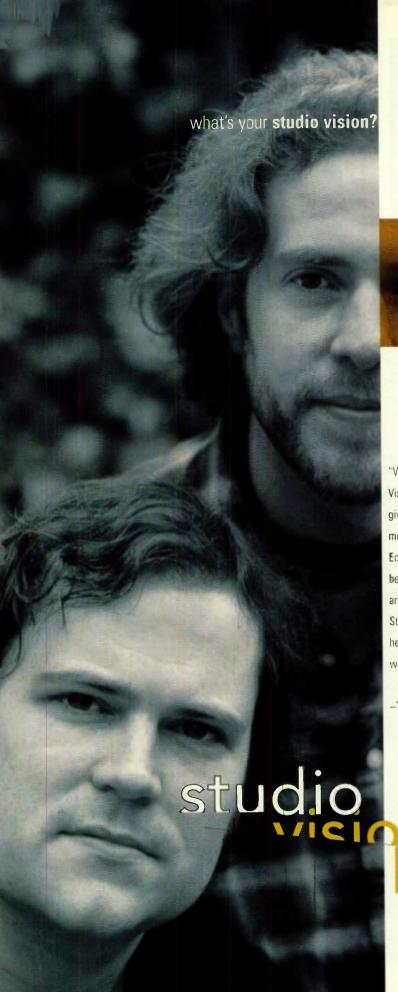
Interested participants are encouraged to browse all six sections in order to choose the three sections they feel most qualified to compete in. Only three categories will be accepted for each entry with each category weighted equally if completed correctly.

Valuable prizes will be awarded to the highest scoring entries from participants worldwide. Prizes include a limited edition, stereo set of Gold U87 Ai microphones, an M 149 Tube mic, a TLM103, and more. (See sidebar for a full decription of prizes.) Closing date for entries is September 21, 1998. For specifics on contest rules including how to enter, visit the Neumann Web site at www.neumannusa. com/contest.htm or call 860-434-5220.

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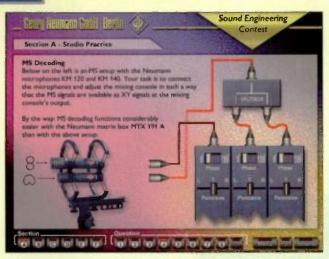
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## Big Expectations, Little Time

Building your project post studio for speed will help you handle the time restrictions on film projects

## BY E.D. MENASCHÉ

Film composing is kind of like playing halfback in the NFL. You need speed, the ability to read the situation in front of you, and the skill to make rapid changes on the fly. Hesitate, and you get hammered. It's no big secret that, thanks to our position near the end of a film's completion schedule, composers

often face tremendous pressure. A film might take months to shoot and edit, but once that's done, the filmmaker is waiting for you. Time windows are small, and when the call comes, it helps if your project studio is built for speed.

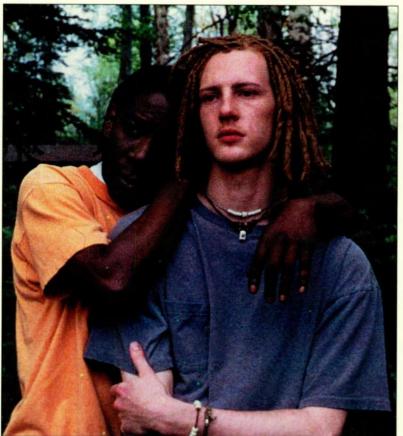
One of your project studio's primary strengths is the way it can be adapted to suit your specific working method. For the film composer, formulating the right environment can be tricky. You need tools that inspire your rightbrain creativity while allowing your left brain to deliver the final product on time. And while there's plenty of debate among proponents of analog vs. digital recording, linear tape vs. random access digital systems, and MIDI sequencing vs.

acoustic instruments, the composer most effective rig is often a wellplanned combination of all of the above.

I experienced the advantages of combining several different recording methods first hand when I composed and produced the score for Parallel Sons, a first feature by director John G. Young. After laboring over his project for about a year, John was suddenly offered the chance to enter the still uncompleted film in the prestigious Sundance film festival. Obviously, this was a tremendous opportunity and a welcome recognition of all his work and commitment, but time was in short supply. By the time he came to us with the project, there was exactly one month to finish editing the film, compose and record a soundtrack, create sound effects, and mix the audio. The project also came down while we had

other commitments to juggle, so the calendar month was shortened considerably.

In addition to the short time frame, the score posed a couple of special challenges. Parallel Sons is set in a small town in upstate New York's scenic Adirondack mountains. The story is centered around Seth, a white kid getting ready for college whose interest in black culture makes him an outcast in his conservative hometown. His life changes when he meets and develops a relationship with Knowledge, a black escaped convict running from both the law and his own past. John wanted the score to reflect the film's rural setting, while at the same time integrating less traditional musical elements and sonic textures that push against that setting. Certainly not the kind of score you can bang out on the quick with a sequencer and a couple of synths.



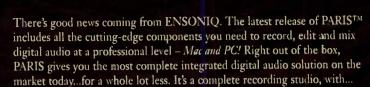
KNOW THE SCORE: The music for Parallel Sons (shown above) had to reflect the rural setting by using nontraditional musical elements.

#### **ROUGHING IT**

Traditional folk instrumentation formed the core of the "rural" cues. Violin, viola, guitar, and both bowed and plucked upright bass would be featured in small ensemble settings. Cheesy MIDI samples simply would not cut it for the final mixes - each instrument had to be recorded live. But before going through the time and expense of hiring players and booking sessions, we needed to create rough cues for the director's ap-

Step one involved spotting these cues with Mark of the Unicorn's Digital Performer (DP) for the Macintosh, locked to picture via SMPTE using MOTU's MIDI TimePiece interface. It's always a good practice to request

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tapes with a window burn depicting timecode; the visual reference can be a great time saver when spotting scenes or fine tuning hit points.

Digital Performer is an especially effective scoring tool: The combination of random access digital audio with MIDI allowed me to start composing with my most intuitive instrument, the guitar, which forms the backbone of almost every piece in the film. In DP, any given file can hold a long list of individual cues (known as "chunks" in MOTUese), each with its own start time, digital audio "soundbites," tempo map, MIDI instrument layout, etc. Data, including audio, can be copied freely between chunks. Early in a project, the flexibility afforded by random access digital audio is invaluable. In addition to allowing me to hone in on specific hit points and fine tune tempo, I was able to audition four or five different pieces of music on the same scene simply by assigning various chunks to the same SMPTE start time. Later, as the score started to take shape, Performer let me take one or two important thematic

ideas and try them at different locations in the film. As I mentioned earlier, we began work on the music while the final edits were still under way. DP's flexibility let us painlessly move our cues to reflect last minute scene changes.

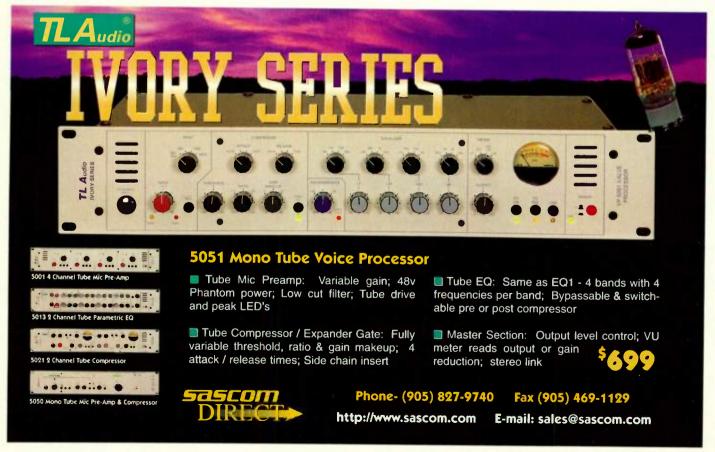
## CREATING A SIGNATURE SOUND

Though we knew we'd be bringing in real players for the final recordings, we created a demo of each cue's string parts using samples from our pre-existing inhouse Akai library (recorded by engineer Bill Philbrick). Creating a library of your own samples may be a lot of work, but homegrown samples can offer several advantages over commercial libraries - you the producer can get the performance you want from the player, and the samples will have your studio's sonic stamp. In our case, the fact that we recorded the samples ourselves meant we would only have to match our own sound later on, not some generic sound off a disk.

In the real world of dealing with filmmakers, that kind of consistency and attention to detail can save major has-

sle. Remember, musicians might be able to hear a rough sound and imagine what the final track will be like, but most civilians can't. The closer your demo sounds to the final track, the more comfortable the director will be when he hears it. The last thing you want to do when the pressure is on is explain how it's "gonna" sound, or, worse, why your beautifully recorded final mix doesn't sound like the demo the director approved

In addition to the acoustic music, a distinctly electronic element was needed to portray the characters' alienation from their rural surroundings. We maintained the same minimal approach we used for the acoustic cues, employing some of the same traditional instruments in nontraditional ways. Here, we took advantage of the Ensoniq ASR 10's strength as a performance sampler/ sound design tool. For the title sequence, which precedes the main story and takes place in Knowledge's Brooklyn apartment, we sampled plucked viola through the ASR's onboard effect's nonlinear reverb algorithms. We looped



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and pitched down the results to create an eerie rhythmic bed. Over that bed we laid processed sampled piano, playing a theme that would recur later in the film. We ran the samples through a Summit Audio TPA 200 tube mic preamp, which allowed us to emphasize the sample's dynamic character while mitigating some of the sound's harsher elements.

Just like an album project, a good film score should hold together sonically, even if the music is stylistically diverse. I like to assign specific sounds to characters or settings, then use those sounds in different combinations to fit the action. We used an electric guitar to create a dark, brooding pad that was an important sonic device in connecting various dramatic moments in the film. I played slide electric guitar with an E-Bow, which creates an infinite sustain. I fed the guitar into a DigiTech [GSP] 2101. a tube preamp with extensive onboard effects.

Using the real-time control pedal on the GSP's floor controller. I added harmony notes while the slide slowly changed the pitch of the feedback-like buzz created by the E-Bow. The result was a complex pad with a distinctly electronic flavor; plus, the sound was like a twisted echo of the bowed bass used in other parts of the film. Again, DP allowed us to clip and reuse the pad throughout the film, both on its own and as a layer in some of the more com-

With little time to spare, John came in to hear the demos and make final suggestions. He had some changes, most of which involved the placement and tempo of the cues; fortunately, Performer enabled us to audition those changes on the spot. Approval granted, it was safe to call in the string players and lay the final tracks down.

#### ROLL TAPE

The computer had served us well in the early going. It helped us lay a framework for the score, make demos, and tweak them to meet the director's approval. However, although several of the electronic tracks we had recorded into the computer would ultimately find their way into the mix, we did our final tracking to a trio of TASCAM DA-88's (24 tracks). As tape machines go, DA-88's chase to external timecode relatively quickly. Better yet, they can handle long-format tape (up to 120 minutes on

a single Hi8 cassette). Having the entire film's worth of music on one set of tapes saved us substantial hassle.

Storage was also an issue. The kind of multitracking we were doing was way beyond our hard disk's capacity. And, though it's not my favorite way to work, due to time constraints we had the players lay several takes down for each cue and move on. We chose the best performances later. We recorded each acoustic instrument in stereo. Plus. in the midst of the composing process, engineer Bill Philbrick had been designing ambience effects on an Eventide H3000, which would become integral to the music; each of those needed to be printed in stereo, too.

Fortunately we had been anticipating this move, so switching from disk to tape produced no unwanted drama. Locking both computer and digital multitrack to SMPTE, we were able to use the Performer tracks as a guide for the finals, giving us a frame of reference when judging the musicians' performances and the timing of the cues. Just as important, we were able to recycle key material from the demos - like the aforementioned guitar pad - which would have been tough to reproduce.

## FINAL SCORE

You learn a lot about your tools when you're under pressure. For all the good preamps and microphones and instruments and effects in our studio, our most important asset was not a piece of hardware but a concept of design. The integration and compatibility between various pieces of gear, most notably our computer and digital multitracks, let our work go faster, and made the leap between composing and tracking seamless. By maximizing the strengths of each format, we were able to compensate for any format's inherent weaknesses, allowing us to spend critical time working out creative issues without being distracted by the technology. That focus and efficiency allowed us to deliver the score on time - with not a moment to spare.

E. D. Menasché is a composer, producer, and writer living in the New York area. He co-owns PM Productions, inc. with Bill Philbrick. Parallel Sons should be appearing at an arthouse near you in the spring of 1998.

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## Ska's the Limit

Bridging the gap between the "new" ska sound and the timehonored traditional

### BY VICTOR RICE

Ska has become one of the most popular styles on the music scene today. Musicians have adopted ska's upbeat tempos and staccato rhythms and combined them with more of a modern flare adding equal parts of punk, metal, hardcore, and jazz - to create the most recent wave of ska music.

Over the years, the fidelity of recording ska has changed immensely, and that's

a big issue in the ska community right now. A lot of people are trying to make a choice whether to use the technology that we have with us or try and re-create the traditional sound of ska - essentially a couple mics in a room with not much in the way of outboard effects. I've been trying to strike a happy medium by using some of the bestsounding equipment from yesterday and today, along with the bigger track counts that are available.

#### **ROOM TO BURN**

Because I don't have a room that I can call my own, when I'm getting ready to produce a band I look for a studio with a lot of space. I also look for good microphones, good mic pres, and analog gear - I'm strictly analog until the mastering stage, then I'll go to digital. Proximity to the band is another important factor that I also take into account. I like to record a band where they're comfortable and

then I tend to mix the project where I prefer to work. So if I go out of town to produce a band, I'll usually bring the tapes back to New York, unless I really like the facility. Lately, I've been mixing at Coyote Studios in Brooklyn, NY.

You have to remember that a lot of ska bands are up to 10 or 12 pieces, so it's really good to have a separate place that people can hang out in - I have a real problem with people hanging out in the control room and in the live room when I'm trying to track. I like to make sure that there's a third room for people to keep themselves occupied in so I can just call on them when I need them.

When it comes down to recording, I love to record bands live. I like to try and get the entire band down on tape. From that point, we'll listen to the drum tracks. and if the drummer's happy, well keep them. We'll also listen to the rhythm section, and if the tracks are worth keeping,



SKA-FACE: Ska-master Victor Rice reveals how he records each of the many elements in a ska band to achieve a balance between high-tech and tradition.

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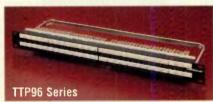
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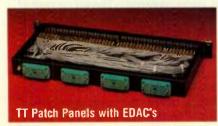
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**World Radio History** 

## Entering The Vintage Zone: Buyer Beware

Take steps to avoid getting burned with vintage gear purchases

### BY BENNET SPIELVOGEL

The primeval magnetism that draws a moth to a flame is not unlike the attraction vintage recording and studio equipment holds for those in the recording and sound racket. The squeal of delight that comes from other engineers and clients who recognize you own a blackface Tohnafone Cordless with the rare mildew-colored knobs is music to any gearhead's ears.

It's unfortunately all too easy to be burned by vintage deals gone sour. And like the moth taunting the flame, the outcome can be similar. I've hovered around that flame many times and have run the gamut of complete escape (well, not quite complete, maybe a slight singe or two) to getting pretty toasted. Over the years, I've discovered a few ways to avoid and minimize pitfalls when shopping for "mature" gear.

First, what exactly are we talking about? If someone asked me what constitutes a vintage piece (as opposed to plain ol' "old"), I'd have to say it's probably vintage if:

- it's not made anymore
- it continues to hold enduring interest and importance within the industry
- it possesses outstanding distinction for what it does
  - · it's appreciating in value
- it's more expensive than you care to think about
- someone once said, "Ten years ago I once had a box full of these I couldn't give em away, I wound up selling the entire lot for \$20."

The refreshing things about old gear, when you make comparisons to modern equipment, concern design, function, and ease of use. Most old pieces usually only do one thing, but they do it very well. For example, an EMT250 doesn't have a jillion presets, but once it's properly set up, it gives you some astonishing reverb. Or take leveling amps. You can't get much simpler than an

LA2 - two controls and terrific sound.

Sometimes all it takes for a piece to enter the realm of the classic is a little publicity. For instance, a photo or interview of a well-known engineer/mixer holding or talking about a forgotten piece of equipment — "Man, if I didn't have my old Raptronix 88, I'd never have gotten the vocals to bounce with a quality like that." Give the Rap 88 some additional publicity, and what used to sell for \$400 goes into the four digits.

Whenever you think "vintage," make it a rule to think "buyer beware." Become knowledgeable about the equipment you "Can I get them tomorrow COD?" ("Of course."). Sign me up, that sold me. The units arrived the next day.

Neither unit worked, and one didn't even light up. And so began some intense learning involving LA3A's. I knew nothing. Thus, after phone calls, trips to the library, and the used book store, my crash course in understanding the LA3A began to develop. As it turned out, all I needed was one meter bulb and two "optos" — one for each LA3A.

I'll contend though, that the quickest (and usually the most expensive) way to learn about something, especially a vintage piece, be it a U47, a Neve mic pre, or a Gibson Lloyd Loar mandolin, is to buy one. So...

Rule #1: Find out as much information about the gear you want before you buy it. What makes it tick? Are there any models to steer clear of? What's your source for spares? Can you speak with someone who already owns the kind of piece you want? Would

a Web search offer information?



## **ELECTRONICS AND BEYOND**

It's important to emphasize that, unlike a fine wooden acoustic guitar or violin, most electronic gear fail to age gracefully. Capacitors dry out and open up. Wires oxidize. Switches act like diodes. Pots turn ugly. Most vintage pieces can be serviced, but, unfortunately, you may wind up paying twice. That is,

an initial price for the piece and then more money to have the unit brought up to specs. That would be fine, if the units were priced according to condition.

This is usually not so with classic gear. The \$1200 I paid way back when seemed to be the going price for those units, working or not. I got off reasonably light for my first experience. It's not unusual to find them with bad optos, noisy pots, and leaky caps, yet you'll most likely pay "the going rate" — these days between \$1800 and \$2500 (each) — regardless of condition. Therefore...

Rule #2: Budget for repairs and spare parts when buying older stuff. Face facts, the popularity of vintage gear has driven prices way, way up, and most people fail to factor in the cost of refurbishing from a reliable serviceperson.

## MAKING THE SCORE

I grew up on the Lower East Side in New

want to purchase before you buy it. It's all too common to buy a marginally working or even a nonworking piece for big bread and then realize that you need to invest quite a bit more in order to get it working. This happened to me about seven years ago when I bought my first vintage pieces, a pair of LA3A's.

I had wanted a pair of these for a long time. I had seen pictures and I used them in other studios, but I had never bothered to learn much about them. I found a mail-order deal from a used equipment place (now out of business...): \$1200 for the pair. I asked a couple of questions: "Do they work? ("Yes.");

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Unity" 1002-8 RQ

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Unity" 2002-24 RQ

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per Mic Pre

for the 8-pack



## INTERFACING CLASSIC GEAR: SOMETHING OLD, SOMETHING NEW...

By Mike Sokol

Collecting and using classic audio gear can be hard on your bank account.

Nonetheless, the fun really begins when you finally get your hard-won collectable back to your studio and want to hook it up to your console.

Your first hint of trouble normally will be when you don't find XLR or phone connectors on the back panel. You'll likely find just a terminal strip label with alien terms like "IN," "OUT," "COM," "+" and "-." Not to worry, this is a good thing. In fact, I've scored some real deals over the years from sellers that couldn't figure out how to hook this stuff up. So play it close to your vest and offer them a ridiculously low price for that old UREI.

Here's how to hook 'em up: If you need a little help on how compressor/limiters hook up in your sound chain, check out my piece in last month's compressor issue of EQ. With the help of a kludge cable and maybe a resistor or two, you'll be in business. Normally you want to insert a compressor in a channel strip or subbus using a TRS (Tip Ring Sleeve) plug. I like to hang a little box on the back of my old gear that has 1/4-inch jacks prewired to the terminal strip. For about five bucks you can build an interface that allows you to hook up classic gear like all your modern stuff without drilling holes in your old (and collectable) processors.

Fig. 1 shows the terminal strip layout on my UREI LA3A (and, no, you can't have mine). Check the diagram. The IN and OUT should be obvious, but the "plus," "minus," and "C" markings have to do with transformer inputs and outputs. If you're going into an unbalanced TRS insert, then you need to wire the input and output transformers to tie the "C" leg to ground. On other brand gear, there may be a separate "plus" and "minus" terminal, which implies high-side and low-side transformer connections. The "-" terminal must be tied to the shield on the unbalanced TRS jack. If not, you'll get a sonic situation similar to a low-impedance mic with one broken wire in a snake, i.e., all high frequencies and no bass due to capacitive-only coupling of the broken side of the bal-

Input

The image of the image o

FIGURE 1

anced circuit. So if it sounds really weak, check for a floating transformer connector.

The other caveat is the impedance loading of the output transformer. Just like in tube-type power amps, the output transformer wants to feed a specific impedance load, usually 600 ohms, although some gear has taps for 150 or even 50 ohms. If you don't provide the correct load

(which most modern consoles won't), you can get a very "peaky" frequency response without much bass. The cure is to simply add a small resistor of the correct value across the output transformer of the gear. For most gear, a 680-ohm resistor will work, although some old ribbon mics want to see about 150 ohms of loading. Then, when you plug it into the high-impedance jack on your modern console (usually 2.5 to 10 kohms or higher), the proper loading is already done for you.

The terminal connection labeled "Stereo" allows you to connect a pair of compressors together so that each detector will affect the gain reduction of the other processor. This is generally only needed when using a pair of compressors in a stereo mixdown situation. Since this allows the gain reduction of each channel to be mirrored in the opposite channel, the stereo image will remain stable and not dance side-to-side. The "Chassis" terminal is a chassis ground to be used in a floated-rack situation, but may not normally be used in some project studios and unbalanced signal situations.

You can also hang a set of balanced XLR input and output plugs off the terminal strip if desired. You'll still want to put a loading resistor across the output transformer, unless the gear will be properly terminated by another piece of classic gear.

Have fun with your old stuff. I know I do!

York City, not far from the open street market on Orchard Street. There, yelling, screaming, and bargaining are an art form. You deal face-to-face, the goods are in your hand, it's put up or shut up. The world of vintage electronics bears little resemblance to the personalized give and take of the street merchant because most old gear is bought sight unseen through the mail.

If you're one of the lucky few who can actually test out the piece, by all means do so. At the minimum, pass some signal and listen with headphones (part of my test arsenal is an old and soon to be vintage non-VLZ Mackie 1202 mixer and some Sony MDR-V6 headphones). When evaluating outboard and rack-mount gear, a small cassette or DAT player can be used as a signal source. Bring along an assortment of patch cords and adapters, including some that end with alligator clips for connecting to equipment that uses barrier strips.

It's been my experience that private sellers will deal, especially if you can demonstrate that the piece ain't exactly happening. Some private sellers are, for any number of reasons, in a rush to sell. Perhaps they need the bread; they inherited the equipment and never used it much (never could quite figure out how to make it work with their home stereo); they may not be aware of current prices and trends; the hobby aspect of recording has worn off; or they discovered that the recording business wasn't all partydolls and wine and have moved on to other endeavors.

Whatever the case, your best bet for getting a deal is with a private seller. Lately I've had great success buying (and selling) with people on the Internet. Equipment brokers, on the other hand, seem more apt to say, "Sorry that's the price; take it or leave it." It's not that these brokers are shysters or crooks, it's supply and demand.

Brokers know the market. They're aware of the gear's popularity, so they'll hold onto indemand pieces to get their price. Most dealers are honest about the condition, while others don't have a clue. In some cases (especially bigticket items such as consoles and tape machines), they are brokering the gear and never get to try or test it out. It's up to you, the buyer, to ensure it's working.

## SEE OH DEE LIGHT OH DEE DARK

If you can't test the equipment and you're dealing with a broker, ask if they have the gear or if they're brokering it for someone else. Ask about the unit's physical condition and history, and if it works. Is there a return policy? Many of the more reputable dealers give you at least 48 hours. Determine what the policy is if you're dissatisfied before you settle the deal.

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The E-Card allows full duplex, 16-bit CD-quality streaming audio that can be augmented with programmable hardware-based real-time effects including reverb, chorus, echo/delay, compression and parametric EQ.

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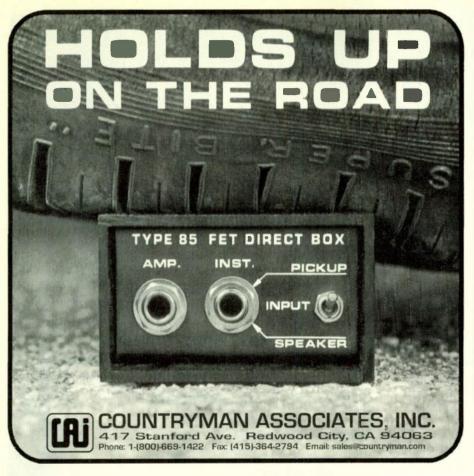
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CIRCLE 21 ON FREE INFO CARD

In most cases you'll pay certified check COD. If credit cards are accepted, go that route instead of COD. Find out how long the broker has been in business, some like Mercenary Audio (Boston, MA) have been doing vintage sales for years and have built a reputation within the industry.

When the gear arrives, inspect it before you hand over the COD check. Carriers/shippers don't like you to do this, but tell them you're paying a lot of money, you don't know the seller, and you need to see if you're getting what you ordered or two bricks wrapped in bubble pack. I always keep wide clear cellophane packing tape handy if I have to do a quick repack and refuse.

Rule #3: Test the equipment before you buy whenever possible. When making the deal, find out if you can get your money back within a certain period of time if the equipment falls short of expectations. And for sight-unseen mail-order transactions, inspect the shipment before handing over the COD check. A broker is more apt to give you your money back than a private seller. But, you'll probably get the best "deal" from a private sale.

#### HAPPY HUNTING

Sources for used equipment can be found in the back pages of most pro audio magazines, especially *Pro Sound News*. If you're online, the following locations offer information, links, and sources of used gear:

www.aes.org
www.proaudio.net
www.proaudio.net
www.tangible-technology.com
www.mossware.com/Technical.html
www.micshop.com
www.mercenary.com
www.k-bay106.com/mics.htm
www.3daudioinc.com
www.neumannusa.com

These newsgroups and forums enable you to post questions, read opinions, and find private sellers/buyers:

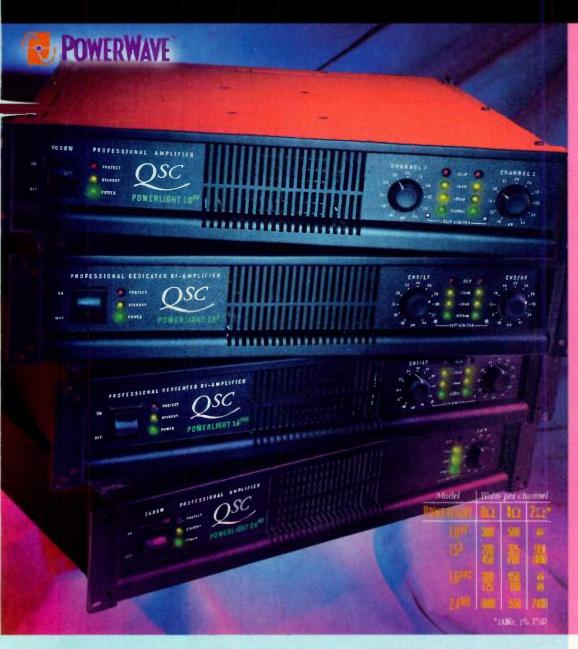
www.visionwork.com/oceanaudio

rec.audio.pro rec.audio.highend rec.audio.marketplace rec.audio.misc rec.audio.opinion rec.audio.tech rec.audio.tubes

Finally, avoid getting emotionally attached to any piece before you pay your money. Get the information you need and shop with a dose of skepticism. Good luck.

Bennet Spielvogel owns and operates Flashpoint Recording Studio in Austin, TX. He enjoys combining the newest whizbangs with those big-knobbed retro relics.

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The PowerLight 1.0HV use a high voltage power supply to deliver 300 watts/channel at 8 ohms and 500 watts per channel at 4 ohms. Employing an ultra-low distortion Class AB output circuit (0.01% THD typical), it is ideal for powering midrange and high frequency drivers, studio monitors, and other critical sound system applications.

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The PowerLight 2.4MB mono-block is a single channel amplifier that delivers 2,400 watts at 2 ohms while operating from e single 15 amp 120v AC circuit. It is ideal for driving multiple sub-woofers (up to 600 watts each to four eight-ohm drivers) as well as allowing an odd number of amplifier channels to be configured in a system.



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## Show Us The Way

Frampton is alive and offers some techniques for project studio recordists

#### BY STEVE LA CERRA

Peter Frampton's name is no stranger to the music industry — especially to those of us who remember the '70s - but you might not know that he has had a project studio since back in 1977 when he bought his first 2-inch machine: a 3M M79. Peter's recent move to Nashville, TN was accompanied by the construction of his latest studio. Peter spoke to EQ about this studio and how he's using it in his latest musical activities.

"We basically said yes to the house, but the only problem was that there was no room for my studio," begins Peter Frampton, referring to his recentlyconstructed project studio. "The builder suggested I make the garage my studio, but I didn't want to do that. I felt that when I sell the house, the majority of people might want to put cars in the garage. So we decided to build a little room on the end, a nice working space with lots of light coming in. It could be an office or anything, but I put all my gear in there, so there's the studio." The presence of a Studer A827 2-inch, 24track, and Peter's Amek Angela (28 x 24) is a dead giveaway that there's more than just some fiddling going on here.

#### PILOT TO COPILOT

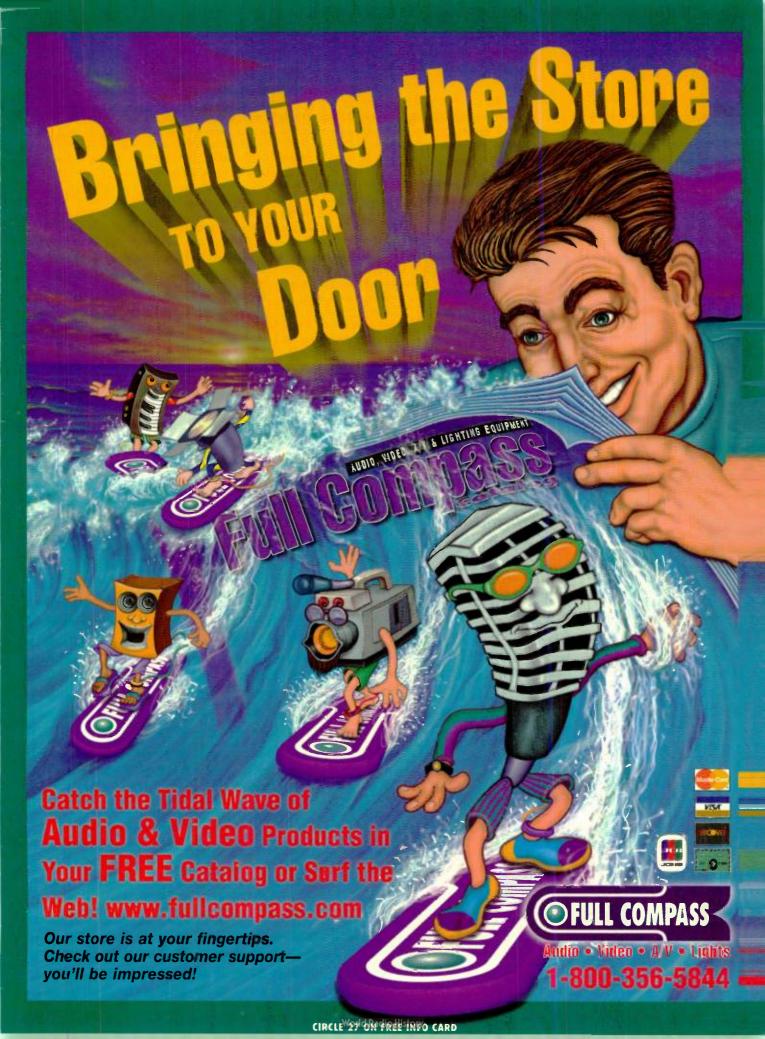
Peter's control room is set up "cockpitstyle" so that he can sit in the center of the gear and operate it while playing his instrument. Although he doesn't have a

"proper" studio area, guitar and vocals can be recorded in the guitarist's rather unconventional iso booth: "It's the laundry/cat room, so we take the cat litter out when we have a singer in there! And maybe put some incense in there, too. It's bare bones, but it works. I also use that room when I want to record an electric guitar and I want to listen through speakers (I hate monitoring through headphones). The cats don't feel terrifically good about it, but they don't pay the mortgage so it's OK.

"I'm lucky in that I am far enough away from other houses that I don't have to keep the sound contained. I have never been big on doing a lot of sound treatment to a room - I tend to like the real ambience of rooms, and if it doesn't sound right, I'll move to a different room. I've always been into finding the right room for the right instrument. In previous homes, I've had every room wired with a mic panel, but my current resi-



'70s SURVIVOR: Peter Frampton (right) and engineer Dave Thoener sit with a mysterious "thumbs-up" quy.



dence is not wired. Moving into the laundry room, I had to have a meeting with the wife, so I'm not sure about a mic panel in the bathroom..."

Since the studio was constructed as an add-on, it is physically separated from the house, which improves isolation between the studio and the house. According to Frampton, "The studio is actually on the outside of the outside wall

of the house, which really does isolate it. Late at night, I am probably more likely to bother neighbors than I am people in the house. Sometimes I'm blasting away, I come into the house and my wife is watching TV. I say, 'Can you hear that?' and she says, 'No.' That's a great thing. It has worked out very well. If the studio had been part of the house - within the house structure — I think it would be a different story."

In addition to the Studer, Amek, and a TAS-CAM DA-98, Frampton says he's "collected things over the years such as an LA2A, three 1176's, an EQP-1A, Harmonizers<sup>®</sup>, and quite a few gadgets. There's always another thing that you want, and I'd like to start collecting mics. You can go crazy over old mics — and they are wonderful - but it really comes down to the performance and the moment. I have done vocals on a Shure '58 where maybe the tool wasn't as good as it could be, but for that moment in time it sufficed. The performance made the mic sound better than it actually was."

#### DON'T FRET IT

As you might expect, Peter does a lot of guitar (as well as bass) recording in his studio. His recording technique is simple but effective: "I have two Neve 1073 modules from Brent Averill that have the mic pre and that wonderful EQ. They also have a direct input that I often use for bass. I'll plug the bass into the 1073, let it do its magic, come out of the 1073 into

a limiter like the 1176 or LA2A, and then go straight into the tape machine. On guitar, I might use one 1073 for a direct sound (if I want some of that dry direct sound) and the other to mic an amp. Or I might put two mics on an amp. Being a one-man operation, I very rarely record more than one instrument at a time. So it is perfect for me to have two of the 1073's.

> "Nearly always, I record electric guitar with an amp. I have a stockpile of small amps such as old Ampeg's from the 1960s, an old '60s 2 x 10 Marshall combo, a '64 Vox AC30, and a Matchless single-12. If I am looking for a chunky power-rhythm sound (not clean), I would use this Ampeg 1 x 12 Jet, which has been with me for many years. It has that sort of overloaded sound, almost like it is going to blow up every moment. When I do a solo, I could easily do it with a small amp. In a regular studio I might put out my big Marshall rig, close-mic it, have mics around the room at different distances, and mess with the ambient sound of it. At home, I really can't get my stack in the room. It's much more controlled with a smaller amp and, in the final analysis, you can't tell anyway.

"I have a wall with four amps linked together. I turn them on and I listen to combinations of different ones for the track. I usually end up with two of them or pos-

sibly three, in which case I'll mic two of them and let the third get picked up by the room mic. If I am using the little Marshall and the little Ampeg, I'll have a Shure '57 on each of them and then experiment with AKG '414's and Sennheiser '421's close up. Probably the '414 would be further away, it being a condenser. Then I have my trusty old tube Neumann '47 that is always up as my vocal mic. I just sort of turn it on and it becomes the room mic. I virtually know

what to do with the mics EO-wise because I know the amps so well. I'll wear headphones to hear the mics, but if I really want to get into it I'll move the amps into the isocat room.

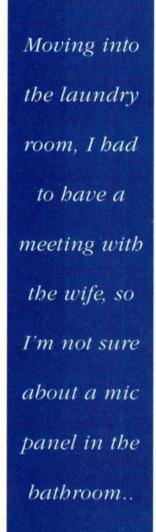
"It's pretty evident if the guitar sound is too big or too small for the song. You have to come up with the right puzzle piece. If the guitar sounds too big for the rhythm section or the vocal, then it's not the right sound and I'd try a different amp or EQ. My philosophy (learned from many great engineers that I've had the privilege of working with) is that if it's the right guitar, the right amp, and the right player, you should be able to stick any mic in front of it and it will sound right in the track. If you are taking a good sound and making it fantastic, that's one thing. But you cannot take a not-very-good-sound and make it a good sound by using any of the gadgets in a studio. It's just going to be reverb or an effect on top of a not-very-goodsound."

When recording his guitar tracks, Peter is not locked into recording with or without effects. "I have recorded tracks both ways. When it is something that happens by accident - such as a delay or effect that I am playing against - that's usually when I will record the effect, because the part is played off the effect. Like a U2 rhythmical delay that the Edge does. On When All The Pieces Fit, there's a track called "More Ways Than One" that was done in L.A. I had a small room with a closet and I stuck the amp in there. It was a little dry-sounding to say the least, so I put a delay on it. I was just messing around with it and put on the flanger setting from my Eventide SP2016. I flanged the delays - not the guitar signal - just the delays. It was so cool and really was inspiring. When that happens, you have got to record it. I started by putting the effect on a separate track and then took the bull by the horns and mixed it together. This can be a dangerous thing because you can have too much effect. Too little is fine because you can re-create it and add more. But once you have too much, it's ruined and you have to start from scratch. It's a fine line, how much of the effect you put on."

#### FRAMPTON ON DRUMS?

Although Peter uses the studio for overdubs such as guitar solos, vocals, and keys, his recordings can also start as songwriting demos. He explains how his Roland V-Drums facilitate the process: "I

continued on page 67





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HOW TO CONTACT DIGIDESIGN Digidesign, 3401-A Hillview Avenue,			

Digidesign, 3401-A Hillview Avenue, Palo Alto, California 94304-1348 USA 650-842-7900 / 650-842-7999 (Fax)

Product Information	800-333-2137
Fax-on-Demand	
England	44-1753-658-496
Germany	
France	
Benelux	
Italy	39-2-57-511-799
Asia (Japan)	81-3-3505-7963
Pacific (Australia)	612-9568-1711
Latin America (Miami)	1-305-971-4075
Website	www.digidesign.com www.avid.com

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## I TOLD YOU SO

## Buying Plug-Ins can save you a lot of money — not to mention plenty of studio real estate

ust to remind you, in my January *EQ* column I called 1998 "The Year Of The Plug-In." Well, it looks as though my prediction is becoming a reality. Almost all of the major ancillary equipment manufacturers have designed a TDM Plug-In version of their hardware processors, and some companies are offering Plug-Ins that have no hardware counterpart.

So, you are planning your project studio and making a list of all the hardware you want. You add up all the prices and

suddenly realize that you can now relate to the National Debt.

The solution? Start another list. At the top of this list put Pro Tools|24. From your previous list, you can now cross out the console, automation, synchronizer, and patchbay. Now look at the list of outboard gear and compare their prices with the Pro Tools equivalent. Everything you want is available as a Plug-In at a fraction of the hardware price.

The hidden advantage to Plug-Ins is that you only need to buy one of each. In the hardware only studio environment, if you want to use Focusrite EQ on eight different channels, you have to buy eight Focusrite EQs. If you want to limit all six background vocal tracks, you have to buy six limiters. If you want a different reverb on the vocal than you are using on the drums, then you have to buy additional reverbs. With

## BY ROGER NICHOLS

Plug-Ins, you can use as many copies as you want, up to the limit of your DSP Farm. If you want to have a Focusrite EQ on each vocal track, all you need is a few mouse clicks to get the job done.

Some Plug-Ins are available for hardware that you couldn't afford to buy. Ten years ago, if you wanted to use QSound for stereo image enhancement, you would



have to contact the company in Canada and make arrangements to rent their giant rack of processors and get them delivered to the studio. I went to some sessions at A&M where the producer was using the QSound processor. Now, you can buy a Plug-In and have your own processing factory right inside your Pro Tools system.

Some Plug-Ins provide functions that do not even exist as a hardware version,

like Arboretum Software's HyperPrism audio processor, for example. The Plug-In environment is great for companies who have great ideas but do not want to spend the money that is necessary to design and build hardware boxes to house their product.

There are album projects for major record labels that are completely produced within the Pro Tools environment — thanks to the Plug-Ins. Bela Fleck and the Flecktones just completed an album for Warner Bros. by recording the tracks into

Pro Tools, doing all the overdubs in Pro Tools, and mixing the whole album in Pro Tools. He used a few reverbs, but everything else was done with Pluglns. Give it a try.

Actually, try this: Keep a balance sheet going as you add Plug-Ins to your Pro Tools system. Every time you purchase a new Plug-In, put its price in one column and the price of the hardware version in a second

column. In a third column enter the amount you saved. In no time at all, you will have saved enough to offset the price of the Pro Tools system. So, if you buy enough Plug-Ins, your Pro Tools system will be *free*. Cool.

EQ columnist Roger Nichols recently won a Grammy as producer of John Denver's "All Aboard" (Sony/Wonder).



## **DIGIDESIGN PRO TOOLS**

## Pro Tools Mixes It Up with the Best Names in the Business — Or What This Supplement is All About.

nce upon a time, people in the audio production industry talked about a cool editing software called Pro Tools. But these are times of radical change in digital audio production. Today, people are using Pro Tools for a lot more than just editing — they're using it for everything from recording to mixing and digital signal processing. In fact, record numbers of audio professionals in music, film, multimedia, and broadcasting are flat-out abandoning their tape machines for Pro Tools and never looking back.

The point is, once you've got a Pro Tools system and a bunch of Plug-Ins, you've got a fully integrated professional audio production solution in your hands. You can record audio into a single environment — with 24-bit resolution using the flagship Pro Tools|24 system and 16-bit for Pro Tools



III — and then process, mix, and edit to your heart's content with the same system all the way to final CD master.

Just ask some of our

high-profile users like Teddy Riley, Butch Vig, and Lenny Kravitz. Or anyone else who's used Pro Tools, for that matter. They all know there's no other system that matches its functionality.

As much as we'd like to sit back and

take full credit for Pro Tools' incredible mixing environment, we simply can't. The truth is, there's strength in numbers. Over the past several years, we've acquired an army of supporters including 60 or so of the best names in the business who, in turn,

have developed more than 100 state-of-theart Plug-Ins offering everything from EQ and reverb to music delivery on the net.

The foundation of Pro Tools powerful mixing capabilities is an open platform called the Digidesign TDM Bus, an integrated digital mixing and DSP Plug-In en-

vironment. When we brought this technology to the audio world back in 1993, it was a revolutionary concept. The success of Pro Tools with TDM immediately launched an industry-wide scramble to develop other open platforms to capitalize on this newfound sonic gold. Audio-Suite, another Digidesign technology, offers a file-based processing alternative to TDM's real-time processing and is an option for all Pro Tools users.

Besides offering software Plug-Ins, our third-party development partners provide a variety of hardware solutions such as expansion chassis and removable media for Pro Tools, And, for the highest quality I/O, Digidesign offers several high-quality hardware interfaces including the new ADAT Bridge I/O for transferring ADAT (or compatible) tracks to Pro Tools.

The only thing that could make



Pro Tools even more powerful is Pro-Control: our new world-class Pro Tools control surface. ProControl offers "handson" control of the Pro Tools TDM mixing, editing and DSP processing environment, plus a comprehensive monitoring section. What's more, it offers complete access to every single parameter capable of automation in Pro Tools.

We could go on and on about Pro Tools being a totally modular, flexible, expandable solution with systems available at every price point. But we think it would be more convincing to let our products and developers speak for themselves.

Happy mixing!



## STUDIONET: FIBRE-CHANNEL WORKGROUPS FOR DIGIDESIGN

**USERS** 

he Digital A/V industry's requirement for collaborative workgroups to share high-bandwidth data is the next level of performance. Simply put, faster and faster drives or CPUs can't solve the problem of networking. StudioNet-FC does, and does it today!

How? By taking advantage of the MacOS's unique volume-based file structure that lends itself to "serverless" workgroups, and Fibre-Channel's unique topology that solves both

SCSI & Ethernet bottlenecks simultaneously! The fastest speeds we've recorded so far with 100B-T, even with added techniques like "data packet management," etc. is in the range of 3MB/s. There are ways to get more speed off the server

with Quad-port board sets, but the main problem remains: the ethernet connectivity (100B-T) vs. SCSI limitations, as mediated by the server & client bus structures. In publishing, print graphics, & A/V large digital files are the differentiating factor, so simply increasing the ethernet bandwidth is only half the problem — getting the data off the disks fast, in very large chunks (aka streaming) is the other side of the coin. So far, ethernet as a datacom protocol does not interface directly to disk storage, but Fibrechannel does. As a matter of fact, FC simultaneously replaces ethernet & SCSI, eliminating both topologies' shortcomings (i.e. the need to pass data through server and client buses).

StudioNet-FC uses volume management software, requires 1 PCI slot per user, and a expandable StudioNet Fibrestorage module, (36GB to terabyte range)and your ready to go. If you can run a Mac GUI, you can run at Fibre-speeds.

Contact: Rorke Data, Inc.; Tel: 800-328-8147, 612-829-0300; Fax: 612-829-0988;

\_\_\_\_\_

Web: www.rorke.com.



Solve your Pro Tools networking problems with StudioNet-FC, which solves both SCSI and Ethernet bottlenecks.

Rorke Data's StudioNet-FC includes a family of Fibre-Channel storage & network products that range from high-capacity RAID/JBOD disk storage arrays to complete turnkey workgroup configurations including bridges, hubs, NICs, cables & volume management software. We understand Fibre-Channel your workflow requirements. Fourteen years of industry workgroups for DAWs experience enables us to customize and integrate the power of Fibre-Channel for you today. *EUROPE* Nautilusstraat 5a 7821 AG Emmen-9700 W. 76th Street, Eden Prairie, MN 55344 The Netherlands (800) 328-8147, (612) 829-0300, Tel. 31-(0)591651165, Fax (612) 829-0988 Fax 31-(0)591651185



## MACKIE DESIGNS HUI DIGITAL AUDIO WORKSTATION INTERFACE

ackie Designs Inc. is targeting the rapidly-growing digital audio workstation market with HUI, its first digital audio product.

Aimed at video, film, multimedia and

recording studio professionals, Mackie's HUI (Human User Interface), is a hands-on control surface designed for Digidesign's popular Pro Tools 4.1 (or higher) digital audio workstation. HUI enhances DAW user productivity with tactile controls and visual mixing and editing fu

tactile controls and visual displays for mixing and editing functions that were previously controlled by conventional computer controls. "HUI is a major interface advancement," observed Chief Operating Officer Roy Wemyss. "It does for Pro Tools users what the mouse did for computer users: Familiar physical movement is instantly translated into

According to Wemyss, early positive response from major motion picture and broadcast production companies indicates that HUI will become an essential tool for media professionals.

Mackie collaborated closely with Digidesign, the global leader in the digital audio workstation market. Dave Froker, General Manager of

Digidesign stated, "HUI brings a level of con-

trol and functionality to the Pro Tools system that was never before attainable. We are extremely pleased with Mackie's successful development and release of the Human User Interface."

Mackie Designs is known worldwide as a manufacturer and marketer of high-quality, affordable professional audio systems. Mackie products can be found in professional and project recording studios, video and broadcast suites, post production facilities, sound reinforcement applications including churches and nightclubs, and on major musical tours. Mackie Designs is marketed by 54 distributors to over 100 countries.

For more Mackie product information please contact: Mackie Designs, Inc. 16220 Wood-Red Rd. N.E., Woodinville, WA 98072. Phone: (425) 487-4333:

Fax: (425) 487-4337; Web: www.mackie.com

control. For example, HUI includes what appears to the user to be familiar rotary knobs... but the Pro Tools DAW sees a virtual interface that can be stored and recalled digitally."

pre-

cise

creative

#### Pro Tools® 4.1 productivity breakthrough! Analog Feel. Digital Power. All Mackie. igital audio muting, soloing, or "arming" workstations a virtual Pro Tools 4.1 track. need hands-on Then HUI lets you "touch control. Not just update" levels as the motor-00000000 a fader pack, ized faders play back your but a whole automation sequence. "cockpit" of controls that If we stopped there, we'd you can get your hands have beaten the and even FEET1 - on. knobs off any Mackie's Human User Interface (HUI™) gives you 100mm faders to record and tweak level automation moves, virtual rotary controls for functions such as panning and adjustment of DSP plug-in parameters and dedicated function buttons for things like conven-A HUI" GUIDED TOUR. Assign Section. V-Pot™ III Real Solo and Mute buttons! THE CHANNEL STRIP DESCRIBED. assignment control lets you 12 "Scribble" Strip. "Write" a configure Sends A thru E, All eight HUI strips can be softchannel's title. Also shows status of pan and channel bus I/O configured in Pro Tools 4.1 as grouping, routing, phase and other and two of our renowned functions an aux return, group or main parameters. microphone preamps. For 2 Channel Strips. Eight master or channel strip. 13 Select enables editing, groupmany post channels are considered the

maximum human hands can handle at once. Stereo/ mono LED meter bridge displays digital dBFS levels.

B DSP Section. Fluorescent display shows plug-in DSP parameters. Rotary V-Pots let you "tweak" settings with fingers instead of mouse.

Switch Matrix section handles automation configuration and edit functions such as cut, paste, copy, delete, etc.

Control Room Section controls I/O selection, master monitor level, and global

Mavigation Controls. Scrub and shuttle wheel controls, timecode display, cursor controls, virtual "tape transport" buttons, window buttons for Pro Tools screens such as Mix, Edit and Transport, and keyboard shortcut buttons including Save, Undo, Edit Mode, etc.

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trademarks of Mackie Designs Inc.: Avid The "Mackie" logo, the "Running Man" figure, HUI, and V-Pot.

Record Ready toggles track

8 Insert calls up DSP plug-ins. 9 V-Pot"s and V-Pot function selectors can act as pan pots or aux sends. Built-in LED display gives visual indication and displays recalled settings.

10 Auto toggles automation modes

ing, automation, assignment routing or DSP.

14 Touch-sensitive 100mm fader. Conductive knob reacts instantly to touch updates without pressing a separate enable button. Long-life fader motor uses a high-resolution (default resolution 9 bits), tightlytuned servo amplifier to reduce annoying fader "chatter."

tional fader pack. But we also added a complete analog control room section

production applications, **HUI** provides all the mixer you'll need -

including discrete/mono switch, input source selection matrix, speaker/headphone

assign, master monitor level control and built-in talkback microphone!

If you're a serious professional who makes your living running Pro Tools day in and day out, call us, or contact your Digidesign® vendor for more information on HUI.

Then get behind the jog/ shuttle wheel of the ultimate workstation control surface and accelerate your productivity.

See number 17



## THE HUI REAR PANEL REVEALED.

15 Built-in power supply.

16 Digital comm ports including two parallel/thru ADB mouse and keyboard sockets, RS422/ RS232 serial connectors, MIDI I/O, and expander port.

17 Trigger ports add foot switches for Stop/Play/Punch, On-Air, external console solo, etc 18 Analog Control Room I/O. Three stereo pairs can be switched between six discrete signal paths for surround sound.

19 Discrete mic preamps with gain controls and switchable phantom power. Balanced XLR inputs.

20 Inserts for your favorite NONplug-in (hardware) signal processors.

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**World Radio History** 



## TASCAM MMR-8 IS SEAMLESS WITH PRO TOOLS

ASCAM's new MMR-8 Modular Multitrack Recorder, together with version 1.25 software, is the only complete solution to the problem of mixing audio tracks from mutually incompatible digital audio workstations.

With the added benefits of random access functionality, independent track slip capability, workstation compatibility, and a wide choice of synchronization options, the MMR-8 will continue to broaden TASCAM's prominence throughout the

48 kHz sample rates, and perform two channels of sample-rate conversion. The recorder incorporates auto-locate and loop capability, varispeed play, individual track, region, or event slip functionality and basic editing functions.

The MMR-8's controls include four biphase (film tach) inputs, LTC, or VITC timecode chase with offset and the ability to provide sample-accurate synchronization of 100 units (or 800 tracks). There is also RS-422 editor support, video, word

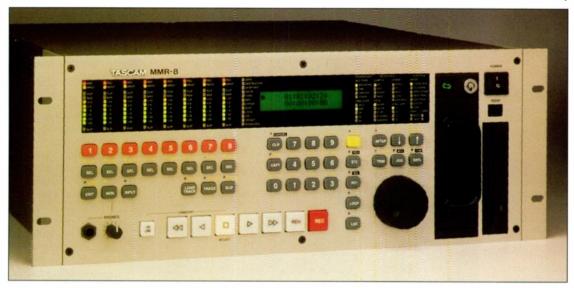
not only the right machine for today, but the right machine for tomorrow as well. With its 20-bit A/D and D/A converters, audio quality is pristine.

The MMR-8's roots are PC based, making the recorder easily upgradeable and easily serviceable. The flexible hardware and software architecture of the MMR-8 enables it to easily deal with multiple workstation formats, including Digidesign Pro Tools (Session) files. The MMR-8 is the only system capable of

simultaneously playing back tracks from different disks in multiple formats.

To make work easier in a sound-for-picture environment, the new MMR-8 will play lock forward and backward at 0–1.5 nominal speed while locked to biphase (film tach). This capability ensures that the audio remains

perfectly in sync while mixing to picture on the film dubbing stage. Audio can be "scrubbed" in either direction while working. The MMR-8's auto-locate, loop, and varispeed capabilities will certainly speed the job along, and the unit's ability to slip individual tracks, regions, or events in order to fine-tune the placement of sound elements is a feature no studio should be without. As expected, for film-video tra fers, the MMR-8 will pull up/down from



postproduction industry.

Included in its arsenal of features, the TASCAM MMR-8 provides both 16- and 24-bit recording and playback, recognizes PC- and Macintosh-formatted disks, supports a variety of removable drives, and is fully compatible with Pro Tools (Session File) and other interchange formats. The MMR-8 will Play Lock to biphase (film tach) forward or backwards at 0–1.5 times nominal speed, pull up/down at both 44.1 and

clock, and digital audio sync — plus controls for biphase transport control and external serial transport control.

The new TASCAM MMR-8 supports both 16- and 24-bit recording and playback. This capability not only makes the unit fully compatible with the vast majority of current digital audio systems, but keeps the MMR-8 right in step with the trend toward higher resolution word lengths. This means the MMR-8 is

both the 44.1 and 48 kHz sample rates
— ensuring perfect sound-to-picture synchronization at every stage of post-production.

The new TASCAM MMR-8 can readily perform 2-channel sample-rate conversion on input in real time. This capability makes it easy to match material derived from CD and DAT sources while keeping everything in the digital domain.

With the MMR-8's four biphase (film tach) inputs, you'll be able to lock to any one of four film projectors without having to constantly repatch. In a large postproduction facility with multiple projection rooms, this convenience feature enables you to deliver perfectly in-sync audio at the touch of a control — no matter where the picture is being viewed. And, the MMR-8 is capable of generating its own biphase signal, enabling other devices to sync to it. The MMR-8 is also capable of controlling external equipment via an integrated

serial connector and fully supports RS-422 editor control.

The TASCAM MMR-8 also provides LTC and VITC timecode chase capability with timecode offsets. With the MMR-8, finding the right sync signal to feed the unit is straightforward and simple. The system's special MMR bus can even lock up to 100 machines for an impressive total of 800 tracks of digital audio - all of them sample accurate. The MMR-8's integrated machine synchronizer offers the same features found on the TimeLine Lynx synchronizer, and it can be directly connected to the TimeLine Lynx Keyboard Control Unit by interfacing with the MMR's built-in Lynx bus. For the biggest job on the biggest sound stage, the MMR-8 is ready to handle the most demanding production.

Support for the Digidesign Pro Tools Session file format has been improved with the addition of the ability to play Pro Tools version 3.2 Sessions. Previously, the units only supported 4.0 and higher Session files. This new capability will make it easier for the large existing installed base

of Pro Tools users to take their disks directly to the MMR units units for playback.

Another new feature facilitates the recording of tracks to different disk drives simultaneously. Projects loaded from an external disk may now be recorded into directly, regardless of the SCSI ID of the drive in a multiple drive system.

Sony 9-pin P-2 protocol support has also been added in release 1.25. This

system as though it were one large machine — complete with system-wide transport functions and timecode registers. With the ability to control up to 100 MMR-8 recorder, the MM-RC provides the flexibility to deal with even the most demanding multichannel setups.

The new MM-RC incorporates special machine group keys for controlling



allows the MMR units to be controlled serially from an edit controller or other P-2 control devices. This support provides for the control of track arming, transport, and punch in-out capabilities of MMR units.

The MM-RC remote control unit now supports a standard PC AT-style alphanumeric keyboard. This makes it simple to name projects and tracks, and allows easy access to setup menus and parameters from the keyboard. The Version 1.25 software automatically adds this capability to any MM-RC attached to the system. The new software is directly available from TASCAM on their Web site at http://www.tascam.com.

The MM-RC control unit is designed to control up to 100 MMR-8's when connected via the MMR Bus and provides system-wide transport functions and timecode registers. The controller provides a series of function keys with 10 assignable user macros, 8 machine groups, machine solo, and includes a 30 ft. remote cable as standard equipment.

The MM-RC governs the entire

smaller groups of machines within the overall system. Similarly, any individual unit can be soloed from the MM-RC for the purpose of viewing its individual parameters or to access its setup menus.

The new TASCAM MM-RC provides function keys with 10 assignable macros for executing strings of keystrokes with a single button press. This important feature provides easy one-button access to complex functions that usually require several keystrokes. The 30-ft. standard remote cable may be extended up to 330 feet for controlling units located in a distant machine room in a larger facility.

With TASCAM's new MM-RC Remote Control, easy access to your MMR-8 can be wherever this powerful new controller is placed.

Contact: TASCAM, 7733 Telegraph Road, Montebello, CA 90640. Tel: 213-726-0303. Web: www.tascam.com.



# EMAGIC'S LOGIC AUDIO PLATINUM, THE PROFESSIONAL'S CHOICE

hen it comes to integrating digital audio and MIDI within a single application, Logic Audio Platinum offers the most comprehensive real-time audio and MIDI recording environment available to date. Emagic was the first company to introduce an integrated stereo sample editor with an audio DSP collection called the Digital Factory. They were the first to

support Digidesign's TDM architecture and the first to automate TDM Plug-Ins. This commitment to supporting Digidesign's hardware was again exemplified with Emagic's timely announcement at the 1997 AES convention that true 24-bit support was finished and would ship in November of 1997. In addition Emagic also added the ability to record on all 48 tracks of an expanded Pro Tools III system with an increase of automatable TDM 'busses' to 32.

The true test of any

audio and MIDI sequencing program is the degree of seamless integration. Serban Ghenea (Teddy Riley's studio engineer & technical advisor) states: "the operational focal point of the studio is Emagic's Logic Audio. We use Logic Audio with Digidesign's 24-bit, 888 interface. The program handles both MIDI sequencing and digital audio recording which is the key to remixing" (1998 issue 2 of EQ magazine). Billy Cobin, NYC Producer, composer and Musical Director of Gullah Gullah on Nickelodeon, also states "Emagic has done an incredible job in creating a nearly seamless audio and MIDI environment, where speed and flexibility and ease of use go hand in hand. You can perform the tiniest little edits and then move to totally complex audio algorithms without sacrificing ease of use and flexibility. They write code like nobody's business."

Timing in any musical application is critical. By far, real-time functionality and feel is Logic Audio's most fundamental

re the first to feel is Logic Audio's most fundamental shifting. Teddy

Logic Audio Ptotinum Environment

Lo

strength. Logic Audio is simply the bestfeeling integrated audio and midi sequencer on the market today. "Logic Audio was the first sequencer that had the feel as good or better than my MPC-3000" says Jimmy Bralower, New York producer/ songwriter and programmer for Eric Clapton, Cyndi Lauper, Steve Winwood, and Celine Dion. Jimmy continues to expound on Logic Audio's feel and realtime aspects; "It's like molding compositions out of day in real-time as opposed to chiseling them out of rock. Logic Audio has made the integration of digital audio and MIDI so transparent and highly musical that it's changed the way I work".

Logic Audio has a wide range of real-world tools for editing digital audio. One of the most common DSP functions of any audio editor is 'Time Compression and Pitch Shifting'. Accessed via Logic Audio's famous Digital Factory menu is the Time Machine 2 for compression/expansion and format pitch shifting. Teddy Riley's Serban Ghenea

states; "since sometimes a song might be too fast or slow, we can put a vocal into Logic Audio and time-compress or expand it to any tempo, changing the remix into more of a remake."

Logic Audio Platinum features worth mention are; Punch On the Fly, Continuous Audio Cycle Record, Point to Point Automation on top of the audio waveform, Repeat and Pause functions for audio recording and mixer automation enhanced with 'Update', 'Replace',

'Merge' and 'Punch Out Soft Fade Time'. More recent enhancements include; Real-Time Non-Destructive Crossfades and an automatic mixer function called the 'Adaptive Mixer". In addition to this, Logic Audio Platinum includes a free copy of Bias Peak SE. With such a powerhouse feature set, it's no wonder Logic Audio has become the true professional choice of the 90's.

Emagic, Inc., 13348 Grass Valley Ave., Bldg. C, Suite 100, Grass Valley, CA 95945; Tel: 916-477-1051; Fax: 916-477-1052; Web: www.emagic.usa.com "Logic Audio provides me with the flexibility to be creative in the preproduction environment, yet the features with the Digidesign hardware and Logic Audio are an unbeatable combination."

Genard Parker, Producer for SWV and Column Jodeci.

Nowadays, with something that is as powerful and accurate as Logic, both sonically as well as timewise, you have everything in one box - and that's a beautiful thing. I love it, it makes my life a lot easier... You can power it up, boot it up, press record and be working right away....it will do incredible things - you can dig down layer after layer and manipulate what you've done in really quite amazing ways. I'm not just a Logic user, I'm a Logic lover."

Bob Power Producer for Erykah Badu, beangeld, Tribe Called Quest, and The Roots



# The best got better

When it comes to integrated MIDI/Audio software, Logic Audio is undoubtedly the number one choice among ProTools users worldwide. With the new Platinum version featuring full ProTools24 support and non-destructive crossfades in real-time, the best program got even better.

Emagic Inc. Tel. +530.477 1051 Fax. +530.477 1052 Emagic Internet http://www.emagic.de





#### **AURAL EXCITER & OTHER APHEX FAVORITES AVAILABLE IN TDM FORMAT**

t's exciting to see the rapid advances being made with TDM, from development and capability standpoints as well as the innovative ways that users have taken this technology to a new level. It's their resourcefulness and quest for a better way of doing things that is really helping to drive this entire process to ever-increasing heights.

And for more than 20 years, a wide spectrum of these same creative audio professionals from around the world have

come to rely upon the rather unique and highly useful tools that Aphex Systems provides to improve and add another dimension to their sound work.

With this in mind. Aphex embarked several years ago on a mission to provide enhanced versions of our audio technology in the still-fledaling TDM format. Our first foray on this path, fittingly, was a TDM

Plug-In based on the first Aphex product ever introduced, the Aural Exciter.

Nom A High

Modeled on the latest incarnation of Aural Exciter Type III technology found in the popular Model 250, this new TDM tool has quickly moved to become an essential tool in the recording industry. It took a great deal of time and effort to develop the complex algorithms that could meet and exceed the performance of the Type III - an analog technology — but the end result is a powerful and flexible tool with an easy-to-use software package.

Essentially, this new tool, called the Aural Exciter Type IIIpi, is an audio

process that recreates and restores missing harmonics. In fact, it is invaluable for reviving the natural brightness, clarity, presence and intelligibility of the original performance.

The Type IIIpi provides a wide range of controls, including fader, flow, and switch. Accurate metering is also in-

cluded. The fader control section is where the really neat stuff occurs.

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AURAL EXCITER TYPE III

The user can set the bandwidth of the side chain at the point where the harmonic excitement effect is taking place, a process implemented by a second-order, high-pass filter.

Meanwhile, the damping effect on the leading frequency edge of the high-pass filter can also be set. The amount of harmonics being generated can be adjusted, as well as the mix between odd and even harmonics. All can then be mixed into the original signal at the user's preference.

Talk about fun! Not only can the originality of the recording be restored, but tailored to sound even better than the

original. And it's all in a convenient, precise digital package.

Right after the Type Illpi, we introduced the Big Bottom Pro Plug-in to the Aphex TDM line. Again, it provides features similar to those found in the hardware version of Big Bottom, but with new features for even greater capability.

The Big Bottom Pro can be used as a standalone product or in conjunction with the Type IIIpi. The two devices, partnered together, create something similar to the **Aural Exciter Type** C with Big Bottom. A number of industry pros have come to appreci-

ate the combination of these two over the vears.

The primary function of Big Bottom is to help create stronger, more powerful bass, along with bass density and "endurance." However, the key is to do this with little or no increase of peak output while also reducing overload distortion.

We're thrilled with the present reality and future potential of TDM. Work is ongoing to offer more popular Aphex technologies and products in this revolutionary format. The results of these efforts will be available soon, and we can't wait!

> Aphex Systems, Ltd, 11068 Randall St., Sun Valley, CA 01352; Tel: 818-767-2929; Fax: 818-767-2641; E-mail: sales@aphexsys.com



# BIAS PEAK 2.0 THE INNOVATION CONTINUES

n just two short years since its initial release, BIAS Peak has evolved into a digital audio editing standard while winning critical acclaim from leading experts and publications. Now Peak 2.0 is even more power- and feature-rich than before, yet it's still the easiest 2-track tool Macintosh audio professionals can use to take their creativity from conception to final mix.

An improved toolset and user interface, expandsampler support, and new features like DAE™ support, SMPTE synchronization, Playlist-direct CD burning, 24- and 32-bit file support, and support for TDM™, Audio-Suite™. and real-time, thirdparty Plug-Ins

are just a few of 2.0's highlights. Whether mastering CDs, making audio for film, scoring QuickTime™ movies, or adding audio to a website, Peak's truly non-destructive

editing accomplishes these tasks in a fraction of the time required by more costly systems.

Beyond bread-and-butter processing, Peak has loads of exciting, flexible, and creative tools for making rhythmic and sonic discoveries. Finding just the right sample loop point with Loop Tuner™ is an on-the-fly snap, and the improved Loop Surfer™ creates real-time, tempobased loops from audio clips.

There's also advanced batch file pro-

cessing, click repair, custom blend and fade envelopes, innovative DSP tools, and the ability to easily transfer multiple audio tracks from CD to a hard drive or sampler.

Peak 2.0's re-designed user interface is totally new and a breeze to navigate. The new customizable tool bar and floating palette give easy access to edit tools for an improved ergonomic workspace,

Track 1

Tra

left and right channels can now be independently processed, and the audio meters are now more responsive, include peak hold, and are dB-calibrated. A new pencil tool has been added to the palette for precise, sample-level editing that's remarkably easy to use.

For Mac OS8 users, dialog boxes now take full advantage of Appearance Manager, and new QuickTime™ and SMPTE support synchronizes audio to video with better-than-frame accuracy.

Peak breathes new life into any Mac audio program, multitrack workstation, sound card, multimedia authoring program, or non-linear video editing system – including Digidesign Pro Tools® and Audiomedia™ III.

Sound files are shared with MIDI samplers like no other 2-track editing program can.

Peak speaks all major audio file formats, including AIFF, Sound Designer™ II, .WAV, and QuickTime™, and is fluent in 8-, 16-, 24-, or 32-bit files. There's also RealAudio™ 2.0, 3.0, and 5.0 support for authoring Internet sound files. The Batch File Processor effortlessly converts thousands of files into new formats and amazingly gives access to any of Peak's functions as part of the batch process, including third-party Plug-Ins.

Peak works with all Power Macintosh® computers and Power Mac compatibles — even PowerBooks — without

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the need for any additional sound cards or hardware. Just a PowerPC, System 7.1, Quick-Time 2.0, Apple Sound Manager 3.1, and 32MB of RAM are all that's needed to take full advantage of

Peak's native Power Mac performance.

With an MSRP of \$499, Peak 2.0 is an affordable, powerful pleasure to work with, and upgrades from version 1.5 are just \$129.

> For more information, contact BIAS, Inc.; Tel: 800-775-BIAS (2427); Fax: 415-467-8446; E-mail: salles@bias-inc.com; Web: www.bias-inc.com



# WAVES GOLD BUNDLE

ay, way back in 1993, Waves made the first audio Plug-In for Sound Designer — the Q10 Parametric Equalizer. They've never stopped working to provide the best audio tools for desktop workstations.

The relatively new Waves Gold bundle is simply the buy for Digidesign TDM power users, with 11 Plug-Ins and 3 applications, plus the customer will receive all the Plug-Ins Waves makes during 1998 for no charge at all. This type of service and support to the customer has driven the loyalty of Waves' users to great height, which is quite evident from newsgroups and dealers.

Not merely a collection of 11 Plug-Ins, the Gold bundle — indeed, the entire Waves product line — serves as a massive collection of processes and processors, both tools and creative toys alike, but with the highest attention to quality throughout. Only Waves lets TDM users make the most of their DSP Farm investments by putting different types of Plug-Ins on a single DSP chip. This makes the hardware go much further on any system, no matter how many Farms, or how few.

Over 300 processes are available quickly and easily by Waves "component" Plug-Ins; each Plug-In breaks into smaller pieces for optimal DSP usage, so DSP power is not wasted. Setup libraries and factory presets provide a huge audio resource pool to streamline the user's production process. For instance, if you need a de-popper for a vocal track, what better than to simply load the C1 compres-

sor and select De-Popper from the Load menu? *Voila!* It's de-popped. Have a DAT with pre-emphasis and can't make it play back properly? Insert the Q10 and load the CD/DAT de-emphasis setup, and you're done.

Compressor/Garrue/Verb — vir PAZ — real-tim Compressor (nm mode); PS22 MaxxBass — p DeEsser — (ne Pro (new releast 1998 Hyper aw tiRack; Aud comp/gate); ar format sound-figure from 15 Distribution for 11 Plug-lns, indeed, the entire serves as a massive is and processors, et toys alike, but with quality throughout. sers make the most sestments by putting ms on a single DSP matchware groundless and processors, and not a single DSP matchware groundless are made to mode to most sestments by putting ms on a single DSP matchware groundless are made to most sestments of the most sestments of th

It is simply staggering to look at the list of tools these Plug-Ins provide. Far more than what you might guess you'd get for 11 Plug-Ins. For example: mastering limiters, IDR dithering, deessers, soft high-frequency limiters, bass compressors, de-poppers, mastering EQs, Plateau and tilt filters, SuperNotches, pre/de-emphasis curves, real-room reverb emulation, stereo-im-

\$ 37.0 00 2.50

age manipulation and mastering, MS processing, 68-band real-time analysis, and much more.

The contents of the Gold Bundle are: Q10—10-band ParaGraphic Equalizer; L1 Ultramaximizer — mastering limiter; C1 — Compressor/Gate; S1 — Stereo Imager; TrueVerb — virtual room simulator/reverb; PAZ — real-time analyzer; Renaissance Compressor (now with new vintage "Opto" mode); PS22 — Pseudostereo tool; MaxxBass — patent-pending bass exciter; DeEsser — (new product!); WaveConvert Pro (new release — winner of NewMedia 1998 Hyper award, Best Audio Utility); MultiRack; AudioTrack (4-band EQ, comp/gate); and TrackPack Pro for SDII-format sound-file archiving.

Famous users of the Waves processors include Douglas Murray, Oscarwinning Sound effects editor for *The English Patient*, Nine Inch Nails, Lu-

casArts, Interplay, Billy Gould, Joe Franco, Mick Guzausky, Mutato Muzika, Phil Ramone, Bela Fleck, Dave Frangioni, and many more.

Demos of almost all Plug-Ins and processors, plus lists of dealers worldwide, are all on the Waves Web site, www.waves.com. Finally, a great bonus is that nearly

all updates from Waves are free from the Web page!

Contact: Waves; 6716 Central Avenue Pike, Suite 8, Knoxville, TN 37912; Tel: 423-689-5395; Fax: 423-688-4260;

E-mail: tech-support.us@waves.com, sales-info.us@waves.com;
Web: www.waves.com.



# ANTARES AUTO-TUNE TDM KEEPS THE EXPRESSION

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AnTares Auto-Tune ensures effective pitch correction for virtually any style of performance.

AnTares Auto-Tune is a software Plug-In for Pro Tools designed to transparently correct errors in the intonation of voice or solo instruments while preserving all the expressive nuance of the original performance.

Auto-Tune offers two modes of operation. In Automatic mode, Auto-Tune uses advanced DSP algorithms to detect, in real-time, the incoming pitch of

a voice or solo instrument and, if necessary, correct it to the desired pitch, all without audible distortion or artifacts. The ability to specify the scales (or individual notes of a scale) to correct to, as well as the ability to adjust the threshold and rate of correction, ensures effective pitch correction for virtually any style of performance.

While Automatic mode is sufficient for most appli-

cations, Graphic mode provides the ability to make incredibly precise tweaks to a pre-recorded track. Simply select a desired phrase and Auto-Tune displays a graphic representation of its pitch contour, along with a selection of tools that let you modify the pitch in almost any imaginable way.

Auto-Tune's unique real-time pitch detection and correction algorithms give a producer or engineer ultimate flexibility in deciding how to handle those inevitable tracks that are too good to scrap but not quite in tune enough to use as is.

If you're working with an artist who's having pitch problems during tracking, you can even use Auto-Tune to apply pitch-correction "live" during the recording process, thereby eliminating the need for an additional processing step later.

Available from dealers or direct from Cameo International;

Tel: 408-399-0008; sales@cameoworld.com. Or contact AnTares Systems;

Tel: 530-878-4400; Fax: 530-878-8577;

Web: www.antaressystems.com



"another Holy Grail of recording comes to market"
"everyone with a Mac should have this program"

- Nick Batzdorf, Recording Magazine

The Auto-Tune plug-in for ProTools™ TDM corrects pitch problems in vocals and solo instruments. Features include real-time artifact-free processing, an intuitive graphical interface, and complete control of vibrato, scoops, slides, and other stylistic elements. Call for more information on this and all of the other incredible ProTools plug-ins from AnTares Systems.

ANTARES

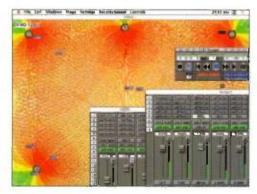
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DIGIDESI World Redio History



# SIGMA1 -UPMIXING TO MULTIFORMAT SURROUND SOUND THE SMART WAY



An easy, intuitive way to manage surround sound challenges.

Sigma1 is a complete standalone software application, supporting Pro Tools III and Pro Tools|24. With Sigma1 version 1.6, APB Tools produces a mature product for managing Surround Sound challenges in an easy and intuitive way.

The main approach is to let the user record/playback the "panning" for up to 32 Pro Tools session tracks (or LIVE inputs) over up to 16 virtual speakers (Interface outputs) inside a graphical representation of the speaker setup on the screen. For Surround-Sound-to-Picture work, sample synchronous Full Frame Video with actual QT-capable Video boards is supported. Sigma1 can be integrated in the production environment as a timecode master or slave.

Sigma1 now incorporates such important features like "Next/Previous Take" firing with INSTANT Playback, Snapshot/Mute automation, UNLIMITED number of locators and CS10 Remote integration. All movements/positions of the sound sources are kept separate from the level calculations of the outputs. This allows you to add and

remove speakers, therefore automatically recalculating the format changes from (i.e.) 5.1 to 7.1 in less than two seconds! And, with a Core system, you already can handle all current film formats.

After reading in a prepared Pro Tools session, including volume automation, the individual tracks of the session can be selected and graphically moved/positioned by Mouse, MIDI, or any ADB bus capable device. In each input/output track of the huge proprietary 32x16 APB Mixer matrix, the user is able to insert his favourite TDM Plug-Ins, which are all SIMULTANEOUSLY visible. Also, the panning characteristics between the virtual speakers are free definable in distance and angle, leaving conventional mixing desk approaches far behind!

Contact: APB Tools,
Spezialisierte Audio Software;
Tel: +49 30 398952-0;
Fax: +49 30 398952-29;
E-mail: APBTools@t-online.de;
Web: www.kgw.tuberlin.de/
~y2371/SIGMA\_1/





#### **APOGEE'S AD-8000** THE PERFECT PRO TOOLS ADDITION

he AD-8000 represents the latest in converter technology from leading digital converter manufacturer Apogee Electronics. The basic Apogee AD-8000 is an 8channel, true 24-bit A/D converter with optional 24-bit 2-channel and 8-channel D/A cards. It's a stand-alone unit, but you can install up to four rear-panel interface cards to talk directly to your Pro Tools.

With the Pro Tools card installed, the AD-8000 becomes an integral part of your Pro Tools sys-

> tem. It talks directly to the card in your computer via a standard Digidesign peripheral interface ca-

ble, like an 888 or 888|24, and is controlled by Pro Tools in much the same way. In addition to the AD-8000 and the "Digi-8" card, you can add either two or eight channels of D/A, as you require, and there is also an optional 8-channel AES input card if you need more than the two channels provided on-board.

The AD-8000 is clearly ideal for a Pro Tools|24 installation, although it will work with both d16 and d24 cards. You can combine AD-8000 and 888 or 888|24 units in one system, and connect an AD-8000 wherever an 888|24 would go. You can use the AD-8000 as the master interface, and synchronize additional AD-8000 units via word clock, or 888-style units via the built-in slave clock connectors.

The list price of the AD-8000 is \$5995; interface cards (including the Digi-8 card for Pro Tools) are \$495. The AD-8000 was reviewed in EQ magazine in February 1998.

**Contact: Apogee Electronics** Corp.; Tel: 310-915-1000. Fax: 310-391-6262. E-mail: info@apogeedigital.com. Web: www.apogeedigital.com.

The basic unit is an 8-channel, true 24-bit A/D converter with optional 24-bit 2-channel and 8-channel D/A cards.

# The world's finest digital recorder is the one you already own.





OW, your modular digital multitrack can out-perform the world's finest digital recorders add Apogee's AD-8000 converter!

The AD-8000 is a true 24-bit system with eight channels of the highest quality conversion you've ever heard and it's packed with features

Optional ADAT and TDIF (Tascam®) AMBus cards connect 24-bit performance for your MDM! Record 16 or 20 bits with UV22...

... or 24 bits with Bit Splitting Easy transfer between MDM formats: .ADAT Optica

direct to your MDM. Convert digitally between installed formats, including AES & S/PDIF. Other interfaces also available.

Optional 2- and 8-channel 24-bit

Apogee's acclaimed UV22 delivers flawless translation of high-resolution 24-bit signals to 16- and 20-bit for MDMs, while SoftLimit adds "analoglike" punch into your recordings.

D/A cards complete the picture.

APOGEE ELECTRONICS CORPORATION, 3145 Donald Douglas Loop South, Santa Monica, CA 90405, USA. Tel: +1 310/915-1000 Fax: +1 310/391-6262. Email: info@apogeedigital.com.
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ADAT is a registered trademark of Alexis Studio Electronics Inc. TASCAM is a registerad trademark of TEAC Corporation.



You already own the world's finest 24-bit ready digital recorder: your existing MDM, with an Apogee AD-8000. Try it today at your Apogee authorized dealer.





# M&E PROFESSIONAL: INSTANT SFX & MUSIC MANAGEMENT FROM HARD DRIVES

Computer

M&E Pro Software

CD Recorder

CD

Providing instant playback of sound effects and music tracks from hard disk.

he M&E Pro QuickSample High Resolution system features instant playback of sound effects and music tracks from hard disks.

The high resolution audio files are used for instant auditioning and for file transferring from the Quick-Sample library to the digital audio workstation. M&E Pro software facilitates the conversion of the high

resolution audio files from the QuickSample library to a variety of sound file formats including AIFF, WAV, SDII and others. Conversion to 48K sampling is also available.

Some highlights of M&E Professional include:

- Accommodates an Unlimited Number of SFX.
- Complete Database Management of all the Commercial SFX Libraries.
- Platform Compatibility
   Supports Digidesign, Avid,

- Increased Productivity Multiple sound editors search, audition and transfer files simultaneously.
- Auditions SFX in Seconds Workstations access SFX files over the network at speeds up to 100MB/sec.
- Access and Audition SFX Instantly — All workstations can work with the same SFX files at the same time
- No Need to Duplicate Files or Transfer Files Between Workstations
   Keeps your SFX in a central and secure location.
- Management of your Private SFX Collection — Keeps your SFX and files in a common database.
- Allows quick auditioning of any sound file stored on any hard drive attached and facilitates file transferring to DAWs.

Gefen Systems, 6261 Variel Avenue, Suite C, Woodland Hills, CA 91367; Tel: 800-545-6900; Fax: 818-884-3108;

Web: www.gefen.com



The **ex-tend-it** TSE and PCX Series work like extension cords, allowing you to place your computer away from your monitor, keyboard & mouse. Eliminating all fan noise and CPU clutter from your workspace.

Call 800-545-6900 or 818-884-6294

for the name of a dealer near you.

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Media 100.





#### DIRECT FROM DIGIDESIGN: PLUG-INS RIGHT FROM THE FARM

#### D-FI" FAMILY OF PLUG-INS

One day Digidesign decided to unleash some of its engineers from their fanatical commitment to fidelity. and asked them to come up with something downright "anti-fidelity." A few months later, the engineers unleashed their response: D-Fi, a family of four Plug-Ins (Lo-Fi, Sci-Fi, Recti-Fi, and Vari-Fi) for both the TDM and AudioSuite environments. This unique group of Plug-Ins acts as a sound designer's retro dream tool — without

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the expense, hassle, and unreliability of actual retro hardware.

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D-Fi combines a huge range of grungy, weird, and other retro-sounding

effects with the flexibility and reliability of cutting-edge digital audio technology. Lo-Fi diminishes the audio quality through bit-rate reduction and good, old-fashioned noise and distortion. Sci-Fi contorts the audio signals through analog synthtype ring modulators and resonators. Recti-Fi warps the signal by providing super- and sub-harmonic synthesis, and Vari-Fi (AudioSuite only) simulates a tape player or turntable stating-up or slowing-down while playing back audio.

Without D-Fi, you would literally have to re-sample audio files through an 8-bit sampler or run a file through a modular analog synth to enjoy similar effects. Of course, then you wouldn't have the added benefit of total recall of all parameters or automation either (TDM only). The bottom line is that D-Fi makes retro processing easier, quicker, and more cost-effective than ever before. It's the wave of the future

for creating cool sounds of the past.

#### D-FX"AUDIOSUITE PLUG-IN

Who says that Pro Tools|24 and Pro Tools III users get to have all the fun? Digidesign always intended Plug-Ins to increase creative options for everyone from modest home studio users to megastar producers. It's in this spirit of Plug-In democratization that Digidesign incompositions of the Defendance of the Defendan

troduced the D-fx AudioSuite Plug-In package. D-fx includes a bunch of carefully-selected, great-sounding effects including reverb, chorus, flanger,

multi-tap delay, and ping-pong delay. An AudioSuite version of the popular D-Verb Plug-In provides the reverb and ambiance processing.



Because D-fx doesn't require any special hardware I/O cards, interfaces, or DSP Farms, it makes an ideal companion to any system running Pro Tools 4.x software. With its file-based processing, D-fx is also an excellent addition to any Pro Tools TDM system with limited DSP powcontinued on page 20

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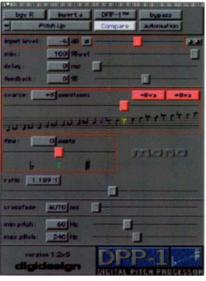
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er. You can choose between "stereo" mode for processing left and right channels separately, or use the summation key to combine the two signals for a mono in/stereo out effect. In addition, each D-fx Plug-In features an intuitive, easy-to-use interface. All the parameters are displayed on one screen, making it easy to fine-tune settings with the click of a mouse.

Like all AudioSuite Plug-Ins, D-fx offers a handy preview feature that lets you hear the effects you've applied before processing, and all parameter settings are stored with your Pro Tools session for instant recall.

#### DPP-1" PITCH PROCESSOR

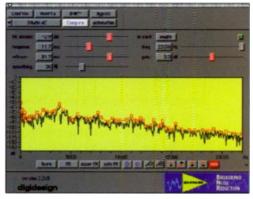
The Digidesign DPP-1 Pitch Processor brings high-quality, 24-bit pitch



and delay processing to Pro Tools TDM systems. It operates in either mono or stereo modes and supplies up to four octaves of stereo pitch transposition. The intuitive user interface features musical staff notes and octave switches. Simply click on a note to quickly navigate to new pitches. In addition to pitch change, the DPP-1 can add up to 125 milliseconds of delay per channel, with positive and negative feedback. With

easy on-screen editing and program storage, the DPP-1 delivers all the power of multiple pitch processors for the price of one software Plug-In.

### DINR" (DIGIDESIGN' INTELLIGENT NOISE REDUCTION)



When noise is your nernesis, Digidesign Intelligent Noise Reduction (DINR) is your ally. An award-winning Plug-In, DINR effectively reduces unwanted noise — including air conditioner rumble, tape hiss, or guitar-amp buzz — for cleaner, more professional sounding music and film soundtracks. Originally available for TDM systems only, the latest version of DINR also includes Broadband Noise Reduction for AudioSuite (BNR-A/S).

DINR offers two modes: one tailored for broadband noise, such as tape hiss, and the other for more "pitched" noise, such as hum. For broadband noise reduction, DINR intelligently subtracts the noise from the digital audio file after analyzing an example of the noise within the source material. For cancellation of pitched noise, such as buzz and hum, DINR offers specialized digital filters to isolate and render the noise virtually inaudible. (Note: BNR-A/S is Broadband Noise Reduction only.) All parameter settings can be saved and recalled for use on other source audio files affected with similar noise. Of course, with DINR-TDM, all parameter settings as well as noise signatures are stored with your Pro-Tools session for instant recall.

Since DINR analyzes and subtracts noise entirely within the digital realm, the re-

sults can be virtually free of side-effects, such as distortion, dynamic modulation (pumping and breathing), and the undesired fluctuations in frequency response associated with conventional noise reduction systems. What's more, DINR doesn't require any intensive training for high-quality results. Once installed, it takes just a mat-

ter of minutes to learn to use it.

#### PRO QUALITY D-VERB

From spacious halls to intimate rooms, D-Verb brings professional quality, 24-bit reverb and ambiance processing to both the TDM and AudioSuite environment. With D-Verb, you can choose between seven different algorithms (Hall, Church, Plate,

Room 1, Room 2, Ambiance, and Non-Linear) and a variety of parameters for each (size, decay, pre-delay, diffusion, and more). Besides letting you create, store, and instantly recall thousands of different program settings, D-Verb can be used on multiple tracks, as an auxiliary input, in group masters, in mono or



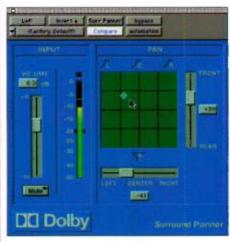
stereo, and more. With all its functionality and superb audio quality, D-Verb does the work of multiple stand-alone reverb processors at a far lower cost.

Contact: Digidesign; Tel: 650-842-7900 or 800-333-2137; Fax: 650-842-7999; or contact your local Digidesign office (see page 2 for phone numbers); Web: www.digidesign.com



#### SURROUND THEM!...WITH DOLBY SURROUND TOOLS





with over 31 million home systems equipped for Dolby Surround playback, demand for surround programming is skyrocketing. To satisfy this large consumer base, Dolby Surround mixes are also needed for such new media as DVD and DTV.

With Dolby Surround Tools, you can produce surround mixes for everything from TV shows and ad spots to CDs and video games entirely within the Digidesign Pro Tools TDM environment. They provide all the functionality of Dolby's hardware units, plus unique features such as surround panners and special functions for video game developers.

Dolby Surround Tools can also be used to preview results of the encoding process ("4-2-4 monitoring") on discrete four-channel audio elements (L, C, R, S) for movie sound-tracks that will mixed later on a film dubbing stage.\* And your clients can take full marketing advantage of the renowned Dolby Surround trademark

on their productions and packaging, with an easy-to-obtain, royalty-free license from Dolby Laboratories. Dolby Surround Tools will help you surround your clients and their audiences with the world's pre-eminent multichannel audio technology.

TDM Plug-Ins (bundled together):
•Built-in surround panners\*

•Game Mode Encoder and Game Mode Positioner functions

 Dolby Surround, mono and stereo monitoring

\*Pro Tools 4.0 or higher required for automation of Plug-Ins

\*Dolby Surround Tools are not designed for the final mixing of matrix-encoded theatrical film soundtracks; Dolby Laboratories supplies producers with dedicated film sound encoder systems for this purpose.

Contact: Digidesign; Tel: 650-842-7900 or 800-333-2137; Fax: 650-842-7999; or contact your local Digidesign office (see page 2 for phone numbers); Web: www.digidesign.com

### Surround them! with Dolby Surround Tools.



Dolby Surround Tools TDM Plug-Ins let you produce Dolby Surround mixes for everything from TV shows to video games entirely within the Digidesign Pro Tools environment. You can also preview the results of the Dolby Surround process ("4-2-4" monitoring) on discrete four-channel material that will later be encoded on a film stage.

Dolby Surround Tools provide all the functionality of Dolby's hardware units, plus new features like surround panners and special functions for video game developers. And your clients can take full advantage of the renowned Dolby Surround trademark on their productions and packaging with an easy-to-get, royalty-free license from Dolby.

Dolby Surround Tools will help you surround your clients – and their audiences – with the world's leading multichannel audio technology.

\*More than 31,000,000 Dolby Surround home playback systems worldwide.

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#### FOCUSRITE d2/d3



hrough collaborative engineering development, including precision measurement and modeling, Digidesign and Focusrite have created software-based digital processors worthy of its lineage: The d2 multi-band equalizer is based on the Red Range 2 Dual EQ and the d3 Dual Compres-

sor/Limiter is based on the Red Range 3 Dual Compressor/Limiter.

Features for the d2 include:

- 6-band, 4-band, dual/single band, stereo or mono modules.
- EQ curve display supplies visual feedback of parameters.
- Left/right controls
  can be adjusted independently,
  then linked to retain the offset.

 Three different mono or stereo modules: 6-band, 4-band and dual/single band. These versatile configurations allow DSP power to be used where it is needed most

Features for the d3 include:

- Two separate Plug-In configurations for maximum DSP efficiency.
  - · AudioSuite Plug-In included.
- On a single DSP chip, the d3 can be used up to six times on a PCI machine and four times on a NuRus.
  - External side chain control.

Contact: Digidesign;
Tel: 650-842-7900 or 800-333-2137;
Fax: 650-842-7999;
or contact your local
Digidesign office (see page 2
for phone numbers);
Web: www.digidesign.com

Plug-In for TDM, uses Line 6's revolutionary new, patent-pending physical modeling technology called Tube Tone to bring the warmth and feel of classic tube guitar amplifiers to Pro Tools TDM systems. Process a direct guitar signal as you record, or process pre-recorded tracks and tweak your amp sound right up to the final mix. It's the easiest, fastest, and most powerful way to record guitar with a TDM system.

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ment.

WHAT'S IT GOT? The Amp Farm software Plug-In includes an incredible collection of guitar tones, modeled from a collection of specific, sought-after amplifiers. The TubeTone Amp models were developed from in-depth studies of: a Fender

Contact: Digidesign; Tel: 650-842-7900 or 800-333-2137; Fax: 650-842-7999; or contact your local Digidesign office (see page 2 for phone numbers); Web: www.digidesign.com Twin; Fender Blackface Deluxe Reverb; Fender Bassman; Marshall JCM 800; Marshall Plexi; Marshall JTM45; and Vox AC 30 (with and without top boost).

HOW'S IT WORK? Plug your guitar right into your Pro Tools interface — no miking up amps, no special pickups or other gimmicks. Pull up the Amp Farm TDM Plug-In in your Pro Tools session, and you get your amp on-screen. Set the knobs the way you like them, and lay

down your tracks. Then, at any time you want to, you can go back to those same tracks, and adjust your Amp Farm amp

setup, with full automation. Switch amps on the fly. Tweak your tone. Right up to the final mix. And every move you make is stored right in your Pro Tools session.

#### AMPFARM FOR GUITAR RECORDING



The easiest, fastest and most powerful way to record guitar with a TDM system.



sers of VocALign have said it's the

"most powerful" and "astonishing" piece

of software they have ever used. In sim-

ple terms, VocALign automatically edits

one audio signal to match its modula-

tions to another signal.

# SYNCHRO ARTS VOCALIGN, TOOLBELT, AND TITAN SAVE THE DAY

So it can be used to tighten double tracked or backing vocals and instruments, provide lip-sync dialog, mold sound effects together, etc. The stunning results take only seconds to produce.

ToolBelt contains three essential non-real time functions: a Chaos theory-based Audio Generator — for producing, short samples, longer

ToolBelt contains three essential non-real time functions: a Chaos theory-based Audio Generator — for producing, short samples, longer and natural sounding "fills" or atmospheres for dialog and effects editors; TimeMod — a very fast, very high quality mono and stereo time compression/expansion process; and lastly, a Loop editor for

lightning-fast edit manipulation and the creation of backward and forward patterns in seconds. The user has complete control over the naming, time and track

positioning of the new audio in the Pro Tools session.

TITAN has three functions that save days of editing on film and TV productions. It's a stand-alone program that processes entire Pro Tools Sessions. With the "Fix Sync" function, TITAN takes a Session containing conformed audio and, in minutes, automatically corrects the sync of hundreds of regions to exactly match to the work track.

The NEW "Cut and Move" or Reconform function takes only seconds to create automatically a new version of a Session using an EDL-format Change List. And lastly, the "Cut Only" function creates and names regions in transferred audio using information from an EDL.

All of these programs can be tried out in full functionality for a time limited period.

Contact: Digidesign; Tel: 650-842-7900 or 800-333-2137; Fax: 650-842-7999; or contact your local Digidesign office (see page 2 for phone numbers); Web: www.digidesign.com

DRAWMER

**DYNAMICS** 

TDM PLUG-IN

VOCAL IN Get fluido Filter I mign Edit Spot
- Scale + Lery finible and accurate - Trk 3

Automatically edit one audio signal to match its modulations to another signal.

he new Drawmer Dynamics TDM Plug-In brings Drawmer's industry standard dynamic signal processing to the Digidesign Pro Tools environment and is part of a new range of digital products to emerge from Drawmer's ongoing digital research and development program.

The Drawmer Dynamics module provides the Pro Tools user with frequency-conscious noise gating, expansion, ultra-smooth compression, and transparent variable threshold 'brick wall' limiting. Further innovative features include the ability to trigger the noise gate and/or compressor from any other audio track within Pro Tools and attenuate the frequency response of the trigger signal.

The dynamics package is based on the highly successful DS201

Contact: Digidesign; Tel: 650-842-7900 or 800-333-2137; Fax: 650-842-7999; or contact your local Digidesign office (see page 2 for phone numbers); Web: www.digidesign.com Noise Gate and DL241/251 Compressor/Limiter hardware units and has been designed to retain the same intuitive interface.

Features include: variable lowpass and high-pass filters for frequency-conscious gating; full envelope control 'attack', 'hold' and 'decay'; variable frequency trigger source; key input with 'Key Listen' facility for internal or external trigger

source; fast attack time to preserve natural attack of program material; Traffic Light LED display i.e., Green, Yellow/ Amber, Red; smooth

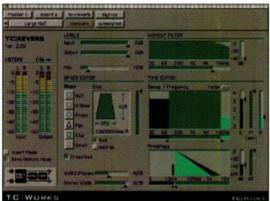
expansion ideally suited for vocals and other complex dynamic waveforms; variable ratio control; high resolution metering; selectable 'manual' or 'fully automatic' attack and release times; and much more.



Based on the popular DS201 Noise Gate and DL241/251 Compressor/Limiter



#### TC TOOLS: ULTIMATE SOUND EXPERIENCE



Based on the M5000 Digital Audio Mainframe Reverb's acclaimed processing algorithms.

ompatible with Pro Tools|24, TDM-equipped Pro Tools system, or other TDM-compatible systems, TC Tools from TC|Works, a division of TC Electronic, is a package of two software DSP Plug-Ins developed for the Pro Tools III/TDM environment: TC Reverb, TC Chorus/Delay, and TC EQ/Sat.

Based on the processing algorithms developed for the acclaimed M5000 Digital Audio Mainframe Reverb, TC Tools supplies 24-bit software-only processing with a selection of world-class effects from a company well known for creating high-quality signal processing devices. This package is the TC Ultimate Sound Experience.

Right at your fingertips you have:

- The power of Pro Tools integrated with real-time onboard TC Reverb and Chorus signal processing.
  - Reverb algorithms from the

TC M5000 — a standard in topclass studios around the world.

- Powerful graphic interface provides extensive visual feedback for easy parameter control.
- More than 30 Reverb Preset
   Programs including Churches,
   Halls, Stages, Clubs, and Plates;
   made by top studio engineers.
- Build reverb ambiences from a list of 6 different room shapes: Hall, Fan, Prism, HorseShoe, Small, and Club.
- 10 great Chorus, Flanging, and Slap Echo delay effects.
- High-precision DC elimination filters.
  - Mono/Stereo in, Stereo Out.
  - Smooth parameter updates.
- High-quality conscious coding to maintain a 20-bit signal path.

Contact: Digidesign;
Tel: 650-842-7900 or 800-333-2137;
Fax: 650-842-7999; or contact
your local Digidesign office (see
page 2 for phone numbers);
Web: www.digidesign.com

PEG Pro from QDesign is the market's leading MPEG-2 stereo compression software for real-time. studio-quality encoding using the processing power of Digidesign's Audio-Suite Plug-In technology or a standard Pentium PC equipped with Audiomedia III™. Available both as an Audio-Suite Plug-In and a 32-bit Windows 95/NT application, MPEG Pro is designed to enable audio encoding and decoding without the need for expensive compression hardware. Based on an advanced implementation of the MPEG standard for audio bit-rate reduction, MPEG Pro delivers a new standard in high fidelity sound to audio and multimedia professionals.

MPEG Audio is the cross-platform solution for pro-audio, broadcast, and new media. Audio encoded with

Contact: Digidesign; Tel: 650-842-7900 or 800-333-2137; Fax: 650-842-7999; or contact your local Digidesign office (see page 2 for phone numbers); Web: www.digidesign.com MPEG Pro can be decoded and played back by all standard MPEG players, including Apple's QuickTime 3.0 and Microsoft's DirectShow 1.0. It is the international standard for digital audio broadcast (DAB) and for digital versatile disk (DVD) authoring. Based on a model of human perception which

uses the phenomenon of psychoacoustic masking, the MPEG algorithm encodes high quality audio by retaining only those features of the signal which are perceived by the listener. This allows MPEG to offer the highest level of audio compression with the widest range of audio quality.

MPEG Pro has been optimized to run many times faster than other compression algorithms currently implemented in hardware. Using proprietary techniques which have enhanced the compression per-

formance of MPEG, MPEG Pro brings professional quality sound to studio desktops and multimedia production.

#### MPEG PRO FROM QDESIGN



MPEG Audio is the cross-platform solution for pro-audio, broadcast, and new media.



#### PITCH DOCTOR **HUMANIZES** PITCH CORRECTION

Since pitch shift devices first appeared, the promise of easily harmonizing vocal performances was confounded by their tendency to make lead singers sound like chipmunks. As a result, natural-sounding pitch-shifting has been something of a 'holy grail' for audio effects designers.

When Wave Mechanics introduced

the PurePitch™ Plug-In, it appeared the quest had finally ended. PurePitch delivered high-quality, musically useful pitch shifting, in real-time.

Recording engineers, however, still spent long, tedious hours correcting outof-tune vocals, and continued to hope for an easier way.

Pitch Doctor™. now with PurePitch

2.0, is the answer to their prayers. For minor intonation problems, Pitch Doctor can automatically correct the pitch. Simply enter the desired key and scale. and Pitch Doctor does the rest, fixing the intonation of any out-of-tune notes.

However, sometimes a single note, or an entire performance, is so far outof-tune that an automatic algorithm can't determine the intended note, and will perform the wrong correction. Also, the amount of pitch shift required to bring the part back in tune is so large that other pitch shift Plug-Ins will severely distort the spectral character of the original track.

Pitch Doctor easily solves both of these problems. Using the built-in keyboard simply hit the desired note (or use Pitch Doctor's automatic score generator), and the track will be smoothly pulled into perfect pitch. Switch on the format-preserving option, and the result will still sound like the original, human performance — except in-tune.

**Contact: Wave Mechanics;** Tel: 201-746-9417; Fax: 201-746-0762; E-mail: info@wave mechanics.com; Web: www.wavemechanics.com



Delivers high-quality, musically useful pitch shifting in real time.

arbaBatch eases the tedious task of converting audio files to different formats. BarbaBatch allows you to set up multiple conversions and will run unattended generating a detailed log file of all activity, making it easy to verify that the conversions were completed successfully.

BarbaBatch is easy to use with excellent performance and quality. Native processing is very fast and BarbaBatch can also utilize Audio-Media and Pro Tools sound cards to further speed processing.

BarbaBatch converts between 8, 16, 24 and 32 bit linear PCM, 4 bit ADPCM and 8 bit µ-law and sample rates from 1 to 100,000 KHz. BarbaBatch also includes

Audio Ease's BarbaBatch is available directly from MacSourcery (dealer inquiries welcome), P.O. Box 461537, Escondido, CA 92046. Tel: 760-747-5995;

Fax: 760-747-5994;

E-mail: info@macsourcery.com.

gain and dynamics processing as part of the conversion process, with noise gating, normalization and peak-limiting. These features are essential for squeezing maximum fidelity out of low bit depths. Automatic fade-in and -out, dithering

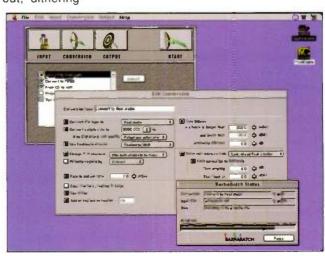
and channel processing can also be included during processing.

BarbaBatch supports a plethora of file types including Sound Designer I & II, AIFF, AIFC, AIFC IMA 4:1, and many more

Macintosh, System 7.1, 4mb RAM \$395. Included in the package are four utility programs to help manage projects with a

large number of files. A demo version is available from www.macsourcery.com.

#### **BARBABATCH 2.3: FAST, QUALITY BATCH A** CONVERSION



A high-performance, easy-to-use way to convert your audio files to a plethora of file formats.



#### PRO TOOLS TRAINING CD-ROMS

he cure for the 2-inch thick manual blues. Get hip to the gig my brothers and sisters, with Cool School Interactus multimedia CD-ROMS. Vol. 1 covers Pro Tools DAE PowerMix through Pro Tools|24 hardware configurations, and includes over 100 software movie tutorials. It also includes sections on synchronization, system upkeep, and the basics (sound fundamentals, computers, MIDI, and digital audio). Vol. 2 features Pro Tools 4.0 and various



Plug-Ins, covering basic functionality, production techniques, and advanced short cuts and key commands. Both CDs contain a 1200 term glossary, including DAE errors.

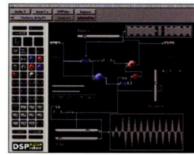
Contact: Cool Breeze Systems, Inc.;

Tel: 800-729-6919; Fax: 614-486-4690. E-mail: info@coolbreezesys.com; Web: www.coolbreezesys.com

#### DUY'S DSPIDER: 100 PLUG-INS IN ONE

DUY's DSPider is the first modular processing software for the Digidesign TDM Bus. DSPider allows you to create virtually any type of processing device from compressor-limiters to weird effects, from reverbs to equalizers, from noise-gates to exciters and even devices that don't currently exist. The DSPider provides 40 modules that can be linked by the user in countless different ways. More than 100 predefined patches are provided as standard with the

exclusive Patch Manager feature, which allows programmable switching between them via automation controls. DUY's range of Plug-Ins includes DUY Shape, DaD Valve, DaD Tape, DUY Wide, MAX Duy and DSPider.



**Contact: North** 

America Contact Cameo Int'l at 888-33CAMEO. DUY Research; Tel: 34 93 2174510; Fax: 34 93 2176313; E-mail: info@duy.es; Web: www.duy.es

#### NIKON'S OPTICAL IS THE WAY TO DRIVE

eluga AV Magneto Optical Drive is the removable storage solution of choice for production and post-production professionals. You can easily transport your project from one workstation to another, and this durable media can even be shipped safely across the country.

The Beluga AV can record and play back up



to 10 tracks of 16-bit digital audio at 44.1kHz and up to eight tracks of 24-bit audio at 48 kHz on Pro Tools|24 system. Each 2.3GB cartridge will

hold up to 24 minutes of sound and 15 minutes of digital video.

Contact: Nikon Optical Storage Tel: 888-88NIKON. Fax: 650-508-3860. Web: www.mo-nikon.com

#### **OPCODE'S** FUSION-EFFECTS ARE SEAMLESS

n addition to its star-studded lineup of audio sequencing, librarian and notation music software, Opcode is blazing new trails with the fusion:EFFECTS line of AudioSuite Plug-Ins. These Plug-Ins operate seamlessly within any compatible Mac digital audio software, including Studio Vision Pro, Pro Tools, and more. Simply plug in any fusion:EFFECTS product and

open up your possibilities! Opcode currently offers f u s i o n: VOCODE, f u s i o n: FILTER and fusion:VINYL with more on the way. Transform your music!



Contact: Opcode; Tel: 650-856-3333; Fax: 650-856-3332:

Fax: 650-856-3332; Web: www.opcode.com

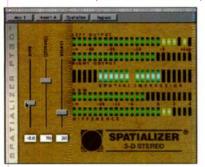


#### SPATIALIZER ADDS DEPTH

ow compatible with Pro Tools|24 (including automation and HUI support), the highly-acclaimed Spatializer PT3D can add depth to your mixes.

Spatializer's patented 3D Stereo technology is heard on films, TV shows, and hit records (including Madonna's "Ray Of Light" and the upcoming "Van Halen III"). Spatializer PT3D brings this technology to the screens of Pro Tools users everywhere.

Spatializer PT3D's simple interface and pow-



erful 3D effect create a Plug-In that improves any stereo mix. Priced at only \$299, there's no reason *not* to add Spatializer PT3D to your Plug-In list.

Contact: Cameo Int'l at 888-33CAMEO. Spatializer Audio Laboratories;

Tel: 818-227-3370; Fax: 818-227-9750; E-mail: pt3d@spatializer.com; Web: www.spatializer.com.

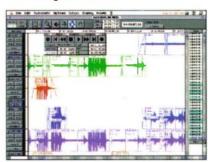
### WILD SYNC TAPE POST PRODUCTION UTILITIES

Enhance your post production capabilities with Tape™! Features include:

- advanced auto assembly directly to Pro Tools
- frame accurate spotting for ADR, SFX, and Foley
- total automations for ADR, Foley, and Voice Over stages
- control up to 10 DA-88s from your PPC
- reads your Pro Tools sessions and turns them into printed track sheets
- other printouts include ADR logs, ADR character

summaries, and EDLs

WildSync Systems, L.L.C., P.O. Box 3237, North Hollywood, CA 91609-0237. Tel: (800) 794- 7962; E-mail: sales@wildsync .com, support@ wildsync.com.



### CONSERVATORY OF RECORDING ARTS & SCIENCES

The Conservatory of Recording Arts & Sciences recently announced that it has become an authorized Avid/Digidesign Education Center. The Conservatory is now the only accredited institution in the United States to offer Digidesign Pro Tools Course 135. All Conservatory students who



enroll in, and are graduated from, the Master Recording Program will now be Pro Tools Certified.

Their Master Recording Program includes study in multitrack music recording, live sound reinforcement, MIDI, troubleshooting and

electronics, and music business. Conservatory students are required to complete a 280 clock-hour internship in order to graduate.



Contact: The Conservatory of Recording Arts & Sciences, 2300 E. Broadway Rd., Tempe, AZ 85282-1707; Tel: 800-562-6383.

#### **GRM TOOLS VOLUME 1 & 2**

ased on top secret research, GRM Tools are two volumes of mind-bending algorithms originally developed from highly classified government defense work. The Groupe de Recherches Musicales (GRM) took much of this closed door research and made these amazing tools available to the public. These processes are unavailable anywhere else in the world, with Pluglins like "Doppler" for authentic moving sound

source effects, or Shuffle, a micro-random shuffling algorithm that can only be described as ground-breaking. Mikail Graham of Electronic Musician said, "If



you own Pro Tools, you really owe it to yourself to check out GRM Tools." Please do!

Call Cameo International, Inc. at 888-33CAMEO for more information.



# STORAGE WITH PRO TOOLS THE GLYPH WAY

choosing storage for Pro Tools data is now a decision with many variables. Glyph Technologies Inc. has specialized in providing superior compatible options, flexible enclosure options, and technical support/service for more than four years.

#### SCSI IS DEBUNDLED

The new Pro Tools|24 hardware PCI I/O card is smaller and very powerful. The Pro Tools PCI 16-Bit and Pro Tools NuBus Systems came with a Digidesign SCSI bus as part of the hardware. You had no choice but

to use this bus for your digital audio data storage. The new Pro Tools|24 system does not come with a SCSI bus and Glyph is recommending Ultra Wide SCSI interface cards and drives. In the future, you might be storing digital audio data on drives that are not SCSI, but maybe FC-AL, SSA, Firewire, or any number of future interface specifications.

#### STORAGE CAPACITY — 24-BIT/44.1 KHZ

Twenty-four-bit audio data requires more storage capacity per track, per minute than the older 16-bit data structure. While 16-bit, 44.1 kHz data required about 5 MB per minute, per track, the newer 24-bit data structure requires about 7.5 MB per minute, per track. Multiply this times 24 tracks, and your stor-

age requirements become 180 MB per minute. A 4 GB volume will store approximately 20 minutes of continuous 24-track, 24-bit audio data. A 8.6 GB drive will store approximately 40 minutes of the same data load.

#### INTERFACE OPTIONS — ULTRA WIDE ADAPTERS

The optimum storage configuration for Pro Tools|24 comes in the flavor of Ultra Wide SCSI. This bus is rated at a potential of 40-MB-per-second throughput. Six PCI-slot-

ted Macs can easily utilize a PCI, Ultra Wide SCSI interface card in one of the two 3 PCI slot banks. Ultra Wide SCSI is the standard bus for digital video.

#### PRO TOOLS124 STORAGE OPTIONS

Glyph is only recommending Seagate Cheetah and Barracuda, Ultra Wide, 4, 9, and 18 GB, 7200 rpm and 10,000 drives for Pro Tools|24 (check Digidesign's Web site for the latest compatibility information). These drives will provide the future performance that you need to grow with your



Pro Tools|24 system as it evolves. They are available in rack mount and tabletop enclosures and can be mounted in hot swap trays. Both throughput and access times are maximized on these units as the fastest desktop storage devices in the world. Glyph provides enclosures that exceed Seagate's engineering environmental requirements. Glyph optimizes these drives to perform their best in the Pro Tools|24 system. Ultra Wide drives will work with Digidesign Pro Tools 16 systems, and provide an upgrade path for the future.

#### PRO TOOLS 16-BIT STORAGE OPTIONS

Glyph continues to offer Seagate Ultra SCSI (narrow) drives for Pro Tools 16-bit systems. These drives are also available in rack mount and tabletop enclosures and can be mounted in hot swap trays.

#### **BACKUP & CD RECORDING**

Glyph provides backup and CD Recording solutions specifically designed for Pro Tools. Tape drive backup options range from low cost 4 GB Travan and DAT to 25 GB, Wide bus, high-speed Sony AIT

mechanisms. Masterlist CD 2.0 requires specific CD Recorders to master Red Book audio discs. Glyph has several options in various speed and price ranges.

#### **SERVICE & SUPPORT**

Glyph extends a five-year warranty on most hard disk drives. This is five years parts and labor from Glyph, not from the mechanism manufacturer. If you purchase a drive from most resellers, your warranty is on the mechanism and it is from the manufacturer, not the drive reseller. Glyph's service department turns around most warranty repairs in less than 48 hours from receipt of the unit. This is standard.

As a further commitment to the production community, Glyph offers a special Express Service for 4, 9,

and 18 GB hard drives. If any single 4,9, or 18 GB hard drive fails in the first year of warranty, and Glyph tech support establishes a defective drive status, Glyph will replace the unit by 10:30 am the next day.

Glyph Technologies Inc.
735 West Clinton St.
Ithaca, NY 14850
Tel: 800-335-0345, 607-275-0345;
E-mail: sales@glyphtech.com
Web: www.glyphtech.com



### DEVELOPMENT PARTNERS DIRECTORY



#### ADVANCED DIGITAL SYSTEMS GROUP

Main Product(s): ADSG Professional Drive and Media Main Category(s): Peripherals 10202 W. Washington Blvd. Durante Bldg., Rm. 216 Culver City, CA 90232 Tel: 310-244-5523 Fax: 310-204-2123

#### **AIRWORKS**

Main Product(s): AutoConform, S/Link Main Category(s): Compatible Software One Thorton Court Suite 700 Edmonton, AB. Canada T5J 2E7 Tel: 403-424-9922

Fax: 403-424-9993 www.airworks.com

#### **ANTARES SYSTEMS**

Main Product(s): Auto-Tune, JVP, MDT Main Category(s): TDM Plug-Ins, Compatible Software PO Box 697 Applegate, CA 97703 Tel: 916-878-8577

Fax: 916-878-8577 www.antares-systems.com

**APB TOOLS** 

Main Product(s): Sigma 1, EM 1

Main Category(s): TDM Plug-Ins,

Compatible Software

Stromstrasse 38

Berlin, Germany D-10551 Tel: 49 30 39895200 Fax: 49 30 39895229

www.kgw.tu-berlin.de/~y2731/SIGMA\_1

#### **APHEX SYSTEMS**

Main Product(s): Aural Exciter, Big Bottom Main Category(s): TDM Plug-Ins 11068 Randall Street Sun Valley, CA 91352

Tel: 818-767-2929 Fax: 818-767-2641 www.aphexsys.com

#### **APOGEE ELECTRONICS**

Main Product(s): AD-8000, Master Tools Main Category(s): Peripherals, TDM Plug-Ins 3145 Donald Douglas Loop South Santa Monica, CA 90405.00 Tel: 310-915-1000

Fax: 310-391-6262 www.apogeedigital.com

#### **ARBORETUM SYSTEMS**

Main Product(s): Hyperprism
Main Category(s): TDM & AudioSuite

Plug-Ins

915 Cole Street, Suite 387 San Francisco, CA 94117 Tel: 415-626-4440 Fax: 415-626-4439 www.arboretum.com

#### AUDIO EASE

Main Product(s): BarbaBatch
Main Category(s): Compatible Software

Esdoornstraat 14

Utrecht, The Netherlands 3551 AJ

Tel: 31 30 2433606 Fax: 31 30 243 8500

www.futuremusic.nl/AudioEase



#### BIAS

Main Product(s): Peak, SFX Machine Main Category(s): Compatible Software PO Box 2481

Sausalito, CA 94966 Tel: 415-331-2446 Fax: 415-331-2446 www.bias-inc.com

#### **BINARI SONORI S.R.L.**

Main Product(s): Sound SuperEdit
Main Category(s): Compatible Software

Viale Fulvio Testi 11

Cinisello Balsamo, Italy 20092

Tel: 39-2-61866-310 Fax: 39-2-61866-313 www.binarisonori.it

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#### AVID AUTHORIZED EDUCATION CENTERS FOR PRO TOOLS

### UNITED STATES Avid Technology, Inc. West Coast\*

115 North First Street Burbank, CA 91502 Contact Person: Flynn Atkins Tel: 800-867-2843 Internet: www.avid.com

#### Conservatory of Recording Arts & Sciences 2300 East Broadway Road

Tempe, AZ 85282 Tel: 602/858-9400 Contact Person: Kirt Hamm Internet: www.cras.org

#### **Future Media Concepts**

305 East 47th Street New York, NY 10017 Contact Person: Ben Kozuch Tel: 212-888-6314 Internet: www.fmctraining.com

#### Video Symphony\*

Tel: 818-558-1900

731 North Hollywood Way, 2nd Floor Burbank, CA 91505 Contact: Patricia Montesion

#### Internet:

www.videosymphony.com

#### CANADA Ontario Institute of Audio

#### Recording Technology 502 Newbold Street

London, Ontario, Canada N6E 1K6

Tel: 519/686-5010 Fax: 519/686-0162 Contact Person: Will Meadows Internet: www.oiart.org

#### Vancouver Film School/Multimedia

420 Homer Street Vancouver, B.C. V6B2V5 Contact: Person: Gary Burgeouis Tel: 604/685-6331 ext 105 Fax: 604/685-6321

Internet: www.multimedia.edu

#### AUSTRALIA Avid Technology Australia Pty, Ltd\*

Level 1 166 Epping Road Lane Cove, New South Wales 2066 Australia

Contact: David Corazza
Tel: +61-2-9937-1800
Internet: www.avid.com

\* Indicates Audio lision \* training available as well



#### BIT 3

Main Product(s): 2101-00-02 Expansion

Chassis

Main Category(s): Peripherals 8120 Penn Avenue South Minneapolis, MN 55431 Tel: 612-905-4700 Fax: 612-905-4701 www.bit3.com/digi.html



#### CAKEWALK

Main Product(s): Cakewalk Pro Audio Main Category(s): Sequencer 5 Cambridge Center Watertown, MA 02142 Tel: 888 CAKE WALK Fax: 617-924-6657 www.cakewalk.com

#### CEDAR

Main Product(s): Declick, Decrackle, Dehiss Main Category(s): TDM Plug-Ins (Nubus) 9 Clifton Court

Cambridge, UK CB1 4BN Tel: 44 1223 414 117 Fax: 44 1223 414 118 sales@cedar-audio.com

#### **COOL BREEZE** SYSTEMS

Main Product(s): Cool School Interactus Main Category(s): Compatible Software 2041 Riverside Drive Suite 122 Columbus, OH 43221 Tel: 614-481-4000

Fax: 614-486-4690 www.coolbreezesys.com



#### DIGIDESIGN

www.digidesign.com

Main Product(s): Pro Tools, Plug-Ins, Pro Tools 24, Pro Tools III 3401A Hillview Ave. Palo Alto, CA 94304 Tel: 650-842-7900 Fax: 650-842-7999

#### DOLBY\*

Main Product(s): Dolby Surround Tools Main Category(s): TDM Plug-Ins 3401A Hillview Ave. Palo Alto, CA 94304 Tel: 650-842-7900 Fax: 650-842-7999

#### www.digidesign.com **DOREMI LABS**

Main Product(s): V1 Main Category(s): Peripherals 3631 Caheunga Blvd. West

Los Angeles, CA 90068 Tel: 213-874-3411

Fax: 213-874-3401 www.doremilabs.com

#### DRAWMER\*

Main Product(s): Drawmer Dynamics Main Category(s): TDM Plug-Ins

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# "I Cut my latest album 5 entirely in Pro Tools... 10 tape!"

Lenny Kravitz



LENNY KRAVITZ, ARTIST PRODUCER SONGWRITER













have been writing with my friend, John Regan, who has been playing bass with me for years. We always write one or two songs together for my records, usually on bass and acoustic guitar with a little drum loop from the Akai MPC3000.

"When the song is written, we program the drums - which takes forever. The MPC3000 is a beautiful machine and has been my sequencing savior in my studio. (I moved my computer out of the studio years ago because, being a gadget freak, I found that with Performer I was spending a day saying, 'Shall I move this snare three ticks ahead?') It's quick to use, and that's the whole idea in writing a song: to grab the moment. Yesterday John and I were writing and had come up with a verse and chorus. John played bass and I sat down at the V-Drums to play a four-bar loop with the right feel. I am a very basic drummer, but just the fact that the part was not programmed with fingers makes so much difference."

Frampton records the loops directly into the MPC3000 via MIDI. MIDI out

from the V-Drums is patched to MIDI in on the MPC3000. An MPC track is set to record, and the four-bar phrase is played.

If

it's the right guitar,

amp, and player,

you should be able to

stick any mic in

front of it.

Once the loop is in, the two work out the song arrangement while running the MPC3000 on internal clock. When the arrangement is completed, SMPTE code

is striped on 2-inch tape, a start time is established, and the MPC3000 plays from code (this loop can either be recorded or run virtual). Peter and John record guitar, bass, and possibly a vocal to the loop. Then Peter can record a performance of drums through the entire song, either into the MPC3000 via MIDI or onto tape.

Frampton admits, "If we had a real drummer, it'd be quite feasible to lay down a track from start to end, but you'd have to wait forever to do that when you are programming parts on a drum machine."

#### **NEW FRONTIERS**

Frampton's current endeavors include writing material for his next solo album as well as stepping into production shoes. "Last summer I played with Ringo, which was fantastic. We had Eric Stewart (a great performer and writer) open for us, and at the end of the tour he asked me if I'd be interested in producing him, which I am now doing. We've recorded six songs and I am trying to get him a deal. He is the first artist that I have ever really produced, and I'm quite excited about that."









Bonzai: Can being an outsider boost the creative spirit? Robertson: You hear stories of people who've come from the other side of the tracks and brought inspiration from their upbringing that helped to feed the beast of inspiration. I think that it's helpful. There could be some truth to that, but at the same time, Cole Porter wrote songs sipping champagne at a grand piano. Just about anything can work, depending on what kind of music you're trying to convey. You sing about the "Long House" of your ancestors. Was it like a commune?

Well, commune has taken on such strange meanings. It's a community spirit, for sure, but the people did not necessarily live within a commune. I don't know if a reservation would be called a "commune." [Laugis. Initially. you go to most communes of your own free spirit, and on the reservation that is not necessarily the case. For the people of the Six Nations, the long house is a gathering place, a place of shared spirituality where the confederation tried

to sort out the great peace throughout the years.

It was originated by Deganawida, the Peacemaker. A thousand years ago, he was the guy who started to bring together the nations of the Iroquois. He called for all the different nations to come together, and they dug up a huge tree. They laid down their weapons of war in the cavity the tree came from. Then they replanted the tree and called it The Tree of Peace. He went around speaking to the different Indian nations about the strength of unity — the strength of peace. Everybody had always thought of war as being the strength.

He had a partner who was called the Speechmaker. Deganawida had a speech impediment, and his partner, the Speechmaker, was Hiawatha. Everybody's heard of Hiawatha — he was kind of the front man of the duo, but it was Deganawida who was the idea man. So, they created these ideas of peace and unity, and it was called The Good Word in the Iroquois nation.



Then, in the late 1700s, there came along the Seneca prophet named Handsome Lake, who was dying of alcoholism. In his delirium of dying, he was visited by the messengers described in The Good Word. There are four messengers between the creator and the people — like Indian angels. He was visited by three of the messengers, who told him that the only way to beat this

disease of the spirit was to put himself completely in the hands of his creator, and to go around and help other people who had the same problem. This is no different than Alcoholics Anonymous is today — and this was happening in Indian country in the late 1700s. When he went around to speak to all the other nations, he spoke The Good Word that had been passed down from Deganawida.

The place in which they speak The Good Word is the long house. For the people of The Six Nations, this is the place where the Good Word is spoken, and the Code of Handsome Lake is shared.

making the record. One of the reasons was that we didn't have an engineer [laughs] and somebody had to do it. On the records that I make now, I do a lot of the engineering — a lot of it right here in this studio with that old Neve board. A good portion of the records are done here, and when I'm working with more people and need a bigger space, I go downstairs to the big rooms.

Did you have any teacher of engineering? My first teacher was John Simon, who was the producer with The Band in the early days. He was the one that took the mystery out of it for me, and said, "Oh,

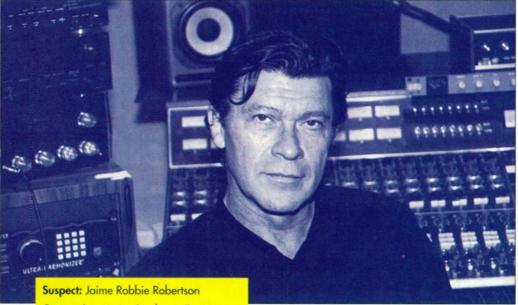
shit, it's just a bunch of tone controls and volume." He simplified it. People go into studios and they look at the board and say, "This is really intimidating - this makes an airplane look simple." What they don't realize is that it's a whole bunch of the same thing over and over again. John was the first one to simplify things for me, and I've been comfortable with that ever since. A lot of the time, because of what I'm doing in the recording process, it is unnecessary for me to have an engineer and assistant. By the time I explain what I'm trying to do, I could just as quickly do it myself. It's a matter of, "How do I get this on tape the quickest possible way, with the way I'm hearing it?"

Is it easier to make records now?

No, it's more complicated to make records now. It's kind of a trick bag. They give you all of these new gizmos to save you time, but by the time you use the gizmo and figure out how to use it well, and try out all the options that are possible with it — that all takes more time. So, you might remove all of these options and go directly to the source, directly to the tape. No way is it quicker now. It's not that I don't enjoy having the technology and the options, but it's the long way around the block, for sure.

When you have a concept for a song, what do you lay down first?

I don't have any formula because sometimes it just comes in unexpected ways. On this record, a lot of the songs came out of accidental noises that I made. I'd plug the guitar in and maybe start with some of the effects that were left on it from the last tune. A lot of times, I used Native rhythms that I have been gathering for years. Some of it I



Occupation: Artist, Producer, Engineer
Ancestry: Native American and Jewish

Residence: Los Angeles

**Location of Interrogation:** Robertson's private studio at The Village Recorder.

Notes: Robertson began performing at the age of 15, in groups such as Little Caesar and the Consoles, Robbie & The Robots. 1965: Robertson tours with Bob Dylan, contributes extensive guitar solos to Blonde On Blonde. 1968: The Band releases Music From Big Pink, followed by seven albums before the film The Last Waltz is released in 1978. Robertson embarks on solo recording career, acting and producing music for films such as Carny, Raging Bull, King of Comedy, and The Color of Money.

Contact From the Underworld of Red Boy is Robertson's first album in three years, recorded in Canada at the Six Nations Reservation and in L.A., New Mexico, and London. Working with Native American artists, the sound gets a new twist from underground DJ/mixer Howie B. Is making an album like making a movie?

There are definite similarities in the "committee" art aspect of making records and movies. It's very difficult to make a record all by yourself — you do need the engineer, the assistant engineers, the producer, the musicians. And, of course, the record company gets involved as well. In making a movie, though, the committee is real big. For me, starting from the very beginning, I knew about the similarity and enjoyed it. If anything, in my experience, it's become more profound — the closeness of it to making a movie.

You were engineering early on, weren't you... I still am. My first engineering was for the Basement Tapes, and I did most of the engineering on The Band album, the brown album. Because it was a new thing for me, and it was a nonstudio situation, I felt it was part of my job in

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recorded recently in New Mexico, some of it was sent to me, some of it was done at Six Nations. A lot of it came from a rhythmic thing. It was inspirational. I'd plug in the guitar and it would make some weird noise, but musical in a way that made me want to try something. It had to do with improvising against rhythms and sounds. Some-

times I'd have a chant that took me to a place and helped me focus on an atmosphere. Not very much on this record was done in a traditional way where you sit down and write some chords on a guitar, or sit at the piano and think of a melody and a lyric idea.

#### What are these guitar boxes you've got over here?

These pedals, called LoveTones, are made in England. They have names like The Meatball, Big Cheese, Brown Source, Doppelganger, and one of my favorites is

the Wobulator. The name of the guy who makes these pedals is Vlad. He has an interesting angle on noise and the sounds are almost out of control. They're not modest [laughs] and I like that about them. It isn't like you plug in and say, "Is that doing anything? Can you hear that? Here's what it sounds like 'on' and here's what it sounds like 'off.' Can you hear the difference?" In the booth, they're usually saying, "Not really." That is not the deal with these LoveTones. You plug in, and what comes out is extreme — very analog sounding. Thick and warm. At the same time, they're not goofy. Some pedals are just silly and they make silly things come out. These are musical.

#### Do you record analog?

Some analog, some digital. It depends. When recording digitally, I just think of it as a big sampler. Whatever you put into it, if you are working on a good digital machine, it just kinda spits back whatever you give it. Analog complements what you do; it complements the sound.



If it's used in certain ways, analog can almost be an effect — it can warm and fatten things up. There's the compression that's built into the machines, and the sound of analog tape on the bottom end has a certain richness in the way that it blends the different sounds of the low end together. The way that they rub against one another is sometimes very musically complementary.

#### What are your favorite guitars?

Well, I have a lot of favorite guitars, but when I just have to plug in and do it right away, I have two. This is when you don't want to dilly-dally around, because some instruments have so many options that it can slow you down. Here



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are the two that I reach for the quickest in the electric guitar area: I have this old 1948 Fender Broadcaster that I've had for a long time. It's the best "plug it in and it sounds great" guitar. And then I have a Stratocaster that Fender made for me. It's a signature model that I designed. It does what I'm asking of the instrument, and I've had a lot of experience in using stock versions of it.

When the people from Fender came to me and said, "If you could have anything you could want, what would it be?" I explained what I wanted and it took awhile to get it right. I designed a certain neck on it, the electronics — just the whole feel of the instrument. For the electronics, instead of the regular Stratocaster where you have a pickup in the front, pickup in the middle, and a pickup at the back, I have two in the front, two in the back, and they can be used individually or they can be used in combination with one another, where they make like a "humbucking" effect.

If there is any criticism of Fender guitars over the years, it's that sometimes they sound too thin. Somebody might want a fatter sound, and for that you don't go to a Fender guitar. But if you didn't want to change guitars, this was a way to just thicken up that sound. I also use Active Passive pickups on it,

too, where I have an option of them being like old-style pickups or these new Active pickups that put out a lot more energy and volume. I have a Push-Push switch that goes from Active to Passive,







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and a switch that goes from being single pickup to double pickup. That's about it, technically. The other differences are in the details.

#### So, you're ready to go out on the road and play your guitar, right?

Well [laughs], these guitars are "road ready." I'm just not sure I'm road ready yet. But I am talking to the people I worked on this album with. It was such an experience in the studio, and it was visually interesting. The combination of very old and very new, melding together so effortlessly — it was like butter in the studio. It looked much more like a musical ritual going on than people just making a record. Some of the Native artists would be chanting; there was dancing; and at the same time there would be these computer screens flashing and Howie B, with beats pounding



out of the board and me in the middle of this making weird noises on guitar and improvising. All of this beginning to take shape — everybody was saying, "People gotta see this!" But it's a little bit complicated, just because of the nature of the music and where these people come from.

#### Last question. Do you ever get tired of being a hero?

I'm not a hero. [Laughs.] I don't think I've ever been a hero. I'm suspicious of heroes, to be really truthful, because I think that when someone becomes aware that they are a hero, in most cases in human nature it makes them behave in a way of a responsibility to who they are supposed to be. Anybody who's a real hero is not going to be fooled by that.

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# The Project

As new technologies like affordable CD-R recorders and the Internet continue to evolve, the project studio is turning more and more into a full service facility — from recording all the way up to selling a finished product. As you venture into this arena, here are some tips to help you get your projects into the hands of the people who want it.



# Project Record Label



### The Project Record Label Project Record Label

# Do-It-Yourself Distribution

# The guerrilla tactics of getting your CD into stores

BY DYLAN MAGIEREK

Congratulations. You've finished your CD. Now what will you do to get the thousand CDs sitting around your house into the hands of music junkies? Distribution is the answer — whether you do it yourself or seek the help of professionals. Guerrilla tactics can help you get distribution, create successful promotions, get radio airplay, and work smarter with distributors. How well you use these strategies can make the difference between hand delivering your CD to your local record shop or having it carried by every music store in America.

#### THE CHALLENGE OF DISTRIBUTION

Having a reliable record distributor is the key to making your project available at stores within and outside your area. Getting a distributor to be interested in your project can be backbreaking. They want releases that will make them money — and most do not. This is true of independent and major distributors.

Most independent distributors will deal with a small record company (herein referred to as a "label") with a few promising artists and a small (several thousand dollars per release) advertising budget. Major distributors will usually only deal with multi-million dollar established labels with proven sellers for artists. Major distributors have deep pockets and long arms. Budgets and expectations are much larger. You have to

sell a great number of records to show a profit in their world. For the majority of us, an independent distribution deal would suit us well.

You want distribution? Create a gameplan. Focus on your accomplishments. Do you have radio airplay? Is there previous sales history on your artist? Do you have a tour booked? What media reviews are confirmed? Use this information to create a one-sheet. A one-sheet is a one-page sales solicitation that includes bullet points of plans. accomplishments, suggested list price. a UPC, and photos of album art. A good one-sheet, along with strong releases, can help you get a distributor to take on your label. It will show them that you mean business and is a good outline of how you plan on supporting your release. A distributor will use a onesheet to sell your CD to their accounts.

Contact record stores in your area. Ask the buyer who their favorite distributors are and why. She/he can probably give you names and addresses of the distributors they recommend. Tower Records would be a good place to start your inquiry. They deal with hun-

dreds of independent and major distributors every week. You may also want to pick up a copy of the Music Industry Distribution List. It's available for \$10 through mail order by calling 415-437-9664. It has a large directory of distribution company's names and addresses.

You can also use consignment as a means of getting your releases into stores. Tower Records, Borders Music and Books, and Virgin Megastore all support consignments. Most stores will take at least five pieces of your music product.

You will need to decide how much you want for each CD. If you can afford to do it, I recommend having a store selling a new artist for \$9.99 to \$12.99. This price point makes it easy for a consumer to try out something relatively unknown. Having a store price a CD at \$12.99 will get you around \$7 for each one they sell. Check with the store every few weeks to make sure they have enough in stock. See if the store has a local or independent area that will put a poster up for you or highlight your CD. Give them a few promos and try to get positioned in a discretionary (free) listening station. At the retail level, a listening station is the single most effective tool in selling an unknown artist.

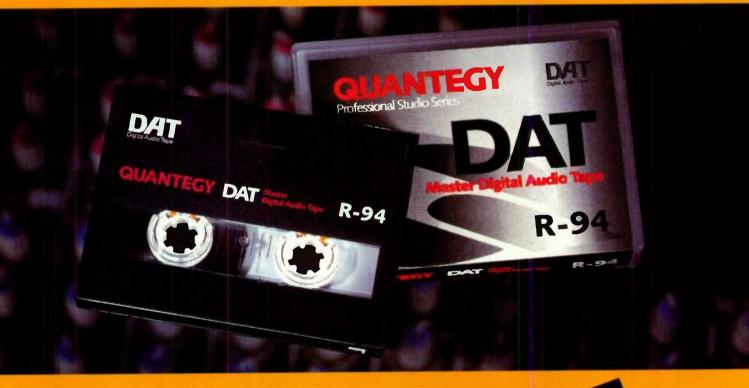
#### WORKING SMARTER WITH YOUR DISTRIBUTOR

Once you obtain distribution, you need to make sure they're taking care of business. Call record stores to make sure they have stock on your releases. Do the stores' buyers need promotional copies for in-store play or discretionary listening stations? Do they know that one of your artists is coming to perform in their



**SKIMP ON EVERYTHING BUT THE MUSIC.** Even if your clothes say "I live in a van" your demo can say "gold record." Just be sure to use the tape more gold records are recorded on, so your music has every opportunity to sound its best. Ask for the Quantegy Professional Studio Series.













# The Project Record Label The Project Record Label

town? Is a store manager interested in having your artist play an acoustic set in their store? If so, you better call your distributor and make sure there is plenty of product for the event. Maybe putting together a sales incentive contest for the distributor's sales representatives would increase stock levels at retail and make stores more aware of your artist. Don't forget to feed your distributor radio airplay updates and copies of great reviews. It will give them more ammunition to sell your release and let them know that you are out there assisting their efforts.

A good distributor should get your releases into most record retailers, sub-distributors, and one-stops. Sub-distributors and one-stops are wholesale mini-distribution centers that sell to small record retailers. You should supply a distributor with plenty of assistance in selling your product.

Promotional CDs, advertising dollars, radio and video airplay, sales contests, and promotions will help your CDs sell. The more demand there is for your music, the more attention you will get from your distributor.

#### PROMOTION: GENERATING INTEREST, EXPOSURE, AND SALES

Promotion is the key to successfully supporting your release. Obtaining radio airplay is essential in making a big impact on sales. It is hard to get played on major radio stations, but most have shows that feature local artists. Get on them! Send out CDs and a one-sheet to college radio stations. Follow it up with phone calls and requests. Try to get the band to play live on the air. This not only gets them exposure, it will probably lead to more airplay. If you are getting strong airplay, consider doing advertising on that station. It may drive people into stores to buy your record and it shows the station that you are supporting their efforts.

Media reviews and mentions are also important. Create a list of media outlets to solicit for reviews. Start by collecting magazines that you feel would review your release. Provide them with a press release, band photo, and a CD. Follow up with a phone call or e-mail. Don't forget that fanzines are often hungry for artists to review. Tower Records is a great

place to find a good collection of these indie-style mags. Regional weeklies and daily newspapers will often review CDs and mention upcoming events. Advertising in an issue that accompanies a review of your CD maximizes your efforts. Make sure you tag (mention) a record retailer so you get sale pricing and special positioning in the store. Do this for the majority of your advertising. This will increase sales, exposure and delight your artist. Book the advertising through a record retailer's main office. Major retailers such as Sam Goody, Virgin Megastore, and Blockbuster Music can get better advertising rates than if you approached the newspaper or radio or television station yourself. And if you set it up at least two weeks in advance, they will give you special positioning and sale pricing for one week to a month.

#### TRACKING SALES AND RADIO AIRPLAY

Knowing where your record is getting played and where it is selling will allow you to focus your efforts. If you are getting major airplay in San Francisco,

continued on page 85



#### 3. Get it right.

#### Mixer window

Automating a mix is child's play. Just click on "write" and record levels, pans, solos and mutes on the fly. EVERYTHING is automated effect sends, effect parameters, etc. You can no longer call yourself a tortured artist.





#### 2. Get it sweet.

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Each channel strip has 4 bands of parametric EQ. There's also a four-space effects rack loaded with reverb, chorus, delay, etc., with room for more third party plug-ins than you've ever had compromising dreams about.

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Let it flow.



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## 5. Get it ready to burn.

#### Master section

Here's where the true mastering comes in. There's an additional four-space effects rack for pin-point EQ fixes and other mastering effects. With the ultra higherd Loudness Maximizer and your master mix is guaranteed to pack a whallop. Amateur nour is officially over.





#### 1. Get it together.

#### Arrange window

This is the nerve center, where most of the work is done - MIDI and audio recording, editing and trying out new arrangements. There's up to 32 tracks of digital audio at the ready - just follow your intuition.



# Promotion & Distribution

Thanks to the Web, you don't need a large record label to promote and distribute your release

BY ALLEN WHITMAN AND JON R. LUINI

The Internet is the most profound technological change in the creation, distribution, and commerce of music since the invention of recorded media. Much of what the music industry depends on for a reliable and comfortably accepted infrastructure is in transition. The good news is that everybody can relax. Great music will drive the as-yet-undecided standards. But for now there's no right way of doing things. Take heart and grab a mouse. Whatever you do makes a difference. The proof is in the pudding.

Major artists have taken advantage of the technology with spectacular results. (The-Artist-Formerly-Known-As-Prince has sold 100,000 albums on his Web site through mail-order only. No advertising, no radio.) In the trenches, thousands of independent musicians and recording studios have sold more albums than most major-label releases by narrow-casting their music to a niche market. (Did you know that 97 percent of all major-label releases sell

less than 700 albums? The business relies completely on a handful of multiplatinum sellers to keep itself afloat!) Creating a Web presence for yourself and your music isn't mysterious, it's merely technological. And that means there are clear methods and means to arriving at financial viability as an independent musician.

Who can take advantage of these tools? You can, even if you're a complete computer neophyte. Whether you're performing as a solo artist or in a band, whether you're running an independent record label or recording studio; if you have a phone line, you're ready to go. As Mary Poppins said: "A job begun is half done." Let's begin with a checklist.

Buy, beg, borrow, or steal (well, sort of) a Web site. If you don't have a computer, get one. They cost about the same as a good guitar. Get as fast a modem as you can and an online account through an Internet Service Provider

(ISP). All of this information is finely detailed and documented, with numerous pithy examples on our Web site: www.fezguys.com. You can get started on your own Web site very easily. We're not kidding: it's not a big deal. And it's fun because it involves creativity. If you don't want to do it yourself, find a friend who will do it for you. Or find someone who works at your ISP and ask them if they'd like to noonlight.

In the process of creating your site, think efficiency and simplicity. Keep your graphical images small and your writing clear. A simple architecture for easy maneuvering is key. Let your particular artistic sensibility drive your end result, just like the music you create or service you provide. Post several pieces of individual songs for quick auditioning and then the entire song itself. Provide these songs (the heart of your "content") in both streaming and download-only files and in a variety of Internet audio formats. Use MP3, RealAudio, Audioactive, Liquid Audio, anything and everything. Most of these tools are free downloads. Don't forget to listen to them yourself before putting them out into the ether for the world to enjoy - this way you can feel confident that an enjoyable experience will be had by all! Check www.fezguys.com for exact locations and tutorials on these formats.

Other ideas for your Web site: let people vote on various song clips you put up. Add new stuff regularly. Have a public comments page. In short, find



CYBERSHOP ANYTIME ONLINE AT: WWW.MUSICIANSFRIEND.COM

# The Project Record Label Project Record Label

ways to justify regular updates that keep people interested and coming back for more.

There are a number of Web-based techniques for the independent recording studio that will benefit your business. Because an increasing number of your potential clients want to provide songfiles on their Web sites, you can offer ready-to-go files of recorded material in a variety of formats. Your clients will leave your studio with an analog master tape of finished music and a digital master disk of Web-optimized song files. It's not rocket science.

A Web site gives you the central nest for your constituency to come home to. The way to keep track of (and keep in touch with) your fans is through e-mail. Every time a fan e-mails you, write them back promptly. Be concise and polite. Just like writing thank you notes to Grandma for that adorable birthday present. Offer (always ask for permission) to place their e-mail addresses on a subscription list from your site only. Create a master list of your subscribers and send messages period-

ically about new music or relevant shows, tours, and events you've posted on your site. Never sell or trade your email lists. Nobody likes spam and there's too much of it already.

Of course, you have to get people to visit your site. Promote your e-mail and Web site address (URL or Universal Resource Locator — your Internet address) everywhere you represent yourself. On your CDs, t-shirts, business cards, stationery, faxes, or bass drum head. Tag it wildly with compelling urban graphics on giant corporate billboards. Don't get caught!

A word about URLs and e-mail addresses. If possible, keep them short. The shorter the better, because it makes them easier to remember. Get your own domain name (i.e., "fezguys" in the www.fezguys.com URL).

There are two obvious ways to sell your music online: mail-order and downloads. Mail-order is tried and true. Fans want to support artists whose music they like and will gladly use the United States postal system to do this. If you are selling physical product via mail-order,

process your orders quickly. Selling downloadable music files from your site is less straightforward, but nonetheless technologically feasible. You will need the services of an online banking system. They're easy to find, and very happy to help. Since your potential customer must provide credit card information and answer a number of questions, keep your interface simple and straightforward. Provide useful information such as the size of the file to be downloaded and the approximate time it will take at various modem speeds (check www.fezguys.com for a table of times).

If you perform your music; play a lot. Play anywhere and everywhere. There is not now, nor will there ever be, a substitute for the intimacy and power of live music. This is your most powerful mojo.

Speaking of mojo... let's talk about the person who likes your music. Treat them well. Be polite. It's the accepted truth in the music business that word of mouth is your most powerful promotional pixie dust. If you're a small or independent musician or record label, for-

# **HEADPHONE MIX BREAKTHROUGH**

#### 6 independent, musician-controlled headphone mixes at once!

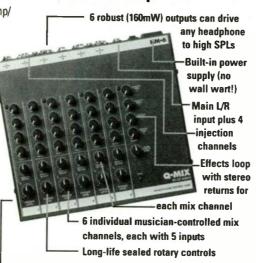
The Q-Mix HM-6 headphone matrix amp/ mixer lets 6 musicians create their own individual headphone mixes from up to 5 sources — plus effects! For just \$349 suggested retail.

The conventional part: Plug your main stereo mix into Q-Mix and drive six high-output headphone amps.

The OZ Audio difference: you can route four MORE mono inputs to the Q-Mix. For example, 4 mixer subgroups such as drums, background vocals or keyboards. Or an assortment of aux sends, individual channels, or a click/scratch track. The musicians dial in their own input levels—and stop constantly nagging the control room.

It gets even better. The Q-Mix HM-6 also includes a separate 5-channel mixer.

Connect its output to an effects processor and return the signal to the HM-6. Every Q-Mix channel has its own stereo effects return, so all 6 performers can dial in their



Rackmount brackets available
Also great for live applications

own effects. And you can concentrate on engineering instead of dealing with constant cries of "More vocals!", "More Effects!" or that old standby "More ME!"

CIRCLE 54 ON FREE INFO CARD

#### Built for rough use.

We know it's a jungle on the other side of the glass. Smoke. Liquids. Dust. Distracted musicians. That's why the Q-Mix HM-6 has rugged *metal chassis* with sealed pots mounted on a *thick fiberglass circuit board* that can take abuse. Yet at the same time, the HM-6's impeccable electronic specs will impress even the pickiest engineer.

**Call or fax for complete info.** We'll also give you the location of the nearest *Oz Audio Q-Mix dealer* so you can get your hands on an HM-6. For the price of 4 sets of quality headphones, you can optimize the value of the headphones you already own.

OZ andío

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get about banner ads on Web sites and opt for trading promotion with similar bands and like-minded individuals. Forget newsprint ads and radio spots. Be nice to your people and they will tell everyone they meet about you. That's personal testimonial and can't be bought. Ever.

Think about the possibilities. If you listen to the radio, you are hearing about one tenth of one percent of the total musical output of the human race. Whether you play jugband music on banjos and washtubs or industrial gamelan tone poems on steel railroad materials, there is a group of people who want to hear your music. They will never hear your music on corporate radio. They will probably never hear your music at the listening booth of a large CD store. But you are able to provide both of these worlds (and many more) through your Web site. A small touring band, a tireless coffeeshop singer, a soundtrack composer, a mid-level manager employed at a suburban manufacturing facility with an 8-track digital studio in the closet; anyone can get usefulness and create community using a Web presence.

All of the tools and techniques necessary to perform all of the abovementioned functions can be found on our Web site in common-sense language and straightforward explanation. Contact us and we will respond to you. We'll help any way we can. Did we mention www.fezguys.com?

#### **CD DISTRIBUTION**

continued from page 80

consider advertising in the SF Weekly or doing radio spots. If your CD is selling especially well on the East Coast, maybe you should set up a tour to hit that area. By focusing your efforts, you can better spend your time and money supporting your release.

There are two important tools for tracking sales and radio airplay. These are Soundscan and BDS. Soundscan is a company that tracks over-the-counter sales of recorded music. Whenever someone buys a CD, its UPC gets scanned into the cash register. This information is downloaded into Soundscan's computers and made available to paid subscribers. Soundscan can give you a weekly report on how many CDs you

sold and in which cities they were purchased. This allows you to track sales and make adjustments to your gameplan.

BDS, short for Broadcast Data Systems, tracks radio airplay. You must register your CD with BDS for them to track your songs. Each time a song is played on any popular radio station, BDS records it as being played. In fact, they can tell you which stations spun it, at what time of the day it happened, how many times, and what size audience was listening to it! You can check out their Web site at www.bdsonline.com. Like Soundscan, you must pay to use BDS's services. But these are useful tools and highly recommended.

When creating your CD, don't forget to include a bar code. This can usually be obtained directly from the company you have manufacture your CD. They will charge about \$50 to create a UPC from their database. You should do this before your CD back cover artwork is finished, or leave a small white rectangle on the Zip disk that contains your back cover so they can pop a barcode on there. A barcode is important for several reasons. Most record retailers are Soundscan reporters and a UPC is necessary for them to be able to track a release. A UPC is also essential for a distributor to sell your music product to stores.

So get off the couch, dust off those boxes, and get your gameplan together. Create a one-sheet emphasizing your accomplishments and goals. Research distributors and find someone you feel comfortable working with. Get your artist on the radio and get your friends to request the hell out of it. Call stores to make sure they have your release and try and get it on a listening station. Use advertising in conjunction with tours, airplay, and reviews. Once the momentum starts building, you'll be so excited, and all the risk taking and creativity you put into it will have paid off. You might actually become so successful that you can finally quit your day job.

Dylan Magierek works as a sales representative for Universal Music and Video Distribution. He is also a lecturer for the Music Recording Industry Program at San Francisco State University. In his extra time, he runs Badman Recording Co., a production company and label. He can be reached at Dylmisc@aol.com.



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# Production Smarts

The beginning of a great band/ producer relationship starts with a great production agreement

BY JAY JAY FRENCH

A producer can be an extraordinary asset to a band. Take, for example, George Martin and The Beatles, Andrew Loog-Oldham and the Rolling Stones, or Mutt Lange with Def Leppard or AC/DC. There was a synergy between these artists and their respective producers that made for amazing recordings. There's a great deal of trust in that kind of relationship, and a production agreement between producer and band is a building block for that trust. To gain some perspective on exactly what a production deal is, EQ spoke to Jay Jay French. As the founder/guitarist/manager of Atlantic recording artists Twisted Sister and manager/coproducer of TVT recording act Sevendust, Jay has had extensive experience negotiating deals. Here is what he had to say about beginning a production career, learned from his formative days with Twisted Sister.

I cannot stress strongly enough the importance of a good attorney if you intend to take your production career seriously. Unless you're very good at writing up contracts, I always suggest that you hire an attorney to draft any sort of agreement. Both the producer and the band each need to have an attorney — even if

they're planning a very simple agreement. When money is owed, people misunderstand, their memory fades, and they say things like, "Hey, we didn't say we'd pay you." In the event of doing a very basic deal with a band, going to an attorney may eat up your profit. You might be able to write up something as simple as, "I So and So, promise to pay Mr. Joe Studio Owner for the use of his studio, pending a deal within a certain period of time (typically 9, 12, or 15 months), should I get a deal with a label. Whether it be an independent or major label, I agree to pay you if these tapes made at your studio are used for the release." Fine.

#### FIRST BASE

Here's a very basic example: Let's say you own a studio, you find a band you really like, and decide to extend your time to them for free. You say to them, "I'll let you record here, but we have to enter into an agreement that not only pays me when the band gets paid, but (e.g.) pays double." As the studio owner, you are taking the risk. Let's say it's a small studio and you normally charge

\$35 or \$50 per hour. The band has no money now, and wants to take these tapes around to try to get a deal - but they don't want any strings attached. They'd like to be able to have anybody produce their record. All you really want to do is engineer the demos and offer your studio - but the band is broke. So what's the incentive for you? The incentive is to have a predetermined price you will be paid when the band gets a deal. Then everybody is free and clear.

This type of arrangement can be established in a lot of different ways, but one of the more popular is that you double your normal studio rate and then add the engineering fee on top of that. If the band has "spent" \$2000, when they get the deal they pay you \$4000 plus an engineering fee. You have extended this courtesy to the band so they can go off and become rock 'n' roll stars; when they get the deal, you get double.

You don't expect to share anything later on and the band has freedom to do whatever they want without owing you anything more. You are providing the service and you get paid a handsome return should something happen. Then everybody walks away. That's the base level. In all but the loosest of agreements - meaning that you really trust the band - the multitrack and mixdown masters should be owned by you, and only cassettes given out to the band for shopping the deal. This will give you protection so that (at the very least) if the record label wants the masters, they must pay you for the tapes.

#### **UP THE LADDER**

The next step up from that would be when a band thinks you're a good pro-

# RECORDING MAGAZINE



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- RECORDING MAGAZINE

"It's sometimes nice to have the compressor (MC22) do the thinking for you - especially when it is as smart as this one."

GUITAR PLAYER MAGAZINE

"I was truly astonished at how hot an input signal I could crank into the MH4..."

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"The MX22 & MX23 crossovers offer a winning combination of great sound quality, functional controls and nice perks ...subwoofer out."

- PRO AUDIO REVIEW

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# The Project Record Label The Project Record Label

ducer, they want to do demos with you, you want to get them a record deal, and you own (or have access to) a studio. What happens if they do get a deal? You'd like to produce their album, and let's say they want the same thing. The most common agreement would be something that states, "Should a deal be acquired within a certain period of contracted time (normally one year from completion date of demos), then you would be the producer "of record" and would produce the first album. There are

problems with that. Most attorneys representing a band don't want the band locked into a certain producer. Or the label might want to bring in somebody else. And therein lies another whole set of issues. You can have a binding agreement designed so you'll be the producer, and if you're not the producer, then the record is not going to get done. You can construct a deal like that and the band could possibly sign it.

Now, the label might not love you as the producer, but if they want the

band badly, you have to figure that they like the demos you made with the band. If you don't have a contract with the band, and the label doesn't like you, you're blown out of the deal. If you do have a well-written contract, you'll either produce the album or be given money or points (or both) to walk away. This is known as a buyout, which can occur on different levels. If there's no buyout articulated in the production agreement between the band and the producer, the producer can claim anything he wants. He could really make a stink and hold out. To ensure that you get a return on your investment and don't get hurt, have the band sign to you personally - like a mini-record deal that has to BE sold in order for a larger label to get the band.

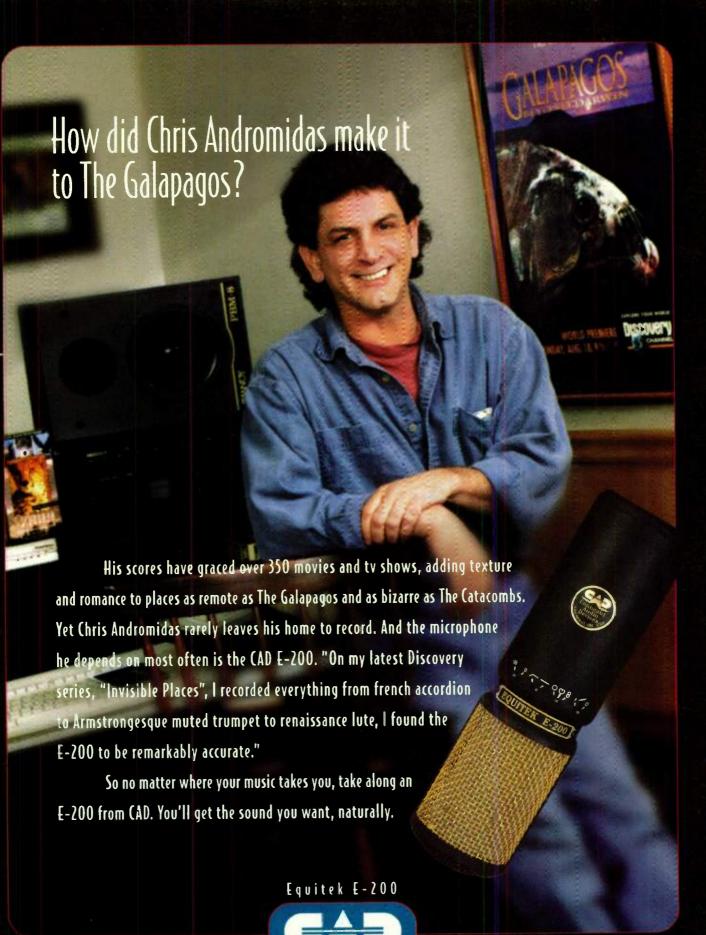
#### TOP OF THE HEAP

An established producer may be recognized as a part of the "story" in making a record happen, and because of that, there is a reputation involved that may significantly enhance interest in the project. The producer can say they want an advance, points on the deal, or - if they are a songwriter — possibly get involved in the music publishing. If a producer winds up in a songwriting or arranging situation, the dynamics of the whole deal are altered. There's a great deal of value for a band in working with a well-known producer who can help them write or fight their battles with the record label for them — which is what a good producer does (like another manager). It's an important consideration because the band is up against a lot of politics. They need somebody who has a good mouthpiece to make things happen so the producer's value could be incalculable.

Any one of these examples could work out disastrously or could work out great. Nothing is written in stone, but you have to come to terms with what you are looking for. It really comes down to a matter of who the band is, who the producer is, and how much they need each other. If an agreement is correctly stipulated in advance, there should be minimal trouble. There are as many options as there are bands and producers, which is why I really insist that you *must* have a very good attorney who can help you figure out what you want given the circumstances.

Inquiries to Jay Jay French may be directed to EQ Magazine via e-mail at EQMagazine@aol.com





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# The Project Record Label

# Dupe-It-Yourself CD Dupt-Gation

With decreasing materials costs and new technologies, literally producing your own CDs is easier than ever

#### BY ROGER NICHOLS

Whether it is making a copy of your latest demos to give to a friend, producing 20 CDs to send to record companies to try to get a deal, or transferring DAT tapes to CD for easier access and increased long-term storage, there are plenty of good reasons to want to cut your own CDs.

#### HISTORY LESSON

Times have changed since CD-R was introduced more than ten years ago. The first system available to cut your own CD was manufactured by Yamaha. The system consisted of a central control unit and multiple CD recorders. The system cost was about \$50,000 and had to be controlled from an external PC. To get digital audio onto the CD (it only recorded at 1x) you had to feed it from a Sony 1630 system, which cost another \$40,000. Oh, and don't forget that the blank CD-Rs cost \$85 each. You could not write part of the CD at one time and another part of the CD later, the whole CD had to be done at once.

Record producers would pay mastering facilities \$350 per CD to be able to walk away with their finished album on a CD-R that they could listen to at home on their CD player.

Some mastering rooms had multiple recorders in their Yamaha system so that they could make up to four CD-Rs at once. The bug had bitten us, and we could never get enough CDs.

Soon Sonic Solutions hit the market and Sony started producing CD-R recorders and the price of blank CD-R discs started coming down — to \$50 each.

Around 1994, Philips produced a stand-alone audio CD-R recorder (under various brand names like Marantz, Studer, Carver, Micromega, etc.) that would allow you to transfer your digital audio from DAT tapes or record analog audio through the built-in A/D converters. You could record one song and stop the CD-R recorder. You could add material as you needed in increments without "finalizing" the CD-R. When you were done adding tunes to your CD-R, you could "finalize" the CD-R and it would become a CD that could no longer be recorded. It would now play back on any regular CD player.

#### THE TOO

The key to this ability to add songs on to a partially recorded CD-R is the Table Of Con-

tents or "TOC." On a normal CD, the first thing recorded is the Table Of Contents that tells the CD player where each cut starts, how long it is, and other information needed for the CD player to skip around between cuts. Without a TOC, a CD player will display "NO DISC" when an un-finalized CD-R is inserted. CD-R recorders like the Philips used a temporary TOC area to compile information as the tunes were added to the disc. Once you were done adding things, the act of "finalizing" would gather this information and fill in the missing TOC. Once the TOC was written, nothing more could be added to the disc and CD players were happy to accept your CD.

#### THE FUTURE IS BRIGHT

Now there are CD-R recorders coming out of our ears. You can buy them off the shelf at any computer store, and some new computers come with CD-R recorders instead of CD-ROM drives. Most recorders record at 2x or 4x and play back at 6x or even faster. Kodak makes a 6x recorder, if you need the speed.

CD-R software now lets you drag and drop files to the blank CD-R disc. It looks just like a hard disk on your computer, except that you can't erase it. If you drag audio files to a blank CD-R disc, you can produce an audio CD that will play on any CD player. With a 4x CD-R recorder you can record a 60-minute CD in 15 minutes. This makes it easier than ever to make CDs of your music for your friends.

The best part of this whole deal is the cost. You can buy a CD-R drive for your computer for under \$300. Drives that record at 4x are under \$500. Blank CD-Rs are available at all computer stores from \$1 to \$5 each, depending on the brand name. I have even seen discs that were *free* after the mail-in rebate. You can't beat that price.



# he Project Record Label

#### **MULTIPLE COPIES**

If you want to make lots of copies of your CDs, there are two ways to do it. You can pop in a fresh blank every 15 minutes until you have the 50 CDs you need, or you can get a CD duplicator. Advertisements for CD duplicators are showing up all over the place. Lower prices of drives have allowed for reasonable prices on multidrive, standalone duplicators. I have a Microboards system that consists of one playback drive for the master CD and seven 4x recorders that can duplicate the source simultaneously. With this stack, I can produce 28 discs per hour if the original is 60 minutes long. Even more if the original is shorter.

This type of duplicator performs bit by bit copies so that the copies are exact clones. It doesn't matter if you are duplicating audio CDs to send to A&R departments, or CD-ROMs of your new catalog to prospective customers, or prereleases of your new software title for magazine reviewers.

#### **PRINTING LABELS**

If you are going to look professional when you send out those CDs, you have to have nice looking labels. No more writing on the CD with a Sharpie or hand-writing the blank label that comes with the blank CD-R.

There are two methods of adding professional looking labels to your newly duplicated CD. The first is stick-on labels. There are many brands of precut labels designed for placement on the back of the CD. These labels can be printed on any laser printer or ink jet printer. You can buy tools from several manufacturers that help you center the label perfectly on the CD. The finished labels look good and are suitable for impressing your client with a professional image.

The second method is using a printer that prints directly on the back of the CD-R. Blank CD-R discs are available from many manufacturers with a "printable backing" in either a white or gold color. The backing has been designed to protect the sensitive data area of the CD-R while allowing you to use a thermal or ink jet printer to print whatever you want directly on the CD-R. Fargo makes a color ink jet CD printer. Rimage makes a monochrome (depending on the color of the ribbon) thermal CD printer.

#### **FULLY AUTOMATED**

There are systems that you can set up that will automatically duplicate your CDs and print the labels without human intervention. Press the GO button when you leave at night and come back in the morning to find 200 finished CDs with labels printed on them.

With these automated systems, you buy the blank CD-Rs on a spindle. The autoloader picks up a blank CD-R from the ingoing spindle, places it in the recorder, closes the drawer, and starts the recording process. After the CD is recorded, the autoloader picks up the CD and places it on the tray of the printer. The printer sucks the CD inside, prints the label, and offers the prize back to the autoloader. The finished disc is placed in a stack on the outgoing spindle. Pretty slick.

#### **FINALLY**

With the prices of CD duplicators and blank CD-Rs dropping rapidly, it is now reasonable for an individual who needs a few copies of important CDs for distribution to have his own duplication system. It doesn't need to consist of seven recorders; it may only be one player and one recorder. Allowing the duplication to go on unattended with a standalone device enables you to continue working on something else. You can be recording your next hit, editing the next CD, writing your next article, or whatever it is you need to be doing. Having a separate stand-alone system does not tie up your computer while you are duplicating CDs.

If you are thinking about a small duplication system, just do it! For short runs it is now cheaper than sending a master to a CD plant for duplication. I hope that this time next year I will be talking about DVD duplicators and \$1 blank DVD-R discs. I wont hold my breath, though.

#### DO-IT-ALL DUPLICATORS

How serious are you about doing your own CD duplication? There are a number of project studio duplicators available. Here are a couple of examples that show the variety that's out there...

#### Hard Problem, Soft Solution

Microboards Technology's CopyWriter Pro, consists of proprietary control software, up to seven 4x/12x CD-recorders and one 12x CD-ROM reader housed in a streamlined tower. Entry-level priced at \$1995 for a two-CD-recorder configura-

tion, the CopyWriter Pro is the first software solution on the market for multiple CD-R recording. Price for the six-CD-R drive, one-CD-ROM drive version is \$4895 and \$5595 for a seven-CD-R drive model.

The CopyWriter software duplicates data and audio formats, and operates in a Windows 95 environment. System requirements include a 200 MHz PC with 32 MB of RAM, PCI bus master SCSI host adapter, and a 1 GB hard drive. For more information, contact Microboards Technology, 1480 Park Road, Suite B, P.O. Box 856, Chanhassen, MN 55317. Tel: 612-470-1848 or 800-646-8881; Web: www.microboards .com. Circle EQ free lit. #128.

#### CopyPro CD-R 5000 A CD Factory

The CopyPro CD-R 5000 is an industrial-grade autoloading duplicator designed for rapid, high-volume CD duplication, up to 32 CD copies per hour fully configured with eight CD-R drives. The CD-R 5000 utilizes CopyPro's own patent pending vacuum-based (pneumatic) robotics in conjunction with a caddyless, spindle-based loading and unloading mechanism.

The unit can hold up to 8 CD-R writer drives, and is driven by a

Pentium-based CPU. Bit-for-bit verification allows for immediate testing for defective discs. CopyPro also offers the CD-R 5000 with an inline printing option, utilizing a 300 dpi mono-color CD printer.

The CopyPro CD-R 5000's caddyless "walk away" automated operation and handling of up to 450 CD-R media in a single run offers overnight production for time-critical CD publishing and duplication needs.

For more information contact Copy-Pro, Inc., 1590 Solano Way, Concord,

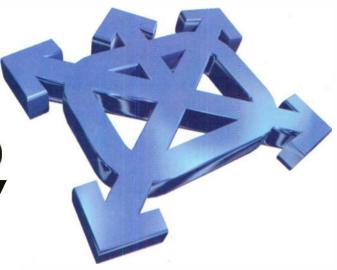
> CA 94520-5300. Tel: 800-887-9906 (international, 510-689-1200). Web:

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Microboards

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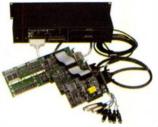
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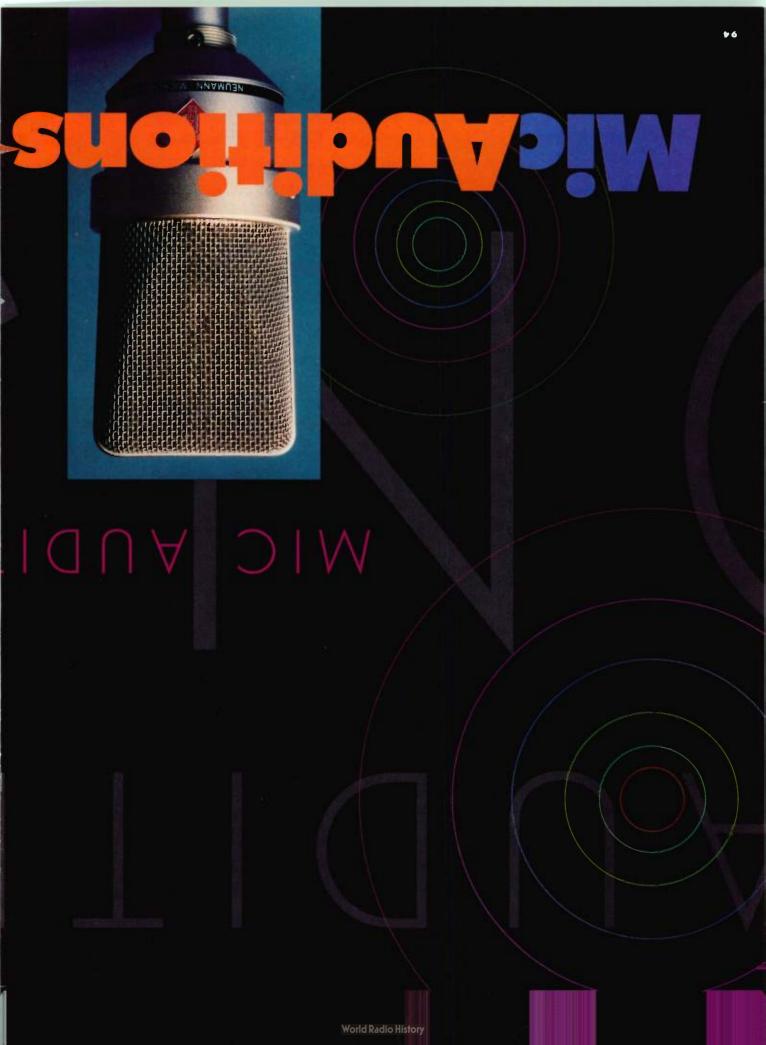
Why the V8?

The V8 from Digital Audio Labs is a modular audio workstation platform for the PC. Systems can be configured with a choice of analog and digital I/O, MDM interfaces for ADAT and DA88, and realtime DSP options Contact Digital Audio Labs for information:

(612) 559-9098 www.digital audio.com

\*Some options require additional hardware.

Prices and specifications subject to change without notice.



There's no doubt that microphones are one of the most important tools a studio has. And every year, there are more and more models introduced. Which ones are right for you? To help you decide, EQ presents six microphone auditions from noted

manufacturers such as Earthworks,

Audix, DPA (formerly B&K),

Neumann, Peavey, and Sennheiser.





## **Audix D4**

#### BY STEVE LA CERRA

The D4 is the latest in Audix 's line of D-Series instrument microphones. Audix refers to the D4 as a "sub-impulse" dynamic microphone, because it's designed to capture high-SPL sound sources that contain significant frequency content below 100 Hz. The D4 employs Audix's VLM (Very Low Mass) technology to provide quick transient response. While the D4 might be looked upon as a "kick drum" mic, Audix suggests that the mic can also be used in other applications, including piano, bass and horns. I took the D4 out on a tour with Blue Öyster Cult for a couple of weeks to give it a test spin.

One thing I immediately liked about the D4 is its small size. Most kick drum mics come in huge capsules that are difficult to place and can be impossible to get inside of a drum with a

MANUFACTURER: Audix Corporation, P.O. Box 4010, Wilsonville, OR 97070-4010. Tel: 503-682-6933. Web: www.audixusa.com.

**APPLICATION:** Dynamic microphone for high-SPL instruments with extended low-frequency response.

**SUMMARY:** A welcome addition to any live sound or studio microphone arsenal.

**STRENGTHS:** Extended low-frequency response; easy to position; solid construction.

WEAKNESSES: None, really.

PRICE: \$329 EQ FREE LIT. #: 130

small hole in the front head. Because the D4 is so compact, it's easy to insert. You can move it around without a problem, and its weight won't make a boom stand sag.

I used the D4 on Bobby Rondinelli's kick drum for the first few shows. After moving the mic around a bit to find the sweet spot, the sound that the D4 captured was brutal — exactly the way it should be for Bobby's sound. Bottom end was extended but very tight — without the sloppiness that some LF-type mics can produce. The

D4 also had a nice attack, which cut through the mix consistently and (generally) with minimal EQ. Note, however, that the D4 is sensitive to placement. Our "spot" turned out to be way inside the shell, approximately 5 to 6 inches from the beater head and slight-

ly to the left of center.

When we tried the D4 on a 14-inch floor tom, it ruled. The tonal decay of the drum was beautifully reproduced, but it still had enough smack to define the stick hit within a busy mix. Plus, the small size kept it out of Bobby's way (again, the sonic bottom was round without being sloppy). On snare drum, the D4 was OK, but not meaty enough in the lower-midrange.

Next we used the D4 to mic bassist Danny Miranda's SVT rig. In this case, the mic captured all the growl from Danny's rig, but lacked the fat bottom we desired (we used his DI to round it out). This could have been due to placement, which was about a 1/2inch from the cabinet grille, slightly off-center from one of the drivers. We could have pulled the mic further away from the cabinet in an effort to let the LF wavelengths develop a bit more, but then extraneous sound from the rest of the stage would have been way too loud. Under studio circumstances - where the mic could be backed off from the cabinet a little more - the D4 might have performed differently. As an experiment, we tried the D4 on Danny's vocals. This worked out really well - plenty of presence, good feedback rejection, and (interestingly) not a lot of proximity effect.

On Buck Dharma's guitar rig, we compared the D4 to a new Shure SM57 and they sounded a lot alike. The D4



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produced a touch more air, but you'd have been hard-pressed to identify one

from the other in an A/B comparison. This is contrary to our experience on the snare, because, on snare, the D4 sounded much brighter than a '57.

Overall, the D4 is a really smart choice for doing live sound because it can be used in so many applications. I could easily see miking an entire drum kit with D4's and getting a great sound. The D4 never encountered an SPL that it could not handle. and, believe me, Blue Öyster Cult's stage volume is no

Debussy Nocturne. The D4 mic is ruggedly built and even survived a 5-foot drop on the head without a scratch or dent in the grille. It's versatile enough that everyone should have at least one on hand - and it's affordable enough that evervone can do so.

**Earthworks** Z30X and

BY MIKE SOKOL

Microphones are like paint brushes. Some are wide and sloppy, allowing you to heap on huge amounts of paint, while others are fine and delicate for doing close-in detail work. A good audio engineer (painter?) knows how to pick the right mic for the job at

hand. And while some mics (brushes) leave desirable streaks and patterns,

sometimes you really want a

glossy finish without any brush marks. That's why there are so many microphone designs. The world is full of sounds and sonic situations, and each one calls for the correct mic. And while sometimes a quick coat of paint with a familiar brush is the correct answer (think SM-57 on a snare), other times you can get better results with a different sort of mic.

Earthworks has two very interesting mics that could fit in your bag o' brushes: the QTC1 (omni) and the Z30X (cardioid). Besides boasting very low self-noise, both mics have optimized impulse response, which, depending on your viewpoint, is either a singularly important design spec for microphones or the emperor's new clothes. In a nutshell, the very small diaphragm coupled with the physical design of the mic body (and the electronics) produces low phase shift and a clean impulse response. According to Earthwork's Eric Blackmer, this provides a degree of realism and stereo imaging superior to a standard mic that's been designed for flat frequency response alone with disregard to impulse response. I've got to admit.

my experiments with phase shifts on the stereo sound field lead me to believe they must be on to something. They've certainly got my attention.

Earthworks sent me a pair of the omni OTC1's and a cardioid Z30X for some live and studio work While the slim. tapered look of these mics seems to relegate them to the studio, I took them out on

several live sound and recording gigs with some interesting results.

First, the omnidirectional QTC1's: I

MANUFACTURER: Earthworks, Inc., P.O. Box 517, 37 Wilton Road, Wilton, NH 03086. Tel: 603-654-6427. Web: www.earthwks.com.

APPLICATION: Studio-grade mics that also work well for live stage and voiceover applications.

SUMMARY: Brings laboratory precision to recording and live applications; very low self-noise; small capsule condenser with excellent impulse response and extremely flat frequency response (4 Hz to 40

WEAKNESSES: Lacks coloration (but you may consider this a plus).

PRICE: \$950 each, both models; \$2000 for matched pair in cherry box.

**EQ FREE LIT. #: 131** 

#### **EARTHWORKS LABIO2 MIC PRE**

Earthworks, Inc. also produces mic preamps: the LAB101 and LAB102. The technology is based on the same [microphone] philosophy of accurate time response (0.25 microsecond rise time) and frequency response (±0.1 dB from 2 Hz to 100 kHz). The LAB102 turned out to be an exceptionally quiet and well-behaved mic preamp. Controls include phantom power, polarity reverse, stepped and variable gain outputs, and a Standby/Mute switch. The LAB101 is a mono unit, while the LAB102 is the stereo version.

The LAB102 sounded great teamed up with the QTC1's—really showing off their low self-noise. And we tried a variety of other studio and live mics on it as well with equally satisfactory results. I placed it in another project studio, where it was used instead of the built-in mic preamps on a TASCAM board, and the studio owner quickly became a convert. As with other Earthwork's products, this preamp doesn't seem to have a real sound of its own. It "just" adds gain without coloration. Nicely done.

—Mike Sokol

used a pair of them initially on a hot conga set tucked down inside the kit. Now, you could never make this sort of close-miking work with a pair of cardioid mics, but a good set of omnis is great in this application. Since the off-axis frequency response of the QTC1's was just about perfect, there wasn't any coloration from the off-axis drums. So we successfully miked the full kit with just two omni pattern mics instead of the six or seven cardioid mics normally used. It sounded great, too, since they seemed to have more "reach" than you would expect from omnis. Next, I tried them on the Maryland Symphony Orchestra in the Maryland Theatre. While you wouldn't normally use omnis in a closespaced pair from the center of the room. the lack of backside coloration and excellent impulse response made for a very realistic stereo recording.

Next up was the cardioid-patterned Z30X for vocals and acoustic guitar. For voiceover radio work, it was outstanding. You could get a very flattering "male bottom" with just a touch of equalization, and the high end was silky smooth. This could make a nice replacement for your aging RE-20 in the sound booth. I also loaned it to another project studio in town for some singing tracks, and they fell in love with it. On acoustic guitar, the controlled bottom end gave a very big sound without going into tubby mode (often a problem with cardioid mics on a bigbodied guitar). And the strings stayed very focused without the strain you sometimes hear from a condenser mic. We liked the sound a lot.

In general, these mics don't have a real sonic signature of their own. So if you're expecting a glitzy "tiz and boom" or "tube sound," these won't do it for you. But they do seem to put out what you put in with extreme accuracy. And that's no mean feat, indeed.





## Sennheiser **Evolution Series**

#### BY MIKE SOKOL

I like microphones waaaaaaay too much. Even though I've got a lot of mics in my studio and road cases, it seems I'm always looking for the perfect mic for each sonic situation. And while a lot of what I use comes pretty darn close. I usually want a little bit better fit. (Does this sound familiar?) So Sennheiser had to get me stirred up by sending a briefcase full of mics. (I will be strong and not buy any more mics....) That's right, its

new Evolution mics came in sales-pres entation form a custom foam-lined briefcase with all the goodies a mic junkie could want: tech and sales literature, mic clips. and. most important, one each of their Evolution Series mics.

I got the following mics for review: E

825-S (entry-level cardioid vocal mic with switch); E 835-(S) (mid-level cardioid vocal mics w/wo switch); E 845-(S)

(mid-level super-cardioid mics w/wo switch); E 855 (premium super-cardioid vocal mic); E 602 (large diaphragm

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perfect tool for a sound designer like Scott Martin Gershin of Soundelux Media Labs. Scott, who used the PCM 81 to process his voice as the voice of Flubber, says, "This is the best pitch shifter I've used. Our job is to create emotional illusions in audio and the PCM 81 is a powerful tool to get us there. I feel I have only scratched the surface of what can be created on the PCM 81 and encourage everyone to explore the depths of this processor."

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# MicAuditions (28)

cardioid mic for bass and kick); E 604 (compact cardioid mic with integral drum clip); E 608 (super-cardioid clipon for horns and drums); and an E 609 (flat-profile super-cardioid mic for guitar cabinets and drums). What's a guy to do? Well, since I had a big show scheduled the next weekend, I took them out

MANUFACTURER: Sennheiser Electronic Corp, 1 Enterprise Drive, P.O. Box 987, Old Lyme, CT 06371. Tel: 860-434-9190. Web: www.sennheiserusa.com.

**APPLICATION:** Stage mics for both instrument and vocal sound-reinforcement and live recording. Includes the E 825S, E 835 & E 835-S, E 845-S, E 855, E 602, E 604, E 608, and E 609.

**STRENGTHS:** The Evolution Series of microphones is designed with both the professional sound person and weekend road warrior in mind; they give you the legendary Sennheiser sound without breaking the budget; nicely balanced engineering for each application.

WEAKNESSES: The optional on-off switch.

PRICE: \$129 to \$349 EQ FREE LIT. #: 132

on the road and fired those babies right up.

The act was Carnivalito, a 7-piece Brazilian-Jazz act with a full drum kit, congas and djambe, electric and bass guitars, piano, and brass. This was going to be fun! I used the E 845's on the horns, the E 855 on vocal, the E 602 on kick, the E 604 on rack tom, and the E 609 on electric guitar. I was in for the whole enchilada — either these new mics worked properly or I was in for a whole mess o' trouble. The bottom line: the whole Evolution series worked great!

The E 845's were excellent on the brass — no overloading even when in the bell of a baritone sax, great gain before feedback, and a gentle presence boost I didn't have to notch-out to keep the levels under control. The E 602 [kick] sounded like a quality large-diaphragm dynamic (my normal mic in that position being an Electro-Voice RE-20). The E 604 was a real hit on rack toms (instead of my normal Sennheiser 421's). The E 604 seemed to have just the right pattern to get an excellent drum sound

while ignoring the rest of the kit. The one-piece drum-clip was perfect: you just hooked it onto a drum rim, loosened the screw and slid the mic into position. I'm gonna get myself a bunch of the E 604's. The E 609 may not replace the venerable SM57 as the standard working mic for electric guitar cabinets, but it certainly had great tone on a Marshall cabinet. and the close-mount flat profile was very cool. This would be a great mic for jazz guitarists who are looking to simply amplify the inherent tone coming out of their speaker cabinet, rather than clone the standard Stratocaster/Marshal/ Celestion/SM57 combo that's a sound unto its own.

PVM™ 22

Diamon

Sennheiser has really done their homework on the Evolution series. The se-

ries offers smooth frequency response, high SPLs without overload, one mic clip fits all, no phantom power required, integral clips on the E 608, E 604 and E 602, and a price range affordable to the working musician. (List prices range from \$129 for the E 825-S up to \$349 for the E 609.) The only thing I didn't like was the optional On-Off switch on the mics. [Noted by the (S) in the part number.] I know that some people like them, but I only use a switch on a talkback mic. Any place else and it's sure to be turned off at the most inappropriate time (remember Murphy?). I usually tape all switches "On," just in case.

The only real problem with mic auditions is that sometimes I just hate to send them back. Now, if could just get a few more of those 604's and an extra 608 or three.... Oh yeah, and a spare 855 in case I get two singers....

Mike Sokol is a communications integrator and audio engineer with too many microphones (just ask his wife). Visit his website at www.soundav.com to review past columns. His book The Acoustic Musician's Guide to Sound Reinforcement and Live Recording is now available at www.amazon.com or directly from his Web site.

# Peavey PVM 22 Diamond Series

#### BY STEVE LA CERRA

Peavey's PVM 22 is a cardioid, dynamic microphone that utilizes Peavey's patented technology for coating the diaphragm with an extremely thin diamond layer. This technique is primarily intended to increase the stiffness of the diaphragm while keeping it very light — a requirement for good high-frequency response. Although the PVM 22 looks like a "handheld vocal mic," it can be used to mic instruments (which we did). The folks at Peavey sent us three PVM 22's, which we promptly took out on a small club road trip.

The PVM 22 is housed in a well-made, die-cast, zinc housing finished with a black

MANUFACTURER: Peavey Electronics Corporation, 711 A Street, Meridian MS 39301. Tel: 601-483-5365. Web: www.peavey.com.

**APPLICATION:** Stage mic for handheld vocal or instrument miking.

**SUMMARY:** A very good-sounding, versatile microphone.

STRENGTHS: Good feedback rejection, crisp top end and cosmetically appealing.

**WEAKNESSES:** Frequency response does not extend to the bottom octave.

PRICE: \$149.99 EQ FREE LIT. #: 133





rubberized paint, making for a nice-looking package. Our experience showed that this finish resisted scratches and contributed to the mic's low-profile appearance. A stand clip is included, and we're happy to see that Peavey continues the trend of providing pliable rubber clips that stand up to abuse better than hard plastic clips.

Our first task for the PVM 22's was vocal miking of the entire frontline for the band Driving Blind. These guys take their vocals seriously, with a lot of three-part and four-part harmonies. The PVM 22's sounded very good. Proximity effect was subtle, allowing the singers to move in close to adjust balance without getting the bloated, bottom-heavy tone typical of many cardioid dynamics.

Feedback rejection was excellent — we were able to crank the front wedges up loud without experiencing any problems. Frequency response was consistent to about 30 degrees off-axis; any further movement off-axis and the bottom end began to drop off. Mechanically transmitted noise from mic stands or handling was noticeable, but very low in level and well damped. Generally, the PVM 22's output was about 4 to 5 dB hotter that a Shure SM58, though it wasn't so strong that it could present problems for headroom-challenged mic preamps. Lead vocalist Kim Lee commented that he liked the PVM 22's crisp top end in his monitor.

We then used the PVM 22's on a drum kit (contemporary jazz) for kick, snare and rack tom. On kick, the mic was placed center, just inside a hole in the front head, pointing towards the beater. Again, the modest proximity effect proved to be a strength. Although the bass response didn't give us the heart attack factor, the low end was tight and well controlled. On snare, the PVM 22 did a good job of delivering a crisp sidestick sound without sounding too bright on the regular snare hits. Rack tom was reproduced with a nice decay, though a bit shy in the bottom. Overall, the PVM 22 gave us what we'd consider a softer attack than what a condenser mic might reproduce, and we liked this characteristic.

Peavey has created a versatile mic with the PVM 22. We could easily see the PVM 22 as an effective choice onstage for just about any instrument, though its strength is vocals. It's well made, looks good, and doesn't cost a bundle — making it an especially smart choice for those on a limited budget.

# Danish Pro Audio DPA4060

#### BY MIKE SOKOL

I must confess to an infatuation with Brüel & Kjaer mics. I first used B&K mics many years ago as part of an OSHA test for noise levels in a noisy factory, and occasionally saw them used in the studio. They always were a little too expensive for my budget, so I figured that maybe someday Santa would

on different instruments in the studio and in live performance.

The DPA capsule is smaller than a pencil eraser. Two different protection grids are supplied: one gives you a 3-dB boost in the 8-20 kHz range, while the other gives you a 10-dB boost at 12 kHz. The boosts are designed to provide natural sound when the mics are mounted on a performer in either the head or chest position. You can, though, also use the grid on instrument miking to get three differentsounding mics for the price of one. I like the short grid for most instruments, because it gives you a slight "tilt" in the 8-20 kHz range that you usually expect from a condenser mic. The mics also feature another interesting design feature: the MicroDot connector system. A tiny thread-on plug allows you to securely attach a variety of connectors such as 3-pin XLR, 3-pin Lemo, or



bring me a pair. Well, Christmas came a little early this year, 'cause I was sent a pair of DPA4060's to audition. (Yes, I was a very good boy.) And the price is so reasonable that every project studio can afford a pair. Although designed as a miniature vocal mic to be hidden on the face or chest of on-the-air talent, they work surprisingly well for acoustic instruments. And since acoustic instrument miking's my main gig, I tried them

Switchcraft TA4F (18 different types in all). This useful feature effectively multiplies your mic inventory since you can use the same microphone element on a variety of RF body packs or XLR preamps.

Three sensitivity levels are available: the DPA4060 (134-dB SPL peak); DPA4061 (144-dB SPL peak); and DPA4062 (154-dB SPL peak). I was sent the most sensitive version (the DPA4060) and was unable to over-

load them with the instruments I tried. Really loud situations, however, might require the built-in padding of the 4061 or 4062. And for the cosmetically inclined, you can get them in black, beige, or white. A point that, while unimportant to most studios, is

MANUFACTURER: DPA Microphones (formerly known as Brüel & Kjaer). Distributed by TGI North America, 300 Gage Avenue, Unit 1, Kitchner, Ontario, Canada N2M 2C8. Tel: 519-745-1158. Web: www.dpamicrophones.com

APPLICATION: Miniature voice/performance microphones that also can be used for acoustic instrument miking

SUMMARY: Brings legendary B&K sound within price range of every studio.

STRENGTHS: Connection adapters allow mics to be used with a variety of RF body packs or standard XLR inputs; different protection grids are supplied that provide acoustical equalization for different mic positions on a performer.

WEAKNESSES: No mounts supplied (please don't make me use duct tape again); omni pattern only.

PRICE: \$430 for mic element; \$67 to \$164 for connectors.

EQ FREE LIT. #: 134

important for on-air talent (...lights, cameras, action!).

I tried them on acoustic piano and guitar in the studio, and the sound was surprisingly natural considering the small element. But the DPA4060 got the MVT Award (Most Valuable Transducer) from me at a live/recording concert with Celtic musician Robin Bullock. The C-Ducer contact pickup in his Cittern (sort of a round-back, Celtic mandolin) went noisy without a spare in the house. We simply taped a DPA4060 near the sound hole, and the sound was fantastic. There was plenty of gain before feedback, and none of the bass build-up you can get with a cardioid mic. Plus, there was none of the brittle string tone you often get with a contact pickup. In fact he liked it so much, I loaned him one to take next week on a quick Paris/Germany tour.

The only thing that's needed to make the system complete is a good mounting system for instruments. For piano, a pair of soda straws make acceptable mini-booms, and some double-sided tape works for acoustic guitar, but these are jury-rigs at



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best that won't make it on the live stage. No, what's needed is a variety of clips and minibooms that can be attached to violins, guitars, dulcimers, and banjos. Yes, these mics would be right at home with the Celtic and Bluegrass crowd if only there were a quick mounting system that didn't require duct tape.

So if you like the sonic integrity of using B&K mics, but used to faint at the price, try out the DPA4060's. They offer a champagne sound to those on a beer budget. Bottom line: A real value, offering tremendous sonic bang for the buck.

## Neumann TLM 103

#### BY STEVE LA CERRA

It's not every day that a new microphone emerges from the Neumann factory, so it was with great interest that *EQ* learned about the TLM 103. This cardioid condenser employs a new capsule (the K 103) based upon the design of Neumann's U87. It uses, though, the transformerless electronics of their 100 series FET mics. The TLM 103's self-noise is rated very low (7 dB) and the mic is said to handle SPL's of up to 138 dB, so we were anxious to take it for a spin.

The TLM 103 comes with a wood storage case and a stand adapter. As you'd expect from Neumann, this is a well-built microphone. The finish and fit of the parts are first-rate, and the mic has considerable heft considering its size.

The TLM 103 has a very healthy output level. For equivalent signal level at a tape machine, we could set mic preamp gain noticeably lower than with other condenser mics we had on-hand, including a Sony C48, AKG C414, and Neumann U87 (not to be confused with the 87A, which has a hotter output). This gives the TLM 103 a huge advantage in the noise floor. In fact, with the TLM 103 in our empty studio, we easily heard the *filament noise* of our studio light bulbs — against a background of virtual silence. This quiet background was evident when recording vocals and voice-overs.

Overall tone of the TLM 103 was well-



balanced and present. Transient response was very fast on instruments like steel string acoustic guitar and percussion (shakers, maracas, etc.). The pickup pattern of the TLM 103 is fairly tight — moving the source slightly to the side will result in a distinct change of timbre — so be careful to keep the source on axis

When we tried the TLM 103 with the mic pre in a Mackie 24.8, we experienced an interesting phenomenon. Way up around 10 kHz or so, the sound became "spitty." almost like something was ringing. This did not happen when the mic was plugged into our Demeter VTMP-2a pre, but we did experience something similar when using other inexpensive mic preamps.

We then put the '103 to task in a number of other uses: drum overhead and toms (where it sounded great) and, at the coaxing of the folks at Neumann, kick drum. While the tone of this mic up-close on kick

didn't kick our aural butt, it blossomed when we moved it about 2.5 feet in front of the center of the drum — for some low end that could easily launch your woofers.

We miked a singer/acoustic guitarist using a single TLM 103 with the mic about three feet in front of the singer, pointing slightly downwards towards the guitar. The result was excellent. Voice and guitar both had the immediacy of close miking without the phase problems that often occur in this type of situation. In ambient miking situations, the TLM 103 excelled, able to pick up low-level sound without introducing its own noise.

Our one minor gripe about the TLM 103 is in regards to the mic stand adapter. The supplied mount is a threaded ring with a pivot. And since the entire device is constructed of plastic, you must be very careful when threading it to the mic and stand. Our recommendation: screw a quick-release mount into the adapter and avoid a lot of screwing around. We'd suggest getting the EA 103 suspension mount, or, in a pinch, you could use an EA 193 (designed for a TLM 193).

The TLM 103 is certainly worthy of the Neumann name. It sounds excellent and looks and feels like a quality instrument. You can be sure

that any noise you hear through this mic is either coming from the source or your mic pre. This mic is very versatile; it's highly recommended for the project studio.

MANUFACTURER: Neumann USA, One Enterprise Drive, Old Lyme, CT 06371. Tel: 860-434-5220. (Canada, Tel: 514-426-3013.) Web: www.neumannusa.com.

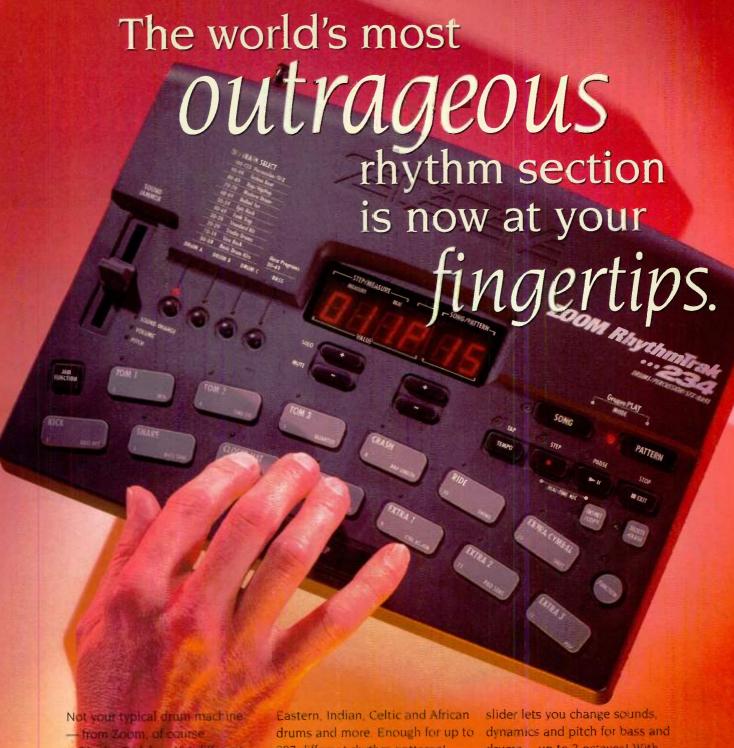
**APPLICATION:** Condenser microphone for studio recording.

**SUMMARY:** An excellent microphone for all-around instrument and vocal use.

STRENGTHS: Extremely quiet; handles high SPLs; well-built.

**WEAKNESSES:** Care must be taken to avoid stripping of threads in supplied stand adapter.

PRICE: \$995; EA 103, \$175 EQ FREE LIT. #: 135



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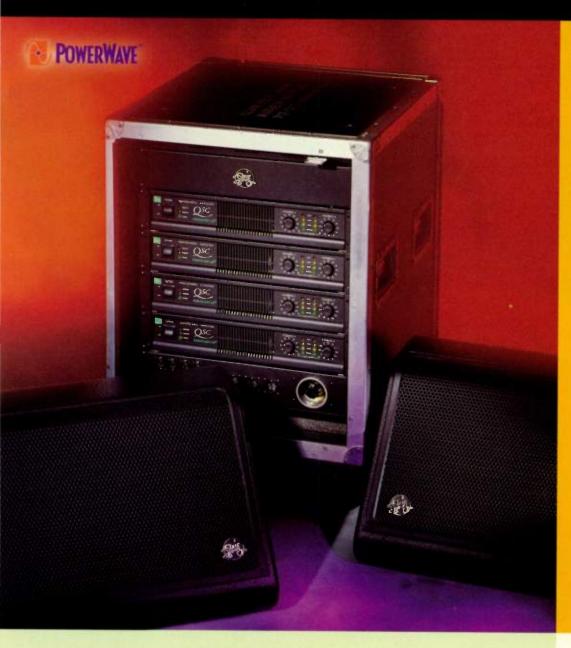
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## **ACCURACY AND ENERGY**

MATCHBOX20 TAKES
STEPS TO ENSURE
FAITHFUL ALBUM
REPRODUCTION ON
TOUR, BUT WITH LIVE
SPONTANAIETY

By Stephen W. Mackey

No, the band Matchbox20 does not beat women. The Florida-based band gained a lot of attention from the misconstrued lyric "I want to push you around" from 1997's single "Push" — the source of much controversy. Their album *Yourself or Someone Like You* recently topped the five million mark in worldwide sales. The success of "Push" brought them into the spotlight, with opening-act stints for the Lemonheads, the Wallflowers, and the Rolling Stones. In January, Matchbox20 embarked on their first major headlining tour, with me performing FOH duties.

Production rehearsals took place in early January in Atlanta. *Yourself or Someone Like You* producer Matt Serletic (Collective Soul, Cool for August) was on hand to oversee the development of the audio portion of the show. From keyboard and guitar rig programming to arranging and producing, Matt's thorough knowledge of the album and attention to detail provided the backbone of the show.

Audio production was provided by Clair Brothers Audio Enterprises of Lititz, Pennsylvania, with additional support from MD Systems/Clair Brothers in Nashville, Tennessee. The main PA consists of 24 Clair Brothers S-4 speaker cabinets with four P-2 front fill boxes. Main power is provided by Clair/Carver 2.0 amplifiers. System tech J. Summers handles PA duties and stage miking, as well as assisting in monitor world.

During preproduction meetings, it was decided to put the entire band on personal monitors. Guitarists Kyle Cook, Adam Gaynor, and lead vocalist Rob Thomas use Sensaphonics 2X dual-driver in-ears. Bassist Brian Yale and drummer Paul Doucette use the single-driver 4X inears. Monitor engineer Brian "Kyd" Worthen explains, "The biggest difference has been lower stage volume." The lowered stage volume has many advantages for me as well, most notably isolation between instruments. We were able to turn down the guitar amps, significantly decreasing the amount of bleed into the vocal mics, and cleaning up the sound for the first few rows." The artists have also benefitted in other ways. Worthen points out, "Rob experiences much less vocal fa-





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real: +1 603 654 6427 virtual: www.earthwks.com fax: +1 603 654 6107 tigue than he did on wedges. He's much more consistent throughout the show."

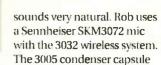
A great sounding show starts with great sounding rigs. Kyle and Adam each control their guitar rigs with Robert Bradshaw MIDI switching systems. The heart of each system is the TC Electronic G-Force guitar processor, which allows separate control of multieffect patches, all accessible from the Bradshaw pedal board. Kyle uses two Mesa Boogie Dual Rectifier Trem-O-Verb heads powering two 4x12 Traditional cabinets for his distorted sounds and two Roland JC120's for his clean sounds, with both sets of amps in stereo. Adam uses two Vox AC30's, also in stereo. Brian employs a Bradshaw bass system, controlling a dbx 120XP subharmonizer, an Expandora, and a Tube Screamer running through two Eden Highwayman WT500 heads powering two 410 XLT cabinets with the horns turned off. Samson UR-5D's are used as the wireless systems.

Keyboardist Joey Huffman (stolen from Soul Asylum) was brought onboard to handle the piano and organ parts, as well as trigger the large number of sampled sounds residing in the Kurzweil K2500XS — acoustic and electric guitars, percussion, and woodwinds to name but a few. A Hammond B3 and Leslie round out the keyboard rig.

Paul plays a Slingerland Studio King kit. Drum samples are generated by an Akai S2000 and a Roland SPD11. Paul takes a different approach to his click track. Instead of the usual side stick sample, Paul grooves to rave music from his Roland MC303. Drum technician Tony Adams provides additional percussion, including congas and shakers.

The initial goal of rehearsals was to acclimate the band to personal monitors. Once this was achieved, a large amount of rehearsal time was devoted to audio experimentation. The first step was the removal of the feedback busters from the acoustic guitars, allowing the bodies to resonate properly. Microphone selection and placement were intensely analyzed. Matt's knowledge of studio techniques and my experience in sound reinforcement provided a broader range of ideas.

The guitar rigs ended up with two different mics on each: a Shure SM57 on the onstage cabinet and a Sennheiser MD421 on the offstage. This created a wider, punchier guitar sound. The bass cabinet is miked with an Audix D2 and taken direct with an Avalon Ultra Five DI. The Avalon has a selectable tone contour that shapes the low end and



has a natural spaciousness to the top end that you can't achieve with equalization, and the rejection is ideal for Rob, who likes to go out in front of the PA.

Capturing the sonic details of the album while providing the impact of a live show proved quite challenging. During preproduction, Lapproached Matt and tour manager Dean Serletic with the concept of automation in live sound. They agreed that an automated console would be necessary to reproduce the complexity of a studio mix in a live situation. I chose the Amek Langley Recall console with Showtime automation. The Recall feature enables me to use one console for Matchbox20 and the support act, which proved to be invaluable in theaters where mix positions are unbearably small. Showtime automation is like having ten hands all working together in perfect synchronization.

Mixing the show involved a great deal of work and patience from everybody. Matt communicated with the band, having them repeat sections while I programmed mutes, levels, crossfades, effects changes, etc. Unlike programming a studio mix or a lighting show where you're rewinding a tape, constructing an automated live mix involves rewinding (and winding up) an actual band. Morale remained high throughout, and everyone appreciated the results.

During the mixing process, I was able to incorporate many of Matt's studio techniques in the show, the most prevalent being liberal use of tube compression. Most units use hybrid circuitry to maintain the low noise level of solid state while maintaining the characteristics of a tube sound. The bass DI and bass mic signal are blended together into a group, with one side of a Summit DCL200 inserted on the group. I run the bass at about 4 to 6 dB of gain reduction with a slow attack to preserve punch. The other side of the Summit handles Kyle's acoustic, while another DCI200 handles Rob and Adam's acoustics. I run the Summits from 3 to 6 dB of gain reduction on the acoustics. They impart a body to the midrange that brings out the tone of the wood.

For Kyle's and Adam's vocals, I use a Drawmer 1960 as a preamp and compressor. I take the signal straight from the snake into the 1960 and return it into the insert return of the console. A switch on the channel moves the insert point pre-EQ. A TLAudio 5051 voice processor

continued on page 135



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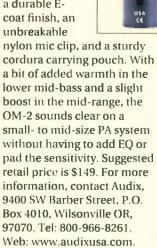
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# CLUB PROFILE: KING CAT THEATER

A LOOK AT
THE HOT SEATTLE
NIGHT-SPOT THAT STILL
RESEMBLES A
TRADITIONAL THEATER

By Steve La Cerra

It's no big secret that the Seattle music scene has been rockin' for quite some time now, and if you're headed downtown, then the King Cat Theater is bound to be of interest. One of the few remaining stops on the theater/club circuit that still actually

looks like a theater, the King Cat seats 865 people with reserved seating throughout the house. In addition to hosting acts as diverse as David Benoit, Blue Öyster Cult, Victoria Williams, Wayne Shorter, and Duncan Shiek, the King Cat has also recently presented nonmusical events such as comic Cate Clinton, feature films, and a Chinese Acrobat show.

#### **MAKING ROOM**

Since the King Cat functions as a traditional theater, all seating remains intact, and the padded seats are covered with velour material — which helps increase the sonic absorption factor. King Cat house engineer Frank Farmer comments on the room's acoustics: "It's pretty dead because it's a movie theater with padded seats and carpet on the floor. The walls are lined with fiberglass underneath burlap, so out in the room there aren't many reflections. Almost zero.

There's very little sound coming back at the stage and you don't really have to contend with sound slapping back from the rear of the hall when you're on stage. That's actually kind of disconcerting to artists because they don't feel anything coming back. You have to use the monitors in such a way that you can make the performer feel there is some beef there.

"The stage itself is also very dead, but the other day when I was ringing out the monitors I noticed that if you stand in the middle of the stage at the front, there is an echo that comes off the ceiling. Directly over the stage there's acoustical tiling. At the rear of the stage there's a curtain and then the movie screen hangs behind that. About 6 feet behind the screen there's concrete block and sound will bounce off there. It's a quick little slap in the midrange — between about 1 kHz and 2.5 kHz — that seems to only affect the front center position. That presents a bit of a problem in getting clarity for the musician

in the middle. I usually put two wedges up there for the center guy, if I can spare them. We only have one wedge for each of the six mixes, so to free them up, I'll often use the side fills as drum monitors."

The monitor wedges Frank is referring to are proprietary boxes made by Proshow (Seattle, WA), the 1152M, Each wedge houses a 15-inch McCauley woofer and an EV horn. Side fills are also from Proshow: threeway with one 18, one 12, and a 2inch horn. The



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APPLIED RESEARCH AND TECHNOLOGY





1152M's are biamped with Crown 2400's on the low end and a single Rane MA6 monitor amplifier for all of the wedge mixes (the Rane unit is interesting in that it has six channels in a single chassis, at 200 wpc). The sidefills are triamped with Crown Macro Tech 1200's on the high's and mids, and 2400's on the low end.

All crossovers for the monitor (and house) speakers are from TDM. A Soundcraft Delta M40 (10 bus) console is used for mixing monitors. "Right now," explains Frank, "we are set up to do six wedge mixes and two sidefill mixes for a total of eight. But if necessary I could actually get 12 mixes because the console has stereo outs. A lot of times, I'll use the sidefills for drum fills."

In regards to EQing the wedges, Frank has noticed that the cabinets are "really hot between 2 and 4 k, so I'll drop those frequencies out in the monitors. Most of the time I go with my 'house' EQ in the monitors and I can have an uneventful, feedback-less show. In the upper-mid and high end, the monitor and house EQs are similar because the Proshow cabinets use the same horn and driver from EV that are in the mains cabinets."

An interesting consideration that Frank has addressed in maintaining a happy house is power supply redundancy for both the monitor and house consoles. There are two power supplies for each console, so if one should fail, the other can be connected to the console (though the system would have to be taken offline to do so). Frank has noticed that since power supplies are subject to AC spikes, bridged rectifiers will short, or one of the voltage regulators will go south.

#### **BINGO!! LAST ROW!**

The house mix position is in the rear of the theater, at the center of the last row. This area is raised up above the floor a few steps, but it's not really a balcony (the floor slopes upwards towards the back of the hall, which presents pretty good sight lines around the room). Living in the mix area is a Ramsa WRS852 console, dbx 160x's, and TDM third-octave EOs for the house mix bus, a Yamaha Rev7 and SPX900 for effects, and insert patchables that include four Behringer Composers and four Behringer Intelligates. Forty mic channels are run via snake from the stage up to the house, with eight return lines and a nonisolated split to the monitor desk. Power for the three-way mains system comes from Crown Macro Tech 5000's for the low end, 2400's for the mids, and 1200's for the top end. The house speaker complement is all EV, with four DML-1152's (one 15 and a 2-inch horn) flown above the proscenium. Four MTL-1 subwoofers (two 18's each) and two more DML-1152's are placed in a rather unusual area. Frank tried putting the low-end cabinets under the stage, but that position "excited the heck out of the stage. For a while we had the MTL-1's stacked on the stage. but that was before we had the proscenium curtain in place. When we got the proscenium curtain we had to move the stacks, so we decided to put them up above the stage area. There's a little balcony above the exit way on each side of the stage, so we put them up there to get the low end off the floor. You don't get any coupling off the floor, but there is still plenty of low end in the room. You can overdue the low end pretty easily

with four 18's per side.

On top of the MTL-1B's is stacked another DML-1152 (one more per side), pointed down towards the front rows. Frank would prefer to have these DML's "throwing back into the hall towards the mix position. You mix from a spot that is way in the back of the hall. I find myself mixing too bright because you can't hear all the top end. If you walk down front, it'll rip your head off, but back up at the mixing console it sounds fine."

Another issue to deal with when mixing at the King Cat is that the PA volume in the room can be deceiving. Since you mix from the last row, you are at the point furthest from the PA. As a result, you're looking to give the system more gas because you don't think it's loud enough. But the truth is that, if you walk down front, you'll find that there is plenty of volume. Frank likes mixing in this room due to "the deadness of the hall. It's a tight room, but it does have its eccentricities. I have done some shows here with real low stage volume, and you could just about get it to sound like a record. You don't have to mix that loud in the PA, and you can make it sound transparent." That's a beautiful thing!





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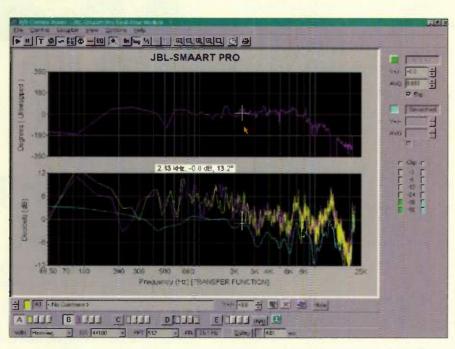




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# JBL-SMAART MEASUREMENT SYSTEM V. 2



#### By WADE MCGREGOR

The recent upgrade to this popular measurement software (Version 1 was reviewed in the December '96 issue of *EQ*1 includes an array of new features based on a rewrite of the software for 32-bit operating systems (Windows 95 and NT). Features include more comprehensive control over the onscreen and printed output from the software, in addition to better data export capabilities. Here is a brief synopsis of the new features.

#### **REAL-TIME MODULE**

Fixed-Point Per Octave (FPPO) Resolution Transfer Function: Our logarithmic perceptions don't correlate well to linear measurement systems. In an effort to make the JBL-Smaart Pro interface easier to use, a new FPPO display feature offers logarithmically distributed data points that provide a graphic display better suited to quick evaluation. More data points (and therefore smoother response display) are taken at low frequencies, while fewer data points are allocated to high frequencies. This avoids the typical FFT measurement display that has just as much data between 19 kHz and 20 kHz as between 20 Hz and 1020 Hz. This feature, however, locks up systems

(such as one of mine) that use the Turtle Beach Tahiti sound card.

Automatic Delay Location: A feature that speeds up the allowance for the time it requires the sound to travel through the air to the measurement mic. This delay must be set accurately to take advantage of the next feature. I found the automatic function could be fooled, and on one occasion it couldn't find the real peak of the direct sound, but insisted on stopping on peaks down in the noise floor.

Phase Display: A new feature in the program that allows the phase response to be

FIGURE 1: The Real-Time Module Transfer Function display of a loud-speaker's acoustic output. The lower graph shows the real-time frequency response with smoothing turned on (blue line on lower graph) while the real-time phase response is shown on upper graph.

viewed onscreen above the frequency response. This offers greater insight into the behavior of the system under test, especially when adjusting crossover parameters and system equalization.

Increased and Enhanced Reference Registers: Comparison of different measurement locations or different drivers has been greatly enhanced with four storage bins in each of the five registers that store up to 40 traces in 2-channel mode and 20 traces in transfer function mode. The traces can be named and stored on disk for later comparison. Stored traces can even be averaged.

MIDI Control Interface: As a nod to the use of JBL-Smaart as a tool for system equalization, the new version includes the ability to use MIDI control to adjust the equalization. So far, this has been implemented on parametric equalizers in the BSS Varicurve product range. Although MIDI is not a control protocol suited to larger sound system installations, its low cost and widespread use provide a practical method of con-

# ROAD

MANUFACTURER: JBL Professional, 8500 Balboa Boulevard, Northridge, CA 91329 Tel: 818-894-8850. Web: www.siasoft.com

**APPLICATIONS:** A software-based system for measuring sound systems, room acoustics, and electronic devices.

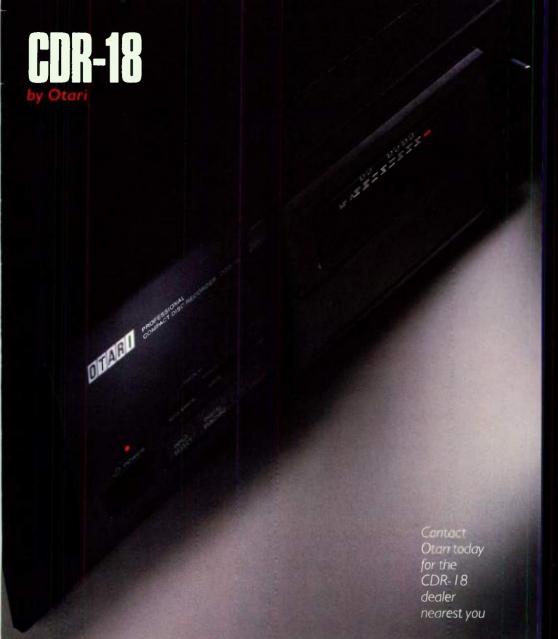
SUMMARY: An excellent system for evaluating and fine-tuning sound systems.

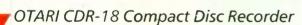
STRENGTHS: A well-focused interface; integrates control for some system equalizers.

WEAKNESSES: Dependent on the vagaries of the computer's audio interface.

PRICE: \$795; \$249 for upgrades from earlier versions

EQ FREE LIT #: 125









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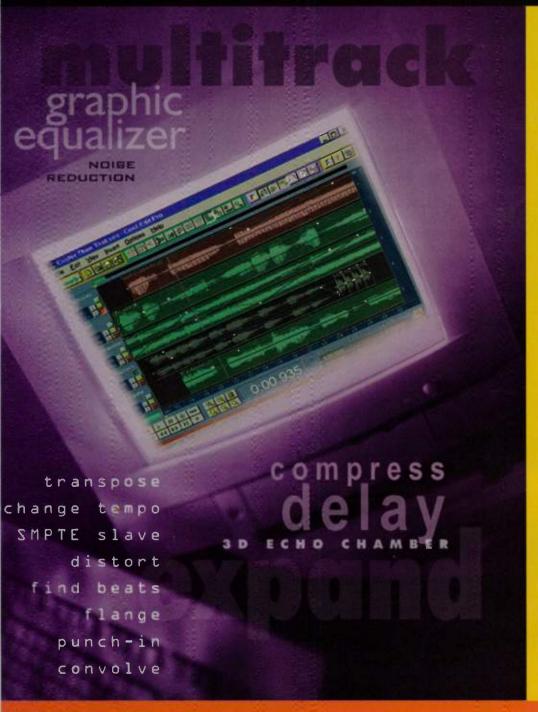
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CIRCLE 100 ON FREE INFO CARD

trolling smaller systems. The EQ mode allows the equalizer response to be overlaid on the system response with the vertical scale of the EQ's response inverted. This allows parametric equalization to be more pre-

#### HARDWARE/SYSTEM REQUIREMENTS:

Recommended System Configuration Microsoft Windows 95 or Windows NT 4.0 (or later)

90 MHz or faster Intel Pentium or compatible microprocessor

16-24 MB system RAM

800 x 600 x 256-color Super VGA display

Windows MCI-compliant sound hardware w/stereo line level inputs, 16-bit resolution, and selectable sampling rates from 5.512 k to 44.1 k

Minimum System Configuration

Microsoft Windows 95 or Windows NT 4.0 (or later)

66 MHz (or faster) Intel i486 or compatible microprocessor

16 MB system RAM

640 x 480 x 16-color VGA display

Windows MCI-compliant sound hardware with stereo line level inputs, 16-bit resolution, and 44.1 k sampling rate

cisely adjusted. SIA Software is currently extending this feature to support a wider variety of equalizers.

System Presets: Finally, all the display and parameter settings can be saved for recall the next time you have to perform a similar measurement.

NC and STC Ratings: Onscreen curves that only an acoustical consultant can love.

#### ANALYSIS MODULE

Comparison of Two Wave Files: Compare the frequency response or reverberation from: two different measurement locations; before and after equalization; or with and without acoustical treatments. This is a great addition to this powerful off-site tool. More Flexible Time and Frequency Scale and Range Controls: A wider range of control over the display characteristics are part of the improved single parameter window that offers tabbed access to all the optional settings.

User-configurable Rainbow Display: The colorful spectrum display of the audio signal (frequency in color over a horizontal time scale) has been enhanced to allow greater control over the display.

Live Displays: A digital oscilloscope function that allows you to view the audio input signal in the time domain to examine the timing relationship of impulsive sounds in real time. The audio can also be saved as a wave file for further analysis.

Recording Controls: Now you can even use the analysis module to make measurements, on site. This side steps the need to use the Delay Finder (or other Windows application) to record a wave file for analysis.

There are potential problems in using game-oriented sound cards for measurement applications. The internal settings for equalization and 3D-sound field enhancement can have negative effects on measurement data. (Those pathetic 3.5-mm phone jacks that are common to

these sound cards can also limit reliability.) A number of pro-audio oriented sound cards are available to those for whom these issues are a concern.

This new version of JBL-Smaart shows that the highly responsive staff of SIA Software have been listening to the concerns and suggestions of their users, while adding a few ideas of their own to this well-done upgrade to JBL-Smaart.

Wade McGregor is a principal consultant for Mc<sup>2</sup> System Design Group, an acoustical consulting firm. For more info, visit their home page at www.mcsquared.com.

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# JOEMEEK VC5 3-Band Equalizer

sensible one

If you are looking for some interesting sounds, you've found the right EQ

#### BY ZENON SCHOEPE

Few can challenge JOEMEEK product designer Ted Fletcher for pure nerve. Seemingly flying in the face of other current routes to audio nirvana, where the pristine and the calculated are held in high regard, Fletcher has carved a successful niche for his ever-so-slightly oddball outboard products. All with an at-

titude that, for a change, really does reflect its almost disrespectful marketing slogan: "If it sounds right, then it is right." A slogan borne out by the curious qualities but unmistakable class of the original JOEMEEK stereo compressor and succeeding string of likeminded offerings that all roughly adhere to this code.

The only real omission from the company's outboard range was, until recently, an equalizer; but with the introduction of the VC5, cleverly nicknamed the "Meequalizer," the company now also has all the constituent parts required for what I would consider to be the very interesting concept of a JOEMEEK-based console.

The VC5 presents two channels of 3-band EQ with little in the

way of frills or extras. The three bands are marked treble, mid, and bass, and peculiarly run in that order from left to right rather than the more established reversed convention. The mid band is the fancy band — offering a sweepable frequency pot covering 600 Hz-3.5 kHz and an associated gain pot. All bands are marked to offer a vague ±11 dB, but real values probably run into the mid-teens; each path is capped off with an overall input gain pot offering ±12 dB. Input gain seems a strange inclusion on an EQ, but is actually quite a

because it means you can make up gain after drastic reduction or boost (and the VC5 can be quite drastic) or use it as a fader when going through the unit direct to tape.

Each channel has a Bypass switch with LED indication, plus signal present and overload LEDs. Neither stereo linking nor detents on any of the pots is provided.

Quality is of the now-accepted utilitarian, adequate, and green that always looks better in a rack than out. Rear-panel connectors have balanced jack inputs, paralleled outputs, and an insert.

EQs, to me, fall into four categories: (1) those that are clinically precise and ex-

tremely useful for corrective measures but are of limited value for creative purposes; (2) those that are not clinical in approach or appeal but just sound dead good; (3) the very few that can truly perform in both the aforementioned roles; and (4) those that are plain dogs to use.

The VC5 definitely falls in to the second category. I remember Fletcher remarking to me with a laugh at the New York AES that he daren't publish a plot of what the filters in this unit do because, as he put it, "They look so bloody awful." Only in a compressor or an EQ could the fact that it plots dreadfully be of any passing interest, because, in this do-

# LAB REPORT

MANUFACTURER: JOEMEEK. Distributed by PMI, 23773 Madison Street, Torrance, CA 90505. Tel: 310-373-9129. Web: www.joemeek.com.

APPLICATION: Studio tracking and mix sweetening.

SUMMARY: Dual-channel 3-band equalizer.

**STRENGTHS:** Excellent sound and "vintage" character; superb tracking with power that belies its modest 3-band arrangement.

**WEAKNESSES:** No pot detents; not clinical enough for clinical EQ duties, an acquired taste.

PRICE: \$399

EQ FREE LIT. #: 126

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I love it, but I'm quite prepared to believe that it may be a little too rudimentary for some. This 3-band EQ, with its LF, HF, and swept mid, is not the most powerful, but you can use what's there to the utmost as you get the full travel's worth out of each pot and an initially unpredictable but ultimately surprising degree of interaction between the bands.

have a requirement for it, but stuff like this falls right into the love it or hate it

dilemma.

main, the ear

The more off the wall

is king.

you go with EQ the harder it is to predict the influence of personal preference on its acceptance. Surgical steel EQ can be appraised easily in the light of those who are likely to

It has to be said: the EO is pretty filthy stuff. You can hear the graunch at work here. I'd equate the VC5's responsiveness to the EQ on a good electric guitar head. I don't mean that disrespectfully, but simply because the chosen frequencies are so well tuned to causing immediate and apparent EO effect. Above all else, the VC5 has a sound, and it's apparent as soon as you twiddle a knob. It's a sound that I would describe as being in the "classic" old-world EQ style - fat, granular and full of signature. The box can be used on any signal that you don't mind imposing this character on. Plus, with judicious use of the Channel Gain control, you can push the signal hard to give a very pleasant softness. Great on vocals, excellent on drum groups (keep the bass control full on all the time), electric guitars, and stereo program in general (excellent for warming up lackluster DAT masters). Treble 'n' bass fiends will have a field day as the fixed bands epitomize what you're about.

The VC5 is a very satisfying little box that is probably one of the cheapest ways into "classic" sounding character EQ. I encourage you to try it.





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CIRCLE 69 ON FREE INFO CARD

# Lexicon DC-1 Digital Surround Processor

Hear what your audience will be listening to with this versatile processor

#### BY DAVID FRANGIONI

Some readers may be wondering why a consumer-oriented product such as

upgraded through the use of logic boards, permitting a consumer to upgrade from an entry-level \$2000 version all the way up to Lexicon's full-blown \$4995 unit. Understanding the DC-1 will help you understand the basic concept of most digital surround processors.

The Lexicon DC-1 is a 20-bit digital surround processor with 8 analog inputs, 4 digital inputs (2 S/PDIF coax, 2 TOSLINK), 5 composite video inputs, and 3 S-Video inputs. If you use any of the digital audio or "S" inputs, you replace one of the available

to change the names of any of the inputs to a name of your choice. All of the inputs are unbalanced on RCA connectors. Standard 75-ohm coaxial cable is used to connect the composite video, 4-pin "S" cable for the S-Video I/O, and unbalanced RCA cable for all other connections.

All functions of the unit are controlled by an on-screen display that helps you easily navigate through the many options for setting up the processor. You tell the DC-1 whether your speakers are large (full-range) or small (crossed over at a user selectable

frequency), the distance to each of your speakers (for calculating the proper time alignment) and whether your system contains a subwoofer, center channel speaker, and/or side speakers. The DC-1 has special algorithms for decoding 5.1 surround into seven channels instead of five. In or-

side speakers. The DC-1 has special algorithms for decoding 5.1 surround into seven channels instead of five. In order to hear this effect, you need to have two speakers on the side along with the traditional surround speakers

in the rear. More on that later.



the Lexicon DC-1 would be featured in a professional sound magazine such as EQ. The answer is simple: It always pays to know what's going on in the world outside our studios. In essence, some consumer-based products demand you take them seriously or risk being excluded from the game. For example, at a recent seminar, I was amazed to learn how little most engineers know about consumer surround sound products. If you don't know how people are listening to your mixes, you'll never know how to properly mix the material. It's somewhat like mixing to CD without ever having heard a CD player. And if you thought understanding how your mixes were going to sound on CD was a learning process, wait until you see (and hear) what's around the corner...

#### ON WITH THE SHOW

The Lexicon DC-1 represents a stateof-the-art digital surround processor at an affordable price. It can be useranalog audio or composite inputs. The inputs are labeled Tape, Tuner, CD, Aux, TV, V-Disc, VCR1, and VCR2, although the DC-1 allows you

# LAB REPORT

MANUFACTURER: Lexicon, 3 Oak Park, Bedford, MA 01730. Tel: 781-280-0300. Web: www.lexicon.com.

APPLICATION: Listening to all formats of digital surround sound.

**SUMMARY:** The best digital surround processor to date at any price. The DC-1 offers comprehensive audio/video switching. User configurable parameters with on-screen display makes setting up a breeze.

**STRENGTHS:** Sounds great, is easy to use, and supports all current formats and sample rates; DTS discrete digital sounds amazing; system can be upgraded from the very affordable entry-level unit to a full-blown, THX-DTS-AC3 top-of-the-line processor.

**WEAKNESSES:** None to speak of, but it could use more digital inputs for certain professional listening applications.

**SYSTEM REQUIREMENTS:** A minimum of 6 channels of amplification, an LD, DVD, or DSS source (with digital output), and at least 6 speakers.

PRICE: \$1995-\$4995

EQ FREE LIT. #: 127

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#### A DIGITAL CONSUMER SURROUND SOUND PRIMER

There's no doubt that 5.1 digital surround is here. DVD is quickly becoming a favored format among consumers. This means that playing back 5.1 digital surround sound and hearing its full impact is now something that 100,000 or more people now understand, and that number is rapidly growing. DTS predicts that over 350,000 consumers will own DTS-capable processors by the end of 1998.

I have been a fan of surround sound since the '80s when I was listening on laserdisc. In 1995, the LD format took a big step forward when Dolby began offering AC3 (or Dolby Digital as it is now called) on LD. Dolby found that if they RF modulated the digital signal onto one of the analog tracks, they could fit an entire movie, along with the already existing digital tracks, on a conventional LD. To hear the digital tracks, you needed a demodulator to turn the audio back into a digital bitstream.

Unlike LD, DVD is an all-digital format that contains the full Dolby Digital bitstream encoded on the disc. This means that you do not need to do any demodulating to hear the Dolby Digital tracks. DTS is Dolby's competitor in the surround sound wars. DTS, at present, is a much higher quality 5.1 format than Dolby, as it is a 20-bit instead of 16-bit format and it uses about 4:1 compression rather than Dolby's close to 13:1 compression!

There are valid reasons why both formats exist. Dolby's high compression ratio allows for multiple languages and special features to exist on one DVD. DTS offers the definitive version of any movie by using all of the allocated space for the highest quality transfer possible. These are two distinctly different approaches, both of which serve the needs of consumers.

#### WHAT COMES IN MUST GO OUT

There are eight unbalanced outputs that feed the power amps. These outputs are Front Left & Right, Rear Left & Right, Side Left & Right, Center, and Subwoofer. Two additional sets of user-selectable stereo outputs accompany those on the video side. These are to feed a recording device (such as a VCR or tape deck) and one other Zone. This is a great feature if you want to send the output of your DSS to a TV in another room while you listen to a CD in a different room and record it to tape. Very flexible.

Once the unit is properly connected and you have custom-configured the DC-1, it's time to calibrate the system. You can either generate pink noise from the DC-1 or input your own source of "noise." I typically use the internal generator to expedite the proper setup. Each speaker can be calibrated to any desired SPL with adjustments of .5 dB per speaker. It was possible to get every speaker in the setup at exactly 80 dB SPL. This means that all soundtracks (which are mixed in a balanced system) will play back as they were mixed. You will know just how loud the continued on page 135

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handles automation configuration and edit functions such as cut, paste, copy, delete etc

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# Korg D8 Hard-Disk Recorder

#### BY CRAIG ANDERTON

The diminutive Korg D8, with its 10- x 15.25-inch footprint, is a compact, hard-disk-based "studio-in-a-box." While very much designed as a "personal sketchpad" for songwriting, demo work, taking on the

Fortunately, including S/PDIF means that you can bounce any "magic takes" to some other digital recorder, as well as do digital transfers from the D8 directly to DAT or a stand-alone CD recorder. This makes the D8 a suitable "remote" studio that can later transfer tracks to your

up/restore with DAT. Data is in a proprietary format: you can't, for example, hook up a SCSI drive containing your song(s) to a Windows or Mac machine and import/export files to digital editing programs.

It's unclear whether Korg plans software editing support via SCSI,

but I think the D8 will be enough of a hit to draw some third-party support.

Forty-seven front-panel buttons and a data wheel simplify using the D8. Transport buttons are Stop, Play, Rew, FF, and Record, although you can also scrub quite well and jump to the song end or beginning. These functions are all obvious, as are Punch and Rehearse. Three autolocation points (also referenced for automated punching) have corresponding front-panel buttons; jumping to any of up to 100 "mark"

of up to 100 "mark" points takes a little more effort — put the time display in a special mode, and dial in the mark with the data wheel. The D8 can repeat an audio region, but the return-to-beginning is not instantaneous, so this is more for rehearsing than creating "loop music."



road, etc., within that context it's a surprisingly complete performer. A 1.4 GB internal drive (enough for 34 minutes of 8-track recording), SCSI port, and optical S/PDIF I/O come standard. But there are some thoughtful extras, like built-in rhythm patterns instead of a metronome, the ability to optimize one input for guitar, and a variety of solid, built-in effects. Even better, the D8 runs quietly — you can hardly tell it's on except for a slight ticking that occurs during hard drive access.

Of course, some corners had to be cut to meet the price point, but these may or may not be important to your particular style of work. Let's investigate further.

Given the product's intended application and price, the D8 records only two tracks at a time (from the analog inputs, S/PDIF In, or master bus). Realistically, this is all that most solo studios need. The two analog 1/4-inch TRS inputs and their trim controls are conveniently recessed under the front panel.

Oùtputs consist of RCA phono stereo main out, RCA phono aux out, and S/PDIF.

"mothership" studio.

The built-in SCSI, which allows expanding the storage, is a big plus. You can even save the internal drive contents across several external drives (e.g., save a 450 MB song over five Zip disks) and back-

LAB REPORT

MANUFACTURER: Korg, 316 South Service Road, Melville, NY 11747-3201. Tel: 516-333-9100. Web: www.korg.com.

**APPLICATION:** Record, process, and mix multitrack digital audio, using an all-digital signal path, in a self-contained device.

**SUMMARY:** Yes, it's a cool sketchpad, but the important part is what you get in return for what you pay.

**STRENGTHS:** Built-in 1.4 GB hard drive, SCSI, and optical I/O; one input switchable to accommodate guitars; drum patterns included as well as metronome; wide range of editable effects; digital mixer with scene automation; mechanically quiet; solid backup/restore functions; decent scrubbing.

**WEAKNESSES:** No mixer midrange EQ (can compensate somewhat by inserting parametric EQ effect into a channel while recording); non-backlit display; no virtual tracks; can't slave to MTC or SMPTE; doesn't support SMPTE rates other than 30 fps.

PRICE: \$1250

**EQ FREE LIT. #: 136** 

You can store up to 50 songs. A song playlist option means that, with enough drives, you could record a whole CD's worth of material — then play everything in the desired order, and blast it all through the optical I/O to DAT. Songs can also be copied (good for alternate mixes and such) and re-ordered.

Recording basic tracks is simple: set levels, then press Record and Play. Including drum patterns as well as a simple metronome click is great; while the patterns aren't intended to compete with drum machines, they do help kick start the creative juices. Although there aren't any "virtual track" options, you can copy a song, do overdubs on that, then copy the desired sections back to your original song. For example, suppose you want to double a rhythm guitar part on a song, but have no tracks left. You'd copy the song, record the doubled rhythm guitar over something like the vocal track, bounce the rhythm guitar with the new doubled rhythm guitar to another track, then copy the bounced track back to the original song in place of the original rhythm guitar part.

You don't really need the manual until you get into features such as effects editing and automation/autolocation. The biggest drawback is the nonbacklit display that shows only one editable parameter at a time,

#### **KORG D8 SPECS**

Track Count: 8 tracks, 2 tracks simultaneous record

I/O: Two 1/4-inch phone, balanced ins with trim controls for line/mic (one input can switch to a high-impedance, unbalanced in for guitar), main stereo out, mono aux out, stereo aux return (all RCA phono types), optical S/PDIF In and Out, MIDI In and Out, SCSI, headphones, footswitch

Effects: 50 onboard effects types (65 preset programs, 65 user)

**Digital Mixer:** 12 channel (6 mono channels, 1 stereo channel, aux returns, S/PDIF in), 4 bus (stereo master, internal effects bus, aux send). The 6 mono  $\pm$  1 stereo channels have level, pan, effect send, 2-band EQ (100 Hz @  $\pm$ 15 dB, 10 kHz @  $\pm$ 15 dB) and status button; automation consists of 20 snapshots per song **Resolution:** 16-bit uncompressed, 18-bit converters, 24-bit internal processing

Sample Rate: 44.1 kHz Disk Drive: 1.4 GB internal

Expansion: Up to seven 4 GB drives

MIDI: Sends MTC or MIDI clocks (tempo map allows 10 events per song), ac-

cepts MMC in

Autolocation: three points per song + 100 mark points per song

but at least the characters are large and readable if the lighting is decent.

The D8's mix interface is familiar: six mono channels and one stereo channel, each with fader, pan control, effect send status, EQ, and track status selection (play, analog record, digital record, and mute — but no solo). A master fader sets overall level.

The D8 records individual channels eas-

ily. Recording in stereo requires using adjacent tracks (e.g., 1+2 can be a stereo pair, but not 1+6). You can also link the two channels in a pair, so that EQ or aux send can affect both channels simultaneously. Bouncing occurs digitally, and since (unlike MD-based multitracks) there's no data compression, the sound doesn't accumulate "artifacts" the continued on page 137

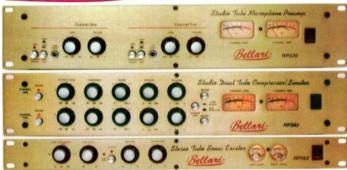
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# Spatial Delivery



A look (listen?)
at QSound's 3D audio
and a couple
of Fez road trips

#### BY JON LUINI & ALLEN WHITMAN

Using our secret Fez-decoder rings we decrypted an urgent missive about a small plug-in that supposedly makes Web audio "sound" better. Is it more unsolicited e-mail, spam-sucking us into the latest marketing hype? Well, for once, no. We test-drove software from OSound Labs, and frankly Scarlet, we're impressed. For \$25, you can purchase (online at www.qsound.ca/) the latest in "3D" audio technology and, at the least, turn mono music into a stereophonic experience. Though they'd probably prefer we tell you about their amazing "spatialization" techniques, the most useful aspect of QSound's iQ software is the stereo conversion it does before its special spatial business.

The iQ system operates on a stereo signal, converting from mono first (as needed), and runs it through their QX-pander technology. The 3D "spread" is

controlled with a simple slider on the iQ control panel. Best results are achieved by connecting your computer's sound output to your stereo system and placing your speakers in optimal listening position. If you are using a set of inexpensive computer speakers, you may not be wowed at the 3D effect, but the mono-to-stereo enhancement will be noticeable (and appreciated!).

A small 2 MB download (about 10 minutes' wait over a 28.8k connection), iQ is available right now for Windows95 users. The Macintosh version is in beta and may be available by the time you read this. Installation is very simple, and you should spend a few minutes familiarizing yourself with the controls. If you have questions, the included documentation is very clear.

iQ enhances just about all WAV-based audio — that is, anything that doesn't play through directly on your PC. CD audio and MIDI will remain unchanged, but RealAudio, Shockwave Audio, AudioActive, MP3, MP2, Netshow, games, and standard Win95 system sounds will all benefit from the iQ engine. Other plug-ins (such as Cakewalk) are available for Win95 apps. The Win95 interface also provides a nice taskbar icon that shows whether the iQ engine is enabled. With a single-click you can access a pop-up control panel to modify the 3D spread, or put it into bypass mode.

QSound is not an unknown upstart; they've been around since 1988 and the younger generation (or at least young-atheart) of faithful FezReaders may recognize the name from a slew of traditional arcade games.

QSound's iQ won't turn your Sound Blaster into a hundred-thousand dollar sound system, but it will make the audio you listen to online (especially streaming audio) sound better. The FezGuys consider the iQ processor a worthwhile stop in our tireless pursuit of Internet audio nirvana. It doesn't hurt that QSound is endorsed by Pink Floyd co-founder Roger Waters. For that, we forgive the perplexing use of backslashes in their URL in the included documentation. As of this writing, RealNetworks is providing a \$5 discount if you order iQ through their online store, realstore.real.com. That's a good idea. The audio quality of RealAudio over modem speeds needs all the help it can get!

# INTERNET WORLD: MARCH 9TH-12TH (LOS ANGELES, CA)

We enter the enormous Los Angeles Convention Center, passing from stagnant daylight heat into cool, dry, and fluorescent biospheres of blinding color, fullspectrum white noise at 100+ decibels, and an overwhelming press of people. People everywhere and everyone moving. Call it a ballet of sorts — a clumsy ballet, full of hog-calling carny barkers in sharp, double-breasted suits and futuristic headsets shouting phrases like: "I'm gonna show you something you've never seen before!" One hatchet-faced guy, preternaturally tanned and wearing, of all things, an honest-to-God straightjacket, speaks the patois of a used-car salesman, pronouncing all his soft "th" sounds as a hard "t," making "get with this" into "get wit dis." It's a living, breathing late night cable infomercial of massive proportions.

To obtain admission to this calamitous bazaar we're directed to a rat-maze of knee-high aquamarine curtains. Back and forth we wander, with thousands of others, souls in a Dante-esque purgatory of convoluted seeking. At one arbitrary point in the Habitrail (we can almost smell the cedar chips) another uniformed security woman asks to see our coupon. After verifying authenticity she marks our paper with the cryptic sigil "OS" in yellow highlighter and hands it back.

We continue down the slow-moving pipeline of people, eventually directed to a monitor and keyboard, one of hundreds arranged in long lines and hovered over by hundreds of bleary-eyed people seeking admission to the convention. A personal monochrome CRT thanks us for being where we are and asks us for our basic marketing research data, prior to coughing up a convention floor access badge. The interface is anything but GUI. In fact, it's DOS, the stuff of bank-tellers, supermarket checkout lines, and the endless horrid drudgery of data-entry clerks.

After confessing to everything, we are thanked again and directed to a booth to pick up our badge. A seated woman with a pleasant smile calls out our names. We drape the badge around our necks and enter the arena.

There are multiple hangar-sized rooms, each packed to the far corners with display booths dressed in breeding plumage that would obscure the most frantic mating

display of the baboon or cockatoo. After wandering around for ten minutes, we're sucked into a connecting corridor, a conduit from this apparently medium-sized room, into an absolutely enormous stadium-sized space vibrating within the measurable energy spectrum; all the way from humming gamma-ray down to the deep sonic footprint of plate tectonics.

Everywhere we look something is screaming for attention. An old businessman crouches in a metal chair. He studies a piece of paper in his lap, lank grey hair falling over one eye, legs tightly crossed. Above him, multicolored lights whirl. Around him chemical fog drifts slowly onto his shoulders. Loud, electronic dance-club music pounds. The attack of technical theatrics doesn't seem to faze him. He continues to turn pages, oblivious to the onslaught. Suddenly, the high black curtains close, obscuring his poignant pose.

Whew! Actually, from a business standpoint, Internet World is a very useful event. It's easy to get in (just bring your business card) and there's lots of little freebies. Except for the conspicuous absence of Apple Computer, all the major players and most of the less well-known organizations are present. This show is recommended for those with a need for up-tothe-minute Internet-related information. The founding fathers of the technology and infrastructure, the huge multinationals - everyone with a stake in the creation of this culture-molding community - is represented. The size of the event mirrors the global nature of the game.

On the other hand...

#### SXSW INTERACTIVE: MARCH 15TH-17TH (AUSTIN, TX)

Thousands of experienced multimedia professionals, information-hungry artist and the merely curious gathered in sunny southern Texas at the SXSW Interactive Festival over St. Patrick's day. This event, held simultaneously with the SXSW Independent Film Convention, is an offshoot of the much-celebrated SXSW Music Convention created 16 years ago by the publishers of the celebrated independent weekly newsmagazine *The Austin Chronicle*.

Though by the standard of conventions like Internet World this was not a huge industry event, SXSW Interactive represented local and national elements of the Internet multimedia community and boasted a very useful element: various panel and educational seminars, featuring hundreds of respected and successful pioneers in New Media.

Apple, Sprint, and Macromedia represented some of the bigger names in the industry, while many smaller (but no less important) participants with whimsical names like Team Smarty Pants, Human Code, and Tequila Mockingbird added welcome local color and compelling evidence that the New Media community is thriving in the Lone Star State. Prominent figures of the Internet culture were also present, including awardwinning author Bruce Sterling (a local resident), Thomas Dolby Robertson (Headspace, Inc.), and, curiously, representatives

of Whole Foods Market and *National Geo*graphic Magazine. All discussed at length the continued on page 137

#### **CORRECTION!**

In The FezGuys' March column, we incorrectly listed the URL for Head-space, Inc. as Beatnik.com. The correct URL should be:

**Headspace.com.** The FezGuys apologize for any confusion.



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### **MATCHBOX20**

continued from page 112

handles Rob's lead vocal, which is a great sounding unit with a tube preamp, compressor, and equalizer, and which also returned into the insert return.

In true studio form, Matt and I experimented with compressing the entire mix. After testing several units, we decided on the Manley Labs Variable MU stereo tube compressor. I only use about 1 to 2 dB of compression, but the results were startling. It added a musical clarity and richness to the mix the moment I inserted it.

Front of house effects consist of a TC Electronic M5000 for special effects and vocal harmonizing, an Eventide H3500 for guitar harmonizing, Lexicon PCM80 for background vocal chorusing and reverbs, Lexicon 480L for drum and lead vocal reverbs, Yamaha SPX1000 for delays, and a Yamaha SPX990 for vocal effects. All effects changes are made via MIDI from the Recall. I change drum and vocal reverbs on every song. That way, each song has its own individual sense of space.

As the tour progressed, I found I could effectively use board tapes to analyze the mix and make automation changes. Always a work-in-progress, many afternoons are spent listening to tapes and fine tuning the mixes. I'm up to about 160 automated cues, and quite a few manual ones. Showtime allows me to run the show in an update mode called "Relative per Scene." This means that when a cue is loaded, I can still control the levels manually at the faders without the changes affecting the next scene in the sequence.

I don't think a live show will ever run on autopilot: there's just too many variables. What automation does allow, however, is greater creative freedom. For example, try instantaneously sending program changes to three effects units, turning on a snare and lead vocal aux send, fading out the stage right guitarist in .2 seconds, fading up the lead vocal delay on a perfect four count, panning the congas to the right, and turning the compression off on the snare — all while watching the band in case they improvise. It's tough to do manually with any degree of accuracy.

One of the greatest challenges of live mixing is trying to preserve the original focus without sacrificing the spontaneity of the performance. Shows evolve constantly. New instruments, effects, microphones, are always being evaluated in an effort to improve. As Matchbox20 begins looking ahead to the summer shed tour, I think back to the day the gear left Nashville. Ralph Mastrangelo of MD/Clair looked over the final manifest and asked, "Aren't you forgetting the tube mic stands?" Do they make those?

### **LEXICON DC-1**

continued from page 128

mixing engineer wanted the shaker (or car screech) in the back left channel.

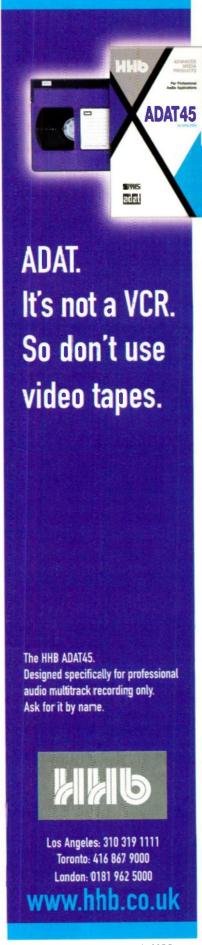
#### À LA MODE

The biggest difference between straight stereo receivers and (most) high-end surround receivers is the use of different surround "modes." That's right, you get to choose how the surround sound information is going to be processed (or not). The DC-1 offers not only the best sounding surround modes of any processor I've heard, but the most musical and listenable. The available modes include the aforementioned Logic 7, which derives side-channel information from conventional 5-channel mixes. This mode (as most modes on the DC-1) is available for music or movies and for Dolby Digital, DTS, and THX. (Yes, the unit is even THX-approved!) Other modes are mono enhanced, which sounds great on monophonic material (it sounds so good it's almost as if the Terminator were originally mixed in surround sound). THX, Party, TV Matrix, 2-Channel, and Music round out the best of the available modes, while you can, of course, choose Bypass for the purist approach. The sound quality, low noise floor, and clarity of sound will impress even the most discriminating professional. The 20bit DACs are evident in every mode.

#### IF YOU KNEW WHAT THEY WERE HEARING

The point of this review and overview is not just about how great the DC-1 is as a surround sound processor. You shouldn't stop with the DC-1; also listen to other processors, such as the EAD TheaterMaster, the Citation 5.0, and the Sherwood Newcastle. If these sound like foreign words, get down to your local home theater store. Millions of consumers will hear your mixes - especially surround sound mixes - through these pieces of equipment. The education you invest in surround sound will pay off big time as the years go by. Remember that the evolution from mono to stereo took the same amount of time as that of the evolution from stereo to 5.1 digital. It's a new generation of sound and how we hear it. There's no time like the present to explore some new horizons. Equipment such as the DC-1 just makes it that much more fun and interesting. Enjoy!

David Frangioni is a studio installer/digital audio consultant. He recently completed studios for Gary Burr at MCA Nashville, Desmond Child, and Will Lee of The Late Show. Check out his Web site at www.audio-one.com.



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### **FEZGUYS**

continued from page 133

nature and character of their widely divergent Internet presence.

One of the more interesting demonstrations, at the Knitting Factory (NY, NY) booth, was a live audio and video connection with their venue in Manhattan featuring a piano player onstage, available to play requests. It was authentic interactivity, in real time, via an ISDN connection. It worked great.

The much ballyhooed Mac vs. PC discussion failed to generate any heat. The welcomed focus of the multimedia professional appears to thankfully be resting correctly on content. Manufactured debates about the veracity of one technology over another seem to fall by the wayside in the face of compelling multimedia production. It ain't how you do it kids, it's what you got goin' on!

While New Media "festivals" continue to spring up all over the country, most, like the Austin-based SXSW, are focused primarily on regional community. If you have any interest in the interaction between the arts and the Internet in a given geographical area, there's no better way to get connected.

#### **LETTERS**

As my server doesn't offer a streamed-lined service, I tried to download RealAudio's Realtime Streaming protocol from its site, but the shareware is not available for Mac. Has anybody been in this situation and found a solution? Thanks very much. — Daniel

RealTime Streaming Protocol (RTSP) is RealNetworks' proposed protocol for standardizing how media is streamed on the Internet. Most likely, what you're looking for is the RealNetworks player, which you can download at www.real.com/products/ player/. You'll choose between their free player or the \$30 PlayerPlus - the free one should be fine for nearly everyone. If your local ISP doesn't offer access to a RealAudio server, take a look at our sidebar in "Geek Thy Neighbor" (Column #6, April '97, on our Web site), which details using HTTP streaming to deliver RealAudio through a standard Web server. If you are, in fact, looking for RTSP documentation and source code samples (Windows and Unix only), you can find that at www.real.com/rtsp/. Unfortunately, Macintosh examples are not immediately available. Contact rtsp-feedback@real.com for more information.

We welcome your comments! Give 'em at www.fezguys.com.

### **KORG D8 REVIEW**

continued from page 131

more you bounce — good news if you're doing composite solos by bouncing different bits of tracks together.

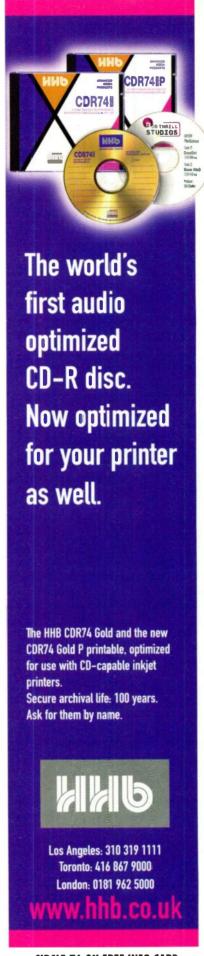
Automation consists of storing and recalling 20 different "scenes" (level, EQ, pan, aux send, and effect send), either manually or automatically. Editing is basic: for a designated audio region, you can copy, delete, insert, erase, or swap. Undo is also available.

The D8 cannot slave to timecode, only serve as a master at 30 fps (although it can slave to MMC commands). MIDI-wise, the D8 can output MTC or MIDI clocks, using either a beat map (with up to 10 steps), tap tempo, or by recording a sequencer's MIDI clock out into the D8. One limitation with tap tempo and recording MIDI clock is that tempo changes happen properly only if you've recorded a tempo map with these changes.

There are plenty of effects available, including the usual reverbs and EQ, but also several guitar-oriented effects (distortion, phaser, tremolo, etc.). Many effects are available in mono and stereo, and there are also weirdass effects like lo-fi, AM radio, ring modulation, turntable simulator, and other fun remix toys. Most of the programs are actually chains of multiple effects; e.g., rock lead includes distortion, noise reduction, amp simulation, and delay. You can enable/disable effects in this chain, as well as edit effect parameters. However, only one effect can be used at a time - as a channel insert while recording, a "master" effect that works with the effects send control, or a "global" effect that processes the entire 2-track output.

While these effects don't beat those in big-bucks boxes, they are extremely effective in sketching out songs. Furthermore, there's no latency when listening to the effects, and you can monitor through an effect but record only the straight signal. This is great when you don't want to commit to an effect while recording — bounce the part over to another track later, using your effect of choice.

At this price point, I was expecting a lot more limitations than the relatively benign cost-cutting measures (such as no display backlighting and no slaving to MTC). Even the manual is straightforward and helpful. Although one normally doesn't associate the words "class act" with something that clearly addresses a market's budget segment, the D8 is a musician-friendly box with both technical muscle and straightforward operation. When you can buy something this complete for \$1250, the concept of the portable studio as a "second-class citizen" seems as antiquated as...well, cassette-based multitracks.



CIRCLE 76 ON FREE INFO CARD

# **Double** Bonus

# Some tips for using a LA3A and some tricks for DAT machines

#### BY EDDIE CILETTI



Here are three quick LA3A tips to share. First, pop the lid and spray a little CAIG DeOxit™ into the Gain switch — exercise vigorously - then set to 30 dB. Using the 50-dB setting — with a nominal +4 source — may overload the input transformer, unless you're trying to use the LA3A as a mic pre!

While the lid is open, check R14. On the schematic, this part is listed as 220 kohm. Changing the value to 47 kohm will reduce the gain and some noise as well. You'll have to run the Input Level at a higher setting, but that's OK. Like any transformer-based device, the LA3A was designed to drive a 600-ohm load. Unless you are consistently patching into a Pultec, an old Neve console, or some equally vintage piece, it is advisable that you put a 620 ohm, 1/2-watt resistor across the output terminals. There will be a sonic difference.

#### TALLY HO

"Tally" is a term that describes machine status. It is part of the language spoken within those multi-pin connectors that link machine-to-machine or machine-

to-"other" devices such as remote and edit controllers. In the pre-cyanide era, the most important Tally was a light bulb labeled RECORD READY. If that bulb were dead, you'd be dead too after pressing Record...

When an openreel machine is in Fast Wind, no additional clues are necessary. But ever since tape activity went indoors, we've relied on LEDs and LCDs for feedback. I think most people will agree that more feedback would be better. hence this simple mod for the TASCAM DA-30.

All of us are guilty of pressing buttons when, quite often, the machine is simply not ready. Wouldn't it be nice to know that all products could clearly communicate this "readiness?" TAS-CAM's DA-30 and DA-30 MKII have a DB-15 remote connector on the rear panel. Detailed in the schematic (shown in fig. 1) as P1, "Control I/O," Pin 12 of the DB-15 is the STOP TALLY. It goes "low" (to ground) when the machine is ready to do business. Connect the anode

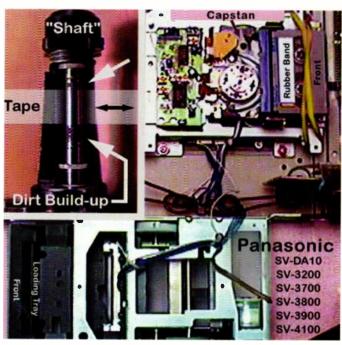


FIGURE 2

of an LED to +5 volts (Pin 16 of either U801 or U802). In series with the cathode is a 220-ohm resistor that goes to pin 4 of U802 (also pin 12 of the DB-15).

Unfortunately, 5 volts does not appear on the DB-15 connector or else you could do this without even opening the unit. (An external supply seems silly doesn't it?) I put the LED just above the Stop button on the machine's front panel. If you get that far, there's an LEDsized hole in the plastic assembly just

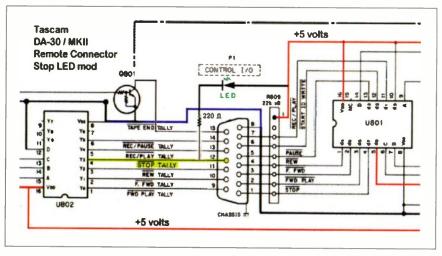


FIGURE 1

above the Stop button. Just knowing that the machine will not accept any commands until the STOP LED comes on will save wear and tear on your fingers, your already-short fuse, and on that button assembly.

#### TALKING 'BOUT SHAFT

Panasonic's DAT transport is more serviceable than some, but harder to clean than others. One example, seen in the accompanying picture (fig. 2), shows how the loading tray can be swung out of the way to provide full access to the transport. It's even possible to play a tape using a rubber band to secure it to the mechanism. Maybe you shouldn't try that trick, but it sure makes it easier to see what's going wrong.

On a recent journey to the interior, I finally zoomed in on the capstan mo-

tor to show readers that its Shaft can he one dirty...(shut yo mouth!).... Not many machines come in looking like the Shaft inset at the top left corner of fig. 2. I suspect that a certain brand or batch of tape was responsible.

Removing the funk is not easy: cleaning tapes are powerless. Alcohol must be used sparingly to avoid dissolv-

ing the bearing lubricant. I use a special "U"-shaped screwdriver to wrap a cloth part way around the shaft to get the dirt off. Real stubborn dirt requires a mildly abrasive lapping film.

#### LIAR LIAR

I gave the Sony PCM-R500 a glowing review in EQ based on its four-motor transport. I do, however, have a confession to make. Its weakness is not that it doesn't have an Error Rate display, but that Sony does not seem to want to inform users about it. It took a bit of newsgroup surfing (my least favorite pastime) and a few phone calls to Dan Haugh at American Digital (www.american-digital.com/ or 888-USA-DATS). You can find other useful DAT info at the DAT Heads Web site (www.eklektix.com/datheads/), as well as Terrapin Tapes

(www.ttapes.com/ or 800-677-8650).

To access the display, it is necessary to cut away a portion of the thin plastic laminate on the remote control. The hidden "Test" key is to the right of the Open/Close button, just above the Counter Reset button, It would take a Paul Prestopino (my mentor) to do a neat and tidy job of this. My hack job was made completely beautiful via Photoshop (See fig. 3.)

Apres surgery, press 9, then 1. You will see the "91" in the Margin area of the machine's display. If so, then press the Test key. You should now see an "A" on the far left of the display followed by four pairs of numbers as shown superimposed at the bottom of the fig. 3. The most I can tell for certain is that low numbers are good (zeros are best). Don't be afraid, there is plenty of built-



FIGURE 3

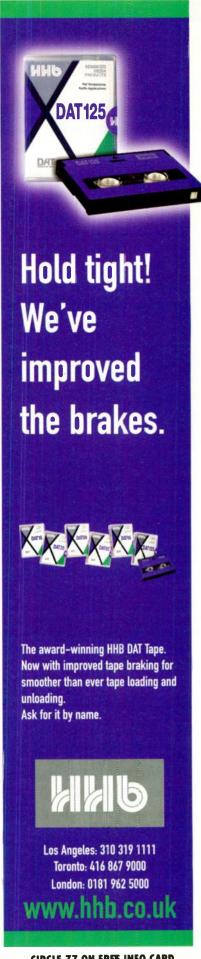
in redundancy and tolerance for errors.

I ask all manufacturers to use me as their vehicle to spread the word — not of ignorance and fear - but of enlightenment. I ask all readers to politely make their needs known — via phone, fax, email, and at trade shows. It is always better to be able to anticipate a problem then get caught with yer pants down. Error Rate displays are a good thing.

#### CIAO FOR NOW

Well, that's it for this month. Drop by www.tangible-technology.com for a peek at the archives, or e-mail the recipe for that orange salad dressing served in Japanese restaurants to: edaudio@interport.net.

Thanks to everyone who responded to my March column on compressor/ limiters.



CIRCLE 77 ON FREE INFO CARD

# Be Nice To Those Who Pay You

Some tips and ideas for better client courtesy

#### BY MARTIN POLON



Perhaps the most asked question in the project recording studio universe — and in fact in the universe of all studios regardless of size — is as follows: "Why does my competition have more business than I — despite the fact that my equipment is more impressive or at least equal in power and function to theirs?"

The answer to this question is at once complicated and devoid of secret technological solutions. It is about human relations, complimentary behavior, and the oldest piece of business wisdom in the book — that you have to spend some money to make some money!

The answer to the question of customer loyalty is very simple and quite frankly almost biblical — part of the "speak and you shall be heard" school of management! In other words, treat your customers as you would want to be treated yourself.

A recent study confirmed that in the case of recording studios of all sizes, customer loyalty was significantly a function of excellent customer service, small kindnesses afforded the customer, and gracious behavior by savvy management. Most studio customers interpreted these acts of gratuity as the differentiation between studios of equal technical capability and functionality.

Do remember that any of the "courtesies" sometimes offered by recording studios to their customers in the past —

involving hallucinatory pharmacologicals (drugs) or various refined spirit or grain substances (hard liquor or beer) do not make for good business practices these days. First, the U.S. Drug Enforcement Administration (DEA) has already seized so many studios historically, that it may well be at any one time the largest single operator of studio facilities in the United States.

Second, the owner of any studio facility that serves alcohol or allows it to

be served by others on their premises to their customers in any way, shape, or form has significant liability. The same liability as the owner of a bar who acts irresponsibly in serving an already intoxicated patron. If anyone leaves your facility intoxicated and has an accident, you have significant and potentially business-ending liability problems!

Consider the following customer appreciation tokens practiced by successful recording facilities:

1. Taking customers who have had a problem out to lunch. By sitting down with an unhappy customer, even after you have solved the SNAFU (Situation Normal — All Fugged Up), you can both solve a problem and make a friend. Always remember that you do not need to be right, you just need to be profitable. The customer, ultimately, must always be right!

2. Sending customers that you have had a billing problem with (due to your or your employee's fault), a package of gourmet quality Belgian chocolate via express delivery is a very good way to say that you are sorry about what happened.

3. Providing a cassette of the final 2track mixdown with a thank you note for customers who pay promptly is a really wellappreciated touch that costs very little.

4. Providing an end-of-project party with soft drinks, alcohol-free beer, quali-

ty food, and colorful paper plates and cups for those customers who have spent a significant amount of time on a project in your facility is another courtesy that works. Some facilities even throw a theme event based on the musical theme of the recording project (Cuban food for Salsa, creole food for New Orleans jazz, etc.).

5. Having a bottomless coffee pot, a hot and cold bottled water server with packets of hot chocolate and various caffeinated and herbal teas, and/or a bottled

> juice bar available at all times during a session along with appropriately chilled soft drinks also sends the right message to your clients.

> 6. Providing a hot dog "buffet" throughout a session or at the end of the session with a hot dog steamer and the fixings (rolls, mustard, ketchup, relish, onions, chili, baked beans, and sauerkraut) is another way of saying thank you to your customers.

The bottom line here is to spend a little money to make a lot of money. If your facility is for profit, consider the options offered by these and other gratuities for your customers. Some studio operators argue that all of this is unnecessary and costly. Yet when someone is spending at an hourly rate that may be measured approaching or exceeding a hundred dollars an hour and sometimes

far exceeding that number over many days, the small cost of such gratuities has to be balanced against the overall revenue of the project in question.

Of course, all such expenditures are tax deductible, although not always at 100 percent of expenditure. Nevertheless, it may be what your competitors are doing and it bears consideration. Obviously, you do not do all of the above, but only those gestures that you deem appropriate to the customer and the size of the project!



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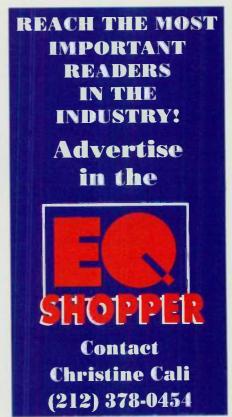
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- 7 bus outputs
- Comprehensive 4-band EQ includes 2 swept mids and 15dB of boost or cut
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# **Focusrite** Green 3 "Voicebox"



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#### FEATURES-

- Same mic pre section as found on the Green Dual Mic Pre includes +48V phantom power, phase reverse, and a 75Hz high-pass filter. Mute control and a true VU response LED bargraph are also provided
- EQ section includes a mid parametric band with frequency and gain control as well as a gentle bell shape to bring out the character of the voice
- Dynamics section offers important voice processing functions of compression and de-essing combined with a noise reducing expander
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# 107 Tubessence 2 channel Mic Preamp



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#### FEATURES-

- independent channels with front panel XLR inputs
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#### FFATURES-

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# exicon

MPX-1 Multi-Effects Processor



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#### Wizard M2000 Studio Effects Processor



he M2000 features a "Dual Engine" architectur i that pern its multiple effects and 6 different routing modes making it a great choice for high-end stud o effects proces ing

#### FEATURES-

- 250 factory programs including reverb, pitch delay, chorus, flange, phase, EQ, de-essing, compression, limiting, expansion, gating and stereo enhancement
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### 77 2 Ch. Master Effects Processor



Sony's latest effects processor, the DPS-V77 yields excellent sonic quality combined with realtime control, a digital 1/10 and many more features that will put a smile on the face of any discerning studio engineer.

#### FEATURES-

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- · 10-key pad input
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# Focusrite

een 2 Focus EO



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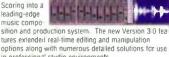
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#### Audiomedia III **Digital Audio Card**

Available for both Macintosh and Windows OS systems, Audiomedia I-I will transform your computer into an powerful multitrack workstation. Compatible with a wide variety of software options from Digidesign and Digidesign development partners. Audiomedia III features 8 tracks of playback, no to 4 tracks of recording, 24-bit DSP processing, multiple sample rate support and easy integration with leading MIDI seguencer programs.



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**DA-38** Digital Audio Recorder

he DA-38 was designed for musicians The DA-38 was designed for musicians.
Using the same Hi-8 format as the highly acclaimed DA-88, the **O**A-38 is an 8 track modular design that sounds great It features an extremely fast transport. compatibility with Hi-8 tapes recorded on other machines, runged construction ergonomic design and sync compatibility with CA-88s



#### FEATURES-

FFATIIRES-

Remote control

10 point autolocate system

- Hi-8mm tape format

- Next generation 18-bit A/D and 20-bit D/A converters with Delta-Sigma oversampling
   Digital track copy for simple assembly composite edits
- Built in Digital parchbay
- Track advance and track delay
   Easy to use interface

ADAT XT20

Dynamic Braking software lets the transport quickly wind to locate points while gently treating the tape.

he New ADAT-XT20 provides a new standard in audio quality for affordable professional recorders while remaining professional recorders while remaining completely compatible with over 100,000 ADATs r use worldwide. The XT20 uses the 'atest ultra-high fidelity 20-bit oversampline digital converters for sonic excel-lence it could change the world

Servo-balanced 56 pin ELCO connector

# Digital Audio Recorder



#### · Built-in electronic patchbay

· Copy/paste digital edits between machines or even within a single iini. Track Copy feature makes a digital clone of any track (or group of tracks) and copies it to any other track for group) on the same recorder

#### MIDI HARDWARE



Mark of the Unicorn

#### MIDI Time Piece" AV 8x8 Mac/PC MIDI Interface

he MTP AV takes the world renowned MTP II and The MTP AV takes the world renowned MTP II and adds synchronization that you really need like video genlock, ADAT sync, word clock sync, and even Digidesign superclock!

#### FEATURES-

- Same unit works on both Mac & PC platforms
   8>8 MIDI merge matrix, 128 MIDI channels
   Fully programmable from the front panel

- 128 scene battery-backed memory
   Fast 1x mode for high-speed MIDI data transfer

#### Digital Time Piece" **Digital Interface**



nink of it as the digital synchronization hub for your recording studio. The Digital Timepiece provides sta-ble, centralized sync for most analog, digital audio, and video equipment. Lock together ADATs. DA-88's, PraToois, word clock, S/PDIF, video, SMPTE, and MMC computers and devices flawlessly. It ships with "Clockworks, software which gives you access to its many advanced features and remote control of some equipment settings such as record arm



#### Studio 64XTC Mac/PC MIDI Interface



he Studio 64KTC takes the assorted, individual pieces of your studio-your computer, MIDI devices, digital and enalpo multitracks and even pro video decks, and puts them all in sync.

#### FEATURES-

- 4 In / 4 Out, 64 channel MIDI/SMPTE interface/patchbay with powerful multitrack & video sync features

  • ADAT sync with MIDI machine control
- · Simultaneous wordclock and Superclock output 44 1kHz or 48kHz for perfect sync with ADAT, DA-88
- Video and Blackburst in (NTSC and PAL)
- Cross-platform Mac and Windows compatibility

#### MIDI Translators **MIDI Interfaces**

The MIDI Translator II™ and MIDI Translator Pro™ are the next generation portable mterfaces. The MIDI Translator Pro™ provides twine the processing power of the MIDI Translator Il and both let you switch



between MIDL or peripherals with a flip of the THRUswitch - NO CABLE SWAPPING!

#### TRANSLATOR II FEATURES-

1 IN and 3 MiD! OUTs . 16 MID! channels

· Small size fits anywhere - no power supply required!

#### TRANSLATOR PRO FEATURES-

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# **Roland** XP60 & XP80 Music Workstations



ne XP-80 delitiers evenything you've ever wanted in a music workstation. An anprecedented collection of carefully Integrated features provide instant response, maximum realtime control and incredible user expandability. The XP-80 features a pro-quality 74-note weighted action keyboard while the NEW XP-60 features the same sound engine in a 61-note keyboard.

#### XP80 FEATURES-

- · 64-voice polyphony and 16 part inultitimbral capability 16 Movtes of internal waveform inemon, 80MI vtes
- when fully expanded 16-bit linear format)

  16-track MRC-pro sequencer with direct from disk playback. Sequencer holds approx. 60.000 notes
- New sequincer functions like "non-stop" loop recording and refined Groove Quantize template
- Enhanced realtime performance capability with advanced Arpeggiator including MIDI sync and guitar strum mode and Realtime Phrase Sequence (RPS) for on-the-Ty triggering of patterns
- 40 insert effects in addition to reverb and chorus
- · 2 pairs of independent steres outputs, click output jack dony smirkey thin
- · Large backlit LCD display

### MC-505 *🚐*

The MC-505 groovebox builds upon the secress of the MC-303 as a self-contained, retro-styled dame music sequencer and sound module with newly upgraded sounds and powerful, future the features. Among these new features are the revolutionary D-Brain controller. and a MegaMix function for intuitive realtime mixing of beats and patterns- making the MC-505 a DJ, hip-hop, techno or dance music artist's dream come true. It's Wanderlust in a box

#### FEATURES-

- 64-vaice polyphony, steeper filters, ADSR encelope for editing so inds, powerful effects

  714 onboard dance music patterns developed by cutting

- edge sound designers worldwide

  512 built-in saunds, 26 rhythm sets

  Three independent, syrchronized effects processors
- Powerful unboard Ari eggiator



. SmartNeilia slot ai cepts extern if 2MB and 4MB SmartMedia cards for unlimited pattern and patch storage and direct pattern playback

# 4LESIS QS6, QS7 & QS8 Pro Keyboards



A lesis GS synthesizers all proude true 64-voice polyphony, and a huge sound library that is constructed of 16-bit linear lamples. With their powerful computer and digital audio interface capability, built-in 4-bus Mutti-effects and expressive performance features, there is sure to be a OS synth perfect for you.

#### FEATURES-

- 16-bit 43kHz sample ROM
- 64 voice polyphonic
   512 precet, 128 user internal program memory
- 400 preset, 100 user mix memory
  RS422, RS232 port formats
  ADAT interface
- 4 outputs (2 main 2 aux)

- 16MB internal, 16MB expansion memory (32MB
- total mossible)\*
- · SounitBridge Sample software for importing almost any sample from your Mac or Pc. 0\$6 - 61 key synth, 0\$7 - 76 key synth
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- ISB 88 weighted keys "Available on GS7 and OS8 only

# **SGproX**

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newly sampled scereo he SGproX features attention to every detail Carefully craft of velocity switching provides tonal changes and dynamics that come alive under

88-note weighted action keyboard 64-voice petriphoriy, 24ME ROM



 64 user-definable programs FEATURES-

- 12-types of stereo digital multi-effects
   Master Controller functions, Backlit LCD display

# KURZWEIL **K2500 Series** Music Workstations

The K2500 series from Kurzweil utilizes the acclaimed VA.S.T. technology for top-quality professional sound. Available in Rack mount, 76-key, and 88 weighted key keyboard configu-

rations, these keyboards combine ROM based samples, on-board effects, V.A.S.T. synthesis technology and full sampling capabili-

#### ties on some units. FEATURES-

- True 48-voice polyphony
- · Fluorescent 64 x 240 backlit display
- Up to 128MB sample memory
- · Full MIDI controller capabilities 32-track sequencer
- Sampling option available
- Dual SCSI ports
   DMTi Digital Multitrack interface option for data format and sample rate conversion (Interfaces w ADATs or DA-88s)

# MicroPiano™ Piano Module



e AcroPiano is a half-rack sound module featuring Grand Piano and other sampled sounds, plus built-in digital effects Altogether there are 32 available presers, chosen from Eurzwal's highly acclaimed sample library, making the MicroPiano the ideal sound module for any player who demands great sound quality at an unprecedented price

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E-mu Systems, Inc.

### E-6400 Emulator Sampling Rack

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#### FEATURES-

- 64 voice polyphony (expandable to 128)
  4MB sound RAM
- · 2 CD-ROM's included (400MB of sounds)
- · 8 balanced analog outputs
- - · Onboard graphic waveform editing

  - · Stereo phase lock time compression

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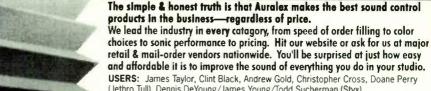
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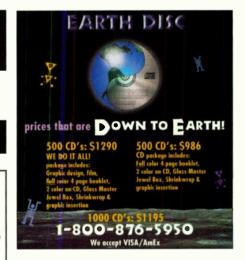
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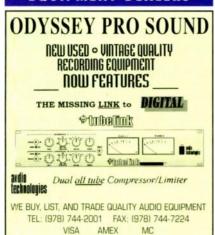
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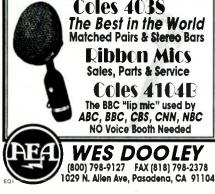




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# **ACROSS THE BOARD**

continued from page 154

#### I HATE EVERYTHING

One of the things that I hate most of all is backing up data. Another thing I hate is running out of room on my hard disk when I only need another 30 seconds of recording time. Since the new d24 Pro Tools system expects to see its storage devices on the Mac SCSI bus, it makes it much easier to experiment with different storage devices.

I get Pro Tools files sent to me on 1 GB laz drives. I used to transfer them

to a nonremovable hard disk before mixing. I added a SCSI accelerator card to my Mac 9600/300 and moved the Jaz drives over to the accelerator. I found that I could get 24 tracks of material directly off of the Jaz drive, even if there was a fair amount of editing in the Pro Tools session. I then tried recording directly to the Jaz drive and found that I could reliably record 16 tracks at 16 bits or 12 tracks of 24 bits without overrunning the drive. The only problem was that I could use more than 1 GB. Enter 2 GB Jaz drives.

For my current project, I am transferring a lot of data into Pro

Tools — partly because we can listen to previous takes of a song without waiting to change tapes on the Sony 48track machine. Removable media seemed to be the answer, so I hooked up two 2-GB laz drives. I set the disk allocation table so that 12 tracks are stored on each drive, so I basically have 4 GB of space before I have to change disks. With the DAE buffer set high enough, and the drives connected to the SCSI accelerator card, I have no problem recording 24 tracks at once to the drive pair. When I get to the point where there is not enough room for another take, I just pop in two more Jaz cartridges and go.

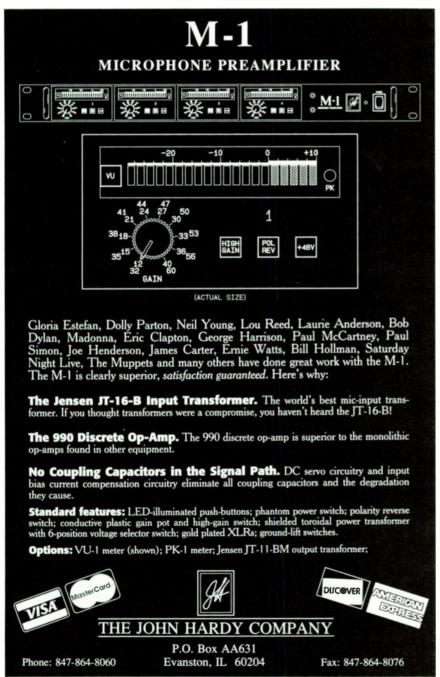
For more demanding recording loads, I record to a 9 GB 10,000 rpm Seagate Ultra-Wide SCSI drive. This allows me to record 32 tracks of 24-bit simultaneously onto one drive. With a dual-channel SCSI accelerator card and two of these drives and the Digidesign 32 channel upgrade, there is no problem recording and playing 64 tracks at a time.

#### SESSION DOCUMENTS

I found that the longest delay in changing media is opening a new session document and getting everything set to record, so I cheated. After initially setting up the session document on one of the removable cartridges with all of the routing, track names, number of tracks, destinations, etc., I copy the document to the resident hard disk. When it comes time to load new blank cartridges, I copy the session document from the internal drive and open it. All I have to do is record enable the tracks and go. Each pair of Jaz cartridges I insert has the same name. The top drive cart is labeled "AA" and the bottom drive cart is labeled "BB." This keeps me from having to change the disk allocation table each time I reopen the session document on a new pair of carts. The physical labels on the cart show the name of the song stored.

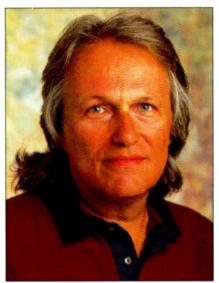
#### THE END

I didn't mean for this to end up being a Pro Tools column, but I find that I am doing more and more of this kind of stuff to get albums done. Lots of ADAT and Pro Tools sessions including Take 6, Tower of Power, Robben Ford, Less McCann, Shirley Horn, Flora Purim, Bela Fleck, Steely Dan, and others. It seems like bringing your Pro Tools system to a project is becoming as natural as bringing your own nearfield monitors.





# A Hard Disk's Night



Solving transfer and storage problems with Pro Tools and 2 GB Jaz drives

#### BY ROGER NICHOLS

First of all. I want to rave on about d24 Pro Tools. I have been using various systems since September '97 with excellent results. Recently I went into the studio to cut tracks on a Sony 3348 48-track digital machine. In the past, when multiple takes had to be edited together we would rent a second 48-track machine and copy the pieces from one machine to the other, much like video editing. The Sony machines lock to one millisecond accuracy, and perform all required edits flawlessly.

Sometimes the edit points don't work with all 48 tracks edited in exactly the same place. If a guitar pickup is earlier on one take or a bass note rings over the edit point on another take, the

edit points will be different for each track. With a tape-based machine, you have to perform multiple passes over the required edit spot, changing the edit point slightly each time to accommodate the variances. This is where hard-disk editing comes in.

This time, instead of two Sony 48-track machines, we decided to use one Sony 48 track and a d24 Pro Tools system. Since the edits would be done on the basic tracks before the overdubs, there would only be 24 to 32 tracks to deal with during the editing. The interface to the Sony 48-track would have to be digital, and we would have to have lots of storage that was readily available when we needed to change

The digital transfer was easy. An Otari UFC-24 format-converter box was used to get the digital data back and forth between the Sony 48track and Pro Tools. One UFC-24 will convert 24 channels of digital audio from any format to any other format. Previously I have transferred 48 channels at a time by using two UFC-24's sync'd together. They work flawlessly. Digital audio signals can also be rerouted as they pass through the UFC-24. If you want track 17 of the source machine to end up on track 3 of the destination machine, you are only a button press away. You can reroute all

24 channels at once if you want to.

#### TWO NEW GIG TOYS

In my system I do a lot of transfers between Pro Tools and ADATs. I have also found that I never have enough physical channels to get in and out of my Pro Tools system. Until this week, I had two 888/24 I/O interfaces and one 882 I/O interface. This gave me eight digital or analog ins and outs from each 888 box, and two digital or eight analog from the 882 box. I needed more digital I/O. Digidesign just

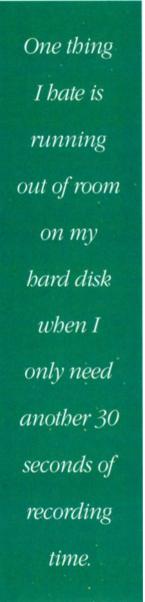
started shipping their new ADAT Bridge, one of which went right into my Pro Tools system.

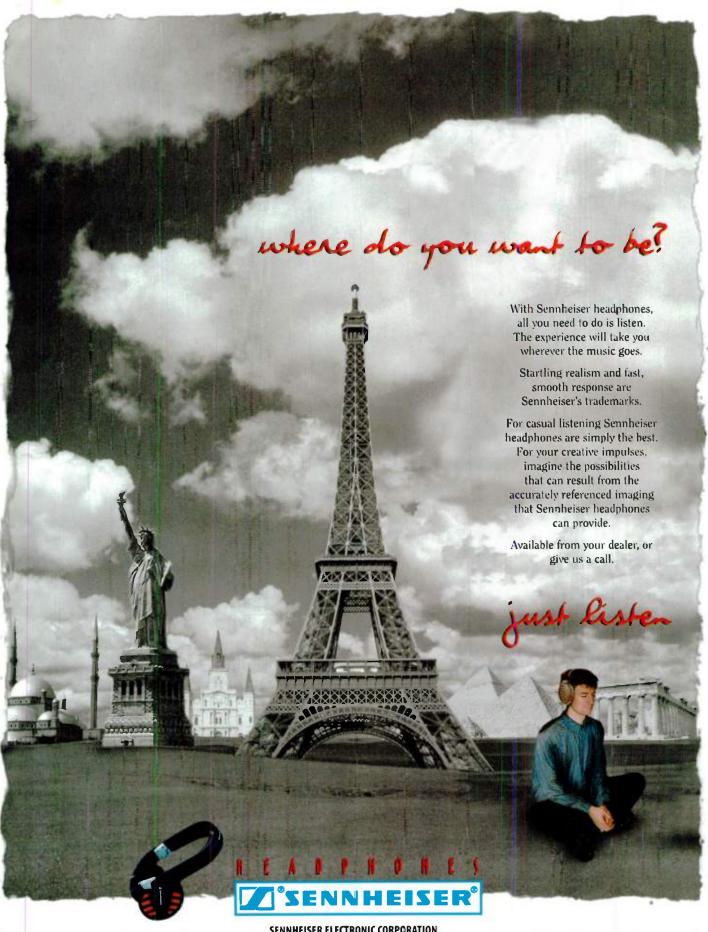
Unlike Digidesign's previous ADAT interface, the second generation ADAT Bridge is a snap to install and works without a hitch on the first try. The box occupies a single rack space and acts like two 8-channel interfaces, giving you 16 channels of digital I/O on ADAT optical cables. You also get two 20-bit D/A converters for monitoring purposes, and channels 1 & 2 can be AES or S/PDIF. As an added feature, the ADAT Bridge will work in standalone mode, allowing you to transfer two channels of digital audio from AES (or S/PDIF) to or from ADAT optical.

If your primary recording device will be ADATs, you can set up a Pro Tools system so that the only interface is the ADAT Bridge. With the bridge connected to one or two ADAT machines, the ADATs become your analog I/O. In my system now I have two 888 boxes and the ADAT Bridge, which gives me 32 channels of I/O. The two 888 boxes are connected with a "Y" cable to the d24 card, the first eight chan-

nels of the ADAT Bridge are connected to a DSP Farm card, and the second eight channels of the ADAT Bridge are connected to a second DSP Farm card. So far everything works fine. Now where do I store all of this stuff?

continued on page 152





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