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Tom Davis, Director of Audio/Chief Mixer, 525 Post Production (LA), on the Neve VRP Post Production Console

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DIRECTORY

167 Video Production and Post-Production Facilities Cover: Located in New York City, the tapeless Studio 3 at National Sound (a division of National Video Center) features an 80-input Otari/Sound Workshop Series 54 console with Diskmix 3 automation and an NED PostPro with Synclavier 6400. The MIDI guitar can control equipment being played during scoring sessions. The room, renovated late last year, is one of four mix-topix suites at the studio complex.

Photo: Bo Parker/National Video Center.







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Sony Announces Digital Audio for Film Format

In late February, Sony Corporation announced a new digital audio release format for motion pictures, to be called Sony Digital Sound. That brings the number of companies with plans for digital audio film sound to three, the others being Dolby, with its 6-channel SR • D format, and Optical Radian Corp./ Kodak, the first entry into the field with its 6-channel Cinema Digital Sound. Optical Radian Corp. has since ceased its CDS activities. Former employees have formed their own firm, CDS Inc., and are seeking financial backing.

Sony Software Corp., in conjunction with sound professionals from subsidiary Sony Pictures Entertainment, is now developing a method for bringing multichannel digital audio to theaters. "Ultimately, Sony Pictures would become one of many customers of the new format," says Peter Dille of Sony Software. "We can't say any more now except that digital/analog compatibility on a single 35mm print is recognized as critical. We felt that it was important to let the industry know we're working on it."

Full details of SDS will be announced sometime in 1992, according to Dille. Watch this space for initial specs and updates.

SPARS Workstation Conference

The Society of Professional Audio Recording Services will host a weekend technical conference and interface with leading manufacturers of digital audio workstations on May 16-17 at the Beverly Garland Hotel in North Hollywood. Previous workstation conferences were held in Chicago, Nashville and Orlando. A major focus of the North Hollywood gathering will be the role of DAWs in the video post-production industry

"There is no question that we selected L.A. because of the very heavy interest in workstations for audio-for-video applications, as well as for film work," says Richard Trump, SPARS president. "We had requests from exhibitors that L.A. be the next site for a conference, and it's obviously a reaction to where the primary market is. Video offers one of the greatest strengths in our industry right now—an economybuster, if you will "

Trump will chair the event, assisted by SPARS first vice president Dwight Cook. Participating manufacturers, all of whom plan to offer hands-on demonstrations, include Akai, AMS, Digidesign, New England Digital, Otari, Roland Pro-Audio/Video, Solid State Logic, Sonic Solutions, Studer (Dyaxis) WaveFrame. Non-SPARS and members are invited to attend. Contact SPARS executive director Shirley Kaye at (800) 771-7727 for more information.

Mix Digital Supplement

Mix magazine will publish a 61page supplement on "The Digital Studio" as part of its 15th anniversary issue in July. Senior editor Mel Lambert is coordinating the editorial effort, which includes articles on digital console topographies, magneto-optical and phase-change formats, soundfile and data exchange standards, networking workstation ATR/VTR serial control, user interface designs and profiles of leading digital facilities from across the country. The publication will also feature a digital audio product guide.

Congratulations!

Mixcongratulates the 1992 Grammy Award winners in the producing and engineering categories, announced February 25 at Radio City Music Hall in New York City: Producer of the Year David Foster, for his work on Natalie Cole's Unforgettable, among other projects: Engineered Album, Unforgettable, engineered by Al Schmitt, Woody Woodruff and Armin Steiner: Classical Producer of the Year James Mallinson; and Engineered Recording, Classical, Symphony No.1, Op.9; Piano Concerto, Op. 38; Souvenus, Op. 28, engineered by William Hockstra.

Convention News

The big convention this month takes place in Las Vegas when the National Association of Broadcasters meets at the Convention Center from April 12-16. The NAB Engineering Conference will take place on those same --continced on Page 10

No More Longbox

As we went to press, the Recording Industry Association of America announced that member record companies—which produce and distribute 95% of prerecorded music product domestically—have agreed to do away with the 6-inch x 12-inch CD longbox for all new releases by April 1993. Some record labels have already pursued alternative packaging on certain artist's projects, and the RIAA decision leaves it up to individual companies to work out the packaging details. The final product, however, is to fit in a 5-inch x 5.5-inch space—the size of a jewel box—with little, if any, disposable packaging.

The National Association of Record Merchandisers, while supportive of packaging that would not harm the environment, has raised concerns that the new size poses problems with shoplifting and in-store retail display setups. Read next month's "Tape & Disc News" for more information.

INDUSTRY NOTES

The Sony Professional Tape Division of Sony Recording Media of America (Boulder, CO) promoted Kenneth F. Wiedeman to vice president of sales and marketing. Wiedeman is overseeing strategic marketing and planning: the coordination of sales, marketing and operational staffs; and the service and distribution of Sony's pro tape products. Also at Sony Professional Tape, Joseph E. Tibensky was named director of marketing... Fairlight ESP (Sydney, Australia) appointed John Lancken as international sales manager...Audio Processing Technology opened a new North American office, which Mike Smyth will head as U.S. operations manager. The office is located at 6255 Sunset Blvd., Ste. 1026, Hollywood, CA 90028. The phone number is (213) 463-2963; fax is (213) 463-6568...The International Tape Association appointed James Ringwood of Maxell Corporation of America as one of ITA's vice presidents...JBL Professional (Northridge, CA) welcomed Rivera Research and Development into the fold. Paul Rivera was named director of Rivera's research and development/musical instrument amplification systems, and he will continue as chief design engineer. Jack Sonni was appointed research and development applications specialist... Recently a new manufacturer's rep company was formed, Group One Ltd. Jack Kelly, formerly of Klark-Teknik, is president and will be responsible primarily for the East Coast customers and for commercial aspects. Chris Fichera, a recording engineer and Grammy winner who also was associated with K-T, will be responsible for the West Coast but will also undertake direct customer contact nationwide. The company's main office is in Farmingdale, NY...Anaheim, CAbased Studiomaster appointed three new sales firms: Richard Wilson & Associates is responsible for San Diego, Orange County and Riverside County (all in CA); Las

Vegas; and for the surrounding areas in both states. Tim Edwards Marketing handles L.A. County and regions north of the county through San Luis Obispo and Bakersfield: and Innovative Sales and Marketing is responsible for northern California and northern Nevada....Eighth Day Sound Systems Inc. (Cleveland) chose Joel Solloway to head the company's new division, corporate staging services and special event management...Analog Devices (Norwood, MA) formed an alliance with Hewlett-Packard Co. of Palo Alto, CA, for the purpose of providing both companies with state-of-the-art digital and mixedsignal submicron IC technology... AKG Acoustics (San Leandro, CA) gave all of its regional sales managers the responsibility of providing support for the BSS and Turbosound product lines (all sales and marketing support was previously carried by one manager)...Leonardo Software moved to 12421 W. Olympic, Los Angeles, CA 90061. The new phone number is (310) 820-2868...A SPARS digital audio workstation conference will be held in L.A. May 16-17. For brochures and reservations, call Shirley Kave at (800) 771-7727...Crown International, based in Elkhart, IN, now has a new catalog featuring the full line of Crown mics. To obtain a copy, write to Crown at PO Box 1000. Elkhart, IN 46516-1000, or call (800) 535-6289...There will be an AES Test and Measurement Conference May 29-31, 1992, in Portland, OR...Kristi Nebel is organizing record release kits for independent producers in the folk, jazz and or blues genres. For more information, write to Nebel in care of Icebird Record Co., 5109 Pt. Fosdick Dr. NW, #E1555, Gig Harbor, WA 98335; or call (206) 884-9705...RLS, which is a company involved in acoustics, media facilities design and A/V systems, moved to 594 Howard St., Ste. 401, San Francisco, CA 94105. Their phone number is (415) 541 - 0818

---FROM PAGE 9, C<mark>URREN</mark>T

dates; the HDTV World Conference & Expo comes to the nearby Hilton Hotel from April 13-16. Call Rick Dobson at NAB for more information: (202) 429-5335.

The National Sound & Communications Association will host the NSCA '92 Contractors Conference & Expo at the Anaheim Convention Center, April 27-29. Among the highlights this year are sessions on Room Acoustics----Measurement & Speech Intelligibility, Acoustical Treatment of Problem Areas, and Fiber Optics and the Communications Contractor. A twohour tour of Anaheim Stadium is scheduled for the final day. For more information, call the NSCA at (708) 598-7070.

StudioTech '92, a regional pro audio trade show hosted by the San Francisco Chapter of NARAS in conjunction with Mix. Electronic Musician, Audio Images Corporation and Leo's Audio and Music Technologies, will take place June 19-20 at the Golden Gateway Holiday Inn in San Francisco. Audio recording technology provides the primary focus, with MIDI and music software demos also scheduled. Contact Beverly Sommerfeld at NARAS for more information: (415) 433-7112.

Corrections

In our January 1992 article on *Beauty and the Beast*, an incorrect caption accompanies the photo on page 87. Pictured are composer Alan Menken and orchestrator Danny Troob. The late Howard Ashman is not shown. Our apologies.

Our February 1992 report on analog and digital multitracks listed outdated pricing on recorders from Saturn Research. The Model 624 retails at \$39,995; the auto-alignment model 824 retails at \$46,000; and U.S. distributor Promusica (Keene, NH) now covers both machines with a two-year, on-site maintenance agreement. See this issue's "Preview" column on page 107 for an update.

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6. Does it have positional (horizontal) crossfading between Patches?

7. Does it have Time Stretching, and if so, can you see the pitch alteration?

8. Does it have realtime audio digital stereo output versus standard digital I/O only for backup?

9. Does it have Note Number Exclusives for cutting off one sample with another?

10. Does it have an RGB or composite monitor output?

11. Can you combine the velocity-switching, mixing and crossfading of up to four samples on one key?

12. Can you expand the memory with standard Macintosh SIMMs?

13. Does it have an "Undo" or "Recover" function?

14. Is there a mouse port for fast and easy programming and editing?

15. Does it have realtime "Scrubbing" for locating edit points easily?

16. Does it have four-stage rate and level envelopes?

17. Does it have Templates for setting up TVA and TVF envelopes quickly?

18. Is there a comprehensive, world-class sample library available from the manufacturer?

19. Does it have Normalizing?

20. Does it have a Digital Filter with +/- emphasis for permanently "EQing" samples?

21. Is there Auto-looping?

22. Is there realtime aural feedback when looping, and is it easy to do?

23. Are there multiple LFO parameters and waveforms?

24. Is there an Alternating Loop mode?

25. Can you load or save Performances (multi-timbral setups)?

26. Is there matrix modulation in the Patch Control page for flexible control routing?

27. Does it have Analog Feel to make certain Patches sound less "sterile?"

28. Does it have accurate Phase Lock or will it lose stereo imaging when active?

29. Does it have digital Compression and Expansion?

30. Does it have Wave Draw allowing you to actually redraw the waveform?

31. Does it have an Insert function for splicing data into the middle of other data?

32. Does it have an Area Erase function for erasing data but leaving the space (time)?

33. Does it have a sample Mix function with a delay parameter?

34. Does it receive Polyphonic aftertouch?

35. Are there different Velocity Curves available?

36. Is there an Index and Jump function for accessing any page in the sampler easily?

37. Are there "Select" windows for finding and assigning samples patches, etc. quickly?

38. Is there a Volume ID with view field or similar cataloging system?

39. Does it have a 48kHz sampling rate through the digital and analog ins?

40. Is there an "Auto-patch" feature which automatically makes full-blown patches from your samples in a matter of seconds?

41. Does it have resampling, including the ability to resample an entire Performance?

42. Does it have a pre-trigger parameter so as not to lose the attack of your samples?



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Mastering Tape

by Stephen St. Croix

LITTLE NAMMSTERS a species study

ammaheim, Calif., 1/25/92—Well, I did it again. I went to another trade show. And once again, it was amazing.

To take a big breath, screw up my courage and jump into the aisles. To be once again borne upon a sea of retail end-users and children whose parents are so grateful that the kids are out of the house that the adults never asked where the children actually went. To feel the waves of joy from wannabe punks off the street whose pride at getting in (and for free) can be felt even through my safety helmet. And occasionally—occasionally, mind you—to see a qualified buyer or professional musician.

It is always interesting to see what new life-forms will appear at these shows, both evolutionary and spontaneous mutations. The three basic categories were in full evidence at NAMM. These are, of course, the Suits, the Conductors and the XXs. I shall, as you might expect, elaborate.

I'll start with the Suits. This species can be broken down into three subspecies. First, the Type S Suits. These guys are simple (but that's not what the S is for). They have no actual lives of their own outside of their prime directive. They are generally fairly stupid (but that's not what the S is for), and can easily be confused by attempts at direct interaction, such as someone asking a question that might interrupt the auto-pilot speech they live by (and from). The industry itself means absolutely *nothing* to them. Next week it might be saxophones, last week seaplanes or sardines. Yes, these are the Salesmen Savant (this is what the S is for; you pick-salesmen or savant).

Then there are the Type D Suits, who probably account for a significant percentage of the NAMM indigenous types. Sad in a way, they are critical for



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the stability of the food chain. The Dreamers. These guys either once played in a local band, once sort of played an instrument or sang, or always wished that they could. They all have exactly the same story, with only one deviation. They all dreamed of the Good Life at the top of the mountain, either as rock stars or some other deviant celebrity role. Then a time came, a dark day for each of them, when the reality of survival forced them to take a day job. Here is where the path splits, but not for long.

Type D1 told himself that this was only a temporary diversion, and that as soon as he had enough money he would quit and get into a musical career full time. This, of course, led to a life of suffering, as every passing day chipped away at his dream and selfimage. Sooner or later, they realize that they have, in fact, let it all pass by, that they will never be what they spent their lives pretending to work toward. Somehow they got old while waiting to get famous.

Then there is type D2. They are the lucky ones, for when the day came for

them to get a day job so they could buy burgers for the baby, they saw it for what it truly was, the end of their dream. They took the shock in one year instead of 20 and are far better adjusted. More realistic and happier, they make the best salesmen in the musical instrument industry.

Anyway, at this point these two divergent paths merge. Both Types D1 and D2 want to be as close to the electrifying mystique of the Rich and Famous Artist Industry as possible, and so they end up here, salesmen who were once potential R&F artists themselves.

As I said, a bit sad, but it turns out that they can be viewed as the backbone of it all. Without knowledgeable salesmen, people who know their job *and* know from personal experience what the end-user needs, things would be pretty silly. By the way, some of these guys are monster players, and all of them are carrying a heavy past, so watch out.

And then we have the Type M Suits. These are not really salesmen at all. They started out like the Type Ds, but they are unique because they have made the transition from a dead-end dream to a new creative life: equipment design. They are unique because they have, by their own powers, undergone a metamorphosis. Type M.

They are different because they may *appear* at these shows in the role of salesman, or perhaps company owner. They often don't wear actual suits at all. I find them to be the most creative, understanding, helpful people there. These people and their toys are why I go.

And now, the Conductors. This won't take long. This time they showed up in what must have been an official uniform: left side of the hair shaved to the skin, right side straight, long, black and greasy-strategically positioned to remove any vestigial potential stereoscopic vision. They walked into a lot of things. Each one sported a torn, painted, black leather scooter jacket with three kilos of junkyard bolted to it. Under that was found some ugly plaid flannel shirt from a secondhand store with the sleeves cut off at the elbows. Under this was featured pink or brown long underwear to the wrists. Verv nice.

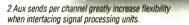
But wait. All this goes with trashed Bermuda shorts and combat boots. Really. These guys have *ugly* legs.



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THE PASC ALGORITHM

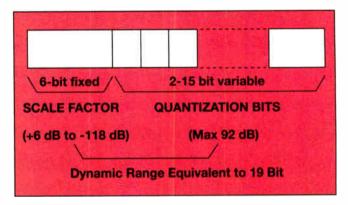
art 2. As we observed last month, the Digital Compact Cassette (DCC) format is poised for a fall launch date. Given the advantage of lower cost, backward compatibility, record label support and second-generation coding method, it may well rise above the ashes of DAT, now cold and forgotten in the consumer marketplace.

It is the last advantage, secondgeneration coding, that is perhaps most interesting. Squeezing 90 to 120 minutes of digital audio onto a tape moving at 1-7/8 ips, with fixed heads, requires a coding method that is far more efficient than traditional PCM encoding. The Precision Adaptive Subband Coding (PASC) algorithm accomplishes the trick by reducing the data load by 75%, through psychoacoustic models for data reduction and a more efficient floating-point representation.

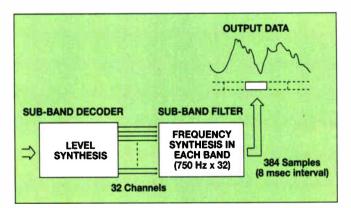
As we saw last time, using the dynamic model of the minimum threshold of audibility and amplitude masking, the PASC algorithm carefully allocates bits only to those portions of the signal that are audible, and even then it budgets only the bits required to satisfy a particular signal-to-mask ratio. By individually examining the peak signal amplitudes in 32 sub-bands, the algorithm psychoacoustically requantizes the signal. These quantization values form a mantissa, with a possible range of 2 to 15 bits, thus a maximum resolution of 92 dB is available from this part of the coding word. In addition to the effects of signal strength, mantissa values are also affected by the rate of change of the waveform pattern and by available data capacity. In any event, new mantissa values are calculated for every sample period.

In addition, six exponent bits form a scale factor that is determined by the signal's absolute amplitude. This scale factor covers the range from -118 dB to +6 dB in 2dB steps. Because the audio signal varies slowly in relation to the sampling frequency, the masking threshold and scale factors are calculated only once for every group of 12 samples, forming a PASC frame (12 samples per sub-band, with 32 sub-

Fig. 1: Bit structure of PASC coding. (courtesy Matsushita)



bands, yields 384 samples). For every sub-band, the absolute peak value of the 12 samples is compared to a table of scale factors, and the closest (next highest) constant is applied; the other sample values are normalized to that



factor, and, during decoding, will be used as multipliers to compute the correct sub-band signal level.

The floating-point representation is

Fig. 2: Outline of PASC decoding. (courtesy Matsushita) We asked Phil Ramone to field test our new AT4033 studio condenser microphone.

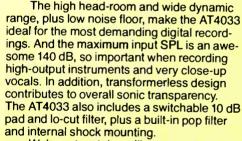
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Phil Ramone photos by Michael Bloom

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shown in Fig. 1. The leftmost region contains the fixed length 6-bit exponent, and the rightmost field contains the variable-length, 2- to 15-bit mantissa. Every block of 12 sub-band samples could have different mantissa lengths and values, but would share the same exponent. Allocation information detailing the length of a mantissa is placed in a 4-bit field in each PASC frame. Because the total number of bits representing each sample within a sub-band is constant, this allocation information (like the exponent) needs to be transmitted only once every 12 samples. A "0" allocation value is conveved when a sub-band is not encoded; in this case neither exponent or mantissa values within that sub-band are transmitted.

Clearly, the 15-bit mantissa yields a maximum signal-to-noise ratio of 92 dB. The 6-bit exponent can convey 64 values; however, a pattern of all 1s is not used, and another value is used as a reference. There are thus 62 values each representing 2dB steps for a total of 124 dB. The reference is used to divide this into two ranges, one from 0 to

-118 dB, and the other from 0 to +6 dB. The 6 dB of headroom is required because a component in a single subband may have a peak amplitude 6 dB higher than the broadband composite audio signal. Thus the broadband dynamic range is equivalent to 19 bits of linear coding: Therefore, DCC's adaptive coding is capable of a much wider dynamic range than the fixed linear coding of CD and DAT.

A complete PASC frame contains synchronization information, sample bits, scale factors, bit allocation information and control bits for sampling frequency information, emphasis, etc. The total number of bits in a PASC frame (with two channels, 384 samples, over eight milliseconds, sampled at 48 kHz) is 3,072. This in turn yields the 384Kb/second DCC transmission rate. With the addition of error detection and correction code, and 8/10 modulation, the final bit rate to tape is 768 kilobits bits per second, with 96 Kb/second to each of the eight main data tracks.

Sampling frequencies of 32 and 44.1 kHz are also supported, and because the number of bands remains fixed at 32, the sub-bandwidth becomes

689.06 Hz with a 44.1kHz sampling rate. Because the output bit rate is fixed at 384 Kb/second, and 384 samples per channel per frame is fixed, there is a reduction in frame rate at sampling frequencies of 32 and 44.1 kHz, and thus an increase in the number of bits per frame. These additional bits per frame are employed by the PASC algorithm to further increase audio quality.

PASC decoding is relatively simple, as shown in Fig. 2. Following demodulation, error correction and de-interleaving. PASC data is reformatted to linear PCM by a sub-band decoder using allocation information and scale factors. A synthesis reconstruction filter recombines the 32 sub-bands into one broadband audio signal. This subband filter operates identically (but inversely) to the input filter; the same filter chip used in the encoder could be used in the decoder. As in the encoder, 384 samples per channel represent eight milliseconds of audio signal (at a sampling frequency of 48 kHz). Following this sub-band filtering, the signal is ready for reproduction through D/A converters. Although the output waveform does not look the same as



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the input waveform, it should, of course, sound the same.

Because psychoacoustic processing, bit allocation and other operations are not used in the decoder, its cost is quite low. More importantly, the decoder is transparent to improvements in encoder technology. In other words, it is expected that the psychoacoustic models used in PASC encoders will improve, and the resulting fidelity will improve as well. However, any future encoded data can be replayed over any PASC decoder, of any vintage, as long as the standardized PASC frame format is employed.

What kind of encoder improvements can be anticipated? Because the PASC-encoding algorithm is a function of digital signal processing, more sophisticated coding is inevitable. For example, bit-allocation algorithms will improve based on the results of critical listening over a wide variety of program materials. Because the number of bits per frame varies according to sample rate, it may be expedient to create different allocation tables for different sampling rates. Perhaps particular types of sounds that are difficult

to encode will merit special handling, with special algorithms dedicated to them. Companies are already working on FFT sidechains that permit better analysis of the spectral content of subbands. For example, knowledge of where signals are placed within bands may be useful in more precisely assigning masking curves to adjacent bands. PASC assumes signals to be at band edges-the most conservative approach. All that lies in the future. For now, DCC is ready for launch, and its audio performance has already exceeded its designer's wildest dreams.

When DCC is introduced in the fall, you can certainly expect a great hue and cry from golden ears types, arguing that they are being cheated by the removal of three-quarters of the data present in a digital recording, much as they were cheated by the frequency range limitations of digital recordings as compared to analog recordings. But in reality, just as their misunderstanding of sampling theory colored their prejudice against digital recording, their misunderstanding of psychoacoustic encoding may color their prejudice against DCC. Actually, PASC encoding is simply more efficient than linear PCM encoding and hence re-

quires fewer bits. How does the sound of DCC compare to the sound of CD? That depends on the specific hardware used, and on the master recording. Even with dither, a CD can only carry 16 bits of data. However, the PASC algorithm in DCC can carry 18 bits. If a master recording of 18 or 20 bits is applied to both CD and DCC, there is a good chance that DCC will sound better.

I've listened to many DCC recordings, and in my opinion the format can sound as good as CD when properly implemented. My advice: Don't act like a donkey when people ask your opinion about DCC. Instead, get some good DCC tapes and compare them to CD, preferably in a blind listening test. I think you'll be very, very surprised at how good this secondgeneration digital audio-coding method really is,

[Some material in this article was presented by Bob Finger in a lecture in Osaka on October 15, 1991.]

Ken Pohlmann has agreed to drop his long-standing lawsnit against the Rocky Mountains in which, among other things, he charged them with heing "too tall and snow-covered."



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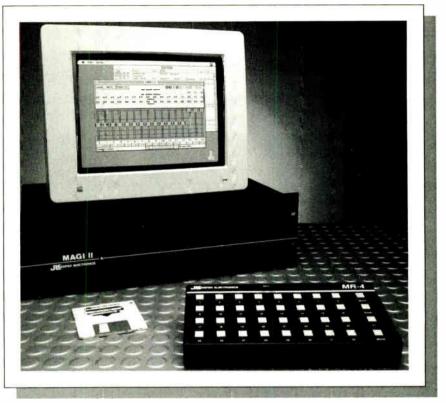
JUXTAPOSITIONS

surprise that the Audio Engineering Society has spent a great deal of time in developing and refining a basic multichannel format-originally proposed by a group of hardware manufacturers, notably Sony Corp., Solid State Logic, Mitsubishi and Neve Electronics-that is capable of carrying 56 channels of AES3-compatible data at sampling frequencies between 32 and 48 kHz over a single coaxial cable or fiber-optic link for distances up to 150 feet. The Society's final deliberations were formally published last year as AES10-1991, "AES Recommended Practice for Digital Audio Engineering-Serial Multichannel Audio Digital Interface (MADI)."

MADI's 32-bits-per-channel data format is identical to AES-3, aside from the first four bits (which, in 2-channel connections, contain the frame, subframe and Channel Status synchronization preambles). In the MADI format, these four bits carry a single-bit Channel Zero Sync (start of channel); On/ Off Bit (channel active); A/B of a 2channel pair; and Block Sync (the start of a 192-bit Channel Status block). All very ingenious, and destined to greatly simplify life in the blossoming world of multichannel digital facilities.

Unlike conventional 2-channel AES3-format signals, however, MADI is designed to run *asynchronously* and needs to be accompanied from source to destination with a dedicated synchronization clock; the data is not designed to be self-clocking. The MADI transmission rate is fixed at 125 Mbits/ sec, irrespective of the number of channels being carried or the sampling frequency. A 4:5 encoding scheme reduces the actual digital audio data transfer rate to 100 Mbits/sec.

MADI's dedicated, independently distributed Master Synchronization Signal (MSS) is formatted according to the familiar AES3-1985/199X specification, and provides an unambiguous source for synchronizing sources and receivers connected via MADI umbilicals. A Synchronization Symbol (in reality, 11000 10001) is also added to the bitstream at least once per frame period (one complete 32-bit channel block) to ensure precise synchronism of data blocks between transmitter and receiver. Sufficient Sync Symbols are also added to the 4:5 encoded data words to completely fill the total ca-

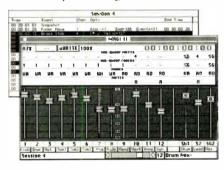


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pacity of a MADI link.

Interestingly, the total data capacity was selected to provide a compromise between data headroom and realworld functionality. Having concluded that serial links were capable of being run reliably using off-the-shelf components at bandwidths of 100 Mbits/ sec, the AES Committee calculated that for a maximum sampling rate of 48 kHz, using an existing AES3-compatible 32-bit format and a ±12.5% varispeed capability, this figure would provide a total usable capacity of 57.8 channels (1.0E+8/(48E+3 * 1.125 * 32) = 57.8). Reserving a small amount of bandwidth for synchronization codes,

The beauty of MADI is that it has been designed specifically to carry up to several dozen channels of digital audio configured to be directly compatible with AES3-199X signals.

the maximum number of channels was defined as 56.

By way of an example, a 48-channel multitrack running at a sampling rate of 44.1 kHz will generate just under 65 megabits of data per second; these useful Sync Symbols are simply slipped into the bitstream to pad out the data throughput to the specified 100 Mbits/ sec before channel encoding.

It is up to the transmitter to decide where the additional Sync Symbols are to be placed—or rather, the DSP chips driving the TAXI (Transparent Asynchronous Xmitter/Receiver Interface) and taking care of the data formatting overhead—the only condition being that these sequences can only be inserted after 4:5 encoding at the defined 40-bit boundaries. They may also be repeated between channels during idle periods or after the last channel has been transmitted in each frame capacity.

Because of the non-synchronous nature of MADI links, data buffers need to be inserted at both ends of the con-

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nection. This configuration, illustrated on page 29, allows data to be reclocked from the buffer at the appropriate rate, according to the master sync signal and the internal sampling-frequency clocks derived from it at the receiver. At the receiver, data is clocked out of the buffer under the direction of the dedicated synchronization signal accompanying the MADI bitstream.

For situations where no timing reference is accompanying the datastream-returning to our earlier example of a CD player connected to a DAT recorder-there are other techniques for matching sampling frequencies. With the cost of digital signal processing continuing to fall, it has been suggested that sample-rate converters will soon be affordable for even medium-size facilities. This being the case, non-synchronous digital sources can be buffered into a ring memory and then reclocked at the desired sampling rate. And the amount of data storage necessary to achieve synchronism between sampling clocks that are off by several parts per million is surprisingly small. (Think about it. If the clocks are wildly off, then audible pitch and timing differences are introduced if we slew the bitstream by an excessive amount.)

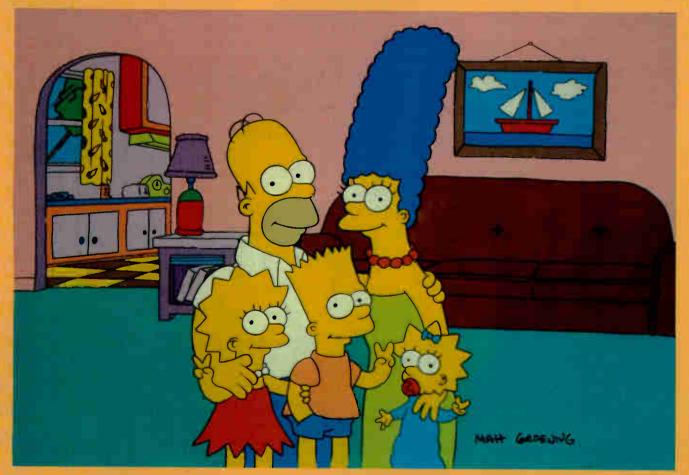
For example, a buffer of only 5 ms would accommodate 80 minutes of material that is off by ± 1 ppm from a master reference; this value drops to 1.6 minutes if the sampling clocks are off by as much as ± 50 ppm. If the material to be sample frequency-converted runs longer than the buffer length, then the bitstream can be muted during silent passages and the buffer refilled. Alternatively, a gentle crossfade could be inserted at an appropriate position to provide a smooth transition between the current output and material from, let's say, the center of the buffer.

In next month's "Juxtapositions": Practical Solutions—details of hardware that can take care of system synchronization anomalies, and units for analyzing AES/EBU-format signals for Channel Status and other valuable diagnostic information. Also, a discussion of audio-video editing anomalies, particularly at video-based sampling rates of 48 kHz.

Given the vagaries of the time-space continuum, Mel Lambert often wonders how we might perceive the world if Einstein had existed before Newton. Homer Simpson takes his job as the operator of some vague component at a nuclear power facility rather unseriously. Nonetheless, Springfield gets its electricity with few interruptions. If Homer were posting his own show, however, it just wouldn't get done. It takes more than donuts and a beer at Moe's to get through the audio on *The Simpsons*, Fox-TV's animated hit.

osting

Mike Mendel is one of two associate producers (Joe Boucher is the other) for the series' production company, Gracie Films, and he's been with the show throughout its three seasons. Just listening to Mendel listing the audio components of *The Simpsons* is enough to fill an article, but, ironically, before the audio makes its way to an Otari 32-track digital deck, it starts out as the equivalent of an old radio comedy from 60 years ago: character voices done by actors and actresses in a half-moon converging on a bank of microphones (in this case Neumann U87s) at 20th Century Fox in Los Angeles. Parts are read



in sequence from each week's scripts by talent such as Julie Kavner, who plays Marge Simpson.

im

All of the dialog is recorded to a single track of an Otari analog 4-track. (Mendel says that the plan is to go to digital next season, probably onto some sort of hard disk workstation. "We need that kind of versatility," he notes. "We need to be able to store the audio dailies and call them up instantly. One of the producers will come in looking for one of Bart's 'Ay, carambas' from another season's show, for instance. So we have to put together some kind of instant-access library.") The 4-track tape with the dialog is then sent over to nearby Laser-Pacific in Burbank, where it's transferred onto a WORM laserdisc and offline-edited from a CMX edit list. "That creates the master audio reel," Mendel says; it is also on 4-track analog tape. "A lot of Hollywood sitcoms are going over to laserdisc for that sort of editing."

Hearing Voices

In

The voices on *The Simpsons* have as much to do with creating the show's charm as the rough edges of series creator Matt Groening's renderings and the writing staff's sardonic, sarcastic scripts. Kavner's raspy Marge, Dan Castellaneta's sweet-and-lowbrow Homer define the character visuals. Guesting on *The Simpsons* is a Hollywood vogue, and Mendel says that what motivated a number of this season's guest stars, such as Sting, was prompting by their own children. "[Guest shots] energize the recording sessions," Groening told a reporter. "[The guests] realize how much fun we have ad-libbing, and they get into the spirit of it. I always thought that we would have access to big-name stars because it's a very easy job. There's no memorization of lines, no rehearsals, and you don't have to put on makeup or costumes."

How not to have a Cow



by Dan

Dalev



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John Boylan, who produced *The Simpsons* successful debut record last year, will reprise his role this year for *The Simpsons' Summer Album*. Recording began in January at various locations, including Record Plant, The Complex, Devonshire and Conway Recorders. The only guest artists definitely signed for an appearance on the disc are the Beach Boys, although others are in negotiation.

While the Simpsons are not your usual three-dimensional re-

cording artists and rely on cathode ray tubes to exist, Boylan says he approaches the record as though it were any other album project. "I don't do anything different except make sure that time code is always available on everything," he says. "And I almost always cut SMPTE anyway." Boylan prints temporesolved, SMPTE-to-MIDI converted tracks using Mark of The Unicorn software. "We just do that for convenience, though," Boylan says. "Otherwise, it's simply a record for record's sake."

–Dan Daley

Getting those guest voices for each week's show is a trip unto itself. Michael Jackson, whose voice appeared in the season's opener as that of a corpulent, white mental patient who had delusions about being...well, Michael Jackson, came into the studio himself to do his parts, which Mendel says caused attendance at the sessions to rise dramatically.

Other times, the audio crew goes on

the road. Both Sting and Jackie Mason were recorded in New York, where Mendel has used The Hit Factory and BMG Studios for characterization recordings. When Julie Kavner had to go to Toronto for a film shoot, co-executive producers Mike Reiss and Al Jean went with her and got her parts for the first nine episodes on tape. At press time, Mendel had just finished getting an entire baseball team on audio tape, including Darryl Strawberry and Mike Scioscia, for an episode planned around the opening of the 1992 baseball season. For Mendel, an ex-New Yorker, this may be the only useful aspect of the Dodgers leaving Brooklyn for Los Angeles.

If there's no studio around, then it's down to DAT, and Mendel says he's had a lot of luck using the Sony portable non-time code deck. (Time code is laid onto the 4-track deck; next season they'll be using a time code DAT deck.) "We used DAT when we went up to [basketball star] Magic Johnson's house in Bel Airto record his phone conversation with Homer," Mendel explains.

It's Only Rock 'n' Roll

Guests who not only spoke but also sang were Aerosmith, who became the house band at Moe's Tavern in one episode. Their dialog was recorded at their home base in Boston. Singer Steven Tyler recut some vocals, and new guitar and harmonica parts were done before remixing "Young Lust" for the show. "Walk This Way" is also on the episode, running during the closing credits. Other musical guests this



season include Steve Allen and Beverly D'Angelo, who becomes country singer Lurleen Lumpkin.

Mendel then stripes mag from the new analog 4-track master produced from the laserdisc, and a "pencil track" a sort of frame-by-frame storyboard is created for the audio, so the producers and writers can fine-tune the dialog before it goes to picture. Those mag tracks are what gets sent to the animators, many of whom are working in Korea, where the painstaking and labor-intensive grunt work that still characterizes animation can be done less expensively. The U.S.-based animation company is Klasky/Csupo. Mouth movements of characters are matched to the prerecorded dialog tracks.

Once the animation comes back home on 1-inch videotape, Mark McJimsey does the offline audio and video editing. A copy is made from the tape sped up by 10%; sections of the sped-up version are inserted at certain action points—for example, if the producers decide Bart should be moving a bit more quickly out of the way of Homer's hand. The audio for those segments is also sped up directly on a 4-track deck and reinserted where necessary.



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Standard equipment: illuminated push-buttons, shielded toroidal power transformer with 6-position voltage selector switch, silver plated XLRs, ground-lift switches, phantom power, polarity reverse and gain controls. Options include the Jensen JT-11-BM output transformer, VU-1 meter (shown), PK-1 meter, gold plated XLRs.



Dialog is conformed on a Pro Disk system at Skywalker Sound South by Bobby Mackston, and ADR is recorded against picture at both Skywalker and Post Logic in Hollywood. Travis Powers does *The Simpsons* sound effects and Foley on a Synclavier at his personal studio. According to Mendel, Powers' Synclavier is sent directly to a 24-track analog deck through the Otari console at Skywalker, as picture runs. As the various sound effects pass by, if one doesn't quite meet muster, Powers fires off new ones until everyone's satisfied.

Big Band Bart

While this is going on, composer Alf Clausen is working at Evergreen Studios with the 40-piece orchestra used to score most of the *The Simpsons*. "Every week the show gets a full score," Mendel says. "There are usually about 30 cues—starts and stops—for each episode." Occasionally, library music is used, and Clausen also provides other types of material, like rock tracks, for specific episodes. Composer Danny Elfman wrote and recorded the series' title music.

A dialog editor at Skywalker cuts individual tracks for each character, as well as new "walla" tracks (not quite dialog and not quite sound effects), and lays them along with stereo pair tracks of sound effects and music to the 24-track deck.

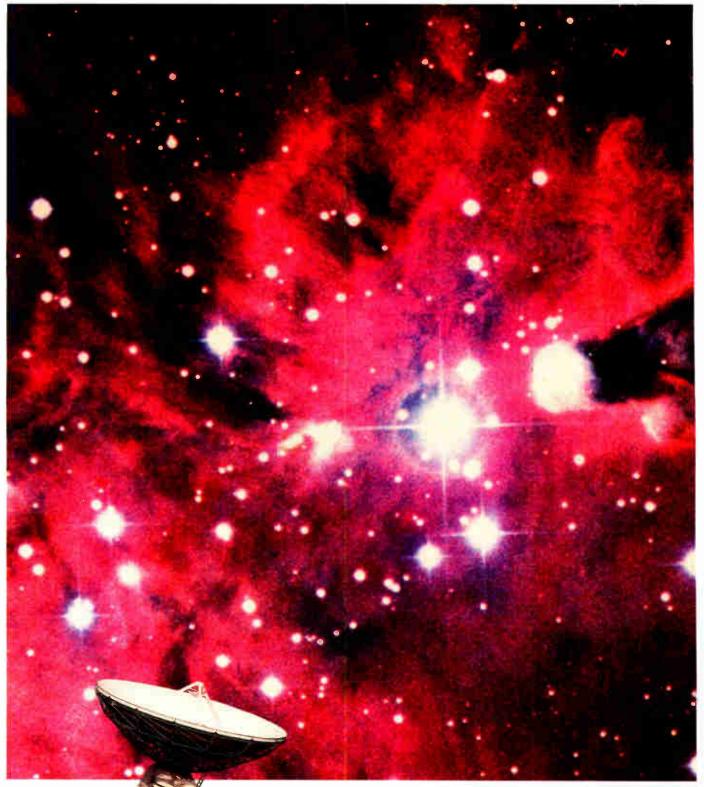
Once all of the elements have been assembled, they are mixed to a 32track Otari digital recorder and finally laid back to picture at Digital Magic, located upstairs from Skywalker. "The audio comes up on tielines from downstairs, and it's locked to picture upstairs," Mendel explains. *The Simpsons* is mixed in Dolby Surround and employs Dolby SR noise reduction.

The Simpsons is a success for a lot of reasons, many of which have yet to be truly understood. But it's Aerosmith's guest appearance on the show that perhaps best captures the core of the show's appeal: rude, innocent, loud, funny and without shame—all the same things that once made rock 'n' roll fun. "The audio on this show is a lot of fun," Mendel concludes. "It goes through so many different stages and processes—and it's a full-time job—but you don't really feel like it's work."

Dan Daley is Mix's East Coast editor. So back off, dude.

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If you think the audio format wars

are a beadache, where do you begin

when entering the video world?

udio studios gearing up for post-production is hardly news. Many studios are looking for ways to find new business in this weak economy, but audio post work requires more than merely installing a video monitor and synchronizer. Specifically, what video recorder formats must a studio offer in order to compete successfully?

The answers depend on the market. New York, Atlanta and San Francisco have seen a lot of D-2, industrials are still primarily Beta SP, and one-inch still reigns as the broadcast distribution standard. Yet, outfitting an audio room with all formats can be expensive. What, then, makes sense?

Rick Elliker of Servisound says, "I would like to see some stability in the marketplace. I don't want to see D-3 come around next week, because it's impossible to keep up with all these new formats. Once, you could buy a tape machine and run it for ten years. Now, you're lucky if you get five out of a piece of equipment. Usually, it's more like three."

All those interviewed seem to agree with Dwight Cook of Cook Sound and Picture Works: "The key is to pull yourself away from the technology and not just buy a machine because it's new. You have to buy it because it makes sense business-wise. It's the same rationale we use for audio equipment." we lay down to 3/4-inch. At the same time we print code on the multitrack and then build all the sound effects and Foley on the multitrack. If we are editing dialog and music for the shows, we do that in the Pro Tools system. Then when we mix, we sync up the Pro Tools system live and bring its outputs up to four faders downstairs in the dub stage, and mix everything in a bounce mix to the multitrack.

Our work decks are Sony VO-9800s. If somebody brings in a 3/4-inch, we'll often copy from one VO-9800 to another, while at the same time printing our own VITC stripe into it, inserting our own characters. That way we know the time code is good. VITC seems to be difficult for people. Our whole setup here is dependent on VITC. When we edit sounds, we're using VITC meters to capture time code. We use Cue Sheet and the Macintosh to control sampling devices, and we're using Cue Sheet to fire sounds from these machines. With VITC, you just hit one button and you have your time code number, you hit another button and you have your MIDI note, and you say "Thanks." It's a two-button process.

The stuff that comes to us on one-inch seems to be the most solid. Film people often want to go to 3/4inch, but we ask them to please provide one-inch. Time code is generally in the right place, at the right level, and the audio is right. We have an Ampex VPR-6, so the audio quality is pretty good.

ARDENT TELEPRODUCTIONS, Memphis John Wulff, senior video editor

ADVANTAGE AUDIO, Burbank Bill Koepnick, president

Animation shows come in on one-inch, after the telecine, and

BY TOM KENNY

We support one-inch, Beta SP and D-2. We have three Sony DVR-10s. We try to keep every-



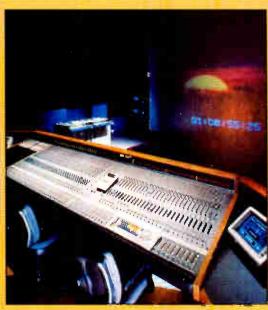
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MASTER'S WORKSHOP

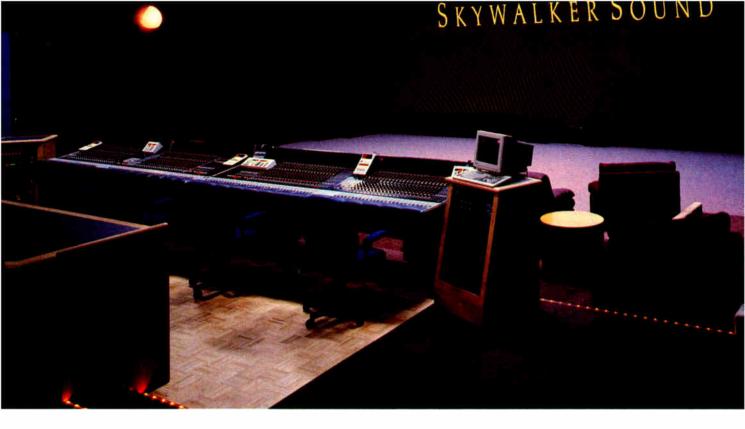


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VIDEO FORMATS, BRIEFLY	TAPE WIDTH	LINEAR TRACKS	PCM (DIGITAL) TRACKS	AFM TRACKS	DEDICATED TC TRACK?
3/4" U-Matic	3/4"	2	_	—	Yes*
VHS	1/2"	1-2	-	2*	No
S-VHS	1/2"	2	_	2	No
1" C Format (NTSC)	1"	3	2*	_	No
Betacam	1/2"	2	-	_	Yes
Betacam SP	1/2"	2	_	2	Yes
D-1 (component)	19mm	1	4	_	Yes
D-2 (composite)	19mm	1	4	_	Yes
D-3 (composite)	1/2"	1	4		Yes
MII	1/2"	2	_	2	Yes
*Certain models only			·		

thing in the digital domain. We distribute one-inch, and that's really the only reason those machines stay around. A lot of people are taking things on Beta SP now, because the automated cart machines at the stations are Beta machines.

Clients are thrilled with D-2 because you get four nice, CD-quality audio tracks, and you have a read-beforewrite function, called pre-read, that allows you to layer. You just take the output, bring it up through your switcher, put something on top of it, feed it back into itself, and instead of feedback, you get an extra layer.

D-3 is going to put a lot of people in the production business. But if I were to start from scratch, my acquisition format would be Betacam SP. You will find S-VHS and Hi-8 trying to make inroads into facilities, especially corporate rooms. But I think initially you have to maintain a certain amount of compatibility with the outside world. Plus [with Betacam SP] you'll have better luck if you're planning any audio sweetening, multitrack post sweetening, locking to SMPTE time code, and things like that.

COOK SOUND AND PICTURE WORKS, Houston Dwight Cook, president

Video is suffering, as is audio, with the different formats and the incompatibility. The ultimate audio format does not yet exist, and neither does the ultimate video. In our market right now, oneinch is still the broadcast standard. If D-2 becomes the standard, then I'll buy one. Beta SP is still pretty much standard for industrials—it's more portable, it's got a good look to it, and it's got great sound if you buy the top-of-theline machine.

We've not seen much request for D-2, but we'll see as it grows. If you're going to spend \$60,000 to \$80,000 for a video machine, then you need to make sure you're going to use it. It's the same rationale we use for audio equipment. No different. It's probably easier for a start-up facility to start with D-2 than it is to take your existing machines, worry about their use, and buy D-2 in addition.

When D-2 came out there was a client backlash, because people who put it in tried to charge more per hour for this ultimate format, and the clients didn't really see the big difference between it and one-inch. Ninety-five percent of our requests are for one-inch, so we lay it back here, and it goes out for dubs.

I would recommend that people find one or two other owner/operators that they can pull opinions from. If they know XYZ put in a D-2 machine, find out why and if it's paying for itself. Find out what works in other markets. It's a little less threatening than calling the guy in your own town and saying, "What do you think? How do you price this? Is it paying for itself?"

CRAWFORD POST-PRODUCTION, Atlanta

Steve Davis, senior audio engineer D-2 is overwhelmingly popular. We have over 20 one-inch machines, yet we've found so much demand for D-2 that we now have nearly 20 D-2 machines, both Sony and Ampex. We wouldn't have invested that money without a big client demand for it.

One-inch is still the king as a distribution format because it's the safest thing to do, just like 7.5 ips mono is the safest for audio tapes. But in postproduction, people like D-2 because of the obvious technical advantages and the ability to build stack reels and submaster elements without generation loss. Even our more upscale corporate clients prefer to master to D-2. They'll bring in Beta sources and take their dub away on Beta, but they'll make a D-2 master for the highest NTSC-quality generation for pulling subsequent copies and so forth.

D-1 is becoming important to many clients because communications are becoming so much more international, and component digital video gives you an easy primary format to go to PAL, as well as NTSC and a lot of the computer graphics devices.

EVERGREEN, Burbank Steve Bartkowicz, maintenance engineer Kevin Erickson, studio manager

We are a music scoring house, one part of the post-production process. Normally for video scoring we work with the 3/4-inch format. The music editor on the show brings in a 3/4-inch workprint with final picture cut. All we use is the time code. Usually the conductor gets his own video monitor, along with one or two in the control room.

Normally the composer gets the same 3/4-inch workprint that we get, so he's working with the same master time code. If they call up and ask where we want the time code, we tell them channel 2 and address track, in case you have a dropout. And a temp track and dialog on channel 1, for playback purposes only. Many times the composer will request dialog in his headphone mix while recording.

A lot of composers [and/or music editors] like to change the music at the recording session, so many bring their computer setup with its streamer system and set up in the control room or out on the stage. We'll feed them direct video out of the VCR. We'll then take a video feed from the music editor and go back into our distribution system. Whatever comes out of the music editor's computer is on all the monitors in the house. That way they can change where streamers are, where cuts are, where certain punches are, whatever. We give them SMPTE time code out of the VCR, so that the computers can lock to it.

Generally, we record to multitrack, though a lot of times it goes direct to 3track stereo, placed on a 4-track with time code on channel four, of course, which is regenerated from our synchronizer. Code off a videocassette is usually less than desirable. Regenerating from the SMPTE time code number off the videocassette is mandatory. It's saved us a couple of times.

FOCUSED AUDIO, San Francisco Jeff Roth, owner/engineer

When you're working on documentaries and long-format projects, there isn't the pressure to have as many different video formats, because you do a layover at the beginning of the project, and even if it's only a weeklong project, you do a layback at the end. Or you may not even do a layback to video. You might make a video transfer to work to, but your final audio can often go directly from center-track time code 1/4-inch to an optical negative.

We currently work to 3/4-inch, and we do all our laybacks out of house. But the nature of our work changed last October when [engineer] Jay Shilliday came over following the Editel [SF] fire. Since more ad agencies are working here, we've brought in D-2

machines on occasion, and we're working out a deal to bring a D-2 in permanently. In San Francisco, D-2 has become the format to work on. When an ad agency leaves here for a client meeting-where they're probably just going to get feedback, and they've already booked time for revisionsthey want to walk out with a couple of 3/4-inch and a couple of VHS dubs for viewing. Unless you have the D-2 inhouse, you can't just turn around and make those dubs concurrently with the layback. That really goes hand in hand with Jay and the AudioFile, because if people are working on the File, they want speed, and that goes for the turnaround time on the dubs, as well.

D-2 will soon be a permanent fixture here. We'll probably get a oneinch, too. We need to outfit so we have every format anybody might walk in with. That would include Beta SP.

MASTER'S WORKSHOP, Rexdale, Ontario Bob Predovich, VP, general manager

Within Magnetic Enterprises [a division of McLean-Hunter Communications that includes Master's Workshopl, we have D-1, D-2, Beta SP, 3/4-inch, one-inch, S-VHS—whatever you need. In our mixing theaters, we project RGB S-VHS onto a 20-foot screen. From a video hardware standpoint, we're looking at using laserdisc. Magnetic North is the only company in Canada, as far as I know, that has an Optical Disc Corporation recordable laserdisc machine. We support the EditDroid up here, Lucas' picture editing system, and it requires laserdiscs—standard, play-at-home laserdiscs.

Magnetic South has D-2; Magnetic North has D-1 and a number of oneinch machines. A lot of people wonder if D-2 or D-3 [Panasonic's 1/2-inch format] is going to become the standard. I say the future is going to be component video, which is D-1. Whether the standard will be D-1 is hard to say. From a sound standpoint, facilities like ours would have to have relationships with companies like Magnetic North in order to tag onto D-1, because it's prohibitively expensive. It's not the kind of thing you will see sound companies going into, but you will have to support it. Whether you have to support it directly, or through some digital



interface from a DAT tape or whatever, is another story.

We also have two Sony layback machines here, and they're kept busy every day. The majority of soundtracks going out on video are on one-inch. You get into a currency of the industry, and one-inch is certainly an easy currency.

NATIONAL SOUND, NYC Peter Fish, creative director

A lot of our broadcast clients are going D-2. The prime format now on the downward curve is one-inch. CBS is using D-2 just for stereo. We don't find much call for the four channels in audio mixing yet. The four channels are for elements. The online people are going to stack sound tracks up for a post mix, using channels 3 and 4 much the same way as they would on Beta. It's not a mixing format, though we sometimes print M&E mixes on 1 and 2, or split-mixes on 3 and 4, for foreign language.

All the major formats have their value where price meets quality. There's a certain point where you would be crazy to master on D-2. If your picture quality doesn't demand digital and

your sound quality doesn't demand digital, why pay the price? If I was setting up a room, I'd make video format decisions based on my market and nothing else. Look at the market and ask: "Is it one-inch, Beta or a 3/4-inch market?" Then build your room accordingly. D-1 is a great format. Why it hasn't caught on, I'm not sure.

Because what we do here is so based on the NED PostPro/Synclavier system, at a certain level we don't really care what we lay back to. Our workstations are such that we can clean up any tracks that come in. And the layback format is really just a client preference. What excites me is not necessarily the format, it's the digital workstation approach to audio post, because that's where the real work gets done.

SERVISOUND, NYC Rick Elliker, VP, director of operations

We support everything from VHS to D-2. We have Beta, 3/4-inch, one-inch, D-2 and VHS (for client dubs). Our D-2 is a Sony DVR-10, a great machine, but three months later they put out the DVR-20 with flying erase heads and a

different drive system. It's kind of hard to keep up with these things when they're \$60 grand a pop. We have a competitor next door who is just now thinking of buying a Beta machine.

A lot of clients like Beta because they can have a mix on the first two tracks, and they can have an English version on another. Or they can split it out and have a mix-plus and a mixminus on the same tape. And you get a better picture than a BVU or a 3/4inch. We'll have 15 Betas that are elements, and we just pop the machine online and drop it onto a two-inch machine. Then we can lay back without an operator.

Clients still bring in multiple formats. We still see a lot of one-inch. Not as much D-2 as I expected. I don't think people are really comfortable with D-2 yet. Maybe the cost is still too high in the editing portion of the job. The stuff that we're doing in D-2 is cable programming, the higher-end stuff where they have the budgets to edit in D-2.

SOUND TECHNIQUES, Boston Chris Anderson, chief engineer

We have a Sony 3100 one-inch for our primary layback and to lay off of. We



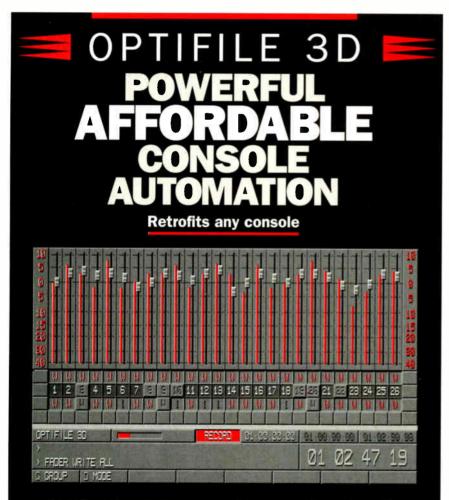
have two [SSL] ScreenSound systems, and they both lock to the BVW-70 Betacam SP deck, which is our work deck. The ScreenSounds lock to that so much better, which also makes us compatible with a lot of the corporate stuff that's shot on Beta. It seems to be the format of choice for industrials. It's light, portable, and decent quality.

But houses still master to one-inch. I've talked to some video editors, and I guess with Beta it's a little tougher to anticipate what it's going to do to your audio. Sometimes you hear pops and glitches on your audio tracks as you try to do an audio edit. Two houses in town support D-2, but we have yet to see any business from there.

Right now we swap time on two decks, between a BVU-800 with address track and the BVW-70. Immediately, we're looking for another 70, because the 3/4-inch isn't nearly as much fun,

TRIAD, Des Moines, Iowa Richard Trump, president

We have a Sony VO-9850 3/4-inch machine. Most of the people who have one-inch know that we don't have it. A number of clients would love to see us



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have it, but whether it would pay off in the life of one-inch is hard to predict at this point. You really want to predict that there is long enough life *in your market* to pay off what you're doing.

Two of the video studios we work with have center-track time code machines, so a lot of the material goes out on 1/4-inch rather than our laying back to 3/4-inch.

Some people bring in Betacam to do transfers on the spot. We have had an outfit bring in a one-inch portable. We got it lashed up, and they had tape that was already striped, so all we had to do was read their time code, lock our equipment to it, and lay it back. It's definitely clumsy, because those machines don't have all the "goes-intos" and "goes-outtas" that you want.

ZENITH/dB STUDIOS, Chicago Ric Coken, sound supervisor

We have one-inch, Beta SP, 3/4-inch and 1/2-inch—obviously, for scratch stuff. The most popular formats in Chicago right now are one-inch and Beta SP, Beta SP is running rampant for corporate industrial and a lot of the film being posted video. Now whether it's because they love it or that's what the video houses have to supply them with, that's not for me to decide. I think there are tons of video houses in Chicago with tons of Beta SP.

There is some demand in Chicago for D-2, but on the sound end, we see very little pressure for it. To me, D-2 seems to be pretty much a commercial application. I'm not sure the people in long-strand have the budget to support that type of technology. D-2 is on the incline, but it's not 50-50.

If an audio facility is going into video, you're going to have to go with one-step-back technology, which at this point is probably one-inch and Beta SP. Then you go with current, which would be D-2. It would be silly to do anything else. You can't go straight into D-2; your overhead is going to swamp you with the amount of business you'd be able to suck in.

Manufacturers have a far bigger stronghold on the industry right now than any of the artists or craftsmen. You know that as soon as they introduce D-3, they'll be talking about D-4. There's nothing wrong with increasing quality; it's just that it's so hot and heavy that the capital is going to bury us.

Tom Kenny is a Mix associate editor.

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POST SCRIPT

by Iain Blair

POSTING "INVASION OF THE BUNNY SNATCHERS" BUGS BUNNY VISITS

NEW YORK'S SYNC SOUND

hen Warner Cartoons director/producer/writer Greg Ford needed to post a brand-new Bugs Bunny cartoon entitled *Invasion of the Bunny Snatchers*, he headed straight for New York's Sync Sound and the services of sound editor and mixer Pam Bartella.

"I first met Greg on the Carl Stalling album project," Bartella explains. "It was a compilation album of many Carl Stalling [cartoon] scores from the 1930s through the '60s. Greg was working





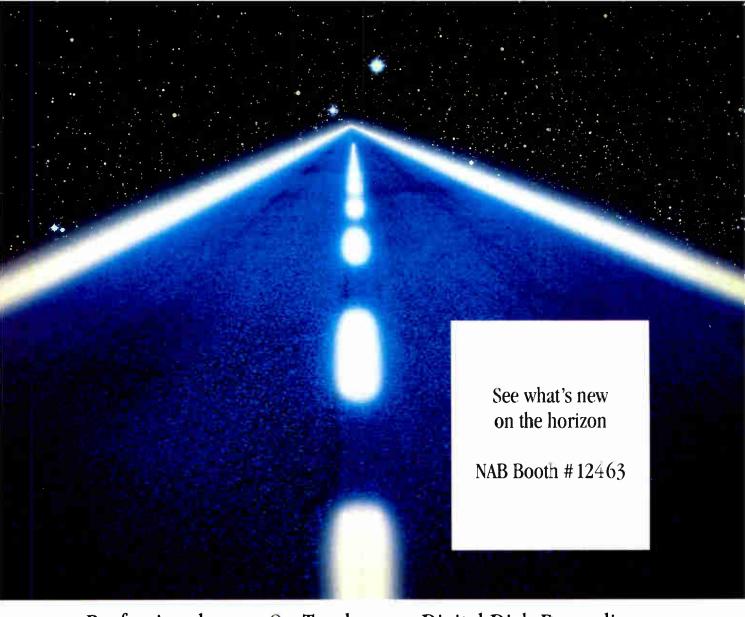
Top: Bugs Bunny protests a premature attempt to end his new short cartoon "Invasion of the Bunny Snatchers." Left: Sound editor/mixer Pam Bartella.

Bottom: Bugs Bunny is terrorized by a carrot from outer space.



with Hal Wilner, and Hal was already very familiar with us at Sync Sound from various other projects over the years." The Stalling project involved extensive editing using Sync Sound's AudioFile workstations. "And once Greg got a taste of the AudioFile system and its random access capability, he realized that it'd be the ideal setup for dealing with the soundtracks for all his film projects, as opposed to doing them on mag."

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USE READER SERVICE CARD FOR MORE INFO World Radio History

POST SCRIPT

Since that initial project two years ago, Ford (whose credits include the award-winning Daffy Duck shorts *The Duxorcist* and *Night of the Living Duck*) and Bartella have worked on several other projects, including a 30minute, CBS prime-time Bugs Bunny special entitled *Lunar Tunes*. Most recently they collaborated on *Invasion of the Bunny Snatchers*, which Bartella characterizes as their most complex project to date.

An 11-minute short, *Invasion* is a new Bugs Bunny cartoon, which was recently featured in the CBS primetime special *Bugs Bunny's Creature Features*, satirizing the well-known classic sci-fi film, *Invasion of the Body Snatchers*. "In this case, Elmer Fudd's, Yosemite Sam's and Daffy Duck's bodies are taken over by pale stereotypes that emerge from strange carrots arriving from outer space," Ford explains. "Fortunately, Bugs Bunny realizes all's not well, and he eventually returns all the characters to their original forms."

"From our perspective, the main challenge was an incredibly tight deadline," Bartella reports. "Originally it had been planned as a TV special for Halloween release, and Warner's had people working on the project on both coasts. Ideally we'd do the soundtrack after all animation had been completed, but because of the tight schedule we had to start work on post using pencil tests or line tests, and in some cases no picture at all."

In the latter cases, Bartella worked off handwritten sheets describing each motion of animation along with the dialog lines. "That helps you figure what sort of action is happening when certain words are spoken," she explains. "But obviously this made for a difficult and challenging project."

"It was particularly difficult because of the sheer lack of time all around," Ford agrees. "We had a mere ten weeks to do all the animation, which was brutal, particularly when you're doing full animation, but it worked out very well, especially in terms of posting the soundtrack. In fact, we ended up synching without picture, which sounds impossible, but in animation all of the necessary information is done on exposure sheets, which means that, for instance, you can see that 26 feet three frames into the scene someone gets hit over the head with a mallet. So it is possible to score like that, although I'd never done it that way before—it's an interesting act of faith." To his own surprise, Ford reports that everything synched perfectly.

It was Ford who first came up with the idea of cloning the original cartoon scores to create whole new ones. "We'd just never been able to quite duplicate what Carl Stalling had done with his orchestra," he explains, "so it then occurred to me, 'Why not actually try and sample the original music in post and create a whole new soundtrack?' That's when I first approached Pam about the possibility."

"What's amazing is how it's now possible to use the original musical scores instead of having to commission a new composer to score in the same style," Bartella continues. "Stalling would score all the cartoons to match the visuals, and Greg is so intimately familiar with all the old scores that we can actually use the originals to create entirely new scores—he knows just where to go for a sound effect or a musical phrase "

Bartella says the catch was that the original scores had to be used in very small pieces. But combining Ford's knowledge with the AudioFile system allowed the team to grab any piece of music randomly and then sample it to create whole new scores cloned from the originals.

"In fact, I originally resisted the idea of using the AudioFile," Ford admits, "I did some commercials at Sync Sound between finishing *Lunar Tunes* and starting this, and I resisted because I just felt unprepared. After all, you're essentially taking old cues and recomposing, and I'd been using a sort of improvisational method that seemed to work well, but which also seemed to go against the methods of the AudioFile,"

Ford has since found that it's possible to overshoot cues by an enormous amount using the AudioFile. "You can spend a whole day storing cues, half of which you never end up using. But then the system is so fast that it doesn't matter, and the advantage is obvious—with that speed, you don't lose the musical thread, and you don't have to search for the music cues. In fact, the setup works brilliantly with music."

"In roughly 90 seconds of animation we may have between 75 and 100 music edits, hopefully sounding like one smooth, continuous score," Bartella adds. "The sheer volume of music edits is the most intense part of the whole project." She reports a total of over 400 edits in the final 11-minute soundtrack.

Given such statistics, it's no surprise to learn from Bartella that the job would have been "virtually impossible to do" without the AudioFile. "For a start, you can store up to four hours of information," she explains, "so if Greg had a certain idea, we could load all the scores he might need, and we could randomly access anywhere we wanted and try something. We also could line up seven other pieces of music at the same spot, and A-B them all instantly until we found exactly what we were looking for."

The audio quality and sources of the originals presented other challenges for Bartella and Ford. "Obviously, all the original scores had been recorded in different years, on different formats, so the levels were all over the place," she notes. "Not only did we have to edit them all together so that they made sense musically and sounded seamless, but we also had to adjust levels from one cue to the next, and do crossfadings at the tops and ends of edits to make them flow smoother."

The team also had to process the cues and clean them up so that they all matched, and they were able to do all this inside the AudioFile session. "That way, we knew immediately whether this was going to work or not," Bartella comments. "Otherwise, we'd have had to just cut it all together roughly and gone into the mix room hoping for the best."

In addition, the team completed sound effects editing on the project. "It was a combination of accessing the old scores and pulling out the effects, and sometimes creating new effects from our library," Bartella reports. Either way, the AudioFile was again indispensable.

Voices for the cartoon characters were also a major consideration. "Back in the old days, Mel Blanc was the voice of almost all of the characters in the Warner Bros. cartoons," Bartella explains. "Now that he's gone, another challenge is trying to match the audio quality of new voices to the originals. That involves a fair amount of limiting, EQ'ing and even pitch adjustment in some cases."

The AudioFile session for *Invasion* of the Bunny Snatchers lasted seven days. "The majority of that week was

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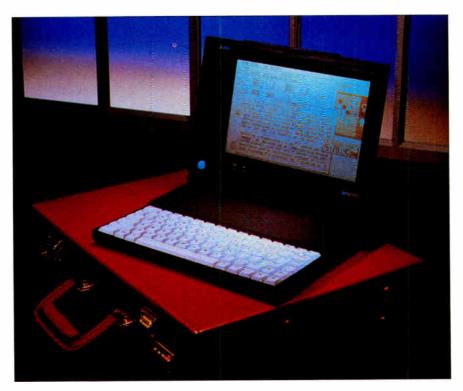
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by Paul Potyen



Atari's new STBOOK

MACHINE CONTROL FROM YOUR PC

ne of the more significant developments to come out of the January NAMM show in Anaheim was the emergence of products that allow computer control of recorder transports and other devices. The recent acceptance of MIDI Machine Control (MMC), an extension of the MIDI specification, highlights the increased interest in this matter. A joint effort by the MIDI Manufacturers Association and the Japanese MIDI Standards Committee, MMC was developed to allow different manufacturers of audio and video tape decks, MIDI sequencers and hard disk audio systems to standardize control of external devices from computers.

Fostex Corporation (Norwalk, Calif.), which has been offering tape machines with MIDI control for some time, brought out its first product to incorporate the MMC protocol, the MTC-1B. The MIDI/SMPTE converter was shipping in January. Fostex also announced plans to incorporate MMC in its 8330 card, which is used to provide MIDI control of its G-16 and G-248 multitracks. Present owners of R8/ MTC-1 recorder packages, as well as G-16 and G-24S owners, can upgrade their systems directly from Fostex on a no-charge basis.

Tascam (Montebello, Calif.) also pledged its support for MMC by announcing its MMC-100 interface unit, thus allowing remote MIDI control of its models 238, 644, 688, TSR-8, MSR-16 and SMR-24 series transports. On the software side, Opcode Systems (Menlo Park, Calif.) plans incorporation of MMC in its next version of Vision and Studio Vision. Also announced by Mark of the Unicorn (Cambridge, Mass.) were its plans to include MMC in the newest version of Performer, as well as in the newly released Digital Performer (see below).

JL Cooper (Los Angeles, Calif.), well-known for its control devices such as the CS-1 Control Station, introduced two MMC-compatible products at the

THE BYTE BEAT

show. The Media Control Station is a universal controller for use with multimedia software, disk-based recording systems, desktop video and music sequencers, and it incorporates function keys and a jog shuttle wheel. The other dozens of supported video and audio decks. The OMS-compatible unit reads and writes VITC, stripes synchronous SMPTE locked to black burst or video signal, and provides software control for use with any sequencer. Also on display was the Studio AVX Expander, which—together with the Studio AV—



Tascam's MMC-100 interface allows MIDI-based remote control of several of its audio transports.

product is the dataSYNC converter for use with the long-awaited Alesis adat 8-track digital audio recorder. MMC's acceptance by such major players as these makes it a safe bet as an industry standard in the near future.

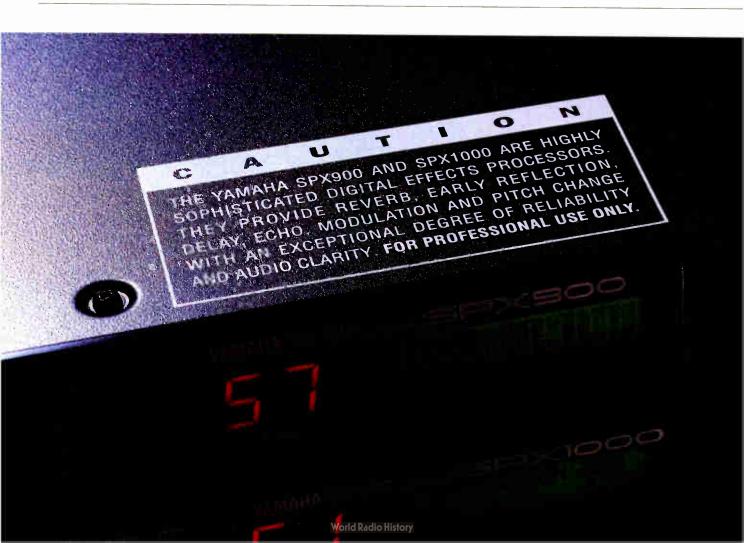
Opcode Systems rolled out its Studio AV video-transport controller for music scoring in post-production. Scheduled for second-quarter release, the single-rackspace device connects to the Macintosh via MIDI to provide master transport control for one of provides master slave chase-lock control of additional decks.

Atari (Sunnyvale, Calif.), whose presence at the show was itself another significant item (see below), has long supported control of Fostex recorders via proprietary third-party sequencer protocols. A joint announcement from Atari, Fostex, C-LAB, Steinberg Jones and Dr. T's confirmed a continuing commitment to that goal.

New at this year's NAMM show was Canadian music software developer Oktal International (Quebec), which showed its powerful Multitude 2.0 sequencer/notation program for the Atari ST, STE and TT030 platforms. Multitude supports remote control of the Fostex line as well.

Atari Takes on the Music Market

Last year Atari Corporation appeared to be laying the groundwork for a renewed commitment to the music community (See "The Byte Beat," August. '91), and the computer maker's presence at this NAMM show bore evidence of that commitment on several fronts. James Grunke, corporate director of International Music Markets, announced the official inception of an autonomous business division named Atari Music, dedicated to better serving the needs of customers and software developers. Programs are being implemented to address the specific service needs of MIDI musicians and music dealers, including next-day express service and optional same-day turnarounds for on-site service of machines. General Electric Service Network has been contracted to handle warranty service.



The company also premiered its STBOOK, described as the first notebook computer to address the needs of the music market. The 68000-based, 4-pound machine sports a standard 40MB internal hard drive, MIDI ports and an RS232 port and will retail for \$1,999. According to Atari, the ST-BOOK is an excellent interface with direct-to-hard disk recording systems such as Hybrid Arts Digital Master.

Other software manufacturers in the Atari booth were Hybrid Arts, C-LAB (whose products are now being distributed by Ensoniq), Steinberg Jones, Dr. T's and Plasmec Systems, all of whom were demonstrating their newest products and upgrades.

Digital Audio Update

Digidesign (Menlo Park, Calif.) announced Sound Tools II, the newest generation of its family of digital audio recording and editing systems for the Mac II. The new package supports 4channel recording and playback with digital audio sequencers. Suggested retail price is \$3,495, which includes new software, a new DSP card, and an Audio Interface that comes with four balanced analog instand outs as well as digital 1/O in both AES EBU and S PDIF formats. Also on display was Version 1.1 of the Pro Tools Multitrack Digital Recording & Editing system, complete with a host of new features. Both packages were scheduled to be available by press time.

Mark of the Unicorn announced the release of its long-awaited Digital Performer, which integrates MIDI sequencing with digital audio recording and playback. And in a surprise move, the company presented its own NuBus card for 2-track, disk-based recording on the Macintosh. The Digital Wave-Board is designed to be used with Digital Performer (which also supports Digidesign's DSP cards), although MOTU will make the technical information available to other software developers interested in adapting their programs to its card. Priced at \$1, 195. the Digital WaveBoard features onboard AES/EBU and S'PDIF digital ins/ outs, allowing direct digital connection with DAT recorders.

Steinberg Jones (Northridge, Calif.) announced the release of Cubase Audio for the Mac, which combines its Cubase MIDI sequencer with digital audio using Digidesign's DSP cards. U.S. suggested retail price is \$795.

Hybrid Arts (Culver City, Calif.) plans to ship several new products in the first quarter of '92. Digital Master EX is an expanded version of the Digital Master shown at last fall's AES show. The basic configuration consists of dedicated hardware and software that use the Atari ST and ST^e Series of computers to record and edit four channels (and up to 16 virtual tracks) of digital audio. Users also have the option of expanding to 8- or 12-channel systems.

The Sample Playback Module is a 16-bit, 24-voice (at 44.1kHz resolution), 12-output sample player that can run in conjunction with Digital Master EX or as a stand-alone unit. Also announced were the ST-Mac CD-ROM, a software program that allows the Atari ST to access all Macintosh sound libraries on CD-ROM, and the SCSI Module, a box that plugs into the Atari DMA port and enables the machine to use standard SCSI hard drives.

Plasmec Systems (Surrey, UK) was showing an FCC-approved U.S. version of its ADAS hard disk recording system. Although originally designed to run on the Atari platform, a card



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Classic.

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THE BYTE BEAT

version for IBM compatibles was also being shown, and the company claimed to have a version that worked with a Mac Classic. (Unfortunately, I wasn't able to catch a Mac demo.) Tentatively priced at \$1,495, the systems were planned to be distributed in the U.S. through Digital I/O (Marina Del Rey, Calif.).

And finally, at least one hard drive company demonstrated its commitment to the audio and music community. Dynaffek Automation Systems (Toronto) displayed a wide variety of SCSI devices, ranging from conventional, rack-mount, removable, CD-ROM and recordable optical drives to DAT-based backup systems for all key computer platforms.

Among other developments at NAMM were the emergence of Notation programs from Opcode (as yet unnamed, for the Mac) and Mark of the Unicorn (Mosaic for the Mac). Steinberg showed its Cubase 3.0 for the Atari, which now includes sophisticated tools for laying out and printing scores. And Passport Designs (Half Moon Bay, Calif.) upgraded its Macintosh Encore notation software to Version 2.5 and has ported it over to the Windows environment.

And last but not least, here's our first annual Byte Beat NAMM fashion report: The main trends observed by your humble correspondent were toward black leather, sparkly silver things and seemingly unkempt-yethigh-maintenance hair styles among many attendees.

Paul Potyen is an associate editor at Mix, and part-time amateur fashion reporter. Watch for his pre-AES conrention-center snack-bar baute cuisine report this October.

Chip Shots All Aboard? Multimedia Comes Alive at NAMM and MacWorld Expo

Multimedia (or as Apple prefers to call it, "integrated media") reared its callow snout in several booths at the NAMM show. IBM had a large space with kiosks for its music, graphics and video-software developers. Voyetra Technologies showed a number of programs that were oriented to the Microsoft MPC platform, including its Multimedia Player—an audio and MIDI playback engine, and Sound Central – audio control software for

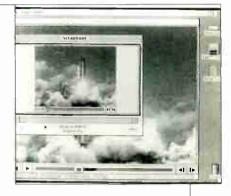


MPCs and PC sound cards. And both Steinberg and Passport were showing Windows versions of their flagship MIDI sequencers, designed to take advantage of Microsoft's Multi Media Extensions (MME) standard.

Both Roland (Los Angeles, Calif.) and Yamaha (Buena Park, Calif.) came out with

new tone generators conforming to the General MIDI standard. Roland's CM-300 and CM-500 are compact sound modules specifically designed for use with personal computers in multimedia presentation, education and entertainment applications. The CM-500 adds to the functionality of the CM-300 with LA synthesis sounds. The CM-300 is priced at \$695; the CM-500 is \$1,295. Yamaha's TG100 features 16-part, 28-note polyphony with 192 sounds and eight drum kits, and is tentatively priced at \$450.

The most interesting software program that integrated audio and video was Passport Producer, which was being demonstrated on a Mac at the Passport booth (a PC version is also in the works). Producer provides an easyto-use, visual cue-sheet interface that allows you to combine MIDI files, SND files, 8- and 16-bit AIFF files and Sound Designer II files with QuickTime movies, animation and titles. All of the time-based media are under SMPTE control, and each is editable provided the appropriate application resides on your disk. Just double click the cue you want to edit (as shown in a track) and that application will open. Under System 7. Producer will even continue to play in the background. Producer was scheduled to be released later this year. If it does what it's supposed to do, it promises to be an exciting



addition to the multimedia producer's toolbox.

Speaking of QuickTime, the floor at the January MacWorld Expo held in San Francisco was ripe with developers showing QuickTime products. Apple Computer set up a QuickTime theater where over 50 new third-party hardware and software products were on display. Here are just a few highlights: HyperCard 2.1 support of QuickTime movies; QuickTime incorporation into the popular After Dark screensaver from Berkeley Systems (Berkeley, Calif.): the ability of MacroMind•Paracomp's (San Francisco, Calif.) Director and MediaMaker to integrate QuickTime. Voyager CD-ROM products with QuickTime movies; QuickTime "Clipmovies" on CD-ROM from several companies; an accelerator card from Storm Technology (Mountain View, Calif.) that uses JPEG to play QuickTime movies at 24 frames per second,

QuickTime movie editors from DiVA Corporation (Cambridge, Mass.), Adobe Systems (Mountain View, Calif.) and others; platformindependent playback of QuickTime movies from CoSA (Providence R.L.); and QuickTime output format of files created by both the Video F X high-end Mac-based video pro-



duction system and Soft F/X, a software only version of the product from Digital F/X (Mountain View, Calif.). What's this? Is the multimedia train actually pulling out

of the station?

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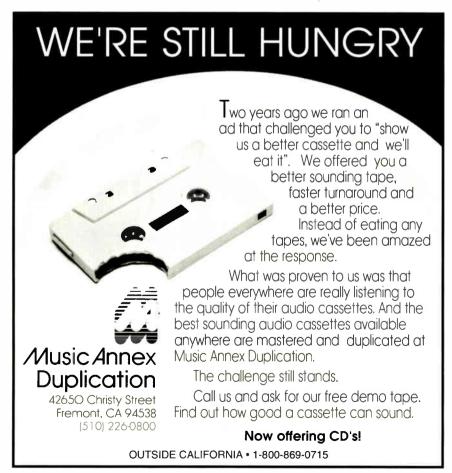
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62 MIX, APRIL 1992

ARTIST'S STUDIO

MTR-12 1/2-inch 2-track and a few DAT and compact cassette machines. Not exactly the most glamorous studio setup in the world. But even more mind-boggling, for a musician admired by many keyboard players for his innovative use of synth sounds, is his collection of sound sources: a Roland 106, a Roland JD-800 and two Akai S1000s, and that's it! To complete the picture there's an Atari Mega ST2 computer with Cubase software, plus Steinberg SMP24 SMPTE-MIDF processor and an SBX-80 sync box.

William Orbit (née Wainwright) himself is also an unusual presence. He's tall and skinny, almost to the point of being gaunt. He's dressed in ragged trousers, an old jean jacket and a black cap, pointed backward. Most striking, however, are his intense blue eyes. They seem to be lighted from within.

Confronted with rather guizzical looks about his little home studio setup, he embarks on a deluge of opinions, explanations and observations. "This thing about having to have the latest technology is completely fallacious," he asserts. "I don't have that much stuff, and neither do I need or want it. You can spend thousands of pounds on the most expensive reverb and then feel compelled to use it. But in reality you have to keep looking at the music and what it really needs. I feel that often it's more about dynamics and arrangement than the latest in sound-processing."

Orbit calls his working style "erratic." As he keeps talking, it emerges that one could also add adjectives like "fast," "improvised," "risky" and "intuitive." The studio is in many ways his main creative instrument—more so than his first instrument, the guitar or the keyboards, which he maintains he "can't play properly." Orbit has developed a recording ethos, which is all about going for what's sounding right in the moment and trying not to get bogged down in details.

His recording method includes doing live overdubs while he's mixing, straight onto the 2-track. "A track is an ensemble that you're trying to get to work together as a whole," he explains. "So if I've made a recording that I'm happy with but something isn't quite right, rather than endlessly EQ'ing it and trying to wrestle the snare and bass drum into shape, I prefer to free my mind from what I've got and just do it



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ARTIST'S STUDIO

again, live, in a way that is right for that moment. If I'm mixing a 12-inch and three minutes into it I suddenly feel it needs a new dimension, something to give it a kick, I'll add it at that moment, manually. Mixing is a very fluid thing really—it's never fixed—you can always change and add things, even till the very last moment."

Orbit applied this fluidity to great effect on a dance-mix of Peter Gabriel's tender ballad "Mercy Street," requested by Geffen Records in America for their campaign to promote Gabriel's compilation album *Sbaking the Tree.* "I did two remixes of that track," he recalls. "Peter liked them both and wanted the best of both combined in one version. So I brought both mixes up on the them, but I often wonder what they're about. Remixes are important for the clubs, but who else listens to remixes. apart from a certain number of people who follow everything of a certain artist or producer? I get letters from people who follow everything I do. That's important to me, because it means that I know that the subtleties I put into things are appreciated. But still there's this weird anomaly about remixes. I mean, why are they done, really? How do the economics work? Are they only a marketing thing? It often appears that way. I think that at the end of the day they're bullshit."

Apart from his remix work and Bass-O-Matic project, Orbit is branching out in other directions. He's working on his third instrumental solo album, and he's producing some mate-

You have to keep looking at the music and what it really needs. I feel that often it's more about dynamics and arrangement than the latest in sound-processing.

desk from two DATs, EQ'd them to make them compatible and crossfaded them straight onto the 2-track. At the same time I added some extra vocal samples live, manually, just to create some dynamics, which would help the edits."

Orbit explains that he generally samples the whole of the multitracks he receives into the \$1000, and then juggles the bits and pieces around like a jigsaw puzzle until he finds a form that's right: "I can spend a lot of time on a remix, usually more than on my own new tracks," he notes, "because it's both technically and artistically very difficult to make something that's fresh and new, yet has respect for the original. That can take a long time."

Orbit apparently takes his remixes very seriously, so it's surprising that when he's asked about their musical relevance he comes out bluntly and simply with, "People pay me a lot for them, and I enjoy doing them. So I do rial for former Bass-O-Matic singer Sharon Musgrave, who signed a solo deal with WEA. In addition, he will take the unlikely step of producing the next album by The Christians. "The songs on their new demo are just outstanding," he beams. "They've been solid in my head since I heard them."

But, of course, it wouldn't be William Orbit if he didn't manage to give a strange twist to this already out-ofthe-ordinary collaboration. "I won't be spending that much time with them in the studio," he explains. "I can't be 'Mr. In-Control'—organizing their sessions—and they don't want that either. So they'll send me their tapes here, and I'll send them tapes back with comments and suggestions.

"I can't be involved in long projects like that anyway," he concludes. "I need to do things in my own time."

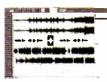
Paul Tingen is a Sussex, Englandbased freelance writer.

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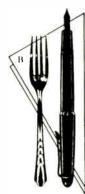
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RICKIE LEE JONES

by Mr. Bonzai



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SWEET ARD SPICY

resulted in her double-platinum debut, which earned her the Grammy for Best New Artist. Her 1981 *Pirates* rose to Number Five on the charts, and in 1983, *Girl at Her Volcano* landed solidly in the Top 40. In 1984, she moved to Paris and wrote material for her ambitious *The Magazine*, which again



HOTO: ANNALISA

Born in Chicago, Rickie Lee grew up in Arizona and Washington before settling in Los Angeles. Soon after Lowell George recorded her "Easy Money," she landed a contract that achieved critical and commercial success,

But for the next five years she disappeared from music—she got married, had a baby girl and redefined her

revor Rabin says

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LUNCHING WITH BONZAI

life. Her return in 1989 brought us *Flying Cowboys*, co-produced with Walter Becker, and a "Makin' Whoopee" duet with Dr. John that garnered a Grammy for Best Jazz Vocal.

Her latest album, *Pop Pop*, was coproduced with David Was and recorded at the now defunct Skyline Recording in the rustic Topanga Canyon of L.A. Mainly using vintage tube mics for extremely intimate vocals, Rickie Lee worked with a small acoustic ensemble featuring guitarist Robben Ford, bassists Charlie Haden and John Leftwich, saxophonist Joe Henderson and button accordionist Dino Saluzzi. The relatively dry mix is a departure from the norm, accentuating the minimal instrumentation and the personal nature of the project.

On this album of songs penned by other writers, she gives her special spin to standards like "Second Time Around" and "Bye Bye Blackbird," as well as striking interpretations of Jimi Hendrix's "Up From the Skies" and Jefferson Airplane's "Comin' Back to Me."

The new album is a fireside heartwarmer, and to go back and listen to her early work is to fall in love again with a one-of-a-kind talent. We met up just prior to her performances on the new Dennis Miller TV show and the launch of her '92 tour.

Bonzai: How'd it go with David Was? **Jones:** I like him—David brought camaraderie to a situation where I was operating alone. I wanted to evoke a certain mood, with a small ensemble of all acoustic instruments. It seemed like a great idea, but as we went to do it it sounded really empty. It was nice to have David there to reinforce what I wanted. He's certainly intelligent, and I love being around intelligent men. **Bonzai:** There is a very stripped down sound on this album—courageous.

Jones: I dug it. I think it turned out really good.

Bonzai: You recorded at Skyline Studio in Topanga?

Jones: Yes, it's unfortunate that it closed down, because it was a nice place to work. Just two people, and they made you dinner and took very good care of you. Most of the studios couldn't give a shit, because the next guy will pay just as much to be there. It was a wonderful environment to work in.

Bonzai: The first time I listened to this

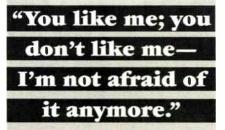
album it was a rainy day, and I had the fireplace going. Seemed to be the perfect mood...

Jones: That's nice that you say that, because that's how my living room is, too—often raining outside, with a fire going.

Bonzai: Quite a spread of material on this record. You do "Up From the Skies," certainly a new interpretation of Jimi Hendrix. Why did you choose this song?

Jones: Well, I never thought I would do a Jimi Hendrix song, but I listen to his music all the time. I got to see him in 1970 when I was hitchhiking up the coast. Some guy picked me up, and we heard on the radio that Hendrix was playing the Ventura County Fairgrounds. We took the offramp and hid in the bleachers for about five hours until the gate opened.

Seeing him perform was a very powerful experience for me. It was the pinnacle of that time, and I felt that I witnessed it ending. He had a way of moving when he played—he moved in space unlike anybody I had ever seen. He seemed to sit in the atoms differently than we did. He was an amazing, wonderful man, and the



music he made, to me, is just about timeless. It seems silly to me if people are surprised that I did a Jimi Hendrix song.

Bonzai: Your singing really draws attention to him as a lyricist, rather than a guitar player...

Jones: That's the amazing thing. When I listened to his songs I found them to be a little self-conscious. But after recording that song, and listening again to his music, I have another feeling about the lyric. He was vulnerable, worked really hard. Tried his best, and that's what is so touching about his music. It's not slick, he doesn't know exactly how to say it. When he says, "I just want to know about your different lives on this here people farm," it's sort of a goofy thing to say. When someone else interprets it, it takes on another meaning. I understood it more when I sang it. It wasn't shrouded with his

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persona.

Bonzai: It cracks me up that you recorded two songs, "Spring Can Really Hang You Up the Most" and "The Ballad of the Sad Young Men" from *The Nervous Set*, which is listed as a "1959 Beat Generation Musical." Sounds like *Blackboard Jungle*.

Jones: I just picked those songs, and when we looked at the sheet music we realized that they were from the same play. Both songs have very cool lyrics—amazing lyrics.

Bonzai: Do you have an affinity for the Beat Generation? You mentioned being on the road, hitchhiking...

Jones: Yeah, but I didn't know anything about beatniks. I was 14. My affinity must come naturally, not from reading about them. I just naturally lived a kind of life that they were famous for. I think my being related to them came through Tom Waits—me being connected to Tom, and Tom being connected to that.

Bonzai: Why is that association so strong?

Jones: Well, when I began, we were living together, and I talked about him a lot. I will forever be related to him. **Bonzai:** Lowell George recorded your song "Easy Money" before you made your first record. What effect did that have?

Jones: It was Lowell who brought me to the attention of Warner Bros. That had a big effect, but his recording of my song didn't. My recording did, though. In another way, having a songwriter like Lowell record one of my songs was amazing, now that I look back in retrospect.

Bonzai: Did one instance move you from obscurity to prominence?

Jones: Yes, my performance on *Saturday Night Live* in 1979. That did it. You felt it. Electrifying.

Bonzai: Then you won the Grammy for Best New Artist in 1980...

Jones: But "Best New Artist" doesn't mean shit, as do most awards. I disliked them more then than I do now, but it's only based on sales and there are no awards for integrity. My record was nominated for six Grammys, and there were other areas it deserved more. Dire Straits was nominated that year for Best New Artist. So, how does it matter?

Bonzai: Meaningless as it might be, you and Dr. John won a Grammy in 1990 for your "Making Whoopee" duet. How did that come about? **Jones:** We go way back. I met Dr. John

before I got signed. I was talking with three labels at the time and his producer, Tommy LiPuma, was running Portrait Records. He was thinking of signing me, and he sent Dr. John to meet me—as his liaison.

I'll never forget him walking down La Cienega Blvd. in all his Dr. John regalia, with his cane and his mojo, and the patchouli oil wafting down the street. And me in my beret. When we met it was an incredible moment. I put my arm in his, and we became friends immediately. We walked down the street—it was like a little movie. Then he took me to a house, and we played a couple of numbers together. We've been friends and played together ever since, but "Whoopee" was our first recording.

Bonzai: I interviewed Lyle Lovett last month—he seemed very pleased that you are singing on his new album.

Jones: A sweet man. He's a good songwriter in the tradition of good songs and good characters. I learned about Lyle and his Large Band during the "Flying Cowboy" tour we did with him. I told him that I like it best when he plays alone with his cellist.

Bonzai: I noticed in my research that your dad, Richard Loris Jones, has the same initials as you...

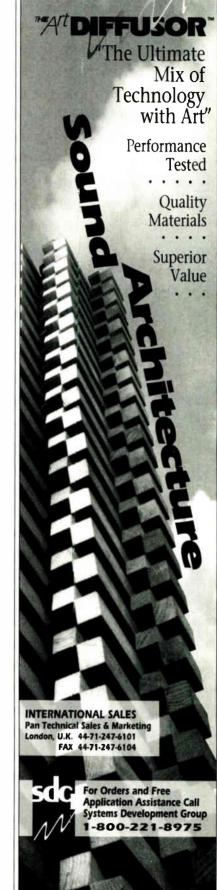
Jones: I was named after my dad, who was a songwriter. He was also an actor, but I think he most wanted to be known as a songwriter.

Bonzai: Was it he who got you interested in music?

Jones: Absolutely. I did one of his songs, "The Moon is Made of Gold," on the Rob Wasserman duet record. He wrote a few others in that '40s genre that are pretty good. I don't know how many people want to do songs from that era, but if anybody does, I have a couple of nice ones.

Bonzai: Was there a lot of music around the house when you were growing up?

Jones: Yes, especially when my uncle would visit. They would get together and play. I used to sit and sing with my dad. I can remember a tape we made when I was seven years old. He taught me to do harmony on "You are My Sunshine." He was just so excited, playing it for my mom and saying, "Listen to this—she can sing harmony!" Bonzai: Do you still have that tape? Jones: No, my sister went on a diet and recorded over it, "I will not eat, I will not eat." It was 1963, and she was trying self-hypnosis. But there was a lot



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LUNCHING WITH BONZAI

of music in our home, and we moved a lot...

Bonzai: Why did your family move around so much?

Jones: It's that feeling that if things aren't going too well, move and things

Pop, Pop—Pop!

by Joel W. Moss

I've become rather spoiled over the years, being fortunate enough to work with music that interests me as a listener as well as a professional. So the call from producer David Was to mix an album of standards sung by one of favorite vocalists Rickie Lee Jones fit perfectly into my self-styled job description: "Have fun...get paid!"

Rickie Lee and David had taken a minimalist approach to the arrangements of the songs, attempting to create a live, clublike atmosphere. The mix agenda was to bring the listener in close to that best seat in a very small house. We kept the reverb subtle and constructed a mental picture of the musicians' stage setup that remained constant throughout the album. We were all pleased by the atmosphere we established. Then I began to deal with the problems that arose from such an in-your-face mix.

I mixed primarily on a Neve VR with Flying Faders. A couple of tunes were mixed on a modified Neve 8078 with Massenburg automation. The automation made it possible to deal with the first set of problems: The acoustic guitar was relatively close-miked. It was featured throughout the record and had a wonderful tone. However, there was a lot of fret noise. I don't really object to fret noise, but during some of the more intimate moments there would be an explosive shot that we all couldn't live with. None of us wanted to compromise the guitar sound by finding an overall EO curve that lessened the problem. The final solution was to use a combination of momentary EQ and amplitude shifts. The guitar was multed to an open channel and the computer set to switch between the original track and the affected clone. In a couple of instances, I will get better. I think it's an American thing—starting over again. You won't find Europeans moving around.

Bonzai: You packed it up and moved to Paris in 1983...

Jones: That was a daring thing to do. It was hard.

Bonzai: How did the European expe-

also introduced a slight delay (8 to 10 ms) to the mult and used it in combination with the original track. The resultant phasing reduced the shrillness of the noise.

Another problematic instrument was the bandonlan. This accordionlike affair has a unique folky sound and 100 of the noisiest buttons ever to have immigrated from Argentina. The problem here was that these clacking, clicking buttons coincided with all the notes played, so any manipulation of the clicking would change the sound of the instrument. The solution, and only a partial one at that, was to memorize the most offensively noisy sections and make very rapid, severe fader moves to lessen the noise with the least compromise to the performance-very time-consuming, but ultimately acceptable.

I turned to the Sonic Solutions system (expertly piloted by Ric Wilson of Pro Sonus) for assistance in two problem areas that cropped up in Rickie Lee's vocals. She is verv focused, and when singing live she is the stylistic anchor of the band. When tracking her vocals, some microphone "P" pops and static crackle caused by her mouth coming in contact with the vocal mic were accepted in deference to a great performance. For the most part, the "P" pops were controlled with momentary amplitude drops and the introduction of a highpass filter (both accomplished with the console automation).

In a few more severe cases as well as for the the static crackles, I used Sonic Solutions to isolate these spikes, which were easily recognizable on the voice print. The "P"s were softened by using two narrow band digital filters at 60 Hz and 400 Hz introduced only at the specific point of impact. The static was eliminated completely by the "de-popping" function created by Sonic Solutions for just such an application.

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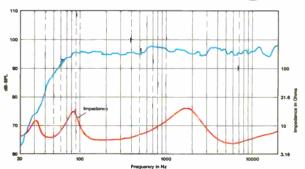
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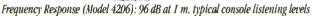
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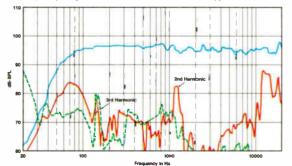
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LUNCHING WITH BONZAI

rience affect your work?

Jones: It humbled me. I really needed to start again. It brought me to zero. And that was good for me. It was really hard, but it was what I wanted to do. I don't know about any artistic community—I didn't meet anybody.

Heft [L.A.] because I just didn't want to be here. I didn't want to do this thing. I didn't want to be around L.A. people: lawyers, accountants and people whose only involvement was with my work. I never really knew how to make friends, and I found the situation was impossible. Of course, I didn't make any friends in France either. But I did learn a lot about what it meant to be me an American in the big picture. I'm no longer oblivious and trusting of the news. I know now how much is edited out of the American news. You get the gruesome details in France

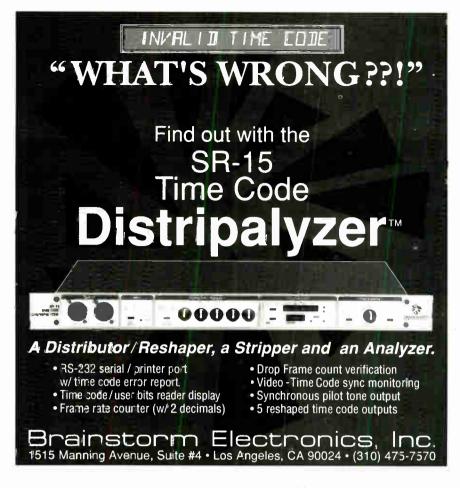
Bonzai: Well, now you're here. Do you feel different?

Jones: Absolutely. I'm enjoying it. Bonžai: What is the difference now? Jones: I just decided that I wanted to do it. Whatever I felt was misrepresented or incorrect about my life in the music business before is not with me anymore. I must have reckoned with my personal picture of myself and corrected it, because I really dig it. I really love performing. And I'm not afraid to start writing songs. You like me; you don't like me—I'm not afraid of it anymore.

Maybe I was terrified of not being liked, or terrified of not liking myself. You could make a list of 25 reasons, but it doesn't matter. I think the main difference came about because of having a baby. I'm not haunted by an unresolved chord during the day, and loneliness. My little friend is with me in the lonely hours.

Bonzai: And your little friend makes a guest appearance on the new record... **Jones:** That was hard to do, you know. You want to put 'em on everything, but you don't want to put 'em on any-thing—child exploitation. But she has such a great laugh!

Bonzai: Do you sing to her at bedtime? **Jones:** No, she doesn't like me to sing to her. She wants me to listen to her. She reminds me of myself when I was her age. She wants the stage, and she's never liked to hear me sing. I think I must have a different air when I sing that kicks in and she goes. "Oh, stop



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singing!" This happened right away, when she was very young.

Bonzai: Let's talk about your way of working. Is it different now, from what it was in the beginning?

Jones: I don't let it get very different. I would never use a computer to write on, because the effort would use up about 30% of the necessary brainpower. I like a pencil. In the studio, I like to know how the board works, and I've learned some basics after ten years. I know enough about microphones to prefer the older tube mics. **Bonzai:** What makes a good producer?

Jones: For quite some time, I've reckoned with what a producer means to me. It varies from record to record, and depends on the mood I'm in for that piece of work. The main criterion is that the producer provides a camaraderie, more than a technical expertise. I want them to relate to the work, to dig it and help to bring an atmosphere of confidence.

In the future, I might like to have a producer like in the old days. You know, I would just walk in and sing, and the producer would do it all. I'm getting tired of doing so much work, but I have the need to control almost every aspect of what I am doing.

Producers...Lately, I've thought, "whatever it is they do, let them get credit for it." I don't like it when people see Don Was produced a record, and they act like it was *bis* record. When people give so much credit to the producer, it makes me crazy. I see it a lot, and I think the producer is the guy who sits and makes sure everything works—he makes sure that everybody is happy, and that the tape is running.

And there is this emphasis on "he." I'd like to see some women producing. It's not that hard to do. The engineer has to know what is happening. Some producers know more than others, but some don't know shit. It's really a goofy job and some work hard, and some don't do much. I decide what echo goes on, and I sit and do the EQ. Nobody makes a record of me that I didn't make, too.

Bonzai: Did you ever think of producing other artists?

Jones: It is a lot of work, but I was thinking I might like to produce Maria McKee, or somebody who needs good songs. But it's a lot of work, and you have to make yourself available to them and only them. If a producer always has a phone in his hand at your session, you should fire him.

Bonzai: Anything else that bothers you about this business?

Jones: It's really a sexist industry. It's a boy's club, at every level, from the way musicians act with a woman in their midst, to the corporate attitude toward allowing a woman to run anything. It's just hideous, and it's amazing how a small percentage of the population runs everything. I'm not trying to champion a female cause anymore; I just do what I have to do. These things used to drive me crazy.

Bonzai: Have you made any big goofs in your career?

Jones: My big goofs aren't that likely to happen to many people. My big goof was a life goof. I couldn't reckon with success and playing the part. People are attracted to the image, and it's easy to get lost if you become successful—and there are a lot of successful people who got lost.

Bonzai: Was it because you were so young?

Jones: No, I think it's just a cataclysmic event, at any age, to have a million people know who you are, and treat you in that excited, ecstatic way. They would never act that way with a real person. It's a lot to deal with, and takes years to understand. It was not healthy, and I didn't like it. I had to withdraw, and that is a difficult thing to do in pop music. I like to think of myself as continuing. But to remove yourself for five years, you lose an entire generation of people who enter the buying market. It's humbling, it's exciting, it's bizarre---and you have to keep your sense of yourself.

Bonzai: You're proud of your early work aren't you?

Jones: Oh yeah—I like everything I've done.

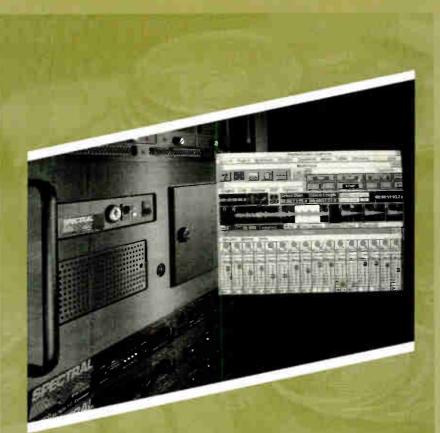
Bonzai: As I was listening to your albums last night, a name came to mind: Van Morrison.

Jones: He's my idol.

Bonzai: If I had to make a label for you, I would call you the female Van Morrison. The storytelling, the delivery, the anguish, the spirit.

Jones: Absolutely. That's perfect. If I had a soulmate, and wanted to be compared to anybody, that would be the highest compliment.

Hepcat that be is, Mr. Bonzai's favorite ice cream flavor is spamoni-o-di...Ben and Jerry are you listening?



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Soper Sound Library

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Southern Library of Recorded Music

[Signatory PM] 6777 Hollywood Blvd., Suite 209 Hollywood, CA 90028 (213) 469-9910

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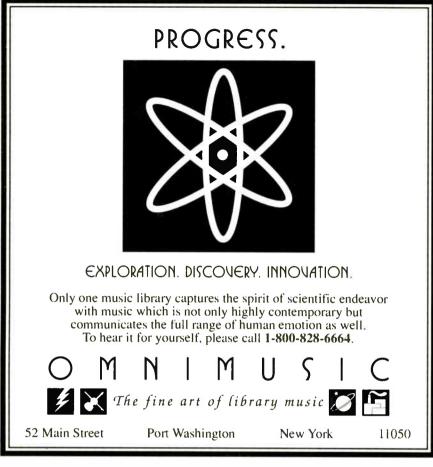
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ample, a needle-drop fee for a bed used on a local radio spot may be as low as \$25; however, if that same piece of music is spotlighted in a network television program or theatrical film release, the license fee would undoubtedly be much higher. Libraries offering music on a licensed basis generally distribute music CDs for a nominal charge (usually \$10-\$15 per disc-not including usage fees), or provide a collection of CDs as part of a blanket license. As an alternative, some companies will loan discs on an "approval" basis, allowing the producer to audition the disc(s) before committing to a license. The latter practice is common with specialty CDs-such as historical, classical, international or ethnic music---when there is only an occasional need for such material.

Choosing the right production music library requires some research. You have to find a library whose music and use arrangements best fit your needs. Buyout, per-use and blanket licenses all afford different advantages and disadvantages, depending on your particular situation, and it's best to weigh all the facts before you decide. In some instances it may be preferable to have a little of both worlds, by using a buyout or long-term license library for everyday "bread-and-butter" production chores, and adding occasional needle-drop cuts for variety. Of course, there's no law that says you can't use two or more different libraries-as dictated by your budget and/or production needs. In fact, the ability to pick and choose from several sources provides the greatest possible flexibility for the producer.

Some decisions are simple: For example, a hot set of 30- and 60-second jingle beds is an inappropriate choice for the dramatic film producer. The subjective evaluation of the quality of a library's offerings is a more difficult question—after all, no one knows your musical needs better than you. Fortunately, all the companies listed in this report will provide demos upon request.

Sound Effects

Like production music libraries, sound effects collections have improved immeasurably over the past five years. The emergence of portable DAT recorders has increased the quality of field recordings. And recently, more and more film studios and large production houses have begun releasing

their collections on CD for commercial sale. Today there are dozens of sound effects libraries—literally hundreds of discs—offered by various companies serving the professional audio market.

With so many SFX CDs available, one problem concerns the logistics of dealing with the sheer numbers of discs and tracks. Many companies now provide some sort of track search/ cross-reference database program with the libraries, either as an option or in addition to the printed catalog/index that comes with the library.

Third-party suppliers—such as Gefen Systems (Woodland Hills, Calif.) and Leonardo Software of Los Angeles—offer database software that can cross-reference, control and retrieve discs from several libraries of different companies, working with the Sony CDK-006, a CD "jukebox" player with the capacity to handle up to 60 discs. Gefen also offers the "SFX Log," a directory in book form that lists and cross-references the sound effects available from most major libraries.

The recent popularity of CD sound effects libraries probably stems from that same availability of affordable yet high-quality—recording gear that spawned the project studio over the past decade. Armed with a modest recording setup, some MIDI gear, and a music and sound effects library or two, it is possible to do an impressive (i.e., profitable) amount of film/video scoring, sweetening or radio production work, even within the confines of

CDs offer quick cueing and the ability to rapidly audition selections: two obvious advantages in a fast-paced production environment. the smallest control room.

Another factor in the popularity of CD SFX is the ease with which they can be manipulated in the digital domain. After loading sounds into a sampler or disk-based editing system, effects can be cut, spliced, extended, looped, pitchshifted, reversed or all of the above. Later, it is a relatively simple matter to fly these new effects into a mix, synched to SMPTE time code or triggered by a MIDI sequencer. Indeed, a sampler or workstation system also provides a handy solution to the problem arising when you want to use two effects from the same disc (i.e., meadow ambience and cows mooing) during a live mix.

Once you've used sound effects libraries for a while, you're almost certain to want more. Either the discs you have don't have what you need, or you simply require more variety. A car horn from a Fiat 500 doesn't sound like that of a Bentley, while the same holds true for Evinrude and steamboat engines, etc.

A recent trend is the advent of highly specialized mini-libraries—such as the Sound Ideas "Wheels" (automotive sounds) set, Dorsey's "The Works" (2,800 mechanical and industrial sounds) or the Prosonus Foley Disc



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(footsteps)—that can be added as an adjunct to a general SFX collection.

Additionally, many companies now offer discs from their libraries on an *a la carte* basis. In such a case, you can just buy what you need, whether it's weather, household, transportation, animals or other sounds.

Responding to market requests, many companies now offer longer effects for background ambience. Though somewhat outside the realm of this article, an increasing number of companies are releasing sound effects in the CD-ROM format, ready for loading into digital samplers of all sorts.

Most sound effects CDs tend to fall within the \$30-\$60 (each) price range. While this cost may seem somewhat steep, a decent sound effects library can be had for about the cost of a quality studio microphone. Of course, when you consider the time required to go out and record a bunch of crazed bull elephants, perhaps the price isn't so bad after all.

The list of production music and sound effects libraries on page 79 includes firms having production music and/or sound effects collections on CD, ranging from small "boutique" suppliers to large operations with hundreds of discs from several libraries. Addresses are listed so you can contact the companies directly for additional material and/or demos.

—FROM PAGE 77, MULTIMEDIA SOUND EFFECTS computer. Additionally, the resulting customized audio can be used in both traditional and computer-based production environments.

The following products were introduced at the Microsoft MPC Conference last November or at the Mac-World Expo in January.

MacroMind • Paracomp's (San Francisco) ClipMedia Volume 1 is a CD-ROM with graphics, animations, video, sounds and music for use in MM presentations. Music is licensed from Killer Tracks' production library; sound effects come from Hollywood Edge. It includes about 55 30-second clips. The PC version contains WAV files in 8-bit. 22kHz stereo and 11kHz mono. A separate Mac version containing AIFF 8-bit, 22kHz stereo files has also been released. ClipMedia elements may be used without additional licenses, except for music used for broadcastcontact Killer Tracks for rates in such applications. ClipMedia is priced at \$399. Killer Tracks has also released

three audio CDs of music and effects for multimedia use.

Passport Designs' (Half Moon Bay, CA) Media Music Sampler is a CD-ROM with 20 clips of original music from five seconds to two minutes in length in 16-bit CD-Audio (44.1 kHz), 16-bit AIFF (44.1 kHz), 8-bit mono AIFF (22 kHz), 8-bit mono SND (22 kHz) and MIDI formats, for the Mac. A similar CD-ROM is available for the PC. The Sampler disk is available for \$99. Also announced are plans for additional volumes of Media Music on CD-ROM, priced at \$395. Royalty-free use is included for presentations "used for non-commercial distribution." An additional license fee is required for broadcast on radio, TV or film.

SoundTrak, from Opcode Systems (Menlo Park, CA), is a Mac CD-ROM with 150 pieces of original production music in MIDI file and 22kHz digital audio formats. Music titles can be searched by category, played and edited via a HyperCard front end. Designed for use without royalties for non-broadcast applications, SoundTrak is scheduled to ship later this year at a price of \$395.

From Compact Designs (San Fran-

cisco) comes PROclaim!, a Mac-based CD-ROM containing QuickTime video clips, backgrounds, drawings, animations, color photos and variety of background music and sound effects. The \$399 price includes royalty-free use of all content.

Applied Optical Media Corporation's (Westchester, PA) Mediasource is the first of a series of CD-ROMs of images and audio for the MPC platform. It includes 1,500 images and more than 90 minutes of music and sound effects. Purchasers retain rights for re-use "in computer-based presentations." Mediasource also includes "retrieval software to help the user find the right image, music piece or sound effect." Priced at \$395.

MusiClips from Voyetra Technologies (Pelham, NY) is a collection of MIDI song files that "adhere to the MIDI authoring standards for Windows multimedia extensions." No performance royalties are required. The MusiClips Collectors Edition contains over 150 songs for \$149 on IBMformatted floppies. Also announced are plans to follow the current MusiClips MIDI editions with digital audio equivalents on CD-ROM to be marketed under the "MusiClips Digital Audio" name.

Prosonus (North Hollywood, CA) offers MusicBytes, a CD-ROM formatted with modular production music, MIDI data, sound effects and instrument samples for MPC. Said to contain dozens of original tunes, MusicBytes is license-free and priced at \$99.95 in either MPC or Macintosh format.

Presentation Graphics Group (Beverly Hills, CA) has created Digisound, a CD-ROM containing more than 600 sound effects and MIDI music clips for MPC free of "royalties, licensing and clearances." The 200 music clips contain over two hours of music conforming to the MPC General MIDI format. Digisound is priced at \$180 and was expected to be available this month through Radio Shack.

HyperClips, from the Hypermedia Group (Emeryville, CA), is a CD-ROM with 1,001 animation and sound clips conforming to the MPC standard (sound effects are in 22kHz, 8-bit WAV format) and indexed in a simple-to-use graphical storage and retrieval system. No release date has been announced.

-Paul Potven



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Figure A. 27x27x10 in.

INTERNATIONAL UPDATE

city of Mafeking, site of a 217-day siege during the Boer War at the turn of the century.

Homeland of the Tswana people, black-ruled Bophuthatswana has a thriving dairy and agricultural economy, buttressed by one of the world's richest platinum lodes and legalized casino gambling in various resort hotels.

But the music has always been here; you can hear it in a farmer's voice, lilting into the morning mist as the sun rises. Paul Simon's *Graceland* put Africa's music clearly on the Occidental cultural map—an overt acknowledgment of a rhythmic debt owed by pop music for decades. Now a group of private investors is banking that a world-class—and in this case, the world's largest—professional recording studio will make Mmabatho a locus of the trend of world music.

To that end, three studios have been built, housing one each of the world's largest major consoles: a custom SSL 4000 G Series with 72 mono inputs and eight stereo inputs; a Neve VRP 96 with 80 mono inputs and 16 stereo inputs; and a Focusrite with 72 mono inputs and 16 stereo inputs. All consoles have the maximum automation systems available. There is also a New England Digital Synclavier 9600 coupled to a 16track PostPro system. An unspecified fully digital console has already been purchased and will be installed in August, replacing one of the current consoles.

From The Ground Up

BOP Studios' sprawl was born in the somewhat more tightly clustered group of offices and studios that comprise the nearby BOP Broadcast Centre, the homeland's first high-tech venture. In 1990, its director, Jonathan Procter, commissioned the first of two feasibility studies for a group of local private investors, Sefalana Benefits Organization, to finance the development of a major studio complex. Once government approval of the development had been secured, the investors (in a mutual fund-type arrangement) financed the capital costs of construction and leased the site to BOP Studios, which has an option to buy at a later date.

Once the go-ahead was given, Procter called studio designer Tom Hidley to design the complex and

recommend someone to direct its construction, operation and technology acquisitions. Hidley suggested Andre Perreault, a Montreal engineer/ producer (Men Without Hats; Emerson, Lake & Palmer). Perreault, after a stint as audio consultant for the 1976 Winter Olympics, had worked in several major California studios before returning to Montreal to direct Cinar Studios. Hidley and Perreault worked together several years earlier on a new subsonic control room design for a 1988 Florida facility that never materialized. That same design, based on Hidley's mid-'80s 20Hz concept (such as the one he built at Nashville's Masterfonics in 1986) underwent considerable revamping and further proving on a 1/10 scale model at Southhampton University in the UK. It became the centerpiece of BOP Studios' design: three 12Hz control rooms.

"It's a very different kind of facility design," says Hidley, speaking from his home in Switzerland. "It's really targeting acoustic music, though the rooms are suitable to any music application.

"The 12 Hz provides an infrasonic capability," he continues. "The monitors are capable of delivering below the audible audio threshold if the source material goes that deeply. The trapping control in the design addresses 15 Hz at half its length, and to do that we used a floor trap across the front of the room—1.35 meters across—and a wall trap on the rear wall, 1.5 meters across." The traps are covered with a sheer mesh fabric in both cases, damping reverberation down to infrasonic levels.

"The result is a uniformity of pressure balance and no measurable standing waves down to that point," Hidley explains. "For years, the music industry had a safety net of frequency cutoff; tape didn't go below 30 Hz, and consoles couldn't handle phase coherency under 25 Hz. Now, new consoles handle down to 10 Hz with better phase correlation, and new digital formats are good down to 5 Hz. The same goes for microphones and even consumer audio reproduction systems, like compact discs."

It's the speakers that can't deal with infrasonic energy unless the room assists them, Hidley maintains, and that's what the BOP rooms are designed to do. "The 12Hz room is a tool designed to advise producers and engineers that —CONTINUED ON PAGE 89 Whether you're involved with recording, touring, broadcast, pro-audio or performing, you simply can't do better than Whirlwind's new HotBox Active Reference DI. Advanced active electronic circuitry completely eliminates low-end saturation and provides an incredibly wide band-width with virtually no signal loss. Plus there's tons of headroom; more than in any existing active DI!

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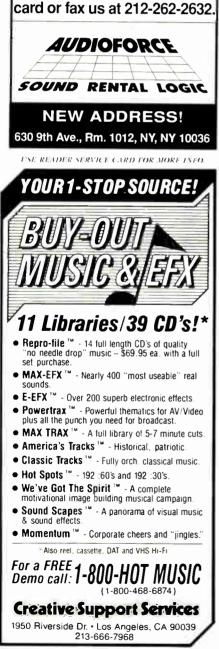
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INTERNATIONAL UPDATE

The Politics of Bophuthatswana

In December 1991, in response to South African government actions toward the elimination of apartheid, the United Nations and the African National Congress lifted an 11-yearold cultural boycott against performances in that country. Paul Simon toured South Africa that month, and Whoopi Goldberg started filming *Sarafina* near Soweto. Both were caught in a storm of publicity, both positive and negative.

BOP Studios, the newest of the high-profile international recording complexes, opened for business in January 1992 as "the world's largest recording facility." It is located in the black homeland known as the Republic of Bophuthatswana, within the borders of South Africa.

The creation of the homelands was the cornerstone of South Africa's apartheid policy. In the 1960s, white South Africa established ten homelands and began assigning all black South Africans to one or another. When completed, the plan called for all blacks, numbering 80% of the population, to occupy 13% of the land. White South Africa, occupying 87% of the land, was to include all 17 major cities and manufacturing centers.

Four of the ten homelands accepted "nominal independence" (as the press referred to it at the time) in the late-1970s; six others resisted because by accepting independence, they would give up their meager rights of South African citizenship, including the right to work in the more lucrative urban jobs.

South Africa granted independence to the Republic of Bophuthatswana on December 6, 1977. The move was greeted with hostility by most of the 2.5 million black residents. And today, South Africa is still the only country in the international community to recognize the republic.

The \$25 million BOP Studios complex was partially financed by the Republic of Bophuthatswana, which received over half its operating budget from the South African government in Pretoria in 1990. Bophuthatswana claims a thriving agricultural industry, though only 10% of the total land area is suitable for farming; the majority of the republic is scrub grass. Money comes from plutonium, as the republic mines roughly 40% of the world's supply. Resorts such as Sun City attract tourists and bring in money through casinos and legalized gambling.

Bophuthatswana *is* black-ruled, though critics contend that President Lucas Mangope is merely a puppet of the white government in Pretoria. Mangope answers his critics by saving that the independent homelands enable his people to consolidate their political power and negotiate with South Africa from a stronger position. He is the only civilian leader of an independent homeland (the other three leaders are military officers), and by all accounts has been the most successful at creating a semi-autonomous republic. When his own military attempted a coup in February 1988, Pretoria quickly moved in and quashed the rebellion; 120 soldiers were arrested and sentenced to prison.

Change has come to the homelands recently with the slow crumbling of apartheid. Many provisions of the international economic boycott have been lifted, and a referendum on the De Klerk presidency on March 17 should determine the course of negotiations regarding black participation in the future government of South Africa.

All homelands are in favor of reincorporation into South Africa. and it is in the interests of Pretoria to encourage such a move to improve its international standing. Mangope, however, against the wishes of the vast majority of Bophuthatswana residents, has gone on record as saying that Bophuthatswana would remain independent for the next 100 years. Riots occurred in February and March 1990, demanding repatriation; government troops killed more than 30 rioters and injured hundreds, and Mangope declared a state of emergency. He has since shown a willingness toward reincorporation.

-Tom Kenny and Jeff Forlenza

—FROM PAGE 87, BOP STUDIOS

these infrasonics exist. It's lowered the threshold that previously had masked infrasonic problems. It's an empirically proven concept: the infrasonic room has to be accepted as part of digital [audio] technology. And I'm looking forward to the data that BOP will provide for the future."

Starting From Scratch

When Perreault agreed to take on the job of supervising BOP Studios' creation, he faced a considerable number of choices, from location to technology. Bophuthatswana is divided into seven separate geographical entities. He decided upon the Mmabatho site because of its hotels and proximity to two well-developed airfields, as well as its closeness (a three-hour drive or 40minute flight) to the region's major city, Johannesburg.

The part of Bophuthatswana where Sun City, the resort complex made notorious by Little Steven's "Ain't Gonna Play Sun City," is located was somewhat closer, but Perreault acknowledged the potentially negative connotations that lingered even as apartheid has been officially refuted and the economic sanctions have been lifted, "Recording artists have supported Africa strongly, if not lthe government of] South Africa," he says. "But when I first came here it was obvious from the changes going on that the sanctions would be lifted at some point, and that it made sense to use the arts to help Bophuthatswana take advantage of the coming boom in business." [Since this interview, Paul Simon performed several shows in South Africa, the first major American act to perform there since the United Nations lifted the 11-year-old cultural boycott.]

According to Perreault, it was a practical business decision to build, not a political one, and pragmatism dominated all subsequent decisions. The Mmabatho site offers mechanical isolation, and the scale on which the studio is built allowed Perreault to specify—and get—any set of reflective and acoustic values he chose. "I spoke to a lot of engineers, and on the top of their list was a room with a lot of space in which they could seriously control sound properties," he says. "That's what we got."

Construction began in mid-1991, and three studios and a front tier of offices, lounges and shops were built with poured-concrete interior walls and brick external walls. Studio 1 is the largest of the three; it can hold up to 120 musicians, with a center-stage drum kit area (with two large iso booths on either side) radiating out into a huge main room beneath a 32foot ceiling. Studio 2 has a similar geometry and is only slightly smaller. with a 28-foot ceiling and livelier reverb qualities aimed at rock sounds. Studio 3 is primarily a mixing room, although Perreault stresses that all three control rooms are equally capable of mix mode since all three are identical. Studio 3 has a comfortablesized recording area, aimed mainly at overdubs and fixes prior to mixing and DI-type recordings.

The identical control rooms have different equipment packages. Studio 1 is the Focusrite room, Studio 2 has the Neve VRP 96, and Studio 3 holds the SSL with Ultimation. The rooms were designed as much for the size of the consoles as for their acoustic properties. The desks are huge but are proportioned to the 18-feet acoustic ceilings, which hang below the 30foot structural ones. Modifications to the consoles include a configuration of six stereo aux sends on the SSL, in-



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INTERNATIONAL UPDATE



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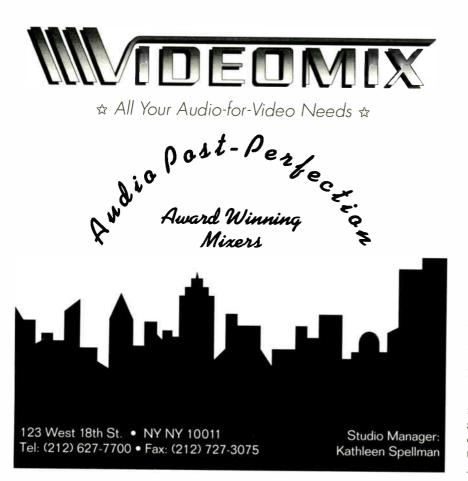
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stead of the usual one per module. Also, the desk's output matrix was rearranged with Q-Sound mixing in mind. Above each console, a provision for an RGB projector is fitted, an acknowledgment that audio-for-video, while not a primary consideration in the initial design, may be an important part of the studio's future. That same line of thinking also included the NED PostPro system.

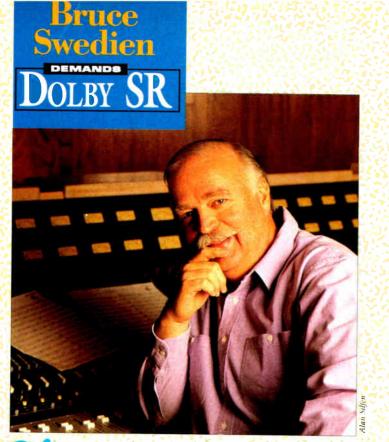
To the side of the control rooms are the main machine rooms, each of which is divided into three sections: the tape machine area, the computer/ power supply room, with additional cooling and air filtering, and the amplifier room, with extra cooling for the custom Manley tube amps. The studios afford 1,800 watts per side of tube power for the main monitors and 3,000 watts per side of FM Acoustics solidstate power for the infrasonic monitors. Perreault notes that clients can specify their preference for tube or transistor power amps.

BOP makes use of three Studer D820 48-track digital tape machines, two D820 2-track digital decks, one A824 SR-equipped analog multitrack and three A820 TR SR 2-track decks. Also on hand are a Mitsubishi X-880 32track digital machine and an X-86HS (20-bit) 2-track recorder. Other machines include Sony DAT recorders and mastering/editing systems, Studer's recordable CD system and Studer cassette decks.

Adjacent to the machine rooms are smaller computer closets for the automation systems, and just beyond them are producer's offices equipped with talkback to the studio and one-way video capability. Off to the right of the control rooms are the individual studio lounges, with kitchens, bathrooms and showers. Sliding glass doors look out onto the landscaped grounds.

More than 140 microphones fill up the cabinets. A sampling includes four Manley 87s, four Baby Manleys, 18 AKG C-414s and four B&K 4011s. The same applies to the outboard selection, with virtually every major manufacturer represented, including Lexicon, AMS, Eventide, Yamaha, Drawmer, UREI, GML and Sony.

Main monitors are Kinoshitas mounted into the walls in a vertical array configuration aimed at the central console point, on either side of the two-meter space between the control



little voice inside tells me not to give up my analog machines. There is a efinement and character with analog not available with other mediums,"

Occupation	Producer, engineer, songwriter.		
Recent credits	Co-produced 5 and engineered 11 songs on Michael Jackson's "Dangerous". Currently working with Michael Jackson, Sergio Mendes and Rene Moore.		
Career credits	At age 19 recorded Tommy Dorsey, and hasn't stopped yet: Quincy Jones, The Chicago Symphony, Duke Ellington, Count Basie, Stan Kenton, Oscar Peterson, Sarah Vaughn, Natalie Cole, Barbra Streisand, Dizzy Gillespie, Diana Ross, Nat 'King' Cole. Awards: 3 Grammy's (8 nominations); TEC Hall of Fame.		
Career direction	"I want to do more co-producing and song writing along with engineering."		
On his technique	"Lately I have returned to recording directly to analog recorders, later transferring the final elements to digital for editing and storage."		
On Dolby SR	"Dolby SR allows the inherent beauty of analog recording to come through without annoying hiss, hum, or print-through. I use Dolby SR on all my projects."		



or d Radio History

Michael Jackson's "Dangerous" (Epic) 5 songs co-produced, 11 engineered by Bruce Swedien

Dolby SR: now over 61,000 tracks worldwide.

INTERNATIONAL UPDATE

room separation windows. "They give you a wide window of image, with a ±0.5 mm tolerance convergence at the engineer's position," Perreault explains. Other speakers include Yamahas and Tannoys.

The floors are Swedish Merbeau wood, and beneath them in the control rooms run deep troughs, which are part of the acoustic bass trap design. The troughs double as wire runs for the silver-stranded Van Den Hul cabling, miles of which are used throughout the entire installation.

Trying to avoid the laundry-list approach to the studio is difficult given the huge amounts and levels of gear. But the roughly \$25 million-plus price tag that all this engineering and equipment has generated underscores the choice of location, according to Perreault. "There's no way you could have done this for this price anywhere else," he says. "The cost of the land alone in many locations would have prohibited it."

It took a small army of 300 local workers and contractors eight months, seven days a week, to build BOP, pulling materials off the equivalent of 40 container loads shipped in from the UK. Tom Hidley's 12-man crew, headed by Mike Cronin, labored for seven months to implement Hidley's control and recording room designs. As for staffing the studio, Perreault conducted a rigorous recruiting campaign on several continents for the top positions, filling about ten slots from over 130 applications. A number of jobs will also be filled by local technicians, many of whom were trained at the nearby Broadcast Centre.

While committing to a certain amount of time on another continent is no small matter, the compensation and perks for staff seem commensurate. Along with a Western-scale salary come California-style houses and a company car, usually a BMW, which every other car in this country seems to be.

The new studio manager is Natasha Walker, former manager of London's Swanyard. Eric Stark, BOP's new chief engineer, rebuilt New York's Soundworks studio and spent the last several years constructing and maintaining comedian Eddie Murphy's elaborate personal studio at his New Jersey home. Alabama-born Stark, who

BIG EASY.

The M700 is a 32-buss production console series that combines sonic purity and a familiar, flexible architecture in standard configurations up to 128 input channels. Designed using a minimal number of active components, the M700's signal path is clean and efficient, which results in a natural sounding mix that's open, robust and transparent.

The ease and flexibility of the M700 Series can be extended by means of TASCAM's new Moving Fader Automation (MFA) package, a fullfeatured, stand-alone automation system which can be enhanced with a computer as a display terminal. The very responsive MFA package² includes TASCAM-designed motorized faders with 12-bit resolution, along with capabilities for sub-grouping faders, mutes and solos.

If you haven't yet seen the remarkable M700/ MFA production console in action, you can easily do so by calling (213) 726-0303. Or by writing TASCAM, 7733 Telegraph Road, Montebellø, CA 90640.



(0 1991 TEAC America, Inc.

INTERNATIONAL UPDATE

brought his wife and 18-month-old son along, found that the level of technology won out over any hesitations he might have initially felt.

Surveying the Focusrite, which awaited assembly from 52 crates, Stark was more awed than intimidated by what lay ahead. "You're talking about the three biggest consoles in the world, all in one place," he says. "But as long as things are organized, which they seem to be, everything can get done. I want to keep the maintenance staff small, because a few good people can do the work of ten if the relationships are right. There won't be any problem with the environment; the climate is nice and dry. The power is stable and the ground grid looks good."

He pauses for a moment, silently switching cerebral hemispheres. "I'm still soaking in the concept of moving so far away," he admits. "But I'm not the type that gets excited. My job's to stay calm and get this done. You know, this wouldn't fly in some place like Texas like it would here. It's the locale, it's the musicians around here, it's the overall vibe. Africa still has a sense of frontier to it."

If You Build It, Will They Come?

The marketing aspects of BOP were considered as closely as the geography and the technology, according to Perreault. Four studio reps---one each in London, Los Angeles and Tokyo, as well as one at-large-and an aggressive trade media advertising campaign are already in place. "When you sit down and look at the potential clients for a facility like this, you know that it's the long-term, project-oriented artists who need to be addressed," Perreault says. Recording costs can be kept in line with other major recording centers, he adds, because of BOP's integrally planned technology/structural conception. ("It wasn't put together piecemeal, so we know what our real costs are.") In addition, there's the advantage of the lower costs of doing business in the region.

Artists already sold on the idea of working there after the official opening in March include Ray Phiri, Paul Simon's *Graceland* guitarist, whose first solo outing will feature Simon on several tracks. Other names have been bandied about in the press recently, though Perreault was not able to confirm bookings at presstime.

Record companies, publishers and other diversified constituents of the industry will also be targeted, hopefully lured by a combination of very high technology and leading-edge design; a virtually untapped talent pool of musicians from Bophuthatswana, Johannesburg and Cape Town; the potential for interaction with other artists living and working at the threeroom complex; the sublime isolation that such a self-sufficient facility affords; and, last but not least, the flat-out exotic location. "If you look at the histories of top studios, like Record Plant and Power Station, when they first opened, they had this kind of magic that doesn't happen for every studio," Perreault says. "It's a mixture of technology and time and place that's special. We're trying to bring back the sense of adventure to making a record."

Dan Daley is Mix's East Coast editor.

International Update Bits and Pieces

A SMPTE First

The Society of Motion Picture and Television Engineers will have their first European conference this fall. It will take place during the photokina Professional Media conference, held from September 16-22 in Cologne, Germany. Topics include development prospects for film and television in unified Europe and progress in digital audio.

For more information, write to SMPTE-Deutschland, c/o Rolf von Kaldenberg, Kuhlendahler Str. 18, 5620 Velbert 15; or call (02) 053-8559 or fax (02) 053-6665.

UK

Soundcraft moved to a new location. They may now be found at Cranborne House, Cranborne Industrial Estate, Cranborne Rd., Potters Bar, Hertfordshire EN6 3JN...London-based O.L.E. Limited sold a Lightworks random access editor to London post-production house Oasis Television...Hot Nights Studios of London picked up a Soundtracs InLine 4832 mixing console with Tracmix 2 automation... Quantel Broadcast Systems is installing five Calrec Audio Q Series desks into the new BBC type-8 vehicles. Other transactions between Calrec Audio and the BBC include a contract to install six consoles in Bush House for BBC World Service and the delivery of a Compact Series desk to the BBC Operator Training for use in a studio sound gallery...Paul McCartney's private studio in Sussex was updated with, among other additions, a Sony PCM7030.

Europe

Audio Sonic GmbH of Berlin was appointed dealer for Focusrite consoles and modular products...MM-Technology moved to Sandweg 11-13, 7595 Sasbachwalden, Germany. The company's new phone number is (07) 841-4081; the new fax is (07) 841-4078... Taurus Studio of Geneva remained at the same location but doubled their studio size after an expansion and redesign...Finland's Yleisradio added a Studer D920 A/D mixing console to their existing Studer 902 console. Installation of a Studer 994 mixing console in the radio station's van is expected in the spring ... YLE, the Finnish Broadcasting Company, bought a Digital Audio Research SoundStation SIGMA for the company's film and video post-production projects.

Canada

Music West will be held in Vancouver from May 1-4. The event includes an exhibition of musical instruments and gear; a conference for participants in the Canadian recording industry; and a music festival. For more information, call (604) 684-9338...Karisma Studios (Montreal) upgraded its post-production services with the purchase of Solid State Logic's ScreenSound digital audio-for-video editor/mixer...The Canadian Broadcasting Company chose four Chyron Infinit! systems for CBC stations across the country.

Japan

Digital Audio Research reports three sales in Japan: The Tokyo Broadcasting System bought two 16-channel SoundStation SIGMAs and two DASS 100s; Tokyo's Sound City also purchased a DASS 100, and TVT Akasaka (another Tokyo operation) chose the 8-channel SoundStation SIGMA... Discrete Systems' Boxer Four monitor systems were purchased by Tokyobased Hitokuchi-Zaka Studio and the in-progress Shimoda Element complex being built on a mountain-top site southwest of the capital.





adapt to a customer's changing needs by means of a "virtual" channel capacity. This means that bandwidth is offered on an as-needed basis, at a cost commensurate with usage. ISDN provides two or more independent 64 Kb/ sec channels called Bearer (B) channels that can be used separately or combined for higher data rates. In addition a Delta (D) channel is used for signalling (dialing), and can also be used as a 9600-baud data channel once the connection is made on the B channels. An ISDN modem called a Terminal Adapter costs approximately \$1,000-\$2,000, while an additional \$200 device called a terminator is required for connection to the RJ-11 wall jack. With ISDN, transmitting and receiving facilities need to be within two miles of a POP. While Switched 56 is the more established system in the USA, ISDN's advantages of virtual capability are likely to ensure its widespread acceptance in the future.

Dedicated Links (T1)

The T1 format was developed in the 1960s to move voice traffic more efficiently through the existing telephone network. This new format digitized the audio, allocating 64 Kb/sec (8kHz sampling rate x 8-bit word) for each call. Twenty-four 64Kb/sec channels (called DS-0s) are time-division multiplexed (TDM) in one complete T1 circuit operating at 1.54 Mb/sec. A twisted pair that could previously handle only one call now accommodates 24 calls.

Hardware for T1 is more expensive than either PSDS system. A \$2,000-\$8,000 device called a channel bank is required, but facilities can be any distance from the POP because of the use of a repeater. Basic monthly charges can range from \$200-\$1,000, plus additional installation charges. Usage charges are based on bandwidth and distance.

While T1 service may seem expensive at first glance, studios with multiple locations can offset the higher cost by using the link for a variety of functions. In addition to audio, a T1 can carry voice calls and transfer data, thereby greatly reducing conventional long-distance telephone expenses. Take for example the T1 network connecting four LucasArts post-production facilities in Northern and Southern California (see Fig. 1).

LucasArts' dedicated interconnection allocates slices of T1 bandwidth for a variety of tasks. All intracompany



100 Reasons to wn a Quadraverb

- 1. It's the all-time classic reverb
- It's fully programmable 2
- Nobody tries to mix without it 3.
- I already own 3 and need 1 more 4.
- Everybody I know has one 5.
- Stereo in and Stereo out 6
- Incredible MIDI implementation 8
- Does up to 5 effects at the same time
- Incredibly quiet
- 10. Great Dynamic range
- 11. Vocals sound incredible with Quadraverb
- 12. My guitar gently weeps
- 13. My girlfriend won't let me mix without it
- 14. My boyfriend won't let me mix without it
- 15. My producer won't let me mix without it
- 16. It works as well on stage as in the studio 17. 16 Bit Linear conversion
- 18. It's easy to program
- 19. It's easy to hook up
- 20. It works great in my MIDI system
- 21. It works great in my guitar rack
- 22. It works great with my bass rig 23. My flute sounds better through it
- 24. 20Hz to 20kHz Bandwidth
- 25. 127 MIDI sources can modulate any of 57 parameters
- 26. Works great in any country
- You can take it on cruise ships 27.
- 28. Everybody in Hollywood thinks it's cool
- 29. They use it back East
- 30. They use it out West
- 31. The North and South think it's great
- 32. Affordable enough for demos
- 33. Perfect for masters
- 34. It will be with you throughout your career
- 35. Those cute buttons with the little lights
- 36. Pressure sensitive programming buttons!!
- 37. The chorus is unreal
- 38. Reverb + chorus Programs are awesome
- 39. Pro engineers can't believe it's so inexpensive
- 40. They've got one in every room where I rehearse
- 41. I need one in my rack and one at home
- 42. The vocals stunk until I added the Quadraverb
- 43. Instant vocal doubling + chorus + reverb + eq
- 44. My guitar finally has a voice
- 45. 20 Bit processing
- 46. Incredible resolution for perfect reverb tails

Call 1-800-5-ALESIS for more information and more reasons to own a Quadraverb

Alesis Corporation, 3630 Holdrege Avenue, Los Angeles, California 90016

- 47. It sings
- 48. Fills in the cracks of my keyboard

USE READER SERVICE CARD FOR MORE INFO

- 49. It's like a synthesizer for processing
- 50. There's no better reverb

- 51. The multitaps are unbelievable
- 52. You can delay up to 1.5 seconds
- 53. With everything on, there's still 800ms of delay
- 54. The price is unbelievable
- 55. All Alesis reverbs are great
- 56. It makes my drum machine sound real
- 57. It was the finishing touch on my demo
- 58. ...and my demo got me a deal
- 59. It's great to borrow, but better to own
- 60. Late at night under headphones I leave the planet
- 61. My mixes sound like movies
- 62. My speakers sound bigger
- 63. Close your eyes and you're there
- 64. For a successful music career
- 65. For birthdays
- 66. For Christmas
- 67. The auto-panner is great
- 68. Michelangelo would have used one
- 69. It gives me new keyboard sounds for free
- 70. It's so musical sounding
- 71. It's as wet as you can get
- 72. Use as much as you like
- 73. The resonators are great for guitar
- 74. The ring modulators are great for sci-fi
- 75. The sampling is a cool convenience
- 76. You can automate parts of your mix
- 77. It's a necessity
- 78. The specs are great
- 79. It makes my ears feel better
- 80. It makes A & R departments hear better
- 81. I'd be lost without it
- 82. I don't need it at the beach...but I might
- 83. It's the first thing ON in my studio
- 84. It's the last thing OFF
- 85. I love Alesis
- 86. Alesis loves me
- 87. It does 24 million instructions per second
- 88. It does -10
- 89. It does +4
- 90. It handles +20 peaks
- 91. The 32 character backlit LCD display
- 92. It only weighs 4.5 pounds
- 93. You can program advance with a footswitch

AL

STUDIO ELECTRONIC

- 94. The graphic eq
- 95. The parametric eq
- 96. Programmable panning

100. It's the all-time classic reverb

- 97. The flanger
- 98. The phase shifter 99. It looks great in a rack

voice and data communications flow over the system, with a common system of four-digit intercom lines and an interoffice computer network allowing easy file-sharing and convenient Email. In addition, LucasArts' Skywalker Sound division transmits high-quality audio. This enables sound mixes being prepared in Northern California to be synchronized with film projected in Southern California, allowing directors to review and supervise the work without traveling. Looping sessions in Southern California can be directed and recorded over the tielines to Northern California, saving travel time and expense, as well as precious production schedule time.

Long distance collaboration of this sort can reduce the stress involved with last-minute travel between studios. The producer can stay in the office and coordinate and supervise recording, editing, scoring and mixing in distant studios.

Bit-rate vs. Quality

Digital audio systems operating at 56 or 64 Kb/sec typically offer an audio bandwidth of 7.5-10 kHz, sufficient for an excellent voice channel or a usable

DIGITAL NETWORKS AT A GLANCE

SERVICE	CAPACITY	USAGE	ТҮРЕ	APPLICATION
Switched 56	56 kbps	Low	Dial-up	Voice-over, remote audio
ISDN	64+64 kbps & up	Low	Dial-up	Same, plus expansion capability
T1	Up to 1.54 mbps in 56 or 64 kbps increments	Medium	Dedicated	Same, plus other services

music channel. A relatively new 112 or 128 Kb/sec stereo format—taking advantage of the redundancy of stereo channels—offers surprisingly good audio appropriate for applications such as broadcast remotes. However, when the highest, CD-equivalent quality is required, a rate of at least 256 Kb/sec per pair of channels is necessary, and these higher bit rates are practical only with ISDN and T1 services. While it is theoretically possible to use multiple Switched 56 channels to transmit the higher bit rates, it is both awkward and costly.

Global Audio Investing in the Future

Today's audio professionals are tempted by new types of hardware that weren't even imagined a few years ago, while at the same time they are constrained by tighter budgets. Thus, the long-term contribution of each



IDP is not a food preservative.

ntegrated Dynamics Processing... the concept behind the new Symetrix 425 Dual Compressor/Limiter/Expander. Three totally priority-interactive processors in each of the Dual/Stereo channels provide the essential level control tools you need for any mixing, recording or sound reinforcement task. And it's dead quiet—super smooth

Demo the new 425 and the power of IDP from the the company that has specialized in dynamics processing for over 15 years. Because, audio problems don't come in neat little boxes --- Symetrix solutions do.

- Transparent soft-knee compressor
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Jerry Goldsmith Movie Score Composer/Producer

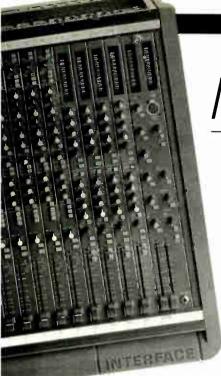
Peavey Audio Media Research Production Series[™] 2400 Recording Console

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PREVIEW



New Products

Mark IV Interface Console

Jointly marketed by Altec, DDA. Dynacord and Electro-Voice is Interface a modular console available in 8-16-24-32-channel mainframes with up to four subgroups. Each input strip features six aux sends, phantom power and phase-reverse switches. 4-band EQ with swept midrange bands, 80Hz filter, PFL and 5-segment LED meter. The master module includes BNC lamp socket, 20-segment LED meters, mono sum output, talkback mic jack, oscillator and 100mm faders. A 32x4x2 model retails at \$16,500.

Nady 551 VR

Designed for location film video applications is the 551 VR, a wireless mic system from Nady Systems (Emeryville, CA). Equipped for belt-clip or camcorder-mounting, the receiver features a rugged metal case, removable rubber-duck antenna, two selectable VHF channel frequencies, headphone jack, balanced audio output and a line-of-sight range of 1,500 feet (or 200 feet under adverse conditions). Transmitters include a handheld mic and an ultra-compact bodypack with mini-XLR connector for any electret condenser lavalier. Circle #276 on Reader Service Card

Brainstorm Distripalyzer

All new from Brainstorm Electronics (Los Angeles) is the SR-15 Distripalyzer, a one-rackspace unit combining a 1x5-time code distributor (with reshaping on all five outputs), 50/ 60Hz pilot tone stripper and time code analyzer with frame rate counter. time code reader and LEDs for drop, color and video synchronous code, Designed for studio or location work, the \$1.095 SR-15 can be set to beep when a time code error is detected, while an RS-232 port allows a full report (with address and error description) to be sent to a printer. The time code and pilot I/O are XLR jacks; video input is BNC. Circle #277 on Reader Service Card

Furman Bass Enhancer

- 00000

The Punch-10 from Furman Sound (Greenbrae. CA) is a subharmonic processor used to increase the bass content of any audio signal by generating a harmonic that is one octave below the lowest frequency present. The one-rackspace box has stereo inputs/outputs and a separate subwoofer out. Controls include subharmonic level, highpass filtering and an adjustable hard limiter that protects speaker systems by acting on the processed subharmonic signal. The Punch-10B version has balanced XLR connectors in addition to the 1/4-inch jacks. Circle #278 on Reader Service Card

Marantz CD Recorder

Due to ship this month is CDR-600, a rack-mount. stand-alone CD recorder from Marantz Pro Products (distributed by Dynascan of Aurora, IL). The \$7,500 unit produces CDs that can be played on any CD player and is loaded with features: RCA and balanced-XLR analog inputs/ outputs, S/PDIF and optical digital I/O, 1-bit 64x oversampled ADCs, 1-bit 128x oversampled DACs and start-stop record capability. Circle #279 on Reader Service Card

Circle #275 on Reader Service Card



PREVIEW

Samson 2242 Mixer

Retailing at \$1,049.95 and offering 22 channel inputs (ten XLR mic/six stereo line) in a rack-mount package is the 2242 Portable Mixer from Samson Technologies, Hicksville, NY. Features include phantom power, six aux sends, 4-band EQ, solo, muting and a three-wayswivel back panel for connection flexibility.

Circle #280 on Reader Service Card



set purchases.

The Sound

Designer Series FX

The Producer's Sound

Effects Library (Holly-

wood, CA) announces "The Sound Designer

Series," with high-tech

sound effects from re-

designers. Individual CDs

are priced at \$89.99, with

substantial discounts for

Circle #282 on Reader Service Card

Athan Recorder Refurbishing

Athan Corp. of South San Francisco offers complete pro audio design and service support. Activities include manufacturing parts for current and out-of-production recorders (Ampex, 3M, Scully, Studer, MCI JH Series, Otari and other machines); circuit board repair (Ampex ATR-100/MM-1200 and Otari MTR-90); motor refurbishing; and complete recorder restoration. New products include non-slip, polyurethane pucks for MTR-90/ 100A and Mitsubishi multitracks, and a pinchroller for Studer A80/A800s that is said to eliminate the skew problems that occur with certain new tape formulations. Circle #281 on **Reader Service Card**

. Maria

ART Phantom Consoles

From Applied Research & Technology (Rochester, NY) comes Phantom, a line of professional recording/P.A. consoles with four subgroups and 16, 24 or 32 inputs. Features include 3band sweepable EQ, eight aux sends (four pre-, four post-facler), control-room and talkback outputs, solo, muting, switchable output and monitor metering, 8channel dedicated tape return section and, of course, phantom power on all mic inputs. Circle #283 on Reader Service Card



mount Monitor

Housed in a one-rackspace package is Wohler Technologies' (San Francisco) AMP 0.9. The 2channel, powered monitor system is ideal for applications where basic voicequality, 120-7k Hz monitoring will suffice. The unit features RCA and balanced XLR inputs, 10-watt amp, headphone jack and mag shielding; LED meters are optional.

Circle #284 on Reader Service Card

Sound Ideas "The General"

Sound Ideas (Richmond Hill, Ontario, Canada) is debuting The General Series 6000-said to be the largest digital sound effects library project ever undertaken-with over 6.000 digital sound effects (50 hours) on 40 compact discs. Included are expanded sound categories, such as an extensive animal collection, along with transportation, crowds, long ambiences from around the world, weather, aviation, military, Foley and a collection of effects by four award-winning sound designers. Circle #285 on Reader Service Card

Smithline 2X4S Monitors

Smithline Audio of Van Nuys, CA, has improved its popular 2X4 reference monitors. The new model 2X4S features gold-plated binding posts and shielded drivers for placing the speakers near video/computer displays without causing picture distortion. Two 4-inch woofers and a 3/4-inch dome tweeter provide a rated frequency response of 70-20k Hz (±3 dB). Price is \$700/pair; subwoofers are optional. Circle #286 on Reader Service Card

Allen & Heath GS-3

The Allen & Heath (now distributed by DOD of Salt Lake City, UT) GS-3 is a compact, professional inline recording console with onboard MIDI-mute automation of channels, monitor and effect send/ returns. An 8-bus design available in 16x8x2 or 24x8x2 versions (an 8channel expander is optional), the GS-3 has four stereo effects returns and two signal paths per channel for a maximum of 40. 56 or 72 inputs with EQ on mixdown. Features include 100mm faders, six aux buses, LED metering and switching for two pairs of monitor speakers. Circle #287 on Reader Service Card

PREVIEW



Amek Einstein

Amek (U.S. offices in North Hollywood, CA) is debuting Einstein, a radical new 24-bus console providing up to 64 inputs (with 4band EQ and faders) in a 56-inch mainframe. Amenities include eight aux sends, the ability to meter every input and output, stereo solo and integral Supertrue automation (fader, mute and MIDI) with built-in keyboard and trackball controller. Since the automation is also used in Amek's Mozart and Hendrix consoles, automation data is transferable. An automationready, 48-input board is \$28,558; an automated, 64input console is under \$47,000. Optional is Amek's Virtual Dynamics system with gates, limiters, compressors, expanders and autopanning on each channel.

Circle #288 on Reader Service Card

Low Cost Dolby SR Dolby Labs of San Francisco announces Dolby SRP-24, a new 24-track Spectral Recording noisereduction unit with a list price



of \$16,875—25% less than the least-expensive 24track unit previously available. The SRP Series is designed for studios with only an occasional need to recalibrate the SR system to match tapes from other facilities, while Dolby's XP and MT systems are more suitable for facilities requiring frequent recalibration, such as video and post houses.

Circle #289 on Reader Service Card

Sanken COS-11 Update

The Sanken COS-11 lavalier microphone (distributed by Audio Intervisual Design of Los Angeles) now comes in a light beige, ceramic casing that reduces handling noise and improves concealment for stage or on-air use. The omnidirectional condenser element can be battery or phantom powered. Circle #290 on Reoder Service Cord

HOT OFF THE SHELF

Hot Flash: The price of Roland's RSS 3-D sound processor has been reduced from \$44,500 to \$21,500. Roland also now offers leasing and rent-to-own plans. For info and a CD demo, call (213) 685-5141, ext. 337...Priced from \$14.99/pair, Musitech's Tube Coolers are push-on, reusable heat sinks, said to prolong the life of vacuum tubes, Call (403) 243-8952 or (800) 487-0668...Speaking of tubes, Whirlwind's PM Tubes is a line of high-quality tubes for audio amps, preamps and guitar applications. See your dealer or call (716) 663-8820, Version 4.0 software for the Lexicon MRC MIDI Remote Controller doubles the number of global and generic MIDI setups, as well as templates for controlling the LXP-15, Call (617) 736-0300...Radian's Model 1228

replacement diaphragms fit Altec 800 and 900 Series HF drivers (as well as the 604) and many TOA compression drivers. Diaphragms are also available for most Emilar and JBL designs, Call (714) 693-9277...The classic Electro-Voice 635A and RE50 broadcast mics are now also available in fashionable, basic black finishes for unobtrusive occasions. At your dealer now...Producing dance music? No more copyright problems with East-West's Prosamples Five, a collection of dance/industrial rhythm section loops on CD-Audio and CD-ROM (for E-III, SampleCell and Akai samplers); MIDI file sequences to accompany the tracks are optional, Call (619) 755-0599 ...JL Cooper's dataSync is a \$349 interface that generates MIDI time code directly from the 9-pin sync output of the

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details...Sypha's "The Tapeless Directory," second edition (\$37.95), details 70 tapeless audio recording and editing systems in an easily comparable format. Available through Mix Bookshelf: (800) 233-9604 or (510) 653-3307...Digidesign's Video Slave Driver[™] (\$995) is a peripheral allowing users to calibrate their Pro Tools system to an external black burst (house sync) signal, for synchronizing tape and diskbased systems. Call (415) 688-0600...Suitable for broadcast, recording and sound reinforcement, Falcon Electric's UVS Plus Series are pro-quality, online, uninterruptible voltage sources (UVS) that protect against brownouts, line voltage fluctuations, spikes, surges and AC line noise. Call (818) 287-6116.

Saturn 24-Tracks

Available through Promusica Sales (Keene, NED is the Saturn line of 2-inch 24-tracks. The Model 824 retails at \$46,000 and features auto-alignment (with storage of four tape types). 14-inch reel capacity. 7.5/ 15/30 ips operation, balanced XLR and Elco multipin inputs outputs. ±50% varispeed and remote controller with 10 memories and programmable softkeys. Priced at \$39,995, the Model 624 lacks autoalignment capability but shares many of the 824's features, including 14-inch reels, ±50% varispeed and the 10-memory autolocator. Promusica covers both decks with a 2-year service agreement, including onsite maintenance and repairs. Circle #291 on Reader Service Card



Gefen Organizer Supports Akai DD1000

Gefen Systems (Woodland Hills, CA) has enhanced its M&E Organizer-a Macintosh database of CD sound effect and production music libraries linked to a 100disc CD changer-for automatically loading from CD into Akai's DD1000 magneto-optical disc recorder. Previously available only for the AMS AudioFile, a "pull list" of effects and music beds can be recorded directly to the DD1000 for editing, crossfading, time-slipping and sync to time code. The DD1000 stores on rewritable Sony mag-optical disks; and Akai's Version 2 software allows real-time time compression/expansion without pitch shift. Circle #292 on Reader Service Card



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by George Petersen

PRODUCT CRITIQUES AND COMMENTS

🏲 urzweil K2000

The Kurzweil name is no stranger to the world of studio keyboards. In fact, Kurzweil's K250 sampler created quite a sensation as attendees at the 1984 AES show in New York marveled at the 250's astonishing re-creations of real grand pianos and lush human choirs. Now, nearly a decade later, Kurzweil Music Systems offers the K2000, an instrument providing better audio quality, more flexibility and power—at one quarter the cost. In fact, at a retail price of \$2,995, K2000's 24-voice architecture with four oscillators (one sample/three waveforms) per voice, for a total of 96 oscillators. Two VLSI chips provide the power behind VAST and enable users to arrange sounds in up to three layers, or 32 layers in drum programs. Layers can be modified by 31 "algorithms," which are combinations of filters, amplitude modulation, EQ, pitch, waveforms, HF stimulation, distortion, oscillators, panning, crossfading and more. Changing the order by which individual processing occurs within algorithms produces further manipulations; these can be arranged

> DSP functions can be independently controlled by LFOs, ASRs, envelopes, proprietary mathematical functions (called FUNs), or via the onboard (or external) MIDI controllers.

serially or in par-

allel. Need more? Each of the above

By now you should get the

idea that VAST synthesis is extraordinarily flexible-a feature that should appeal to wizards doing sound design for film and video. (For a more detailed report on VAST synthesis, I suggest checking out Scott Wilkinson's article in the March issue of Electronic Musician.) But even without considering its synthesis capabilities, the K2000 makes for an extremely versatile performer. Like the K250, the K2000's 8 MB of ROM provides virtually instant access to its onboard sounds, which greatly speeds the usual studio chore of auditioning sounds. And Kurzweil plans to release two additional blocks of ROM-based sounds, bringing the unit's ROM capacity to 24 MB. Overall,

the

entire K2000 package is priced less than the 8MB sample, RAM-expansion option originally offered with the K250. By the way, the K2000 comes with 8 MB of ROM as *standard* equipment. Times have changed.

Basically, the K2000 is a samplebased synthesizer with 61-note keyboard, programmable onboard effects processing, six assignable audio outputs, SCSI port for connecting hard disks or optical drives, and a floppy disk drive for loading sequences, programs or samples. The unit comes loaded with 200 factory sounds in ROM that are based on 16-bit linear samples.

Variable Architecture Synthesis Technology, the system's sound manipulation technique, is powerful and flexible, taking full advantage of the

108 MIX, APRII. 1992

the K2000's sounds are quite good, although the situation will improve markedly once Kurzweil releases the entire K250 library in K2000 format. The K2000 also has the ability to load sample data from Akai S1000 disks, which opens up another enormous resource of available samples.

I had the chance to check out some third-party sounds for the K2000 from a number of companies and was impressed by the offerings of Sacramento, California-based Stratus Sounds, which has begun porting its sample library to the K2000. One disk, containing solo oboes, was particularly nice. Another important third-party development is the release of Sweetwater Sound's (Ft. Wayne, Ind.) K2000-Diskmaker, a Mac-based program that reads and converts K250 files to K2000 disks, and can perform the same magic with Digidesign Sound Designer and SampleCell files (including CD-ROM disks).

The K2000 user interface was immediately apparent. Based on past Kurzweil products I've owned and used---K250, K1000, 1000 Series modules and even an old favorite 150 synth that takes up far too much space in my studio rack-I expected the worst. And with good reason, since up to this point the words "user friendly" and "Kurzweil products" have seldom been used in the same sentence. This time, however, the Kurzweil team really outdid themselves, coming up with a straightforward design that's logical and intuitive. Operationally, the K2000 is a breeze: Clever implementation in the software control, along with the data wheel, large LCD, soft keys, keypad and cursor controls all contribute to the K2000's ease of use. I only needed to consult the manual for advanced operations; additionally, each K2000 includes a video tutorial.

Like a number of other multi-output MIDI products on the market—such as the E-mu Proteus—the K2000's four additional audio outs can also double as insert points for patching external signal processing into the master stereo outputs. However, these will probably not find too much use in the pro studio environment, where more flexible routing options are available. The onboard signal processing is easy-touse and offers a wide range of possibilities (reverbs, chorus, delays, Leslie simulation, etc.), but the quality of the effects are not on a par with the rest of the K2000 and certainly won't cause any facilities to sell their 480s, Quantecs or AMS gear.

The K2000 includes an internal sequencer, although with a limited 15,000-note capacity and virtually no editing features, it is more suitable as a "sketchpad" than a stand-alone workstation. Incorporating a serious dedicated sequencer would have increased the complexity of the K2000, and Kurzweil wanted to keep the retail price under \$3,000. For pro studio users with plenty of top-notch sequencer programs to choose from, the lack of a sequencer is no loss. One nice touch is the K2000's ability to read and play single-track (type 0) Standard MIDI Files from a PC-compatible disk.

The unit's sound quality is excellent. The 16-bit samples are routed through 18-bit converters. The K2000 we tested suffered from a minor defect: An annoying HF whine emanated from the main outputs when the volume slider was set at less than full. Kurzweil has since corrected the problem, which was limited to units from the initial production run.

Priced at \$2,995, the Kurzweil K2000 offers a lot for the pro user. However, this is just the beginning, as promised future upgrades for the unit include a \$795 sampling option with AES and S/PDIF digital inputs/ outputs (slated for shipping this spring), along with the aforementioned K250 library offerings (\$19.95 for each set of ten disks) and ROM sound boards. And when the flexibility of these options is combined with easily expandable sample RAM (up to 64 MB via standard, plug-in SIMMs) and the internal space to house a 200MB hard disk or the new floptical drives, the K2000 could become a real powerhouse for the '90s.

Kurzweil Music Systems, a product line of Young Chang America, 13336 Alondra Blvd., Cerritos, CA 90701; (213) 926-3200.

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AUDITIONS

T Series and Wavestation synths and 01/W keyboard workstations, Korg is a major force in the field of serious synthesis. Over that same period, Korg has provided similarly interesting approaches to signal processing, such as the DRV-3000 which we reviewed in the November 1987 issue of *Mix*.

This tradition of innovation continues with Korg's A1, a digital multi-effects device with true stereo processing, balanced audio connections and digital input/output for manipulating DAT and workstation-based material. old level for the single-ended noise reduction. The NR was effective in dealing with all sorts of noisy input sources, ranging from hiss-laden analog tape tracks to buzzing guitar stomp boxes. Different threshold settings can be stored with each program, and I was surprised by the ease of use and effectiveness of the noise reduction.

The back panel has MIDI in/out/ thru jacks, 1/4-inch balanced inputs, +4/-20 level switching, six footswitch control jacks, a "direct out stereo" jack, send/return loop jacks, 1/4-inch and balanced XLR outputs and RCA S/PDIF digital I/O. While the A1's manual is



Standard effects include reverbs, delays, pitch shift, phasing, multidelays, chorus, flange, compression, limiting, 7-band graphic EQ, 4-band parametric EQ, exciter, gating, distortion, panning and more. Up to seven effects can be chained in any order, while a touch of a button allows any effect in the chain to be bypassed for instant A/B comparison.

The A1's two-rackspace front panel is laid out simply, with many functions similar to those on other multi-effects boxes. There are several notable exceptions. Beneath the backlit, two-line LCD (that shows current chain, edit parameters, etc.) is a row of eight "double function" controls, which act as pushbuttons in play mode to turn effects on/off, and as rotary pots for altering parameters in edit mode. A large, bright LED displays program numbers and can easily be read from across the largest stage or control room.

Also on the front panel is a card slot for optional ROM or RAM cards and a "threshold" knob that sets the threshextensive, no schematics are included, and I was never quite able to discern the function of the "direct out stereo" jack. Another mystery was the lack of XLR inputs—but with 25 connectors and switches on the back panel, it seems that there just wasn't room. By the way, the front panel has a second set of 1/4-inch inputs and a headphone jack.

One of the A1's most powerful and unique features is the chain edit function, which allows the replacing of effects in a preset with different effects, or arranging effects in a sequence to create new sounds. As the A1 is capable of true parallel-stereo processing, the flexibility in chaining for effects creation is what really sets the unit apart from the competition.

Types of chains include series (sequentially arranged effects); dual (completely independent left/right channels); parallel (multiple effects used in parallel—i.e., two stereo effects fed simultaneously from a stereo input—creating four signals that are internally mixed back to stereo); key-in

(the right channel is used as a key signal input to control a limiter or gate effect on the left channel); and the send/return chain (the left channel's processed signal is blended with a send feeding an external device and processed further).

Obviously, the A1 offers plenty of user control, including parameter mapping to MIDI controllers for realtime effects automation. And with numerous variations in chaining, up to seven simultaneous effects and multiple adjustable parameters within each effect, things can get real complicated, real fast. Fortunately, the dual-function controls and page-scroll buttons simplify the task, and, as a further enhancement, Korg supplements the manual with an 88-page "Effect Parameter List." Operationally, the A1 isn't so tough-the EPL just acts like a roadmap to get you where you need to be in a hurry.

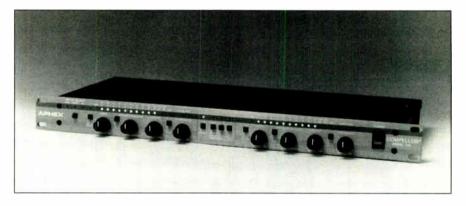
The quality of the A1's effect algorithms is quite good, and the reverbs are smooth: This is eminently usable stuff. One weakness is the equalizers. This isn't so much of a problem with Korg, *per se*, but is more of an indictment of the harshness of digital equalizers in general. I have yet to find a digital EQ in any outboard processor that I really like. However, the A1's audio quality is exemplary, and the four-times oversampled D/A converters do a fine job.

When I first heard about the A1, I was excited about the prospects of an affordable multiprocessor with digital I/O. And the digital I/O really works well, as long as you're working at a 48kHz sampling frequency. Unfortunately, I do 90% of my digital work at 44.1 kHz, and I was disappointed that pling rates or a 44.1kHz crystal option, this box would be the hottest thing on the market. As it is right now, the A1 is a solid unit, with excellent sound quality and parallel-processing features that make it quite an attractive performer at \$1,999.

Korg USA, 89 Frost Street, Westbury, NY 11590; (516) 333-9100.

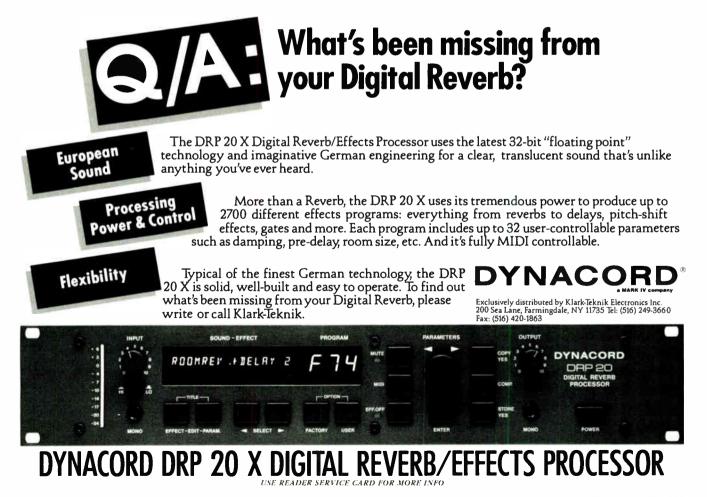
Aphex Compellor Model 320

Over the years, the Aphex CompellorTM has become a standard, a *de riguer* audio tool in sound reinforce-



the A1's digital ports function only at 48 kHz. If Korg added switchable sam-

ment, post-production and broadcast chains. Offering audio compression



AUDITIONS

and leveling with a peak limiter, under program-dependent control, Compellor brings high-level signals down and low-level signals up, without any noticeable change in audio quality.

Now Aphex has expanded its Compellor line with the Model 320, a dual-mono unit with two stereo-link modes. Previously available in singlechannel and stereo-only versions, the Compellor 320's ability to operate in dual-mono or stereo modes broadens the product's appeal, particularly in studio and post mixing applications. The 320 is operationally straightforward. The rear panel contains the servo-balanced, transformerless inputs and outputs with XLR jacks, along with three-position switches for selecting -10dBv, +4dBm or +8dBm levels. Also on the back are two telco-type jacks for remote-control bypass of either channel.

Front panel controls are simple: A user merely sets the drive level, the proportion of leveling to compression, selects a slow or fast leveling speed, and sets the output to unity gain. From that point, Compellor's Dynamic Verification Gate and Dynamic Release Computer take over, constantly moni-



toring the input and adjusting the action of two Aphex VCA 1001s (one per channel for a minimum circuit pathway) to automatically control output dynamics. Each channel has bypass switches (with LED indicators) for the peak limiters; metering is via two fastacting, ten-segment LED readouts that indicate input, output or gain-reduction levels.

While the basic use of the 320 is similar to earlier Compellors, several additional features add flexibility. "Silence Gate" freezes the gain reduction so it doesn't release when audio falls below threshold, thus avoiding a "rush" of noise during silent passages. "Stereo Enhance" widens and intensifies the stereo image of the output and is a subtle-but noticeable-effect. Finally, the stereo action can be switched to select two independent mono channels or stereo link based on leveling only or a combination of compression and leveling. The latter mode is especially well-suited in cases where absolute left/right tracking is required, such as M/S recording or surroundencoded program applications.

Having used the Compellor 320 over a period of months on a variety of studio sessions—album tracking/mixing, radio production and audio post-I became quite attached to the unit. Except in the most extreme settings, the dynamics action is undetectable, without pumping or breathing artifacts. The net effect is transparent, and similar to a hand continuously riding faders. In many instances, especially when making analog dubs from digital sources with wide dynamics, the 320 can be used in a set-and-forget mode, maximizing program output while retaining natural audio.

At \$1,350, the Aphex Compellor 320 provides a lot of control for the money, especially since its stereo-only predecessor lacked the stereo enhance, silence gating and link control, and was priced only \$55 less. With this increased flexibility, the 320 should find its way into a lot more applications, whether they be studios, post houses, film mix stages, sound reinforcement racks or broadcast booths.

Aphex Systems, 11068 Randall Street, Sun Valley, CA 91352; (818) 767-2929.

George Petersen lives with his wife and two musical dogs in a century-old Victorian house on an island in San Francisco Bay.

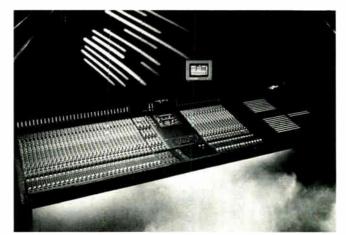
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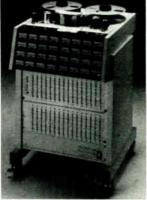
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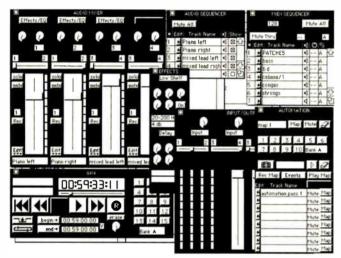


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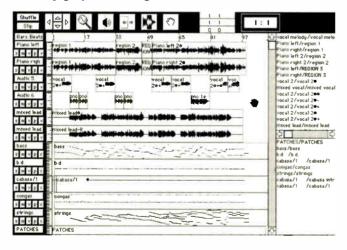
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DIGIDESIGN Pro Tools

igidesign has taken a giant step forward with its newly released Pro Tools digital audio production system. This Mac II-based, hardware/software package builds on the technologies of two previous Digidesign products: the



Above: Pro Tools' ProDeck recording and mixing environment. Below: The ProEdit environment is designed for easy graphic editing of audio and MIDI tracks.



highly successful Sound Tools stereo recording and editing system, and Deck, a 4-track digital recording system. Pro Tools Version 1.03 integrates multitrack digital audio, MIDI and mix automation, all in a random access, tapeless environment. In its basic configuration, Pro Tools consists of four components:

1. The Pro Tools Audio Card, a DSP card that installs in your Mac;

2. The Pro Tools Audio Interface, a rack-mount input/output device that connects to the card;

3. ProDeck recording and mixing software; and

4. ProEdit graphic editing software.

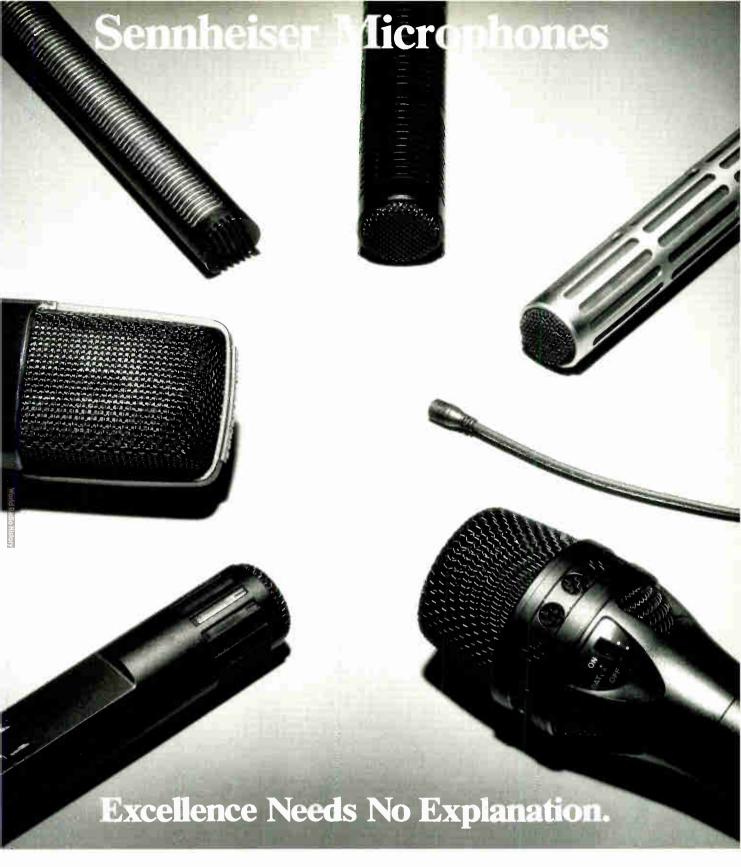
This basic system allows for simultaneous 4-channel recording and playback. However, a System Accelerator card used with additional Audio Cards and Audio Interfaces allows expansion up to as many as 16 simultaneous channels on a single Mac, and was expected to be available by the time you read this.

It's important to note here that Digidesign makes a distinction between the terms "channel" and "track." While Pro Tools allows simultaneous recording and playback of only four *channels* at a time, the user's ability to record *tracks* is limited only by the amount of hard disk space that is available. More on this later.

The Hardware

Each Pro Tools Audio Card incorporates two Motorola 56001 processors, giving it the power to process four channels of phase-synchronous, 16-bit audio. Installation in any NuBus slot is simple; connection to the Audio Interface is via the supplied proprietary 50conductor cable. The Audio Interface is a 1U module with both analog and digital I/O. Analog connections are balanced, +4dBu XLRs; AES/EBU (XLR) and S/PDIF (RCA) digital ports are also standard.

The interface can be configured from the setup program to provide



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FIELD TEST

either four channels of analog input or two channels of analog and two channels of digital input. Channels 1 and 2 of the digital and analog outputs echo each other; channels 3 and 4 out are always analog. All audio connections are made to the rear of the box; the front-panel level trim is provided for analog ins/outs from the front panel. Also on the rear panel are BNC connectors for Slave Clock in/out; these are used in synching multiple interfaces (and corresponding Audio Cards) for additional audio channels. Sample rates (44.1 or 48 kHz) are user-selectable from the setup software. A/D is 1-bit sigma-delta with 64x oversampling with 16-bit output; D/A is 18-bit with 18x oversampling. S/N is rated at >93dB A/D and >108dB D/A. Status LEDs on the front panel indicate sync mode, sample rate, and input mode, format and level.

The Software Setup

Setting up the software is a little less straightforward than the hardware side. First of all, System 6.0.5 (or higher) is required, as is a RAM minimum of 4 MB. Digidesign recommends



8 MB for better results. Also, if you have an older Mac II, now is the time to buy an accelerator. Otherwise you may be unable to record four channels simultaneously, and you will undoubtedly find the screen-redraw time to be agonizingly slow. I recently purchased a DayStar 040 accelerator from DayStar Inc. (Flowery Branch, Ga.) for my Mac II, with excellent results.

Before installing software, it's a good idea to go through your system folder and remove any time-based INITS and CDEVS that might conceivably cause conflicts, such as lockups and crashes. Routines like Responder and DiskLight, as well as some networking software, have been known to cause problems when used with Pro Tools. If you don't need it, get rid of it. You can always try putting it back in after your system is up and running.

Pro Tools can be used with or without Apple's MIDI Manager, which is included with the program. If you don't need it, you can improve system performance by not installing MIDI Manager in the system folder.

The ProDeck Recording Environment

Although ProDeck and ProEdit are two separate programs, they are designed to function together. (I highly recommend running under MultiFinder so that you can easily switch between programs.) After using the Pro Tools Setup program to configure the Audio Interface for your session, you would normally open ProDeck, the primary recording environment. Each time you open a new document and name it, Pro Tools creates a session folder into which are placed all audio files and crossfade files for that session. Signal routing is similar to that of a conventional studio: From the input/output level window, you can adjust signal level coming from the interface to the mixer module. With the basic system, ProDeck lets you record as many as 32 virtual audio tracks, although you can only hear four at a time.

Both the audio mixer and the transport window are designed to look and act like a conventional mixer and transport. Clicking on the Rec button on one or more modules puts the track(s) into record mode. The transport module offers the functions you would expect, including punch-in and -out, autolocate, loop recording and pitch control (although it only slows down the playback—you can't make it

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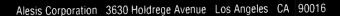
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go faster).

One useful feature is the ability to record in erase or non-erase mode. ProDeck is designed to take advantage of the benefits of non-destructive recording. In normal (non-erase) mode, one take after another can be recorded without worrying about losing the best parts of any of your takes. They are all automatically saved and named. Later you can select and combine regions in ProEdit's graphic-editing environment, and then play that playlist as a single track, either in ProEdit or in ProDeck. Changes saved in one environment are reflected in the other.

The enormous benefit of large numbers of virtual tracks brings with it the problem of how to keep tabs on the regions that are created in the process. At first, it is easy to be confused by the accumulation of playlists and regions created from repeated takes, and it takes a while to get used to the concept. As with any application with this level of sophistication, the learning curve is steep, but in this case well worth the effort.

Another advantage of working in the Pro Tools environment is its dynamic voicing architecture. Even though each Pro Tools subsystem is capable of playing back only four simultaneous voices of audio, it is possible to have many more than that number of playlists play back successfully. As with many MIDI synthesizers that intelligently allocate a finite number of voices, Pro Tools lets you prioritize voices, and when a hole opens up in a particular track playlist, its voice is temporarily relinquished and the track playlist with the nexthighest priority takes over. This offers significant benefits not only in music applications, but also in film and video post-production where many virtual tracks, each containing its own level, pan, EQ, effects, etc., can be prepared and assigned to a much smaller number of "shared" voices. For complex projects it might take some serious planning in the pre-production stage, but as one becomes more familiar with the Pro Tools environment, certain preferred ways of working become increasingly clear.

ProDeck provides plenty of flexibility in the ways it allows you to create and assemble tracks. In addition to the recording options offered, both ProDeck and ProEdit permit stereo and mono Sound Designer, Deck, Opcode's Studio Vision or Passport's Alchemy files to be imported into a session. But that's not all. Any standard MIDI file can be imported into ProDeck's MIDI sequencer-an excellent way to create a bed for overdubbing audio tracks. And MIDI tracks can even be recorded directly from ProDeck, although the editing features are much more limited than those of a pro-level sequencer.

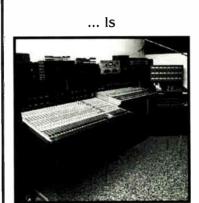
Switching to ProEdit

When it's time to assemble and edit your tracks, you'll probably want to use ProEdit's graphic environment, which shares many of the features that Sound Tools users have come to know. But ProEdit allows viewing an unlimited number of audio and/or MIDI tracks at one time-not just a stereo pair of audio tracks. This simplifies the cutting and pasting of regions from several tracks to create a flawless performance on a single track.

The non-destructive editing paradigm is in effect here as well as in ProDeck, so you can expect to create many more regions in the process of assembling your tracks. A set of tools allows you to select and move regions, zoom in or out, trim them and scrub them. Two scrubbing options are offered: positional and loop scrubbing. Positional scrubbing plays a region either forward or backward at maximum speed equal to real time, and loop scrubbing plays it forward repeatedly over a user-selectable range while you hold the scrub tool over a spot on a region. The first method was more useful, but less intuitive than scrubbing in Sound Tools. Why? A major difference between ProEdit and Sound Designer II is that the former reads digital audio directly from the hard disk rather than RAM. Therefore, the two scrub operations have a very different feel and sound. ProEdit's method offers the ability to scrub across multitrack audio files.

A feature unique to ProEdit is the ability to choose between slip and shuffle, two modes that are useful in a variety of applications. The shuffle button causes regions that are dragged from a playlist or from another track into the desired track to "snap" to the edge of an adjacent region. When in shuffle mode, regions occur one after another in a track without overlapping or creating gaps between them. In slip mode, regions can be moved freely





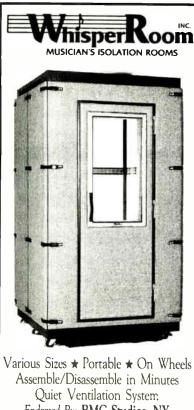
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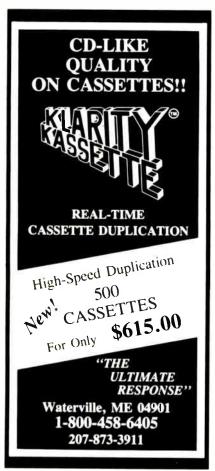
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without the magnet-like behavior they have in shuffle mode. Regions can have space preceding or following them, and they can be placed to overlap portions of other regions.

Each audio and MIDI track has a solo button, a mute button, a volume slider, a pan slider, an output pair se-

top one will play. (It will relinquish its control of the voice to another track whenever it is empty.) Needless to say, a clear understanding of this important concept is helpful *before* launching into an important editing session.

ProEdit's crossfade features are also different from those found in Sound Tools. A "Crossfade Regions" command allows you to crossfade between

Mix Automation with the CS-10

ProDeck offers a great deal of flexibility in recording and playback of automated mixes, and the JL Cooper CS-10 Control Station is designed to make that process easier. Like its junior version, the CS-1, the CS-10 features a front panel with a scrub wheel, transport controls, zoom keys and user-programmable F-keys. But, in addition, the CS-10 features eight faders and six pots, each of which can be programmed to map to the faders and knobs shown on the ProDeck screen. Sets of maps can be saved, so you can control an entire mixing board from the CS-10. Control is very smooth and precise—in fact, proprietary interpolation algorithms result in true 24-bit resolution. (Since playback of audio takes precedence over screen redraw, the result is jerky fader movement onscreen. However, this is not reflected in the audio itself.)

Mapping controllers is simple, and both the faders and knobs move smoothly and feel well-designed. My reaction to the scrub wheel is not as enthusiastic; it takes a lot of practice to control it accurately, and there needs to be a center detent or a "dead space" in order to more easily locate a null point. As it is now, the only way to keep from scrubbing when you are done is to look at the pair of LEDs above the scrub wheel, which both light when you reach the null position. The other problem has to do with Fader 1, which is located too near the scrub wheel. More than once I accidentally touched the wheel as I was moving the fader, resulting in aborting playback of the file. Short of redesigning the interface, a software option to disable the scrub wheel would greatly improve this situation.

JL Cooper has announced its intention to provide control of the CS-10 via MIDI, which would eliminate any Mac port problems such as the ones I encountered. (At press time, JL Cooper was said to be shipping its CS-10 MIDI Adapter.) It should also be noted that the CS-10 transport controls, zoom keys and scrub wheel also work in connection with Sound Tools. The CS-10 is a great idea for anyone who needs to do extensive track automation in the ProDeck environment. Unfortunately,due to the combination of Digidesign, Opcode and JL Cooper software and hardware I was using, the overall system promised more than it delivered. The CS-10 has a list price of \$1,295. If you just want transport control and a scrub wheel, the CS-1 is a very good deal at \$499.95.

-Paul Potyen

lector and a voice or MIDI channel selector. As in ProDeck, the audio tracks are prioritized. In this case, tracks at the top of the screen have the highest priority; those at the bottom have the lowest. Tracks may be assigned to the same voice, but only the

two adjacent audio regions. Crossfade duration, position and shape are all user-selectable and editable. When you use this command, the program computes the crossfade in RAM and writes it to disk. The crossfade document appears in a separate folder

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As may be seen, these differences amount to virtually a total re-design, with the purpose of further strengthening the traditional Bryston values of reliability and sonic accuracy. The performance improvement is what is really meaningful to the user, of course, and here we feel the results are most obvious, and most worthwhile. Bryston has always felt that intermodulation distortion is the main source of grain and pain in reproduced music, so we are pleased that this numerical specification has improved by about a factor of four in our new designs. The fact that this is accomplished without large amounts of feedback is testimony to the new circuitry's remarkable linearity.

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FIELD TEST

within the Session folder and is used when playing back that portion of the audio file. The manual explains that about one available megabyte of RAM is required for a 12-second crossfade.

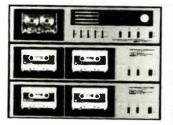
If your session doesn't already have tempo information (derived from imported MIDI data), you can use the "Identify Beat..." command to create a grid of bars and beats. From that grid you can then "snap" regions to your grid and even quantize audio regions. This latter feature is great when used with the "Strip Silence" command in that it allows you to easily and precisely adjust, for example, a less than perfectly played percussion or bass track.

ProEdit's transport control is similar to that of ProDeck, without the ability to record audio or MIDI. However, files may be imported into ProDeck, just as they are in ProEdit.

Mixing and Mastering

Once you have edited your tracks in ProEdit, you can switch back to ProDeck to mix. Here's where the system really gets deep. External effects units with digital ports, such as the

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Lexicon 300, can be routed to the mixer module using the two send and return buses in ProDeck. Each module in the mixer offers two sets of internal effects as well, including a wide range of delay, chorus, stereoizing, and bandpass, peak/notch and shelf filtering.

If you have a 4-channel system and have created a lot more than four tracks of audio, you may want to use the "Bounce to Disk" command. Premixed tracks, with or without automation (see below), may be combined into either a new stereo or mono track. This process leaves the original tracks unchanged and creates new audio data as well. The two main disadvantages to Bouncing to Disk are (1) it takes longer than real time to complete the command, and (2) it uses more disk space.

It is possible to build an unlimited number of automated mixes using the tools available in ProDeck. Mix data takes up insignificant disk space compared to the audio files themselves. Using the mouse to record real-time fader automation is a bit tricky, mostly due to the fact that with the mouse you can have independent control of only one parameter at a time. With that in mind, Digidesign contracted JL Cooper to design the CS-10 Control Station to make the mix-automation process easier (see sidebar, "Mix Automation with the CS-10"). However, the software lets you map any MIDI controller to any fader, knob or group as well. ProDeck also lets you capture snapshots of your entire mixing setup and "pop" or move smoothly from one mixer state to another. You can even combine snapshots and real-time automation during the same automation pass. Automations can also be edited in ProDeck in the same way that editing of audio and MIDI tracks is possible via the playlist architecture. The automation part of the program was the least intuitive for me and the most difficult to get a handle on.

Completed mixes can be played to DAT, 1630 or recordable CD directly from the Audio Interface or through your console. Better yet, using the "Master to Disk" command, you can create a digital mix in stereo or mono Sound Designer II format. Since computer hard disks do not use any errorcorrection schemes to cope with bad data as do DAT recorders, you are guaranteed a perfect copy when you master to hard disk. However, if you —CONTINUED ON PAGE 181

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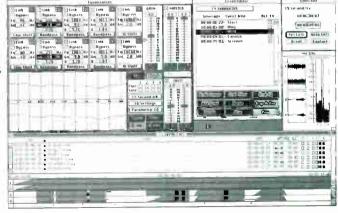
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STUDIO VIEW

"It's a new price point for us and the industry," says Jim Lucas, Tascam's product support manager. "It finally brings synchronization to the level that a musician working with inexpensive decks can handle."

TimeLine followed suit with its Micro Lynx, a Mac-interfaceable synchronizer with a third machine expansion card for \$2,495. "The Micro Lynx is designed to run in a singleroom facility," says company president Gerry Block. "We tried to figure out the right numbers for a system of this type, given what the [project studio] market needs and what it wants to do."

Other synchronizer manufacturers, including major player Cipher Digital, are watching the market carefully and considering similar moves. As Bob Tulloh of Cipher indicates, "Everyone is trying to expand their market, and we're seeing more and more people getting into lockup, and digital equipment is making it cheaper and thus easier to get into."

MIDI Makes The Difference

The MIDI interface seems to be a critical function of sync, more so than it is for larger commercial facilities. This figures, since MIDI is much more central and fundamental to project studio operations, and always has been.

At Ruggieri Music in Manhattan, chief engineer Brett Rader uses an Adams-Smith Zeta 3 to lock both the 24-track deck and Performer sequencing software on the Mac to a 3/4-inch video deck. "With the Zeta we get instant lockup, and it converts the 30-drop SMPTE time code we stripe with to MIDI time code for the computer," Rader says. "We use the computer for virtually all the music done here, so a MIDI interface is absolutely necessary."

Rader, who used to engineer at a more traditional type of commercial post-production house in Manhattan, says the basic sync skills he acquired there working on a more sophisticated (and more expensive) Adams-Smith 2600 unit migrated with no problem to the project studio environment. And the relatively stripped down sync box he now relies on has plenty of power for the commercials Ruggieri does for a living. "The auto-punch feature is a little more cumbersome on the Zeta 3 than on the 2600," he says. "But overall, the Zeta 3 is perfect for this type of studio and these types of productions. And it's definitely worth the difference in price."

Gary Sutcliffe, owner of Sutcliffe Music Inc., in New York, chose the TimeLine Lynx synchronizer for his project studio, justifying its higher cost by focusing on its expandability. "A lot of project studios tend to gravitate toward entry-level-type gear in that department," he says. "But I wanted something that would let my initial investment be longer term. With the Lynx, I can add modules when I need to add more machines to the lockup."

Sutcliffe doesn't use MIDI time code

for the Performer and Vision software on his Mac IIci computer, preferring to let them chase SMPTE. One recent change in the system involved buying a Sony VO9800 3/4-inch video deck and implementing house sync as his synchronization standard. "We do a lot of scoring to picture here, and I found that I really wanted to have the audio control the video," he explains. "A common practice for project studios is to have the video deck as the controller for the overall system. But by using the 24-track deck as the controller, instead of having to go offline at different points in editing, you can stay

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STUDIO VIEW

constantly online and locked up. The new video deck uses an external crystal, and that way I can have house sync rather than having my synchronization be specific to SMPTE. It's a lot more convenient to have the audio driving the video. It's more expensive, but it's a more reliable system, and the client appreciates the benefits of its faster operation."

In Sutcliffe's new room, which is expected to open later this year, he plans to have the Vision-loaded sequencers and Pro Tools simply read SMPTE off the 3/4-inch videocassettes. bypassing a dedicated synchronizer. And he's also considering Vertical Interval Time Code (VITC), which is recorded in the blank space between video frames and is readable even in freeze-frame mode. (Longitudinal Time Code, or LTC, is the primary format for SMPTE in audio applications.) "The good thing is that there are a lot of options out there when it comes to synchronization and time code," he says.

In San Francisco, Eric Jensen of Jensen Sound has been working with sync for some time, originally off an EC 101 chase sync card for his Otari MTR-90 and MTR-12 decks and a JVC 3/4inch machine. He recently added a Shadow II synchronizer and Softouch controller to the system to provide a more comprehensive lockup. "This was good for me in that the Softouch addresses the EC 101 card, and I only

"The good thing is that there are a lot of options out there when it comes to synchronization and time code." -Gary Sutcliffe

had to buy one synchronizer," he says. Jensen found out early on that syn-

chronization was a necessary part of his project studio. "Clients for jingles and industrials just expected it as part of the service package I was offering along with my talents," he says. "It wasn't something I could get away with renting on an as-needed basis."

Like most of his colleagues, Jensen's MIDI implementation is relatively extensive, but he opted to avoid MIDI as a mode of time code as a result of some negative experiences early on. "My experience has been that MIDI manufacturers are in a bit over their heads in terms of synchronization," he explains. "They come at it from an MI perspective, and that's not enough when it comes to synching." On the other hand, he finds that he's not using a lot of the features on his dedicated synchronizer presently, simply because they're extraneous to his needs.

Overall, synchronizer manufacturers have responded to the new market but are still feeling their way, waiting for more input from a hard-to-pinpoint, growing group of project studios that increasingly are adding sync to their repertoire. Project studio owners, on the other hand, need to carefully examine the marketplace and their own client needs to best determine which sync format works best for them. The good news is that, as confusing as it might be sometimes, they now have a plethora of choices and will soon have a few more.



by Blair Jackson



ANDRE FISCHER'S UNFORGETTABLE YEAR

ne of the biggest surprises in the world of music in 1991 was the astounding success of *Unforgettable*, Natalie Cole's tribute album to her father, Nat King Cole.

This record, which made it to the top of the pop charts in the middle of 1991—and is still selling well—was a family affair in more ways than one; Eleven of the disc's tracks were produced by Natalie's husband, Andre Fischer. (David Foster and Tommy LiPuma, a longtime friend and associ-





ate of Fischer's, produced the others.)

Fischer has been quietly building production credits since the early '70s, when he was a co-founder and member of the band Ask Rufus (later called Rufus; it gave Chaka Khan her start). From that base of working closely with an extraordinary singer, Fischer has become renowned for his production work with a wide range of great vocalists, including Anita Baker, Brenda Russell, Diane Schuur, Lalah Hathaway and Carl Anderson. He's also produced records for Janet Jackson, Michael Franks and Melissa Manchester, among others.

Fischer hails from a musical family.



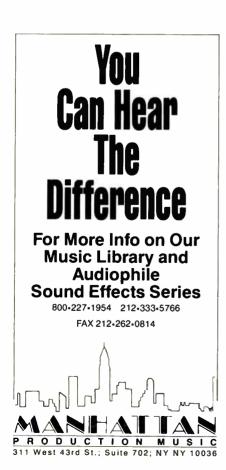
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PRODUCER'S DESK

His mother, Frances, was a popular singer, his father, Stewart, a wellknown horn player/arranger in big bands, and his uncle Claire is a gifted musician and composer. As a teenager, Fischer developed into an accomplished drummer, backing the likes of Curtis Mayfield and Jerry Butler, while honing other musical skills. From '72 through '78 he poured his energy into writing, arranging, producing and playing with Rufus, and the hard work paid off-Rufus was one of the most popular R&B bands of that decade.

For much of his career since 1978. though, Fischer has been behind the board. And while the unexpected commercial triumph of Unforgettable thrust him into the limelight more than at any time since Rufus (even netting him a Grammy nomination in the producer category; engineers Al Schmitt, Woody Woodruff and Armin Steiner received a Grammy for their work on the project), one senses this supremely confident man is taking it all in stride. We hooked up on his car phone a few months ago to talk about his life as a producer.

Is there a particular mind-set you need to work well with a vocalist? What do you bring to the project as a producer? Care. Protection. Basically, most vocalists are scared of being judged before they think it's perfect, but there is no such thing as perfection. What we're doing on a record is creating an illusion; it's not real. It's capturing something that may have been spontaneous, maybe not. To me the truest art form in music is playing live, whether that's recorded or not. If you like to perform and express yourself, the studio should just be another place to play. But a lot of people are intimidated by studios. So my job is to make it conducive and be a catalyst to make things click. The care I give is letting the singers know I'm there to bring the best out of them and be objective, and not make judgments.

I never tell a vocalist how to sing. I may make some suggestions: "You're singing from your nose; you're not singing from your diaphragm; don't sing while sitting on a stool"---common sense things that don't get into judgments of someone's character or ability. As a producer I might not always get the performance that I want-the discrepancies might come

in intonation or in timing or the emotional interpretation of the line-but you have to know how to pull back a little in dealing with that to get what you want in the long run.

When you work with an artist for the first time-Anita Baker, Janet Jackson, Diane Schuur—to what degree do you look at their past work as a way to judge the direction you'll take with a project? Or do you let the material itself guide you?

I let the material and the style of the vocalist direct that. If you go too much by the past, you tend to just make a reasonable facsimile of something that already took place. That's why some vocalists' work has such a sameness to it. I think playing it safe like that is stupid, because then you've done nothing new. It's bad for the artist, because you get locked in, and then people will expect the same thing from you forever. I hate to repeat myself.

Are you ever surprised at what singers do after you've worked with them? Like are you surprised at where Janet Jackson bas gone?

No, I'm not, because I know what that package has always been about. It's just like Hammer. I don't take him seriously as a true musician, but at the same time I enjoy him because it's entertainment. For what it is, I have no problem with it. Same with Janet, She's fine at what she does, but growing up hearing Sarah Vaughan, and even my own mother, there's no comparison. Janet's current music is not my particular taste. But it's not something I have to make a judgment about. I don't see any of that kind of stuff in the time capsule in 2050. I see [Ellington arranger Billy] Strayhorn and Stravinsky in there. Maybe some Horowitz and Stan Getz. But that's just my slightly condescending ex-jazzer/classical music/longhair bag.

Well, you and Wynton Marsalis can debate it in downbeat someday.

Wynton's cool, but he needs a few more years on this Earth, just to see what life is all about. To see that it shouldn't be taken quite so seriously. My wife showed me this book last night, The Meaning of Life, put out by Life magazine, and they had this comment from [jazz great] Dexter Gordon where he was asked to decide what the meaning of life is. He said he'd leave it -CONTINUED ON PAGE 182

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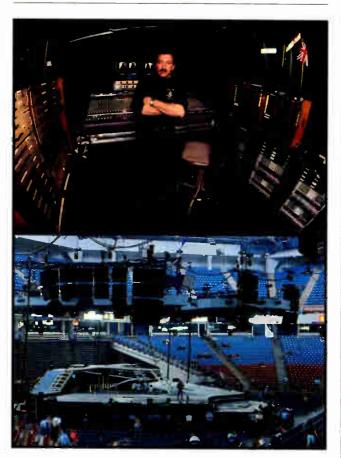
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SoundCheck



Above: Paul Owen at the monitor position. The TV screens behind him are his only view of the stage. Below: Metallica/dB Sound stage with EV MT-4 cabinets.

Metallica Contemplates Ultimate Blame

Metallica is out on an international tour in the round. SSE Hire and dB Sound are supplying equipment, including a 42-input TAC SR9000 with two 24-channel extenders. a Midas XL-3 monitor desk and 100 kW of EV MT-4 cabinets. Mick Hughes is mixing FOH with Paul Owen handling monitor duties. Due to the unusual stage shape, Owen cannot see the stage from his monitor mix position, watching the band via closed-circuit video.

"If I had a choice, I'd do it all the time," Owen says. "With eight cameras I can see every part of the stage without turning my head, and I can take a cue off each band member at once." Each onstage camera has a small light, which Owen can flash to acknowledge the player's cues, since they can't see him either. The band is not using any backline gear, but instead relies entirely on the monitor system. This allows maximum control as well as what Owen cheerfully refers to as the potential for "ultimate blame."

Concert Sound Workshop

Those of you who attended the pre-NAMM, SYN-AUD-CON/PSN Concert Sound Workshop don't need me to tell you how valuable it was. For the unfortunates who missed it, the three-day event provided the opportunity to rub elbows with top representatives from the country's major sound companies. Discussions on business and technical aspects of live sound were moderated by Will Parry; formerly of MSI's fixed-install group. Panelists included Albert Lecesse of Audio Analysts, Ron Borthwick of Clair Bros. David Scheirman of Concert Sound Consultants (who made it all happen as the facilities coordinator), Mick Whelan of Electrotec and M.L. Procise of Showco (the last two being responsible for some of the event's most entertaining repartee).

"As a group we were extremely pleased with the '92 seminar, and felt it was the best so far," says workshop chair Will Parry. "This being our third time, each of us was more comfortable with our presentations and did a better job. Most importantly, we had an audience that was truly interested in the information that we were presenting. The audience's willingness to learn was the biggest contribution to the success of the workshop." No firm plans have been set for a repeat of the event, but it seems likely. I had a great time meeting the participants and hope to see you there next time!

Acoustic Reinforcement

Rosewood Sound (Syracuse, N.Y.) is a sound company with a niche —high-fidelity acoustic music re-

production. The company's clients include Michael Hedges, Richard Thompson, Branford, Wynton and Ellis Marsalis, and the Windham Hill label. Other clients include Christy Moore and more traditional Irish bands, as well as Indian and other ethnic groups.

"We don't have a modular sound system, which is shocking to some production managers," notes Rosewood's Mark Fitzgerald. Instead. Rosewood Sound has gone for a five-way component approach, with a folded-horn bass and exponential horns for the three midrange devices. "We're not trying to get more than two octaves out of each driver," Fitzgerald adds, "except for the sub bass, which is about an octave and a third."

Following its hi-fi approach. plenty of ribbon or soft-dome tweeters (JVC and Panasonic, respectively) are used on the high end. "Coverage is the prime advantage of a component system over a modular one," Fitzgerald explains. "We can shape the array. We splay the line array in order to get constant coverage. It takes a real good engineer to walk the room and say, 'It's a little lacking in the balcony at 1.6 kHz, and then be able to make the correct manipulation to the stack to correct that. Fortunately we've got a couple of guys who can do that, with a couple more in training."

To keep an ear on exactly what its monitor system is doing, both pre- and post-crossover, Rosewood uses an Ashly stereo line mixer. "We can listen to any point in the entire monitor signal chain," Fitzgerald says, "by pushing a button and throwing a switch." When listening post-crossover, the high and low bands are brought into a L/R pair. This extra control has provided insight into crossover performance during the development of the company's own crossovers, including a new four-way, stereo plus mono, sub linearphase device.

PHOTO: STEVE JENNINGS

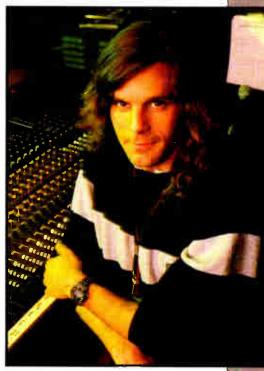
The company provides its own monitor enclosures as well, the —*continued on Page 136*

Live Sounds Engineer Bruce Gasber on the Vinnie Moore Trio

f variety is the spice of life, Vinnie Moore's house engineer Bruce Gasber must be pretty well-seasoned. Over the last few months, he's mixed the trio everywhere, from 300-seat clubs to Madison Square Garden, with two days at Fender's NAMM demo room sprinkled in for good measure. "I was recommended by a guy named Tom Abraham, who had worked with Vinnie before, but he was off doing monitors for Queensryche," Gasber explains.

"When I got the gig," he confides, "I thought, 'Oh, easy-threepiece band-all instrumental. It's not as easy as it sounds, because vou have to make sure you are very precise with the instruments, because they are the only things speaking. It is not like the vocals are on top with the instruments underneath. I follow the basic rules: Do I hear everything? When the bass player is snapping or playing a fast figure, can I hear his articulation or do I just hear a roar? The same with Vinnie's lines and with the drums. I think you have to be a musician yourself, even if you are not an accomplished player. You have to have a feel for the way music should go. The feel thing, for me, is the most important."

The tour carries band gear only —no console, no processing, not even a monitor engineer. Gasber enjoys the challenge and says he's used to dealing with whatever comes his way: "Over the course of my career I've dealt with practically everything—from a Peavey Mark III or a little Studiomaster club board, up to a Gamble." In such situations, getting up to speed quickly on unfamiliar gear is something the band will certainly appreciate. "That's what is good about working with this



Bruce Gasber behind the club's Peavey MkVIII console.

guy." volunteers guitarist Moore. "He can get a mix fast if we don't have much time on a particular night—he's quick."

How did Gasber build up his chops? "I worked with a club act that played six nights a week every week," he says, "all one-nighters, carrying a full production. I took that EA. in and out, maintained it, put it up and troubleshot it." Longer tours at home and in Europe helped, too.

He also credits a stint as house engineer and assistant production manager at a venue as a great learning experience. "I worked in a place called Break Away in Akron, Ohio," he explains, "which was like a Las Vegas-style show house. We would do acts like Bob Hope, Tom Jones and David Copperfield—a cabaret sort of thing."

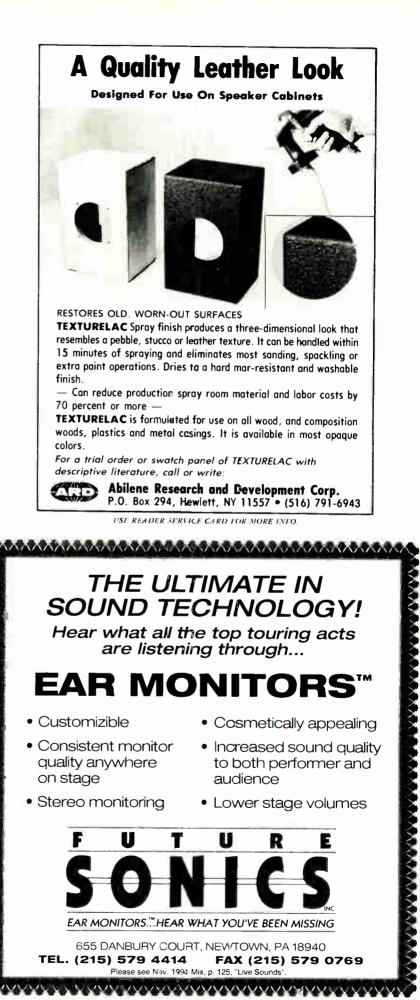
LIVE SOUND

There he had the opportunity to work with high-end touring sound companies. "As I started to work with the major sound companies," he adds, "I quickly realized that it's not any different—the concepts remain the same. In fact, it's easier because the gear is better."

One recent opportunity to work with better gear came during January's NAMM show. Tasco provided an EAW rig for Fender's demo room. Two different consoles on successive days presented an opportunity to hear the differences between boards. "The first day we had a PM3000," Gasber says, "and we had a Midas XL-3 the second day, so I got to do the perfect comparison taste test. Many people have said, and I agree with them, the PM3000 has a brittle EO section. The Midas sounded smoother, sweeter, and was a lot cleaner."

Finally, what about the arena slots opening for Rush with Electrotec? "It was a great experience," Gasber answers. "I have known Robert Scovill's reputation for a long time, and I can see why he well deserves it. It was a total pleasure to sit and listen to him work every night. He and the whole Rush crew treated all of us very well. It was excellent."

"The first night this guy did an arena was Madison Square Garden." quips Moore, returning to the bus with his preshow plate of pasta. "It wasn't any different," Gasber insists. "I had a console. I had processing. I had the band. I had the front end. Just make it go-the same as any other day. Some guy came up to me and Robert after the show and said 'How do you get to this?' Robert passed the question to me. I told him I've done years and years of clubs, working with every gradient of system imaginable, hauling it in and out, mixing in every situation-I've done my homework. I came in here and just kind of banged it out."



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—FROM PAGE 133, SOUNDCHECK most hi-fi being a three-way box with a ribbon tweeter, softdome midrange and a highcompliance, polypropylene cone driver. Amplifiers? "We started with Hafler amps and loved them," Fitzgerald says, "and when Ashly came out with their MOSFETs, we settled on them. The only advantage to the Haflers is that they have no fan at all, but the Ashly fans

are so quiet that it doesn't re-

ally matter." Rosewood gets plenty of festivals, one-offs and segments of tours, but they're looking for more clients like Michael Hedges, who travels only with their system. "For us, he's a miracle," Fitzgerald gloats, "because even though he's at a smaller level, doing 1,000- or 1,500-seaters, he's carrying sound. We're looking for more people like him who know it's harder to do acoustic music accurately and feel it's worth the extra money they spend."

Chili Peppers and Nirvana say RATs!

RAT Sound Systems (Sun Valley, Calif.) was out with the Red Hot Chili Peppers for a nine-week fall tour with support acts Smashing Pumpkins and Pearl Jam. After a Christmas break, the Peppers and Pearl Iam were joined by Nirvana for five final West Coast dates. The tour carried a 32-box system, but added an additional 45-box Sound Image rig for the final Nirvana dates, where the venue sizes increased from 3,000- to 5,000seaters to a 16,000-seat, in-theround gig at the L.A. Sports Arena.

I asked Dave Rat how he integrates other company's rigs with his own custom-designed system. "We pick up augments from companies that have similar configurations," Rat says. "If we can't find a similar one, we'll just use the extra stuff for the wrap. We use a double 15-inch, double 10inch, 2-inch, 1-inch high-pack.

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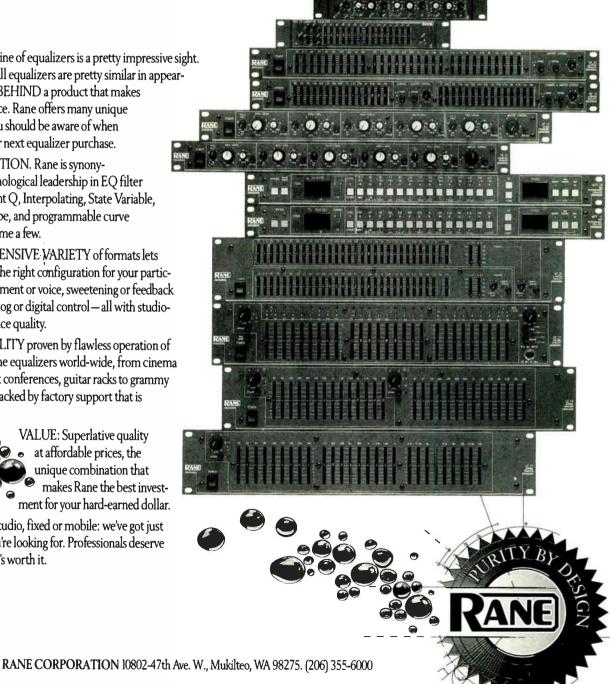
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2623 Canyon Drive, Hollywood, CA 90068-2417. Voice/Fax (213) 465-4370 (800) 932-6456 Sound Image stuff sounds similar to ours, especially their double 15-inch, double 12inch, double 2-inch quadtweeter system. We EQ'd their rig, EQ'd our rig and had a master EQ that controlled everything."

LIVE SOUND

The master EO was two TC Electronic 1128s with a 14-inch video monitor, allowing each band to store their own house curve. "We had a 1:1 mix between double 18s and high boxes," Rat notes, "which is pretty unusual-most tours take a 2:1 high-pack-to-sub ratio. We had all 16 subs on an aux send between 30 and 65 cycles, and ran the high-packs down to about 50-60, depending on the venue. The only thing we ran into the subs was kick and bass guitar DI, and we had about 8.000 watts for that octave. It was more of a funk-oriented rather than a punk-oriented mix."

RAT Sound builds its own cabinets, using drivers from a variety of sources. "We're not loyal to any one manufacturer," Rat comments. "The subs are EV X180s and TAD 1801s in a 50-50 mix. The EV is real good for the real low frequencies-28-30 cycles—but not very punchy. The TADs have a real thin light cone, and are real punchy, but if you have too many of them they tend to get low-middy around 80 or 100 Hz. Together, you get a real punchy sound that goes down real deep, and they both seem to handle approximately the same amount of power. For 15s, we have a 50-50 mix of JBL 2205 magnets with 2225 cones-we use all the old magnet structures for weight. The other half is EV X150s. which we're gradually switching over to. For 10s, we're using JBL K110 frame with a 2123 cone kit, again for weight. We use a JBL 2-inch with a Radian diaphragm on an EV HP94 horn. Finally, we use a TAD 2001 tweeter with an adapter on an EV HPT94 tweeter horn."

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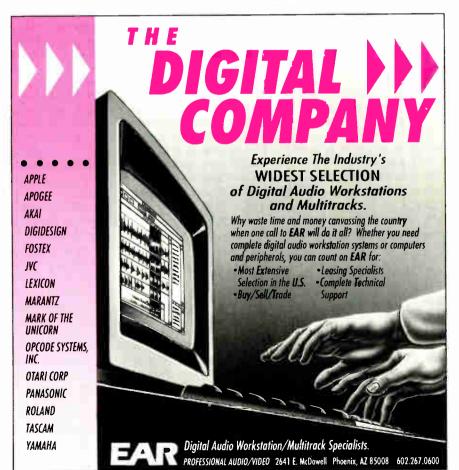
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NEWS FLASHES

All Pro Sound (Pensacola, FL) installed sound systems in over 50 churches in 1991. One recent install by the company is the 5.000-seat Word of Faith Family Church in Dallas. Designed in cooperation with Craig Jansen of Joiner and Company and church staff, the system uses a central cluster of OSC-powered EAW KF-600s. "The EAWs are more expensive," says All Pro's Chuck Walthall Jr., "but you get what vou pay for-punch, power and quality." A Techron TEF-12+ and Bose CAD software were used to ensure maximum vocal intelligibility...Audio Services Corporation (Orlando, FL) recently supplied 24 Vega UHF wireless mics to Walt Disney World, the first to be used by Disney's convention services. However, they were not the first wireless mics in the facility -there were 370 wireless units on the property. "Vega worked very closely with Disney technicians to coordinate the frequencies," says Joe Guzzi of Audio Services. "With all the different sources of RF in the area, this was of the utmost importance."...Chicago's Goodman Theater recently installed a Bag End ELF subwoofer system. "None of our sound effects sounded real in the house," says resident audio engineer Dave Nauton, "because we couldn't get enough of the real low end present on the recordings." Resident sound designer Bob Milburn says, "We placed the Bag End ELF in the same position as our existing system, and the ELF was far superior to our ears." The Goodman system consists of four SI8-C, single, 18-inch cabinets and an ELF-1 integrator...Eighth Day Sound (Cleveland, OH) is keeping busy this winter doing industrials. Recent corporate clients included Packard-Bell, BF Goodrich, LDI Computers, Primerica, Health-More and The Cleveland Plain Dealer.

by David (Rudy) Trubitt

Computer CONTROL WHAT DO I CARE?

amp control system that most people are familiar with is Crown's proprietary IQ system. One company that's been using IO for two years is Eighth Day Sound of Cleveland, Ohio.

"The thing with computer control," says Eighth Day's Jack Boessneck, "is that if people use it



as a tool instead of a video game, it works real well. We use it on Sinatra a lot. It's a 360degree show, and we'll use the IQ to set the level of each fly ring from top to bottom. We did the same thing with Jethro Tull. It also came in real handy when we did the Special Olympics. There were

Who says computer control is just for installations? Stanley R. Miller's FOH setup for Neil Diamond uses three computers.

As regular readers of this space know, there's an AES working group out there developing a standard to interconnect and control audio equipment of all types from different manufacturers. Unfortunately, the process is a slow one, partly because suppliers don't have a clear idea of what their customers might do with the technology. This article describes what some people are doing with computer control, which will hopefully encourage further thinking on the subject.

Amplifiers are the most familiar and obvious targets for computer control. Most simply, connecting a computer to an amplifier allows the remote monitoring of the amp's status (heat, clip indicators, etc.) and lets you change things that would otherwise require a hike to the amp rack, like input level and channel polarity. The

things going on all over the place. and they would switch stages on us. I had a podium right in front of the speakers, and I could turn those speakers off when that podium was live. It also works real well in industrials where you have multimatrixed outputs. You can treat the matrices as zones. and turn them on and off and control levels. What else could vou do? Have eight people out there turning amp racks down on cue? How many times have you sat there on the intercon trying to get hold of the stage engineer to find out what's going on up there? Now I can do it with a click of the old mouse."

Existing systems like IQ, PA-422 and MIDI are capable of connecting more than simply amplifiers, although it should be noted that IQ-compatible equip--CONTINUED ON PAGE 145



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The GTC from BGW Systems (Hawthorne, CA) offers the performance of BGW's GTA, but in a 45-pound, two-rackspace package with over 2 kW of dynamic power output. GTC features looping XLR inputs, Neutrik Speakon outputs, dual-channel and bridged mono modes, variable-speed cooling, LF over-excursion filter, thermal protection and space for two internal crossover cards. Circle #246 on Reader Service Cord



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PAS TARGET SERIES

Professional Audio Services of San Marcos, CA, is debuting Target, a line of cost-effective speaker systems for club, touring and contractor applications. The series features trapeziodal cabinets of 3/4-inch ply, with handles, carpet covering and steel grilles; permanent-install versions have a sanded-birch finish and three-ring fly points. Retailing from \$398 to \$1,078, the line includes two-way systems with compression-driver HF and 12- or 15-inch woofers, or dual 15-inch woofers; also available is a wedge monitor and 18-inch subwoofer. Circle #248 on Reader Service Card

LIVE SOUND

—*FROM PAGE 142. COMPUTER CONTROL* ment is offered only by Crown. What benefits come from controlling equipment beyond amplifiers? One big advantage is simplifying the operation of a complex sound system. Tom Roseberry of IED (who also happens to be chairman of the AES working group on the subject) offers an example:

"It took a whole system that was very complex and required a lot of people to operate, and brought it to the level where it could be handled easily," he says. "For instance, you might be able to operate a huge convention complex with three or four guys, where it used to take 14 or 15. It becomes an easier thing to get vour hands on the system and keep it working smoothly." Garv Hardesty, of JBL Professional, concurs, adding, "Computer control allows us to protect the system by allowing the user to use only the parameters they are capable of dealing with."

Computer control also offers benefits as a troubleshooting tool. "A computer-controlled customer of ours had a problem with an amp," Hardesty says. "All they had to do was call us and say, 'We're showing this symptom on this amplifier." We identified the problem and had them send the unit back for repair. It makes troubleshooting much easier."

Roseberry agrees. "[Without it] you had to manually go around and test," he notes. "Now with our system, you can sit at the computer and test everything from the very front end all the way to each individual speaker. If you've got a fault at a major event with 50,000 people sitting out there and something goes wrong, you get an instantaneous report of where the problem is so you can respond to it."

Remote troubleshooting also becomes an option. "The user could call up with a problem," Hardesty says, "and the installer or manufacturer could dial into their system with a modem. Then we could help diagnose the system online. Manufacturers could even download code to upgrade their machines by phone line. This easier access to the system by the manufacturer means better support for the customer. It also gives them a feeling of security that the system is monitored and controlled by people who know what they're doing."

For the industrious, there are enough existing pieces to put together really large systems. The most ambitious to date is Neil Diamond's current touring system assembled by Stanley R. Miller, Diamond's longtime FOH mixer and chief audio engineer (see photo). Putting it together was not always easy. "I have the Crown IO system controlling all 96 amplifiers," Miller explains. "That's worked exceptionally well so far. But I've had problems getting certain programs to run together on the same computer-I've now got three Macintosh computers to run it all!" Opcode's Cue Sheet, which changes mute configurations on

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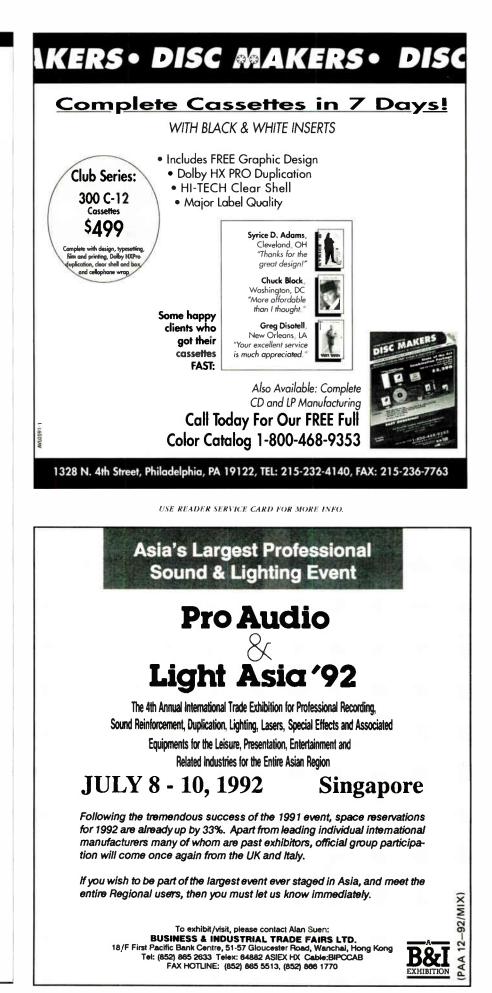
his two Ramsa consoles, and Crown's IQ software had problems coexisting peacefully, and both are now happily running separately.

MIDI plays a significant role in Miller's design. "I'm receiving program changes from the musicians onstage to set up the console for the next song," he says. "I'm also using TC Electronic MIDI-controlled equalizers. I'm triggering a Forat drum sampler with the MIDI outputs of a BSS noise gate. All this stuff is interconnected."

Anyone planning such an extensive system should expect to write (or have written) custom software. "I'm running a special program to run my two Panasonic SV-3900 DAT machines," Miller adds. "Before the show starts, it opens the machines and tells me which tape to put in which unit." The opening of the show starts with DAT playback, and during the show the software prompts Miller to change tapes, automatically recording the show in the process. MIDI program changes also cause the DATs to write index marks during the show at the start of each song for easy cueing later.

There are as many other applications as there are system designs, but hopefully this modest overview has provided a little food for thought. Computer control isn't a panacea, and it's certainly not required or even desirable for many situations. However, you should expect to see more of it in the future, and any effort spent thinking about our needs today will return better products tomorrow. If you have any thoughts on how you might want to use computer control, share them with manufacturers at NSCA and elsewhere--they'd like to hear from you.

Sound Reinforcement editor David (Rudy) Trubitt writes a monthly column on computer applications for Electronic Musician, Mix's sister publication.



PHILIPS FORMATS IN FORE AT CES dcc models unveiled in vegas

igital Compact Cassette was the brightest star in Las Vegas at this year's Winter Consumer Electronics Show. But it wasn't simply DCC's attributes that kept it in the limelight. Competing leading-edge formats like Mini Disc and Dolby S-type were hardly to be found. That left DCC co-developers Philips and Matsushita (Technics, Panasonic) ample opportunity to catch the attention of CES attendees and clarify their DCC plans.

So far, Philips (along with its upscale Marantz division) is the only company to commit to a specific introduction timetable. The company plans to ship training/demonstration machines to dealers in the spring. A "pre-launch campaign" will follow over the summer, with the company's home hi-fi model, the DCC-900, to be sold through selected dealers in limited markets. Software duplication will be getting underway over this period as well,

On September 1, the official fullscale launch of the DCC-900, at a suggested list of \$699, will begin in Europe, the U.S. and Japan. Philips claims that over 500 prerecorded titles will be ready for sale at that time. The company plans to follow the DCC-900 with a Walkman-style portable (\$500-\$600 list) in February 1993. Additional models, including an automotive version, are slated to be on the market by fall of that year.

Matsushita, which until mid-1991 had been very quiet about its DCC involvement, was definitely on the bandwagon at CES. The company's presentation room at the Technics/Panasonic booth drew crowds with a demonstration that included DCC. DCC components and players were also on display, including some inno-



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CD-I, CDTV Vie for Interactive Spotlight

With Sony bypassing the winter CES, Philips was left an open stage for DCC. But Philips wasn't as lucky with its other "new" format, CD-Interactive. Years after winning industry agreement on the Green Book standard for CD-I, Philips finally launched the format last October through roughly 900 U.S. retailers. Hardware and software for CD-I were prominently featured at Philips' booth on the the main CES floor and in a demo room at the Sahara hotel.

Unfortunately for Philips, it isn't the only hardware manufacturer intrigued by the idea of a CD-ROM drive that hooks to a TV and provides interactive "info-tainment" using audio, text, graphics and video (sort of). Commodore Business Machines, maker of the Amiga line of personal computers, has launched its own version of the concept, CDTV. The two formats are, of course, noncompatible. And while they appear at first glance to be quite similar, the marketing strategies of their developers are not at all the same.

Philips' initial campaign for CD-I, which it dubbed "The Imagination Machine," stressed the multitude of wonderful and fascinating experiences available to consumers through CD-I. Learn photography, take golf lessons, tour the Smithsonian or teach your kids to spell-all in the comfort of your living room. The word at the show, however, was that this basic strategy has been re-evaluated and a shift in emphasis is underway. The new approach will be to stress that CD-I players are, at their core, CD-Audio players, with the added benefit of interactive multimedia capabilities. Whatever the strategy, Philips sees CD-I as a component in a home audio/video entertainment system.

Commodore, on the other hand, is pushing CDTV as a PC (Amiga 500) and ISO-9660-standard ROM drive in one convenient box. The company's comparison of CDTV and CD-I attributes, well-distributed at the show, portrayed CD-I as a closed system, while touting CDTV's openness to the addition of such computer appendages as a keyboard, printer and modem. Commodore argues that its approach gives consumers greater value by allowing them to expand their uses for the device wherever their interests lead them. Such flexibility also might help CDTV gain a greater foothold in industrial and educational markets, where customization for specific applications could be important.

It's too early to say whether the Philips or Commodore approach will ultimately prove more successful. Assuming that the consumer appetite for interactivity can be developed, the quality of software available on the two systems may prove more important than their relative expandability. Both companies are actively developing new titles along with outside developers. Commodore claims that CDTV has the edge in software development, because Amiga development tools have long been available, developers are experienced in their use and the CD-I operating system is not popular among developers.

Commodore acknowledges, however, that Philips, through CD-I software arm PIMA (Philips Interactive Media of America), has more to spend on software development. Philips Interactive Media Systems' executives, on the other hand, are reluctant to make any comment on comparisons between CDTV and CD-I. With Philips's greater marketing muscle in the consumer electronics arena, the company appears to be hoping that the best way to make CDTV go away is to simply ignore it.

—Phil De Lancie

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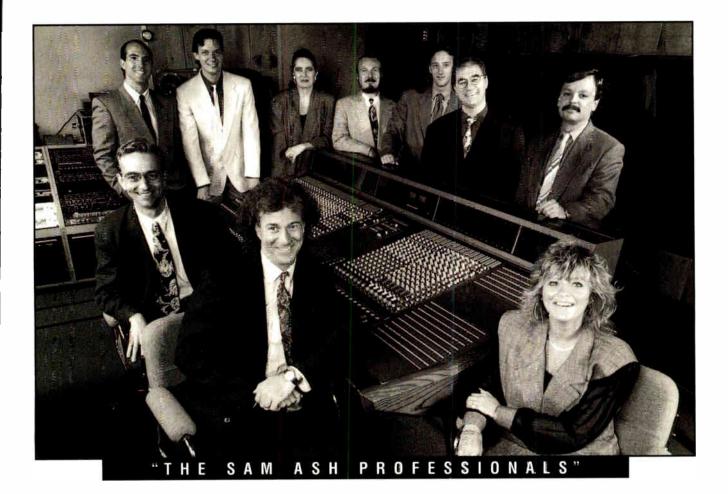
However, Matsushita had no introduction timetable for any of its DCC products. Nor did early DCC supporters Tandy or Sharp, which showed its solidarity by displaying a relabeled Philips machine. Brands like Sanyo, Carver and others have also voiced support, but it looks as if Philips will be ahead of the pack when it comes to product introduction.

How Does DCC Sound?

Not surprisingly, Philips had the most prominent display of DCC hardware on the main floor. A giant rotating DCC cassette attracted visitors to a display that allowed them to listen to a prerecorded DCC (Dire Straits) on headphones. Both the DCC-900 and a personal portable prototype were on display. Given the ambient noise level on the floor, however, it was hard to reach any solid conclusions about DCC fidelity.

A better opportunity for auditioning the new format was provided by Philips in a demonstration room set up for small groups at the Sahara hotel. The roughly 300-square-foot room was outfitted with a nice hi-fi system fed from a switching device used to select either a CD player or DCC player for monitoring. After some introductory remarks, Philips' Robert Gatton synched up CD and DCC versions of Dire Straits' "Calling Elvis" from the album On Every Street. He switched back and forth between the two and invited his small audience to identify which was which. To his apparent surprise, more than two thirds of us did so correctly.

The fact that a slight difference seemed audible in that particular situation doesn't diminish the achievement of the Philips engineers who developed DCC. The CD seemed slightly more brilliant in the high end, but the sound of the DCC was excellent. Still, a demo using one rock song is far from conclusive, which left open to question whether the PASC algorithm, Philips' data compression scheme for squeezing digital audio onto a cassette tape (see "Insider Audio," March and April '92, for more on PASC), would be more noticeable in music with rich orchestral textures and rapid changes in dynamics.



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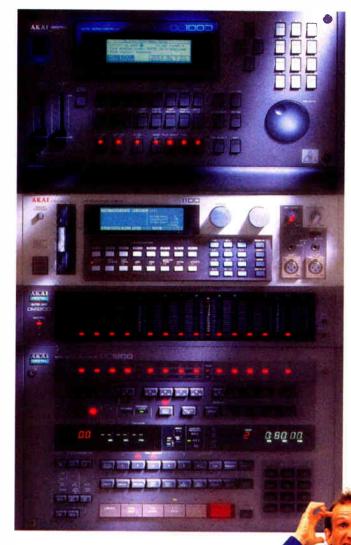
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TAPE & DISC

I was never really able to fully answer that question at the show. Ironically, I was able to get closer to an answer with BASF than with Philips. BASF had a room in the Convention Center but away from the noise of the main floor. The company is a DCC supporter—as a tape supplier, its motivations are obvious. BASF's Terry O'Kelly showed me to the DCC demonstration setup, which featured ultra high-end audiophile amps and headphones, driven, once again, from a switcher fed by DCC and CD players.

BASF's DCC demo tape, and the comparison CD, had several 90-second excerpts, including the obligatory Dire Straits tune, electronic and classical music. I was able to operate the switcher myself this time, and the monitoring situation was certainly better than at the Philips demo. Oddly enough, it seemed harder to hear differences between the two formats. Both sounded very good for the various genres of music.

When O'Kelly put the switcher into its auto mode for a double-blind test, I was given the opportunity to identify which source was which. I chose correctly, but not without some doubt. In fact, it was hard to put into words why one source sounded like it was probably DCC and the other CD. One possible explanation for this came from O'Kelly, who pointed out that it may take some experience listening to a new format before one learns what subtle identifying characteristics to listen for.

DCC's Prospects

So now that Philips has shown its first production machine, what are DCC's prospects in the market? On the plus side, it scores high in the fidelity department. The vast majority of consumers will find its sound equivalent to CD. Those who don't should probably take a double-blind listening test to see if they are responding to what they hear or to what they've read about the format's use of data compression.

The packaging has an attractive, modern look that makes an important visual distinction between DCC and the analog cassette, while avoiding a change in outside dimensions which might alienate both retailers and consumers. It also provides a place for insertion of a CD-style booklet, which is a nice touch. And the format has textdisplay capabilities for table of contents, lyrics, program notes etc., though Philips' implementation of this feature on the Dire Straits tape was extraordinarily unimaginative.

On the downside, one has to question Philips' strategy of starting its rollout with home hi-fi recorders before "mobile" (automotive and personal portable) players are available. Why would anyone pay \$500 (\$699 less discount) for a DCC machine when a decent CD player can be had for less than \$200? Not because they want to play their existing cassette collection, since they could throw a cassette deck in with the CD player and still come in under the DCC price. And certainly not for the privilege of paying CD-equivalent prices for prerecorded software that won't deliver CD-equivalent durability or track access.

For most consumers, then, the interest in buying DCC would be to digitally record, probably from CDs. And why tape CDs only to play back the tapes on a home stereo that already includes a CD player? Unless one plans to tape someone else's CDs (which Philips can't very well be seen as encouraging), there's not much reason to own the home DCC recorder until one has something outside the home to record for, namely a car stereo or portable player. At that point, DCC's backward compatibility comes into play, allowing one to listen to an existing collection of analog cassettes while building up a new collection of bettersounding prerecorded or home-recorded DCCs.

So where are the mobile DCC players? Maybe Philips thinks it can get the format off the ground with the DCC-900 alone by selling to the "first-on-theblock" audiophile-types. Unlikely, because in this case, the new toy offers no dazzling performance advance over existing toys like CD and DAT. More plausible is the possibility that Philips would have preferred to wait until more machine types are ready, but felt pressured by Sony's Mini Disc to bring some DCC product to market ASAP.

Will the lack of auto and portable players slow DCC's acceptance? That's a crucial question for those who will be called on to sell DCC to the public: the hardware retailers. At CES, Jeff Salgado, an audio product trainer for the Good Guys audio/video chain, responded positively to both the sound and the looks of the champagne-colored DCC model (complete with 18-bit A/D converters) in Marantz's display room. But he agreed that the key to DCC's success will be to get it into cars, a setting in which consumers are particularly comfortable with tape.

So far, Philips counts nine auto stereo manufacturers among its DCC supporters. But at the show, Clarion appeared to be the only one ready to discuss its plans. Company executives told convention daily *Turice •Today* that they were "likely" to market car-DCC by spring 1993.

DCC's Rivals

By spring 1993, DCC won't be the only new auto/portable format in the market. Sony's Mini Disc debut is still set for late 1992, according to Marc Finer, whose Communication Research firm counts Sony among its clients. Finer explained the absence of a Sony booth in Las Vegas by noting that the company commonly exhibits at only one of the two CES events annually. Having hit the winter show in 1991, Sony decided that the summer show in Chicago would better suit its needs this year. That means that Mini Disc and DCC will be competing head to head for attention in Chicago as their proponents position themselves for the roll-outs later in the year.

As for Dolby S, the new consumer noise reduction system was scarcely in evidence at the show, especially in the mainstream audio area. A few manufacturers had Dolby S on high-end cassette decks in the "esoteric" audio area. Dolby had a demonstration room, but the company appeared mostly interested in pushing its surround systems.

What's become of the system that was to breathe new life into the analog cassette? Apparently it took too long to come up with an affordable single-chip version of the S-type circuitry. By the time the chip was ready, DCC had grabbed the attention of both the hardware and software sides of the industry. And the subsequent announcement of Mini Disc further clouded the picture.

At CES, Dolby had on hand some cassettes—Windham Hill's *Sampler '92*—that will be commercially distributed with S-type encoding. So S-type hasn't been abandoned. But the format appears to be on the back burner for now, as Dolby waits to see whether DCC flies or flops in the market.

Phil De Lancie is a mastering engineer at Fantasy Studios, Berkeley, Calif.



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Tape & Disc News

CES Lively Despite Economy

The Electronics Industries Association reported a fairly robust turnout for the Winter Consumer Electronics Show in Las Vegas, despite overall sluggish economic conditions. (See page 148 for CES coverage on DCC and interactive CDs.) A total of 1,570 exhibitors, including most consumer audio manufacturers, covered a record 875,409 square feet at the Convention Center and the Hilton, Sahara and Mirage Hotels. Attendance, at 79,094, also set a record. Of particular interest as a possible economic indicator was the fact that the number of buyers, 24,716, was up 4.3% over the 1991 show. The EIA released a "Consensus Forecast," which predicts a 2% rise in consumer electronics factory sales in 1992.

ITA "How & Why" Adds Video

The ITA plans to add presentations on video duplication to its "How & Why" Seminar, an event previously focused only on issues related to analog-cassette duplication. This year's seminar, the seventh annual, is scheduled for May 11-14 at the Nikko Hotel in Buckhead, a suburb of Atlanta. The first two full days of meetings (May 12 and 13) will be split, with half the sessions devoted to audio and half to video. May 14 will begin with a combined session in the morning, followed by an afternoon tour of the Sony Music plant in nearby Carrollton, Ga. For further information, contact the ITA at (212) 643-0620

BASF Debuts Four C-90 Tapes

BASF has introduced four new C-90 pancakes for high-speed duplication. The company's C-90 Superchrome is now available in a 10,800-foot length, while its C-90 chrome is being offered in a 17,300-foot configuration. BASF has also introduced 17,300-foot pancakes for its C-90 919-i voice-quality ferric and C-90 LNS low-noise ferric tapes. The company also debuted its first blank DCC cassettes at the WCES (see page 148).

DCR Teams Up with Tower

The digital music programming now being provided to some cable TV subscribers has been viewed by many in the record industry, especially retailers, as a potential threat to prerecorded music sales (see "Tape & Disc," April 1991). But one of the three networks offering the service, Digital Cable Radio, has found a way to allay some of the fears. The company is teaming up with retailer Tower Records to provide an 800 number that DCR subscribers may call to order music they hear on the network. The CDs and tapes, priced the same as in-store merchandise, will be delivered to callers' homes.

To further boost its argument that digital cable audio is good for the music industry, DCR released a study showing that 32% of subscribers listen to music they've never before been exposed to, and 60% spend more time listening than before they subscribed. The service currently has 1.6 million subscribers on 24 U.S. cable systems.

SPLICES

Gauss (Sun Valley, CA) announced the sale of high-speed cassette-duplicating equipment to Sony Music. The gear will be used to expand Sony's operations in Naucalpan, Mexico. . Yamaha Corporation (Buena Park, CA) has dropped the price of its YPDR-601 compact disc recorder from \$20,000 to \$13980. The unit. which includes a full-function remote controller, allows partially recorded discs to be played in any CD player... **Optical Disc Manufacturing Equipment** has moved its operations to new facilities in Eindhoven, The Netherlands. The company may now be reached at (011) 31 40 465555...Recent mastering work at CMS Digital in Pasadena, CA, includes sessions by engineer Robert Vosgien with Fourplay on Warner Bros., Dave Grusin on GRP, Les Paul & Mary Ford on Laserlight and a five-volume Nat King Cole set...Rocket Lab in San Francisco reports singles mastering work for rap acts Digital Underground and Mod Squad by engineer Ken Lee, while Paul Stubblebine mastered Mickey Finn for Big Money Records.

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by Jeff Forlenza

ALLIGATOR RECORDS TURNS 20 bruce iglauer reflects on the blues



lligator Records out of Chicago turned 20 last year, and they have a lot to celebrate: a bevy of big-name blues artists, 26 Grammy nominations from the NARAS bigwigs, ten Indie Awards from NAIRD—the independent littlewigs—and 45 W.C. Handy Awards from the blues community.

To commemorate the occasion, Alligator put out their 20th Anniversary Collection, a two-CD compilation that lets blues fans (and zydeco and New Orleans music fans) celebrate as well. And this year Alligator launched a 15-city 20th Anniversary tour featuring Koko Taylor,

Elvin Bishop, Lonnie Brooks, Katie Webster, and Lil' Ed and the Blues Imperials.

The founder and guiding force behind Alligator Records is Bruce Iglauer.



Koko Taylor

As a college student at Lawrence University in Appleton, Wis. Iglauer would spend his Sunday afternoons at Florence's Lounge on Chicago's South Side listening to Hound Dog Taylor. "It was raw," the selfdescribed slide guitar freak recalls. "It was very high energy. There was so much joy on the bandstand." Iglauer fell in love with

the Hound Dog's sound and wanted to bring that Sunday-afternoon-at-Florence's feeling to the world.

So, with a \$2,500 inheritance. Iglauer left his job at Delmark Records and started his own record label in order to



"I'm intending to do basically what I've been doing for the next 20 years—I love producing and working in the studio." —Bruce Iglauer

manage and promote Hound Dog Taylor & the Houserockers. At a cost of \$900, Iglauer went into Chicago's Sound Studios with engineer Stu Black, and after two nights of recording to 2-track, they came away with 40 tunes that were boiled down to *Hound Dog Taylor & The Houserockers*. With the remainder of his bankroll, Iglauer pressed 1,000 copies of the album. Then he loaded the albums into the back of his Chevy Vega and hit the promotional road. Alligator Records was born.

Actually, Iglauer got his start in "the biz" with Delmark Records' Bob Koester in Chicago. "Bob was like a father figure tome," Iglauer recollects. "When I first came to Chicago to visit, he was the only person I knew of who knew anything about the blues scene—I had read about him in a magazine. I went to his store, and he was, and is, kind of a wild man. He was wildly enthusiastic about music. He was one of the few white people who was regularly going to the clubs on the South Side. So he Above photo: Bruce Iglauer with Hound Dog Taylor's quitar.





'Gator artists and guitarists (clockwise from top): Charlie Musselwhite; Lonnie Brooks; Son Seals; the late Roy Buchanan; and Kenny Neal.





PHOTO: KIRK WEST

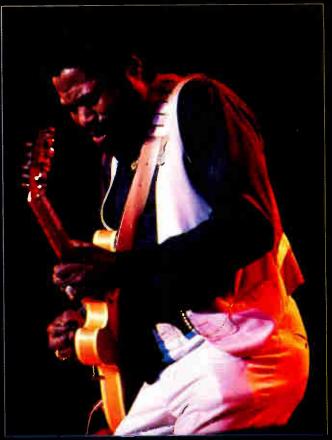


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became like a hero to me. He took me on as the shipping clerk for his label, and also I worked behind the counter in the record store.

"A lot of what I learned from Bob is that the job of a producer is very often not the job of influencing music so much as inspiring the musiciansmaking them excited, and making the studio loose and fun enough so that they can let loose like they do on the bandstand. My style of production is actually rather different from Bob's because I do intensive rehearsals, whereas Bob was always what I call the 'four hours and a bucket of beers' school of production, which meant that when the band was on and the leader was on and the material was well-chosen-like the Magic Sam records and J.B. Hunter records and Junior Wells records-there were great records made."

In the early days, Iglauer wanted to be faithful to blues traditions while also refining the blues sound. "I tried to find a way to have the charm of those learly Chess] records," he notes, "but also have records that sounded as exciting and full and big as other things on the radio. So, I've wanted to sound contemporary but also very live and real. And I've wanted the studio technology to never overwhelm the music, but enhance it. If I do my job right as a producer and work with the engineer correctly, you should never be aware of the studio as its own force. It should always feel like they just stuck up a couple of mics and did it."

As well as being the main producer for Alligator, Iglauer also doubles as talent scout. "I get bombarded with tapes," he says. "And the worst part is that I listen to at least part of every tape I get. I hear a lot of good tapes, but I hear very few really special tapes. Every once in a while I find something: I found Little Charlie & the Nightcats that way. But I suspect that I'm more likely to find the artists I want by keeping my ear to the ground and just walking into some tiny little bar some night and hearing somebody, like when I first heard Son Seals.

"I look for things that are rooted in blues but aren't repeating what's already been done. I look for people who are really good storytellers. I look for lyrics and emotion first. Then I look for people who have very well-defined rhythm senses. And finally I look for hot soloists. People seem to think that Alligator is a label about guitar players, and that's not really true. Guitar just happens to be the instrument they choose to speak through. The question is what they're saying, not what instrument they're speaking through."

Once he believes in and thinks he can work with an act, Iglauer strives to know more than his artists' repertoire. "I try to be intimately familiar with what my artists do on the bandstand every night," he comments, "and to establish personal relationships. For me, producing is not a job where you have no contact with the musician until you get into the pre-production. I hang around with the musicians. I listen to them. I try to understand what it is they're doing already and what it is they want to do. I try to hear what's in their musical imaginations."

Maybe this hands-on (or in-bar) care is the reason famous blues artists push their achievements to another level on Alligator: Koko Taylor, Albert Collins and Johnny Winter all had Grammy nominations for their debut efforts on Alligator, and Clifton Chenier's first release on the label (*Tm Here*?) won the label its first Grammy Award in 1982. Harmonicaman Charlie Musselwhite's Alligator debut, *Ace of Harps*, garnered a W.C. Handy Award, and this year his follow-up on the label, *Signature*, was nominated for a Grammy.

When it came time to select the best of 20 years, Iglauer had a little trouble. "It was like being asked to select your favorite children," he moans. "First of all. I wanted to represent the artists who had done multiple recordings for us. Then I wanted to include cuts that spoke emotionally to me, like 'Trouble in Mind' by Big Walter Horton, and the Professor Longhair cuts. I didn't want to duplicate cuts that were on other samplers. [Alligator has four volumes of compilations known as Genuine Houserockin' Music.] I wanted everything to be fresh. With the artists like Lonnie Brooks, I tended to pick songs from the earlier part of their Alligator career, because I felt they deserve more exposure. And then we had to get it to flow right. We spent days programming different orders of songs-how they flowed into one another-and the right mixture of fast and slow. Because I don't believe that people spend a lot of time programming their CDs. I wanted it to be an overall listening experience, an emotional one that people would respond to and be entertained by, whether or not they read the booklet, whether it

was in the foreground or the background."

So far, it seems, listeners are responding to the collection: As we went to press, sales on the *Alligator 20th Anniversary Collection* were pushing 150,000 units in the U.S. Not bad for a guy who started a record label in his apartment in 1971.

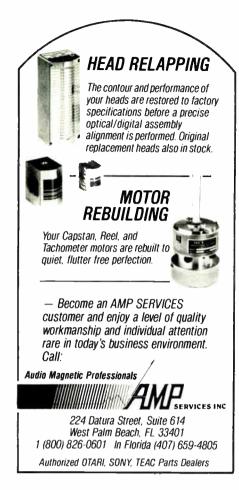
Looking back on 20 years of blues, Iglauer concludes, "I've been extraordinarily lucky that I've been able to work with and help so many people in this style of music. I've had the best job in the world."



Jonnie "Most" Davis REMIXER ON THE RISE by Dan Daley

Mixing engineers, especially those working with dance music, have become sophisticated by virtue of the simple fact that they have more opportunity to use the technology to its fullest. A sonic perusal of some of the better recordings out there shows an amazing array of panning, effects usage, sampling and editing techniques. While rock, R&B and other mainstream genres still give the song paramount importance, the concentration on production values in pop/dance music makes the mixing engineer's performance as critical as that of the vocalist's or the producer's. In the mix stage, they become, in effect, postproducers, taking tracks either they or another engineer have recorded and doing the digital equivalent of musical rearrangements. It's more than just mixing; it has become a hyper-stage in the recording sequence, in and of itself.

One of the more interesting specimens is Jonnie "Most" Davis. Still in his mid-20s, he has tracked and postproduced for a range of pop, rock, fusion and dance music artists, including Tiffany (*New Inside*), Keith Sweat (the chart-topping "Make You Sweat"), Evelyn "Champagne" King, Lisa Lisa & Cult Jam, Full Force, Stacey Lattisaw and Pieces of a Dream, among others. Recently he's been in the studio with



USE READER SERVICE CARD FOR MORE INFO



575 Eighth Avenue New York, NY 10018 TEL. 800-274-7666 FAX 212-564-9488 ex-Who singer Roger Daltrey.

A native of Kingston, N.Y., Davis studied music production and engineering at the Berklee College of Music in Boston, where his addiction to recording overcame an intense involvement with guitar playing in local funk bands. In New York a few years later, he connected with a few people who helped boost his career, including Eddie and Troy Germano at The Hit Factory, where Davis does much of his East Coast work; engineer Tony Maserati, who gave Davis his first break with Full Force; producer Phillip Damien, whom Davis credits as a decisive influence on his style; and Bert Padell, business manager, whom Davis says has been "incredibly supportive" of his career.

Highly controlled use of autopanning is a big part of the Davis repertoire, used not only to keep a mix interesting but to prevent it from becoming cluttered. As we listen to an Imana track, Davis points out where a guitar is moved to the right just as a vocal comes in from the left, a sort of sonic ballet. "[Autopanning] adds texture and movement to a sound-picture," he says. Other techniques he employs include sampling with AMS delays and triggering them from drum and bass parts.

The most recent Tiffany release, New Inside, illustrates Davis' m.o. as a post-producer. Producer Phillip Damien allowed him considerable freedom to work with the tracks before the two of them combined their ideas in the final mix. "People tend to leave me alone at this stage of a project," Davis says. "Given the technology, you have a lot of opportunities to do arranging in the mix. For instance, I rearranged the guitars using a sampler. On the track 'Our Love,' there were no guitars except in the solo. I went into the guitar solo and sampled selected phrases and flew them in at a couple of key points in the song. One guitar sample was made into a continuous loop and split onto two faders, then manually cross-panned left and right. This helped me create the depth and texture I was looking for in the intro and outro. I was able to create a tunnel of color, and I achieved it easier than trying to get a guitar player to do the same thing, especially at this stage of the project. It's very distracting to record a new part when the console is completely maxed out during a mix.

"Balance and equalization are the important aspects of a mix," he continues, "especially when you have so much going on. Once that's happening, it becomes a just-add-water mix. You can't let listeners get bored. Every time they hear a song, I want something else to come out at them, something they haven't heard before."

In terms of equipment, Davis has a particular ardor for the Neve VR console. "Aside from the sound of the board, which is amazing, it's the Flying Faders automation that I love," he explains. "The level of automation in the industry today allows engineers to use consoles in the same way that musicians use instruments. It's got a sound of its own. For instance, I can overload a preamp to get an edge on guitars or even vocals. I can't get that sound on other consoles. It's gotten to where I want a Neve when I work. It's like a guitar player who has to use his own guitar.'

As might be expected, effects are a big part of Davis' tool kit. His personal favorites are AMS delays (which he uses as samplers), Lexicon PCM42 delays and Eventide H3000 Harmonizers. "I like flange delays," he says. "They can add a lot of texture and color to certain instruments and give you a lot of contrast. You can use delays and reverbs in conjunction with each other to create rooms within rooms, to achieve unique ambience effects on all sorts of instruments."

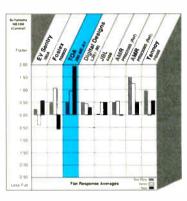
On "Our Love," he employed three reverbs: a wide gated setting, a long flanged one and another long room, all triggered at separate times on a handclap part. Given the large amount of effects and their stereo returns, he uses every inch of the console. "I use the automated cut function on the small faders of the Neve VR for additional effects sends during the mix," he explains. "With that many effects coming back-all automated for muting, level and panning-the console becomes a very real part of the effects processing. You always have to remember that effects can manipulate you, if you don't know what you want."

Jonnie "Most" Davis could be an archetype for the next generation of engineers. His audio training is formal, yet he moved directly into the hot seat right from school; his command of the technology puts him in a de facto production capacity on records that he engineers; and he is representative of an industry trend that views mixing engineers as celebrities in their own right.

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L.A. GRAPEVINE

by Amy Ziffer

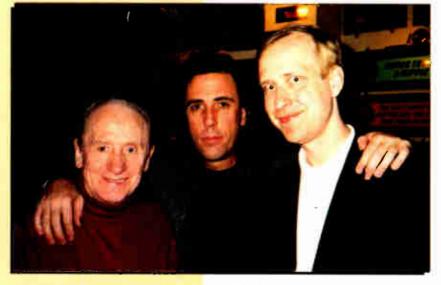
In February's pages you read about Lion Share's closure, but the studio had hardly shut its doors before operations were taken over by a nearby facility. The new owners have requested anonymity until all the paperwork is finalized, but in the meantime Lion Share is up and running. Next month you'll get all the details.

At One on One, chief engineer Joel Soifer gave me the rundown on changes to the Blue Room, where the most recent Metallica album was recorded -CONTINUED ON PAGE 165

NASHVILLE SKYLINE

by Dan Daley

Locally based, nationally recognized designer Steven Durr opened his own studio at the beginning of February. Imagine Sound, at the corner of Church and 17th, is an analog room with an emphasis on acoustics over technology, according to Durr. It's loaded with a Studer A827, tube amps and mics and the original RCA Studios API 44-input console. "There are 270 studios in Nashville, and you can count the truly great acoustic spaces on one hand," Durr notes. "That's what we went after with this lonel." Durr, who has done rooms at Treasure Island, Emerald and Castle during his 15 years in Nashville, mentions that by not trying to keep up



The legendary Les Paul stopped in at Royal Sound Studio (Hollywood) while in L.A. promoting his new boxed set. (LtoR) Les, with Terry Michael Scott (director of operations at Royal) and president of Gibson Guitars, Henry Juszkiewicz. with the Joneses technologically, he could keep rates low and compete as a tracking room.

Bob Montgomery, longtime owner of Bennett House Studios, acknowledged the sale of the facility to local pop mayen Keith Thomas, producer of Amy Grant, among others. No price for the two-room facility was disclosed. Montgomery, producer of a long list of acts including Marty Robbins, Slim Whitman and Merle Haggard, noted that business had been adequate, and that he simply wanted to "get out of the studio-owning business."

MasterMix is getting out of the mixing business and expanding its mastering capabilities, according to studio manager Hank Williams. "Our growth in mastering is strong, and there's a lot of product coming out of Nashville these days," Williams explains. "There's no growth in our mixing business." MasterMix will now have two mastering suites, which Williams says will be marketed beyond just the Nashville market. The studio's Calrec console is being sold to Keith Thomas for installation at Bennett House. Thomas' production coordinator, Todd Moore, notes that the plan is to tear down the existing B room and build a new building adjacent to Studio A to house Studio B, which will be Thomas' production suite. Studio A will be the main rental room.

At Recording Arts, Carl Tatz added OptiFile automation to his new Soundcraft 3200 console, as well as buying Nashville's first Sony 7010 time code DAT. Those purchases, along with new outboard gear including an Eventide H3000 SE, a Klark-Teknik DN780 reverberator and a Lexicon 480L, are part of his plan to upgrade the facility to "an affordable, A-level automated mix room," he says. "It's not necessarily a trend toward specialization in Nashville studios; it's more that I saw a niche which I could fill. The technology's getting a lot less expensive, and that makes it a lot easier to do."

Producer Scott Hendricks (Alan Jackson, Brooks & Dunn, Steve Wariner) observes that the concept of the dedicated overdub room is slowly catching on in Nashville, but he's surprised that it hasn't happened sooner or faster. "It's the way I keep the costs —CONTINUED ON PAGE 165



SESSIONS

by Jeff Forlenza SOUTHWEST

Multiplatinum producer/engineer Geoff Workman (Queen, Toto, The Cars) stopped in at Houston's Sound Arts to record Houston-

based rockers Logan. The six songs for the project were recorded live by Logan, then "massive guitar overdubs using various multitrack tricks were added later," according to studio owner Jeff Wells...At Longhorn Sound Studio in Clyde, TX, a mammoth project entitled *Making Texas Music* was recently mixed down for Code of the West Records. D.J. Fontana, Elvis Presley's drummer, produced the project with the help of Tom Perryman,

the former manager of Jim Reeves. The 37-song project features talented Nashville pros: Fontana on drums, Bunky Keels on keyboards, Duke Dumas on bass and Jim Baker (no, not *that* Jim Baker) on steel guitar. Nashville fiddler Deanie Richardson was brought in to do overdubs...

SOUTHERN CALIFORNIA

Bobby Brown was at Encore Studios (Burbank) doing overdubs on his latest MCA effort. Joining him for a duet was Whitney Houston. Teddy Riley produced the soulful sessions with Jean-Marie Horvat engineering and Milton Chan assisting...Nick Cave and The Bad Seeds were at Sound City (Van Nuys) tracking with producer David Briggs for Mute Records. Bret Newman and Chuck Johnson shared engineering duties...Michael Pinera (of Iron Butterfly and Alice Cooper fame) was at Valley Center Studios (Van Nuys) mixing his new solo album with executive producer Stet Blancett, coproducer/engineer Dave Jenkins and assistant Eric Vaas...

NORTHEAST

Steven Tyler of Aerosmith wasat Sound Techniques (Boston) working on vocals with Sony engineer Vic Anesini and producer Don DeVito for the group's upcoming boxed set...Russian



Geoff Workman (L) at Sound Arts (Houston) with owner Jeff Wells at work on a project for Logan.

rockers Pantera mixed music recorded at the Moscow Monsters of Rock show at Giant Recording (Manhattan) with producer Mark Ross. The mix was engineered by Vinnie Paul and assistant —*continued on Page 166*

N.Y. METRO REPORT

by Dan Daley

Marathon Recording installed a new Neve VR 60 with Flying Faders in its A room in January, looking to accommodate its growing music client base, according to studio manager Susan Tobocman. "Music recording accounts for about 80 percent of the business now," she says, with an emphasis on urban and jazz, the balance going to commercial business.

The six-year relationship between producer Nile Rodgers and Skyline Studios is winding down —CONTINUED ON PAGE 166

A custom Neve VRP 60 with Flying Faders automation was installed at the Power Station (NYC) Studio C. Recent projects on the new console included Eric Clapton "Unplugged" for MTV and the B-52's. Clockwise from left, Bob Walters, Barry Bongiovi, Tony Bongiovi and Bob Pargament.



World Radio History

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-FROM PAGE 162, L.A. GRAPEVINE

and mixed. New acoustics in the studio make it much more live, and a set of 22 Neve 8078 mic preamps and equalizers were rack-mounted as a companion to an SSL.

The new studio sound is due to hinged hard/soft panels on the walls that can be adjusted to make the room "as live or as dead as anybody wants it," according to Soifer. "Tracking rooms have gone to being much more live. We had a lot of success with the room the way it was, and there are still clients who want it just that way. We can make it that way, but it's also capable of being totally controlled or totally live in all areas.

"When Bob Rock was in doing Metallica, he wanted the room to be more live," Soifer continues, "and we did something temporary for him. Rather than have to throw stuff together for certain people, we decided to design a system that was more flexible."

Having an SSL console *and* a rack of Neve preamps and EQs available in one room is One on One's solution to the perennial problem of clients who want to record on a Neve and mix on an SSL. "We did it to give those people the ability to do their whole project in one room," Soifer says.

Currently taking advantage of the additions are Testament (produced by Tony Platt for Atlantic), tracking and overdubbing in the Blue Room, and The Boys (produced by David Way for Motown), mixing their album in the Grey Room.

Silvery Moon Studios (a.k.a., Big Time) is relocating from West Hollywood to Topanga Canyon, and was set to reopen in March. Owner Gary Stem says the new facility will "sound good and be comfortable." More specifically, the new Silvery Moon will be similar to the old one, based around 24-track analog equipment, but the equipment inventory will be completely new and the relocation will enable Stem to own the property on which his studio is situated. After ten years at the old site, both the lease and the parking situation got "pretty unworkable."

The old Silvery Moon was sold part and parcel to engineers James Bailey and Brian Carney, and is now called Granite Recording. "Most of the equipment is either custom-built or vintage," Bailey notes. "We're restoring it with technician Don Petty to exceed the original specs. We're also bringing in additional outboard gear and mics and rebuilding the monitors. They're going to be 200 percent better than they were." The pair plan to focus on bands and live music, and they're remodeling to bring the studio's sound in-line with that goal. They should be open again by the time you read this. Silvery Moon's number, as of March, is (310) 455-2014. Granite can be reached at (310) 659-8565.

Grand plans are being laid for Grandmaster Recorders Ltd. (formerly known as Bijoux). Studio manager and part-owner Alan Dixon says, "We are in a major diversification year at Grandmaster." Dixon hopes to make it an entertainment complex (L.A.'s answer to Planet Hollywood?), with a nightclub, video stage, restaurant and studio. The project is in the inspection stage, and Dixon says that it's still too early to set a tentative opening date.

On Sunday, April 5, the Los Angeles AES will present an all-day workshop covering everything needed to understand how sound systems work. The presenter will be Drew Daniels, AES L.A. section chairman and principal electroacoustic engineer at Walt Disney Imagineering. The workshop will be open to the public on a first-come, firstserved basis. The session, which begins at 9:00 a.m., will take place in physics lecture hall 112 on the Ambassador College campus, near the corner of Green St. and Orange Grove Blvd. in Pasadena. For further information, contact the AES L.A. section at (818) 357-1289

Miscellaneous equipment upgrades: Post-production facility Weddington Studios welcomed an SSL ScreenSound workstation, and plans are to use it on the upcoming flick *Batman II*. Warner Bros. in-house post studio, The Idea Place, installed a Soundmaster integrated audio editing system, citing its video editor-like interface as one reason for their choice.

Errata: *Family Matters* is not posted at Sony Studios, as reported in February.

Send studio news to Amy Ziffer, c/o *Mix*, 19725 Sherman Way, Ste. 380, Canoga Park, CA 91306; or call (818) 567-1429 or fax (818) 709-6773.

--FROM PAGE 162, NASHVILLE SKYLINE of my productions manageable," he says. "I don't need to spend \$1,200 a day to do vocals or guitar overdubs when I can spend \$350 to \$450 and not pay for the frills I don't need for overdubs." Hendricks is part-owner of --CONTINUED ON NEXT PAGE

World Radio History



ROCKET

---FROM PAGE 165, NASHVILLE SKYLINE

Omni, which, like Recording Arts, began in the mid-'80s primarily as an overdub room. "Now there are three or four legitimate overdub-intensive rooms in town," he says.

Nashville recently had its first predominantly black-owned professional recording studio open up late last year: A Cut Above is a single-room facility in a house on Edmonson Pike near Brentwood. The studio is equipped with a Studer A827 multitrack and a Harrison 2824 console. It operates along project studio lines, according to coowner and studio manager/chief engineer Dan Wilburn. "We're looking to keep the client base small," he notes. "We now have about three, including ourselves." All of the co-owners regard themselves as a single client, and include producer Sanchez Harley, former *Night Train* TV show singer Jimmy Church, and commercial writer/producer Lloyd Barry. Wilburn designed A Cut Above in consultation with Steven Durr.

Harley, who spent four years at Motown as a writer and performer, won two Grammys for gospel music and was nominated this year as well. According to Harley, even though black





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gospel has been a big part of the region's music for years, it's only recently that blacks have moved into production and management positions in that category. "Blacks are involved in A&R and production, and now studio ownership," he says. "It's a natural part of the evolution."

-FROM PAGE 163, NY METRO

but isn't over. As reported here last year, Rodgers has moved the operations base of his Ear Candy Records to a studio/office complex near Madison Square Garden. However, according to Skyline co-owner Lloyd Donnelly, Rodgers will continue to book the studio for records, though not as intensely as he did over the last six years, when he essentially locked out Studio 3 five days a week. Rodgers recently completed work on David Bowie's new record there. Rodgers' lock-outs helped Skyline expand with additional rooms, and his departure was prepared for by revamping Studio 3, adding two Studer 800 multitracks and a 64-input SSLG Series console. "That and redoing the studio for variable acoustics was part of the room's evolution back to a for-hire situation," Donnelly explains.

New York is still the jazz capital of the world—a fact easily overlooked amid the commercials, dance records and soundtracks that have come to define the city, at least on the surface. And jazz likes to stay downtown when it can, according to Lou O'Neill, coowner of East Side Sound, where the city's only Harrison SeriesTen B sits a few yards in from the streets of the Lower East Side.

O'Neill says that his jazz recording business has picked up substantially due to the board, at least in the case of decent-sized jazz budgets. Recently, Hal Wilner mixed the Charles Mingus tribute record *Weird Nightmare* there, and downtown producer John Zorn has also been recording there. "They love being able to recall the mixes," O'Neill adds, referring to the console's automation. "This level of technology is pretty new to traditional jazz, which more often than not gets shunted into older technology."

-FROM PAGE 163, SESSIONS

Steve Neat...New York zydeco mavens Loup Garou were at Quad Studios (NYC) recording a project with producer George Ricelli, engineer Robbie Norris and assistant Steve —CONTINUED ON PAGE 183

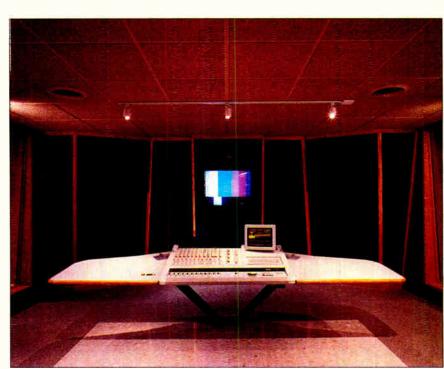
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1992 MIX DIRECTORY

VIDEO PRODUCTION Post Production



Information in the tollowing directory section is based on listing applications mailed earlier this year and was supplied by those facilities listed. Mix claims no responsibility for the accuracy of this information. Personnel, equipment, locations and rates may change, só please verify critical information with the companies directly.



At the heart of the control room at SoundTrek's Kansas City, Mo., audio-for-video recording facility is an 8-track Lexicon Opus digital audio production system. The Opus has a capacity of 460 minutes of recording time with full mix automation. The control room, two adjacent recording areas and a separate machine room were designed by Steven Durr and built by Dan Petersen. SoundTrek's facilities are shared by Paddock Plaza, a video editing service that handles the video portion of much of the broadcast commercial work. Photo: Jim Goss.

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Legend

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Mix listings procedure: Every month, Mix mails listing applications to recording studios and/or other vital facilities and services for the recording, sound and video production industries. There E - i nominal charge to list to Boldrace Listing (name, address, contect) and an Extended Listing (equipment, credits, specialization and p-hoto at logo). If you would like to be listed in a Mix Directory, write or call the MixDirectories Department. 64400 Habits Street #12, Emergville, CA 94008; tall tree 800-344-LIST

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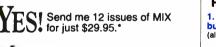
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ADVANCED AUDIO PRODUCTIONS; VPF, VPP/E, OLVP, APPV; 6751 Michael Rd.; Orchard Park, NY 14127; (716) 675-3955. Owner: David Pruski, Manager: David Pruski,

AMERICAN SOUND & VIDEO CORPORATION; VPP/E; 3 Fairfield Crescent; W. Caldwell, NJ 07006; (201) 575-8484. Manager: Michael Pugliese.

CAPITOL VIDEO; VPP/E, APPV: 2121 Wisconsin Ave. NW; Washington, DC 20007; (202) 965-7800. Manager: Kelly Buccini. satisfied clients. An added benefit is our SMPTE interlock multitrack audio sweetening with original music scored to picture and a digital library of over 150 SFX and music CDs. If "quality" and "commitment" top your list of production needs, call the professional D-V-X INTERNATIONAL® DIVISION OF DEMO-VOX® SOUND STUDIO; VPF, VPP/E, OLVP, APPV; 1038 Bay Ridge Ave.; Brooklyn, NY 11219-6009; (718) 680-7234. Owner: Demo-Vox® Sound Studio Inc. Manager: Frank Grassi, pres.; Laura Grassi, VP production.

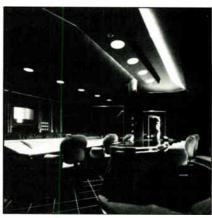


DC POST INC. Washington, DC

DC POST INC.; VPP/E, A/PPV; 1155 21st St. NW; Washington, DC 20036; (202) 466-7678. Owner: Tom Angell. Manager: Adam Hurst. Video Tape Recorders: (9) Ampex VPR-3 ** Type C, Ampex VFR-300 D-2, (4) Sony BVW-75 Beta SP, (3) Sony BVW-950 U-matic SP. Video Monitors: (36) Sony Ikegami. Switchers/editors: (2) Ampex AVC-330 switcher, (2) Grass Valley GVG 51 EM editor, (4) Ampex ADO w/concentrator. Video Cameras: (2) Son# DXC-3000 color camera in suites Synchronizers: Alpha Audio Boss system w/TimeLine Lynx Video Effects Devices: (4) AD0-3000 w/concentrator and Infinity software, Abekas A-62. Audio Recorders: Studer A820 24-track, Studer A820 2-track, NED Post Pro 8-track direct-to-disk Audio Mixers; DDA DCM-232 2x32 input, Yamaha MR142. Soundstages: 15'×30' w/25' hard cyc. Other Major Equipment: Synclavier w.32MB, 32 poly, 32 FM, 16 outs; Studer A721, Studer A727, Dolby SR on all tracks, Quantel Paintbewand Wave front 3-Disoftware, Roland D-550, Yamaha TX802: Optical disk. Rates: Call. Specialization & Credits: On air programming for The Lewrning Channel; music composition and and SFX editing for ABC's/NHK Pearl Harbor: Two Hours That Changed the World; Washington Post's production The Secres Files: Washington, Israel and the Gulf; local and national commercials.

DIGIPIX EDITORIAL; VPP/E: 220 E. 42nd St.; New York, NY 10017; (212) 972-6225. Owner: Leslie Levy, Don Levy. Manager: Robyn Alpert.

L E G E N D APPY: Audio Post Production for Video. VPF: Video Production Facility. VPF/E: Video Post Production Editing. 01.VP: On Location Video Production.



EDITEL/NEW YORK New York, NY

EDITEL/NEW YORK; VPP/E, APPV; 222 E. 44th St.; New York, NY 10017; (212) 867-4600. Manager: Jill Debin Cohen, VP operations. Switchers/editors: Editing: (5) online, (2) multiformat and (2) offline editing suites. D-1 and D-2 recorders. Abekas A-60 and A-62 digital disk recorders. Grass Valley 300 and 200 switchers. Digital effects with three ADO's and three Kaleidoscopes. Chyron 4100 and Laird character generators. Non-linear editing, Video Effects Devices; Two digital suites with Paintbox, Harry, Harry Tracks, Kaleidoscope and D-1 recorders. Wavefront and Alias 3-D animation systems Sony Mavigraph Printer and Matrix color slide camera for output to film. Full service design storyboard and production Soundstages: URSA with Renaissance, (2) Rank IIIC with Sunburst color correctors, X-Y-Zoom, Ultimatte 6, electronic and mechanical pin registration, KeyKode, Sync-Smart, TLC, Kinesis and Abeka A-42 and Accom frame store. Other Major Equipment: Suite #1 features an SSL 600 system-a fully automated recording and mixing console with 32 inputs, a Sony 3324 digital, 24-track machine and Studer A827 analog, 24 track machine. Digital sound effects libraries. Sonv PCM-1630 35mm dubbers online with mix-to-picture capability. Dolby on all machines. Voice record-to-picture. Suite #2 features a Synclavier/PostPro SD digital audio system for sound design, editing and mixing. Music composition and production. Sony PCM-1630. Digital sound effects libraries. Voice record-toroicture

GWSC POST; VPE, VPP/E; 250 Harbor Dr.; Stamford, CT 06904; (203) 965-6060. Owner: Group W Satellite Communications. Manager: James R. Crowe,

HBO STUDIO PRODUCTIONS; VPP/E, APPV; 120A E. 23rd St.; New York, NY 10010; (212) 512-7800. Owner: Home Box Office Inc. Manager: Ralph Fumante, VP studio operations. Video Tape Recorders: (12) Ampex VPR-3000 1", (25) Ampex —LISTING CONTINUED ON NEXT PAGE



CLARK PRODUCTION ASSOCIATES INC. Allentown, PA

CLARK PRODUCTION ASSOCIATES INC.; VPF, VPP/E OLVP, APPV; 601 N. 6th St.; Allentown, PA 18102; (215) 434-6363. Owner: Gary C. Snyder. Manager: Amy Koenig, Jim Se-crest. Video Tape Recorders: (3) Sony BW-75, (2) Sony BW-65, Sony BVU-950, (4) Sony VO-7600. Video Monitors: (6) Ikegami TM-20-9 20". Switchers/editors: Grass Valley 200, Grass Valley 100, Sony SEG-2550, Sony BVE-9000 editor w/ switcher interface, Sony BVE-900 editor. Video Cameras: (2) Sony BVP-7 ACCD, Sony BVW-300A CCD. Synchronizers: Cipher Digital Shadow. Video Effects Devices: Ampex ADO-100 w/Warp. Audio Recorders: Otari 5050 MkIII, Audio Mixers: Sony MPX-29, Yamaha 8x2, Other Major Equipment: Abe-kas A-42 still store. Abekas A-72 Character Generator. Rates: Call for rate sheet. Specialization & Credits: Clark Production Associates specializes in providing location and post-pro duction support services to producers. Our complete location packages and online editing will guarantee a "no excuses production. Our Betacam packages are personally owned and maintained by an owner/engineer with over ten years of broadcast experience. High-production-value packages include Sachtler tripods, Arriflex lighting, film-style matte boxes and Tram and Schoeps microphones. Our field engineers and tape operators exhibit a "can do" attitude that will ensure your production's success. Commitment to quality continues throughout the editing process. The flexibility of two online Betacam suites draws both rave reviews and return visits from





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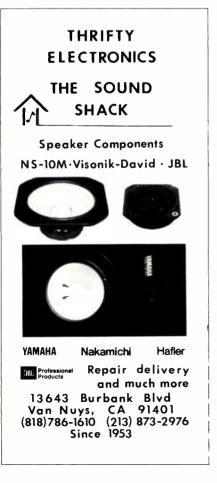
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-LISTING CONTINUED FROM PREVIOUS PAGE VPR-2B 1", (4) Sony DVR-1000 D-1, (25) Ampex VPR-300 D-2, (10) Sony BVW-75 Beta SP, (30) JVC 1/2" VHS, (30) Sony 5600 3/4". Video Monitors: Barco HR-51, Shima Seiku in graphic environments. Switchers/editors: Grass Valley 200 and 300 in analog environment, CMX 3600 systems in all environments, Grass Valley Kadenza video processor in component digital suite, GVG composite digital switcher in D-2 edit suite. Video Cameras: (3) Ikegami 323 in Studio A, Sony BVP-7 Betacam in Studio B. Synchronizers: Adams-Smith 2600, Video Effects Devices: (4) Ampex ADO 3000, Ampex ADO 100, Grass Valley Kaleidoscope with Kurl, Ampex A53D with Warp. Audio Recorders: Otari MTR-10024-track, Otari MTR-122-/4-track, AMS Audiofile. Audio Mixers: Solid State Logic 6000 in post-audio suite, Neve 12-input consoles in video editing suite and Studio A. Soundstages: Studio A: 36'x42'x 16' with hard cvc and control room. Studio B; 20'x20'x10' insert stage. Other Major Equipment: (2) Quantel Paintboxes, Quantel Harry with Kaleidoscope, Abekas A60 and A64 digital disk recorder, Abekas A42 still store, Chyron 4100 character generators, Interactive Motion Control camera stand, videotape standards conversion, satellite transmission, Rates: Send for rate card

HELIOTROPE STUDIOS LTD.; VPF, VPP/E, OLVP, APPV; 21 Erie St.; Cambridge, MA 02139; (617) 868-0171, Owner: Boyd Estus, James Griebsch.

HIP POCKET RECORDING STUDIOS; *APPV*; 37 W. 20th St.; New York, NY 10011; (212) 255-5313; FAX: (212) 645-1787. Owner: Bob Merrill. Manager: Jim Doherty.





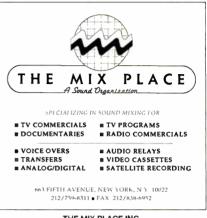
INTERFACE VIDEO SYSTEMS INC. Washington, DC

INTERFACE VIDEO SYSTEMS INC.; VPF, VPP/E, OLVP, APPV; 1233 20th St. NW; Washington, DC 20036; (202) 861-0500. Owner: Tom Angell. Manager: Elise Reeder. Video Tape Recorders: (4) Ampex UPR-3 1", Ampex UPR-300 D-2, (7) Ampex UPR-60/UPR-75 Betacam SP. Video Monitors: Mitsubishi 32", Ikegami 19". Switchers/editors: (2) Ampex ACE-200, Ampex ACE-25, AVC-22 Century, (2) CDL 4860, Ampex Disk Series, Abekas A-62 recorder/player, Video Cameras; (3) Ampex 50 CCD, Mitchell 35mm film camera. Video Effects Devices: (2) Ampex 3000 ADO Series, Ampex 1000 Series ADO w/digital. Audio Mixers: Lexicon Opus digital audio system. Soundstages: 50' x 30' stage w/3-wall cyc and Interactive Motion control w/35mm Mitchell camera, 35'x42' stages w/75' hard cyc. Other Major Equipment: V Series Paintbox, Classic Paintbox w/Harry and Encore, interactive motion control with video camera. Interactive motion control with 35mm camera, Wavefront 3-D animation computer, Avid & Medic composer digital offline. Rates: Call. Specialization & Credits: Studio production: The Monitor Channel, Congress This Week; Hospital Satellite Network Teleconference: VA Medical Center Teleconference. Post production: Seagram Company Overview, MCI Corporate Communi-cation, Marian Anderson, WETA Documentary, Time-Life Books spots. Computer graphics, animation/optical effects. Film & video: National Education Association National Spots; Alaska National Geographic Special, Time-Life Books spots; Virginia Film Festival Title. Audio Post: Montserrat documentary, Smithsonian Institution; In the Potter's Hand documentary, National Museum of African Art; Time-Life Book spots.

LIMELITE VIDEO; VPP/E, APPV; 219 E, 44th St.; New York, NY 10017; (212) 983-2686. Owner: Limelite Video. Manager: Bob Corti.

LION AND FOX RECORDING INC.; *APPV*; 1905 Fairview Ave. NE; Washington, DC 20002; (202) 832-7883. Owner: Hal Lion, Jim Fox, Sally Lion. Manager: Rob Buhrman.

MASTER SOUND ASTORIA; APPV; 34-12 36th St.; Astoria, NY 11106; (718) 786-3400. Owner: Maxine Chrein, Ben Rizzi.



THE MIX PLACE INC. New York, NY

THE MIX PLACE INC.; APPV: 663 5th Ave.; New York, NY 10022; (212) 759-8311. Owner: John M. Quinn, President.

MICHAEL MOSER/MEDIA; VPP/E, OLVP; 2000 P St. NW, Ste. 500; Washington, DC 20036; (202) 293-1780; FAX: (202) 775-2443. Owner: Michael Moser. Video Tape Recorders: Ampex CVR-35 Betacam, Sony BW-5 Betacam, Sony 5800-5850 U-matic editing system, Sony BVU-110 U-matic, JVC CR5000U. Video Monitors: (3) Sony 5'/8''8' high-pitch, Hitachi BW, Hitachi portable waveform (w/battery). Switchers/ editors: RM-440 system (listed above). Video Cameras: Sony BVP-70A, Ikegami HL-79EAL, JVC KY-2000. Video Effects Devices: Laird Telemedia character generator (in edit system), Audio Recorders: B&O cassette play/recorder (in edit system), TEAC 1/4" stereo reel-to-reel. Audio Mixers: Shure M267, TEAC mixer w/equalization (in edit system), Other Major Equipment: Full set of location lighting including Mole & Pep Per Fresnels, lanero open-faced quartz, softlights, booms, flags and stands, lavalers and shotgun mcs by Tram, Sony, Electro-Voice and Sennheiser. Rates: Field production \$800/day; offline editing \$55/hr w/operator; \$35 w/o operator.



NATIONAL SOUND

NATIONAL SOUND; 460 W. 42nd St.; New York, NY 10036; (212) 279-2000. Owner: National Video Center/Recording Studios Inc. Manager: Jennifer Corton. Specialization & Credits: Four mix-to-picture suites, including full MIDI capability, NED PostPro S/D with Synclavier 6400 and 3200, 24- and 48track music studios and PCM-1630 digital audio transfers. Complete stock music and SFX libraries, Original music scoring for TV, radio, film, commercial and corporate productions, with an expenenced, award-winning staft. National Sound focuses on the creative, with composers and engineers who perform mix-to-picture, sweetening and ADR in digital and analog formats. Their backgrounds include numerous television themes and compositions for the Olympic Games. Our cli-

ents include the major networks, corporations, ad agencies and production companies, who rely on National Sound for complete audio post at the same location as a state-of-the-art video production/post facility. This connection allows a project to be posted from start-to-finish with a unique, creative continuity.

NBC TELESALES; VPF, VPP/E; 30 Rockefeller Plaza; New York, NY 10112; (212) 664-4754. Manager: Amy Kaminski, director-production planning.

NEW YORK AUDIO PRODUCTIONS; APPV; 140 W. 22nd St.; New York, NY 10011; (212) 243-6826. Owner: NYAP. Manager: NYAP.

P&P STUDIOS INC.; VPP/E, OLVP, APPV; 109 Forest St.; Stamford, CT 06901; (203) 359-9292. Owner: John R. Fishback. Manager: Aldena Leonard.

PHOTOMAGNETIC SOUND STUDIOS; APPV; 222 E. 44th St.; New York, NY 10017; (212) 687-9030. Manager: Beverly Dichter-Jacobs. Specialization & Credits: Five mix suites in-cluding four automated Neve V Series and one Neve 8058 console. New this year at Photomag is an NED Synclavier with Direct-to-Disk and a Sony 3324 digital multitrack machine. We are able to bring our clients through every stage of the audio post-production process. From transfers in any format, to sound design, electronic & automatic sound assembly (via our AMS AudioFile), to the mix (in mono, stereo or Dolby Surround) and layback (to our 1", 3/4", Beta SP or D-2 recorders). With our centrally located machine room, we can provide all of our rooms with the tools necessary for any job. A wide variety of audio and video gear is accessible via our Adams-Smith synchronization system and serial patch bay. Complete stock music and sound effects libraries along with our highly creative staff assist our clients in production of commercials, documentaries, trailers, music videos and long-form television programming. Pho tomag is dedicated to bringing the latest in post-production technology to our clients. Call for rates and information

POST PERFECT; VPP/E; 220 E. 42nd St., 2nd Fl. South; New York, NY 10017; (212) 972-3400, Owner: Carlton Com munications. Manager: Keith Gordon, dir. of operations. Video Tape Recorders: (18) NTSC 1" w/Dolby, (2) Pal 1", NTSC 1" w/PCM Audio (digital), Pal 3/4", (23) NTSC 3/4", (6) NTSC Betacam SP, (10) SP 3/4", NTSC Betacam, (7) NTSC D-2, (2) PAL/NTSC VHS, (2) PAL D-2, PAL/NTSC D-1. Switchers editors: (3) online edit suite each w/Grass Valley 300 (customized), Abekas A-62, CMX 3600, Chyron Superscribe and 4100. Online serial D-1 edit suite w/Sony 8000-C switcher, Sony 9100 editor, NTSC/PAL Scribe Infinit! and 4100-character generator. Video Cameras: Ikegami HL-79 EA motion control, (4) Ikegami ITC-550 B&W high-resolution title, Sony XC-007P PAL color title camera, (7) Sony CCD-X77 NTSC B&W title cameras, Sony CCD-X77 PAL B&W title camera, Synchronizers: (4) Tektronix 110S frame. Video Effects Devices: Grass Valley Kaleidoscope w/Kurl 4 channels (3 channels NTSC, 1 channel NTSC/PAL). Audio Recorders: (3) Studer ATR 1/4*, Otari 24track, Nagra T, (5) Nakamichi cassette desks. Audio Mixers: (3) Neve custom 16x4, (4) Neve custom 8x2, GVG AMX 170S. Other Major Equipment: Digital production suite w/Quantel PaintBox/Harry/Kaleidoscope, PaintBox suite w/Quantel PaintBox, (3) Wavefront 3-D graphic system, (2) color correction suite w/daVinci color corrector and Rank Cintel telecine, IMC motion-control animation stand. Rates: Call for rates.

RBY RECORDING AND VIDEO; 920 N. Main St.; Southbury, CT 06488; (203) 264-3666. Owner: Jack Jones, Evan Jones. Manager: Marjorie Jones.

RODEL AUDIO SERVICES; APPV; 1028 33rd St. NW; Washington, DC 20007; (202) 338-0770. Owner: Rodel Productions. Manager; Renee Funk.

HOWARD SCHWARTZ RECORDING INC.; 420 Lexington Ave; New York, NY 10170; (212) 687-4180. Owner: Howard M. Schwartz. Manager: Lorna Levine, Video Tape Recorders: Sony DVR-10 D-2, Sony BVW-70 Betacam, (12) Sony/JVC BVU-950, CR850 3/4* VCR, (5) Sony BVH-3100, BVH-2000 1*. Video Monitors: (16) Sony, Videotek PVM-2530, PVM-2030, 1380, Mitsubishi projection monitor, (4) Ikegami, Tektronik TM-14 14*. Synchronizers: (4) Adams-Smith AV-2600 motionworker compact controller, Zeta-3; (3) ECCO MQS-100A. Audio Recorders: (6) Sony 3348/PLM-3324, (8) Studer, Otari, Sony 24-track analog recorders, (20) Otan, Sony, MC14-/2-track. Audio Mixers: (3) SSL 6048, 4040; (4) Sony MXP-3036. Other Major Equipment: (6) Magnatech 6-/4-/3-/1trackfilm dubbers, (2) SSL ScreenSound workstation, (2) Nagra IV-STC, 4.1, (7) Dolby SR/A multitrack noise reduction, (9) Sony, Panasonic R-DAT (w/time code).

SHEFFIELD AUDIO-VIDEO PRODUCTIONS; VPF, VPP/E, OLVP, APPV; 13816 Sunnybrook Road; Phoenix, MD 21131; (410) 628-7260. Manager: Nancy Riskin, Richard Van Horn.

SIGMA SOUND SERVICES; VPF, VPP/E, OLVP, APPV; 212 N. 12th St.; Philadelphia, PA 19107-1689; (215) 561-3660; FAX: (215) 496-9321. Owner: Joe Tarsia. Manager: Frank McNulty.

SNOW SOUND; OLVP; 441 Baileyville Rd.; Middlefield, CT 06455; (203) 349-8211. Owner: Bradford Snow. Manager: Robert Neumann. SOUND ON SOUND RECORDING INC.; APPV. 322 W.45th St.; New York, NY 10036; (212) 757-5300. Owner: Davd Amlen. Manager: David Aml+n.



SOUND TECHNIQUES INC Boston, MA

SOUND TECHNIQUES INC.; APPV; 1260 BoyIston St.; Boston, MA 02215; (617) 536-1166; FAX: (617) 536-4446. Owner: Lance Duncan. Viceo Tape Recorders: Sony BVH-3100, Sony BVW-70, (4) Sony VO-5850, Sony EVU-800. Video Monitors: (2) Sony PVM-2530, Sony PVM-203C, Sony PVM-1942 Q. Switchers/editors: (2) Solid State Logic Screen-Sound, Digidesign Sound Tools, TimeLine/SSL System Supervisor. Synchronizers: (3) TimeLine Lynx. Audio Recorders: (2) Sony 3324A digital, Sony APR-24 analog, Otari MX-70 w/dbx. Audio Mixers: Nevre V 36, SSL 4056 G w/Total Recall Soundstages: Studio A: 37'x21', Studio B: 30'x17', Studio C: 10,6'x7'. Other Major Equipment: Allen and Heath Sabre console w/MIDI muting 32×16, (6) analog 2-track recorders of variou:: makes, (5) digital 2 track recorders of various makes, Magna-Tech M 10036-4 film recorder/dubber. Rates; \$150/ hour-\$325/hour. Specialization & Credits: Sound Techniques Inc. brings a new standard of audio post-production for video to the New England area. Its new location in Boston's Back Bay houses three studios that offer ploture lockup capability via the TimeLine Lynx System, so that virtually any sound-to-picture task call be accomplished, be it scoring, sound effects editing, ADR, Foley or final mix. Central to this system is the SSL ScreenSound, a powerful tcol for editing and mixing of soundtracks to picture. Multitrack digital (up to 48 tracks, 24 analog, 16-track analog and all the common 35mm and 16mm mag-film formats are also available through a machine room that is central to all three studios. Offering original compositions and sound oesign, notable client::include Coca Cola, McDonalds, NE T-lephone, Disney, WNBC, Lotus, Discovery Network and the Learning Channel, to name a few.



RON SPERLING PRODUCTIONS LTD. New York, NY

RON SPERLING PRODUCTIONS LTD.; VPF, OLVP; 10 Jones St.; New York, NY 10014; (212) 691-3591. Owner: Ron Sperling. Manager: Liz Zeitel, production manager.

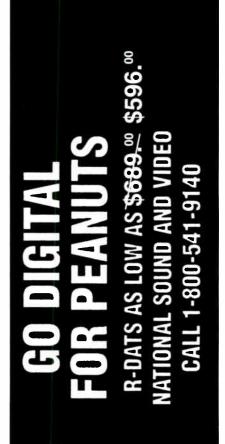
SYNC SOUND INC.; APPV; 450 W. 56th St.; New York, NY 10019; (212) 246-5580. 6wner: Bill Marino, ken Hahn. Manager: Sherri Fernandez. Video Tape Recorders: Sony BVH-2000 1* w/Dolby, Sony BVH-2830, Sony D-2, Son: BVU-85CSP, VHS Hi-fi, Betacam SP. Video Monitors: (2) Panasonic 10C* video projection system, Sony. Switchers/editors: (4) AMS AudioFile Plus wistem, Sony. Switchers/editors: (4) AMS AudioFile Plus wistem andowing lockup, edit rehearsal and editing to subframe accuracy of al. audio, virteo and digital machines, CMX-compatible auto comorm. Audio Re--LISTING AND PHOTO/LOGO CONTINIJED ON NEXT PAGE

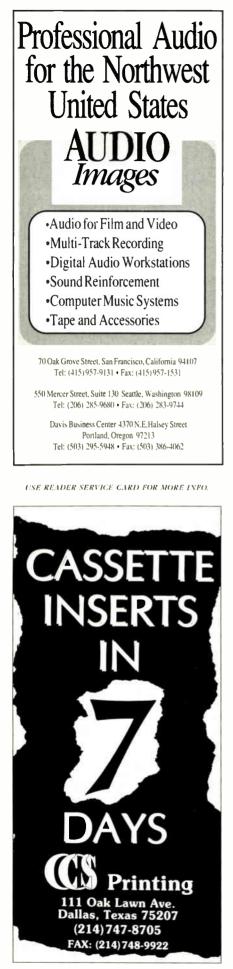


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-LISTING CONTINUED FROM PREVIOUS PAGE



SYNC SOUND INC New York, NY

corders: Sony PCM-3348 48-track digital, Sony PCM-3324 24-track digital, Sony PCM-1630 2-track digital, F1 and time code R-DAT digital, Otari MTR-90 w/24/16/8-track heads. Otari MTR-20 4-track, center-track tc, stereo and mono Nagras, MTM 16/35mm magnetic film recorder, Nagra IV STC AMS AudioFile, PostPro, cart machines, Nakamichi audio cassettes. Audio Mixers: SSL 6000 G Series automated w/ stereo modules, SSL 4000 E Series automated, Sony MXP 3036. Other Major Equipment: Lexicon 224X w/LARC, Dolby SP 24, Dolby CAT 43, Dolby SR, Dolby Surround mixing, Neve stereo limiter, dbx subharmonizer synthesizer, Tube-Tech PE-1B. Sontec EQ, AMS 15-80, Yamaha DX7, Roland EQ, Ellison noise reduction, Eventide H3000. Rates: Call for information, Specialization & Credits: Nominated for numerous TEC Awards and recipient of the 1991 Best Audio Production Mixer Award, Sync Sound is a full-service, audio post-production house featuring a staff of Emmy Award-winning sound editors and mixers. Sync Sound is specifically designed to accommodate editing and mixing-to-picture (digital or analog). Facilities include (5) non-linear digital sound editing suites, (4) mixing rooms, ADR (looping)/Foley stage, a huge automated sound effects library, and sound design suite. Sync Sound performs a wide variety of services for network and cable programming home video, albums and commercials

TAPESTRY SOUND & RECORDING; *APPV*; 151 W. 19th St. 4th Fir.; New York, NY 10011; (212) 741-0076; FAX: (212) 929-3163. Manager: Annie Sopher.

TEL-E-VUE PRODUCTIONS; VPP/E, OLVP: Box 217 Old Route 17; Ferndale, NY 12734; (914) 292-5965. Owner: Paul Gerry. Manager: Patricia Gerry.

TODD-AO STUDIOS EAST, INC.

TODD-AO STUDIOS EAST New York, NY

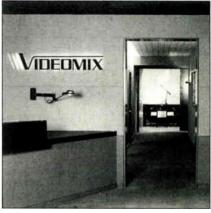
World Radio History

TODD-AO STUDIOS EAST: APPV: 259 W. 54th St.: New York, NY 10019; (212) 265-6225; FAX: (212) 247-5206. Owner: Todd-AO Corp. Manager: Richard Hass ein. Steve Castellano. Synchronizers: (3) Magnatech 8-LB interlock system, Magnatech EL-2 electronic looping system, (2) Lvnx film modules, (5) Lynx SAL modules. Audio Recorders: Otari MTR-90 24-track, (2) Otari MTR 12 2-/4-track w/center track time code, (4) mono recorders, Nagra stereo, Nagra mono, Sony TCD-D10 Pro Portable DAT. Audio Mixers: Custom Quad-Eight/Westrex w/Flying Faders and 52x24x24; SSL 5000 G series automation, Total Recall, Instant Reset, 60x32x32; SSL 5000 ADR 4x8x24. Other Major Equipment: Film Recorders: Magnatech high-speed, (6) 35mm 6x, (8) 35mm 4x, (5) 35mm 3x, (6) Stripe/16mm, (2) 16mm 2x, Film Playback Dubbers: Magnatech high-speed, (10) 35mm 6x/4x, (20) 35mm 4x/3x, (18) 35mm 3x/stripe, (32) stripe/16mm. (2) Audio Transfer Rooms All mag formats and tape formats with time code. Optical and Quality control: RCA stereo camera w/ Nuoptix electronics LCRS monitoring, RCA mono camera, RCA 16mm camera. Editing Rooms: Spacous rooms for 35mm and 16mm. Screenings. All formats for 35mm and 70mm, 45 seats. Noise Reduction: (184) Dolby A, 24-channels SR. Specialization & Credits: A bi-coastal company servicing the industry in sound re-recording, ADR/Foley, transfers and editing facilities for feature films, documentaries and television. Our Studio C is a large Hollywood-style mixing/screening studio equipped with THX monitoring. Mixes can be monitored in 70mm split or mono surround, Dolby stereo, TV stereo, mono and all formats of digital. Our Studio D is a Dolby stereo, TV stereo and mono room. Studio E is an ADR/Foley room capable of film or video rear projection while recording to 6-track mag or 24-track tape with 1/4" backup. A phone patch enables the talent to be at our studio with direction elsewhere. Newly constructed transfer facilities are equipped to accommodate any format of mag or tape. Our Stereo Optical room is Dolby stereo-equipped and can A/B optical prints to mag masters for quality control. Studios: Studio C: THX-64'x37'x25'. Studio D: 45'x26'x12', Studio E: 26'x19'x12', Control E: 15'x19'x10'

VIDEO LABS CORPORATION; VPP/E; 15237 Display Ct.; Rockville, MD 20850; (301) 217-0000. Owner: Carl Montuori. Manager: Harry Zalewski.

THE VIDEOCENTER OF NEW JERSEY INC.; VPF, VPP/E, OLVP, APPV; 228 Park Avenue; East Rutherford, NJ 07073; (201) 935-0900. Owner: Frank O'Connell, Bob Camitta, Bob Schaffner. Manager: Bob Schaffner. Video Tape Recorders: (2) Sony DVR-20, DVR-28 digital; (3) Sony BVH-2000 1*, (3) Sony BVW-75, (2) Sony BVW-70 Betacam SP; Sony BUV-800 3/4° cassette, (3) Sony BVW-50 Betacam SP; Sony BUV-800, (2) Sony BVM-1291, BVM-12701; (6) Sony—BVM-1201, PVM-1270, 8020, 8221. Switchers/editors: (2) Grass Valley 200,100 group switcher, Sony BVE-5000 editing system, Sony BVE-910 editing system. Video Cameras: (3) Sony BVM-700, 8020, 8221. Switchers/editors: (2) Grass Valley 200,100 group switcher, Sony BVE-5000 editing system, Sony BVE-910 editing system. Video Effects Devices: Ampex ADD-2000 digital optics, Abekas A-52 digital effects. Audio Recorders: Sony APR-5003 2-track 1/4* "Audio Mixers: Altec 1678C gated 8x2, Panasonic/Ramsa 8616 16x2, Sony MXP-290 8x2, Yamaha M406 6x4. Soundstages: 24'x24'x12' w/hard cyc (full VI vinsert stage). Other Major Equipment: Sony BVX-30 color corrector/noise reducer, Zaxcom HCP400 tbc master control station, Composium digital F/X computer graphic workstation, Ultimatte 300 chromakey system.

THE VIDEOHOUSE INC.; VPF, VPP/E, OLVP; 975 Greentree Rd., Ste. 200; Pittsburgh, PA 15220; (412) 921-7577; FAX: (412) 921-6937. Owner: Ron Bruno. Manager: Chuck Morse.



VIDEOMIX New York, NY

VIDEOMIX; APPV; 123 W. 18th St.; New York, NY 10011; (212)627-7700; FAX: (212)727-3075. Owner: CP Sound Inc. Manager: Kathleen Spellman-Krause. Video Tape Recorders: Sony DVR-10 D-2, Sony BVW-75 Beta SP, (2) Ampex VPR-6, (5) JVC 850 3/4". Video Monitors: Ikegam: TM-20, (2) Mitsubishi 35*. Synchronizers: (2) Soundmaster 8 machine "Smart Sync" systems. Audio Recorders: (3) Otan MTR-9024track, (7) Otari MTR-122-/4-track, Otari MX-70 16-track. Audio Mixers: Sony MXP-3000 w/automation, Amek Mozari w/automation, SoundWorkshop 34 w/automation. Other Major Equipment: Digidesign Digital Workstation, 4-track online interlock 1835 Mag, D-20 online DAT recorder, Dolby SR on all recorders. Specialization & Credits: Certified Dolby Surround, all-Tannoy room. Audio-for-video post-production specializing in SFX, laugh tracks and music scoring. World's finest SFX collection, all major music libraries. Full audio duplication and fulfillment capability. Interformat audio/video/multitrack/Dolby/ dbx dubbing. International multilanguage tracks—our secret specialty.

> Southeast Mahama, Florida, Georgia, Kentucky, Louisiana, Mississippi, Jorth Farolina, South Farolina, Tennesse, Virginia, West Virginia

ALLEN-MARTIN PRODUCTIONS; VPF, VPP/E, OLVP, APPV; 9701 Taylorsville Rd.; Louisville, KY 40299; (502) 267-9658. Owner: Ray Allen, Hardy Martin. Manager: Bill Porter.

AMERICAN SOUND & VIDEO CORPORATION; VPP/E; 2225 Faulkner Rd. NE; Atlanta, GA 30324; (404) 633-4577. Manager: Peter Thomason.

ARDENT TELEPRODUCTIONS INC.; VPF, VPP/E, OLVP, APPV; 2000 Madison Ave.; Memphis, TN 38104; [901] 725-0855. Owner: John Fry. Video Tape Recorders: (3) Sony DVT-10 D-2, (3) Hitachi HR-200B 1*, Ampex CVR-75 Beta SP, Sony BW-55 Beta SP, Switchers/editors: Grass Valley Group 200-2, CMX 3600 controller. Video Cameras: (2) Hitachi SK-91, Kesgami EC-35, Sony BVP-50, Arriflex SRIIE. Synchronizers: Adams-Smith Zeta-3, TimeLine Lynx. Video Effects Devices: NEC System 10 3-axis DVE. Audio Recorders: Mitsubishi X-850 digital, (2) Mitsubishi X-86 digital, (2) MCI JH-24 analog, (3) MCI JH-110 analog. Audio Mixers: Neve VR60 48x48, Solid State Logic 6040E 40x32, Neve V 40x48. Other Major Equipment: Verligo 3-D animation and Paint system, Fairlight Series III computer music instrument, Studer Dyaxis audio workstation.

AUDIO PRODUCTION CENTER; APPV; 3838 Oakcliff Industrial Ct.; Atlanta, GA 30340; (404) 242-7678; FAX: (404) 242-0278. Owner: Salvatore Nappo. Manager: Laurie Nappo.

AUTOMATED BROADCAST PRODUCTIONS; VPF, VPP/E, OL/VP: 1440 Kennedy Causeway Ste. 304; Miami Beach, FL 33141; (305) 864-4800. Owner: Alden Shipley. Manager: DJ Smith. Video Tape Recorders: JVC 6650 3/4* U-matic, JVC 8260 3/4* U-matic, Sony BVU-800 3/4* U-matic, Sony VO-8000 3/4* U-matic, I(eild), (2) Sony VP-5000 3/4* U-matic. Video Monitors: (3) JVC C-1483UM PMR, Panasonic BT S1900. Switchers/editors: (2) Convergence VE-93 edit contr. Video Cameras: Panasonic WVF 200' broadcast, Panasonic V-o CVC, SVHS CVC. Video Effects Devices: Newtek Video Toaster. Audio Mixers: Ross 20x2 20-channel audio board, Shure P-MM 4-channel audio mix. Other Major Equipment: Sony Betacam 3 CCD BVP-5 (chip) w/Beta Back 1WA.

CENTURY III AT UNIVERSAL STUDIOS FLORIDA; OLVP, VPP/E, APPV; 2000 Universal Studios Plaza; Orlando, FL 2819-7606; (407) 354-1000. Owner: Ross M. Cibella, president. Manager: Pam Tuscany Lapp, dir. sales/marketing. Video Tape Recorders: (5) Sony BVH-2000, Sony DVR-100, (4) Sony DVR-10. Video Monitors: (2) Sony BVM-1910A, Sony BVM-1915. Switchers/editors: EdiPlex editing system, (2) Grass Valley 300-3B switcher, Grass Valley 100-N. Synchronizers: (2) TimeLine Lynx, Alpha Audio Boss machine controller. Video Effects Devices: (2) GVG Kaleidoscope DPM-12-channel system, (2) GVG 300-3B switcher w/3 effects bank. Audio Recorders: (2) Sony 324/24-track digital. Otari MTR-102-track w/center tc. (3) Sony APR-5003, (2) NED PostPro direct-to-disk system. Audio Mixers: Solid State Logic 4000 w/G Series automation, Soundcraft 600, Soundcraft Delta 200. Other Major Equipment: Magna-Tech 6363track film recorder. (2) Nagra T-audio 2-track w/TC resolver.

CRAWFORD POST PRODUCTION; VPP/E, APPV; 535 Plasamour Dr. NE; Atlanta, GA 30324; (404) 876-7149. Manager: Charles Humbard.

CREATIVE VIDEO INC.; VPF, VPP/E, OLVP, APPV; 1465 Northside Dr., Ste. 110; Atlanta, GA 30318; (404) 355-5800. Owner: Jim Rocco, Guy Davidson. Manager: Barry Sikes.

CYPRESS PRODUCTIONS; VPF, VPP/E, OLVP; #5410 Mariner Street; Tampa, FL 33609; (813) 289-6115. Owner: The Cypress Group. Manager: George Cornelius.

DIXIELAND PRODUCTIONS INC.; VPF, VPP/E, OLVP, APPV; 3440 Oakcliff Rd., Ste. 104; Atlanta, GA 30340; (404) 458-1168, Owner: Richard Rex, Manager: Glen Fisher.

DOPPLER STUDIOS; APPV; 1922 Piedmont Cir.; Atlanta, GA 30324; (404) 873-6941. Owner: Pete Caldwell. Manager: Bill Quinn. GOLD DUST FILM/VIDEO PRODUCTIONS; OLVP; 12750 NW 27 Ave., Ste. 56; Miami, FL 33167; (305) 687-4250. Owner: Wil Baskins. Manager: Turk Harley.

IMAGE RESOURCES INC.; VPP/E, OLVP; 4545 36th St.; Orlando, FL 32811; (800) 393-4300. Owner: Bob Brook. Manager: Randy Noble. Video Tape Recorders: (2) Sony BVW-75 Betacam SP editors DT, (2) Sony BVW-65 Betacam SP player DT, (2) Sony BVW-35 Betacam SP portable, (3) Sony VO-8800 U-matic 3/4 SP portable. Video Monitors: Nitsubishi 35*, Sony PVM-1910 19* production, Sony PVM-8020 8* field, Sony PVM-1910 19* production, Switchers/editors: Sony BVS-3200, Sony BVE-910 controller, JVC KM-2500, Video Cameras: Sony DXC-M7 3 CCD, Sony BVW-300 Betacam SP CCD, Sony DXC-3000 3 CCD, Ikegami HL-79EAL. Video Effects Devices: Sony DME-450 digital effects. Audio Mixers: Sony MXP-290 8-channel. Other Major Equipment: Inscriber graphics titling/special effects, Sony M-7 2, 3, 4-camera rack, Sony 3/4* SP editing fly package, Sony Betacam SP editing fly package.

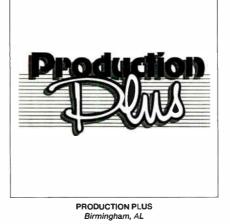
KNOWLES VIDEO INC.; VPF, VPP/E, OLVP; 2003 Apalachee Pkwy., Ste. 204; Taltahassee, FL 32301; (904) 878-2289; FAX: (904) 656-0119. Owner: Karl Knowles. Manager: Guy Kathe.

LIMELITE VIDEO INC.; VPP/E. APPV; 7355 NW 41st St.; Miami, FL 33166; (305) 593-6911. Owner: Limelite Video. Manager: Michael Garrett.

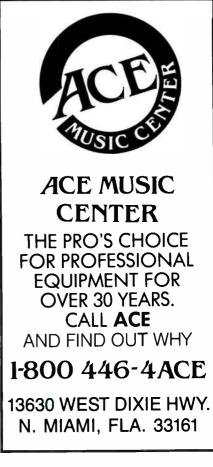
NATIONAL TELEPRODUCTIONS INC.; VPF, VPP/E, OLVP; 5022 50th Way; West Palm Beach, FL 33409; (407) 689-9271; FAX: (407) 640-4677. Owner: R.M. Peterson. Manager: Mary Eddy.

PHOENIX PRODUCTIONS INC.; OLVP, APPV; 2049 W. Broad St.; Richmond, VA 23220; (804) 358-3854; FAX: (804) 358-9496. Owner: Jay Clayton. Manager: Jay Clayton.

THE POST GROUP AT THE DISNEY/MGM STUDIOS; VPP/E, APPV; Roy O. Disney Production Center; Lake Buena Vista, FL 32830; (407) 560-5600. Manager: Jack Peter (general manager). Video Tape Recorders: (9) Sony DVR-18 D-2, (11) Sony BVH-2000 1", (10) Sony BVW-65 & -75 Betacam, Sony DVR-1000 D-1. Video Monitors: (6) Sony BVM-1910. Switchers/editors: (2) Grass Valley GVG-300, (2) Grass Valley GVG-200, (4) CMX 3600 edit systems. Synchronizers: Synclavier. Video Effects Devices: Composium by Digital Effects w/ Abekas A-64, (3) Paint F/X systems by Digital Effects, Grass Valley 2-channel Kaleidoscope with Kurl, Abekas A-62 digital disc recorder. Audio Recorders: (4) Sony 3324A digital 24track, Otari MTR-90II, (3) Sony 5000 2-track, (2) Sony PCM-3402 digital 2-track, (2) Nagra T 2-track. Audio Mixers: SSL 5000M, 96-input console w/moving fader automation, Total Recall and instant reset; Sony MXP-3000 36-input; (4) Sony MXP-2000 audio 12-channel mixing consoles. Other Major Equipment: Chyron 4200, Ultimatte V, Telecine Suite w/Rank Cintel, Quantec room simulator, Publison infernal machine 90 TC Electronic 2290, Lexicon 480L.



PRODUCTION PLUS; VPF, VPP/E, OLVP; 1710 29th Ct. South; Birmingham, AL 35209; (205) 879-2853. Manager: Jerry Flippen. Specialization & Credits: Versatility is the key in a post-production lacility like Production Plus. Our goal is getting the most out of a suite while creating a very productive also adds a versatile, creative work force to guarantee absolute quality. The online suite with Sony Betacam, Betacam SP, 3/4 SP and 1*, all controlled by the Sony 9000 edit/controller combined with free-form graphics from the Quanta Delta One Plus with Logo Compose, start to provide unlimited creative control. To further that control there is the new Abekas A-51 for digital effects. a Grass Valley 200-2 production switcher, audic console, color key camera and a full range of options to assist in any edit situation. To complement the production *—LISTING CONTINUED ON NEXT PAGE*



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needs, we have an audio suite with 8 tracks, sound effects, and a cleared music library. Location production becomes hasslefree with the image quality of the Sony BVP-7 mastered on a Betacam SP recorder. As with any location production, all the necessary extras are available; audio, grip, lighting, etc. Clients in the past include Philip Morris, CNIN—Sports South, Miller Brewing, Alabama Museum of Natural History, Subaru South, Wohl Shoe Company, Emerald Coast Productions, Alabama Department of Conservation and many local and regional independent agencies and producers.

SONIC III INC.; VPP/E, APPV; 7162 SW 47th St.; Miami, FL 33155; (305) 662-3919. Owner: Hernan Polo, Ken Campbell. Manager: Hernan Polo, Ken Campbell.

VIDSAT COMMUNICATIONS INC. dba PLAZA VIDEO PRODUCTIONS; VPF, VPP/E, OLVP, APPV; 2313 Seven Springs Blvd; New Port Richey, FL 34655; (813) 372-9005. Owner: Mark C. Wilson. Manager: Dawn M. Wilson.

WNOL-TV FOX 38; VPF, VPP/E, OLVP; 1661 Canal St.; New Orleans, LA 70112-2862; (504) 525-3838. Owner: Quincy Jones Broadcasting Inc. Manager; Madelyn Bonnot.

North Central

- Illinois, Indiana, Iowa, Kansas, Wirhigan, Minnesota, Missouri, Sehraska, Vorth Đakota, Ohio, South Dakota, Wisronsin

AMERICAN SOUND & VIDEO CORPORATION; VPP/E; 7300 Miller Dr.; Warren, MI 48092; (313) 268-5558. Manager: Paul Hayes.

AUDIO ART RECORDING STUDIO INC.; APPV: 403 S.W. 8th St.; Des Moines, IA 50309; (515) 282-3223. Owner: Dr. James Skinner, Patrick McManus. Manager: Keith Brown, chief engineer.

AUDIO-RABIUS INC.; APPV; 5408 N. Main St.; Dayton, OH 45415; (513) 277-6868; FAX: (513) 275-1296. Owner: John H. Rabius. Manager: Mike L. Pummell.

BUSBY PRODUCTIONS INC.; VPF, VPP/E, OLVP: 1430 Locust St.; Des Moines, IA 50309; (515) 244-0404. Owner: Busby Burnell. Manager: Don Flannery.

CHAPMAN RECORDING STUDIOS; APPV; 228 W. 5th St.; Kansas City, MO 64105; (816) 842-6854. Owner: Chuck Chapman. Manager: Gary Sutton.

CLASSIC VIDEO INC.; VPF, VPP/E, OLVP, APPV; 5001 E. Royalton Rd.; Cleveland, OH 44147; (216) 838-5377. Video Tape Recorders: (3) Sony D-2, (20) Sony 1*, (20) Sony 5600 3/4*, (6) Betacam SP. Video Monitors: Ikegam. Switchers/ editors: (3) Calaway, Grass Valley. Video Cameras: (4) LDK 90, (2) LDK 900 w/44x1 zoom lens, NEC SP3. Video Effects Devices: Abekas A72 DVE, (3) Eclipse DSC (2-4000, 1-5500) Audio Recorders: Solid State Logic ScreenSound digital system, Otari 1" 8-track, MCI 1" 8-track, Fostex 16-track. Audio Mixers: Yamaha. Soundstages: 60'x70', 24'x22' 22'x19'. Other Major Equipment: Five-ton grip truck, Panther Dolly system. Specialization & Credits: A full-service production facility for studio and remote production, multiple-format editing, audio sweetening, duplication and syndication plus language translations, international standards conversions and closed captioning. Special features include: 60'x70' studio with 3-wall cyclorama. CCD cameras for studio and remotes, Fiveton feature grip truck with many extras. Panther camera dolly with 360-degree super jib arm. Offline edit suite with E.D.L Three deluxe online edit suites with digital video effects and multimachine formats including D-2, Betacam SP, MII, 3/4" SP and 1*. Full scenic design and construction, 3-D animation. Classic productions include prime-time broadcast series: David Frost: The Next President and Talking With David Frost; cor-porate sales and training presentations for: Firestone, Sherwin-Williams, Little Tikes, American Greetings, BP America; broadcast programs and commercials for: Consumer Direct, Progressive Insurance, Cleveland Cavaliers and many others

CPI INC.; VPF, VPP/E, OLVP, APPV; 804 N. Milwaukee St.; Milwaukee, WI 53202; (414) 291-9666. Owner: James J. Kagan. Manager: Cindy Peschong.

World Radio History

CRYSTAL PRODUCTIONS; VPP/E; 1024 Blouin Dr.; Dolton, IL 60419; (708) 841-2622. Manager: Tim Dwyer, operations manager.

THE FILM HOUSE INC.; VPF, VPP/E, OLVP; 126 E. 6th St. #201; Cincinnati, OH 45202; (513) 381-2211. Owner: Ken Willamson. Manager: Lynn Thompson.

DON KLUGMAN: COMMUNICATION; OLVP: 1446 N. Wells St.; Chicago, IL 60610; (312) 642-8284. Owner: Don Klugman. Manager: Don Klugman.

NORTHWEST POST & TRANSFER; VPP/E: 81 S. 9th St., Ste. 240; Minneapolis, MN 55402; (612) 339-POST. Owner: Northwest Teleproductions Inc. Manager: Mary Schultz.

POSTIQUE INC.; VPP/E; 23475 Northwestern Hwy.; Southfield, MI 48075; (313) 352-2610. President: Bernie Green. VP: Mary Suzanne Patek. Specialization & Credits: Postuque is a video post boutique offering editorial, film transfer and animation services. Full-service editing with Avid, offline and online suites. Online formats are D-2, 1*, and Betacam SP. Film transfer suite features Bosch FDL, Sunburst II film and tape color correction, real-time image stabilization, K-scope for X-Y and effects, and Nagra T-Audio. Shoot slides, artwork, transparencies, and animation with motion control on IMC animation stand. Paintbox V Series for graphics and animation. Audio post on premises.

RTG MUSIC; APPV; 130 E. 6th St.; Cincinnati, OH 45202; (513) 381-0506. Manager: Ed O'Donnell.

SILVER OAKS COMMUNICATIONS; VPF, VPP/E, OLVP, APPV; 82417th St.; Moline, IL 61265; (309) 797-9898; (800) 842-0824. Owner: Corp. Manager: Greg Manten.

SNYDER FILMS & VIDEO; VPF, VPP/E, OLVP, APPV; 1419 First Avenue South; Fargo, ND 58103; (701) 293-3600. Owner: Meyer Broadcasting. Manager: Steve Acheson.

SOLID SOUND INC.; APPV: PO Box 7611; Ann Arbor, MI 48107; (313) 662-0667. Owner: R. G. Martens. Manager: J. W. Spencer.



STUDIO M Saint Paul, MN

STUDIO M; APPV; 45 E. 7th St.; Saint Paul, MN 55101; (612) 290-1453; FAX: (612) 290-1180. Owner: Minnesota Public Radio. Manager: Crag Thorson. Video Tape Recorders: JVC 8250 3/4", Panasonic PV-1462 1/2" VHS, (2) Sony 1/2" Beta. Video Monitors: Sony 19". Switchers/editors: Digital and analog audio editing only. Synchronizers: BTX Cipher Shadow interlock system. Audio Recorders: (2) Sony 3402 2-track digital w/editor & SMPTE, 3M DMS 32-track digital, Otari MTR-90II 24-track analog, Otari MTR-12 w/SMPTE center stripe, (5) Otari MTR-10 2-track, (3) Studer A810 2-track, MCI JH-110 2-/4-track, Audio Mixers: Neve V Series 36x36x36 Neve 5106 40x8x4. Soundstages: 45'x36'x25', 15'x15'. Other Major Equipment: Lexicon 480L digital effects system. Lexicon 224XL digital effects system, (3) misc. manufacturers R-DAT (SV-3700, DA-50, DA-30), (5) Dolby 363 A/SR noise reduction. Specialization & Credits: We specialize in superb acoustic recording. Spacious studios, a superlative signal chain and staff with knowledge and expenence all add up. We know how to listen. Studio M offers a wide range of facilities and services, including digital and analog multitrack recording, synchronized audio post-production for video and DDD capa-bilities (recording, editing. Xfer and premastering all in digital domain). Studio M is actually three separate facilities, which can be reconfigured as needed to fit your project. Our largest acoustic space will comfortably accommodate a 40-piece or-chestra. We also have proprietary audio lines to/from the World Theatre (a lovely reconstructed 800+ seat auditorium) for the highest-quality live concert recordings. Credits include: Host location/facility for the Disney Channel A Prairie Home Companion cable series. Ongoing live music broadcast for Minnesota Public Radio (including the #1 Amencan classical broadcast Saint Paul Sunday Morning). Classical releases for

Virgin Classics (including 1990 Grammy winner recorded by staff engineer Preston Smith). Releases for MCA, Capitol, A&M, EMI London, Columbia and independent labels.

TAKE 1 PRODUCTIONS; VPF, VPP/E, OLVP; 5325 W. 74th St.; Minneapolis, MN 55439; (612) 831-7757, Owner: Teri Murphy. Manager: Rob Hewitt.

TRIO VIDEO; 700 N. Sangamon; Chicago, IL 60622; (312) 421-7060. Owner, Jack Walsh/Gary Meagher. Manager: Debra Zouvas. Specialization & Credits: Remote television production company, featuring four trucks, well-suited for all on-Jocation production needs. TRIO has been specializing in sports, entertainment and corporate TV for the past ten years. Offering experienced crews with our state-of-the-art equipment, TRIO will help make your production a success. Debra Zouvas, production manager. B: Foley 17'x20' (22' ceiling)—12 surfaces incl. water, C: Edting 11'x13'. Other Major Equipment: Dolby SR/A on all analog tape, DiskMix 3 moving ader automation, KRK 15A-01, 1002 and 703 audio monitors; Stiga Professional ping-pong table. **Rates:** Call for rates.

AMERICAN SOUND & VIDEO CORPORATION; VPP/E: 27790 Ave, Hopkins; Valencia, CA 91355; (805) 257-0700. Manager: Gerald Pool.

ASSOCIATED PRODUCTION MUSIC; APPV; 6255 Sunset Blvd., Ste. 820; Hollywood, CA 90028; (213) 461-3211; (800) 543-4276. Owner: Screwn Gems/Zomba. Manager: Bill Brooks; Georgia Robertson, editor.

AUDIO RESOURCE HONOLULU; APPV; 1084 Young St.; Honolulu, HI 96814; (808) 526-3733. Owner: Tony Hugar, Milan Bertosa.



UNIVERSAL RECORDING CORPORATION Chicago, IL

UNIVERSAL RECORDING CORPORATION; VPF, VPP/E, APPV; 32 W. Randolph, Ste. 1400 and 1500; Chicago, IL 60601; (312) 201-3150 (audio); (312) 855-1919 (video). Owner: Morris Kalish, Murray Allen. Manager: John Scherf. Video Tape Recorders: (11) Sony BVH-2000/BVH-1100, (4) Sony Betacam/SP BVW-75, (4) Sony BVU-800 3/4", Bosch B-Format 1", Video Monitors: Multiples of Sony 12" and 19" high resolution and R-G-B; Ikegami, Bosch and others 12"-19" etc. (14) Sony monitors, Switchers/editors: GVG 200, GVG 300, 3) GVG 1600, (3) AMS AudioFile, (3) PostPro, (3) Synclavier Video Cameras: (3) Harris studio cameras w/Cannon lens, Ikegami HL-79, Hitachi CCD Chip camera. Synchronizers: (20) BTX Softouch, (2) TimeLine. Video Effects Devices: (3) ADO 2000-3000 Series w/concentration, (2) A-62 (100 second), (2) Ampex ESS, AVA Paintbox, GBF DVE, (2) Scribe Superscribe. Audio Recorders: (37) Magna-Tech, (20) 2-/32-track digital, (55) analog. Audio Mixers: Neve, SSL, Harrison, Sony, ADM, Ramsa. Soundstages: 40'x60'x20' w/full grid and dimmer package, 40'x40'x20' w/full grid and dimmer package, make up rooms, men's and women's dressing rooms, producer's space. Other Major Equipment: Sony video projectors, ADR, optical disc—WORM—optional transfer, Symbolics 3-D computer graphic system, uplink and downlink. Rates: \$200-\$500/ hour. Specialization & Credits: Mannheim Steam Roller Fresh Aire #7, Time-Life Books, Uncle Buck, Man-o-War. Full live transmission or cut-in via uplink. Also tape roll-uplink. VHS dubbing capabilities. Rank MkIIIC film-to-tape SC-to-SC 16mm or 35mm-positve or negative.

VIDEO ARTS STUDIOS; VPF, VPP/E, OLVP, APPV; 1440 4th Ave. N.; Fargo, ND 58102; (701) 232-3393. Owner: Art Phillips, Mary Ann Phillips. Manager: Art Phillips.

VIDEO I-D INC.; VPF, VPP/E, OLVP, APPV; 105 Muller Rd.; Washington, IL 61571; (309) 444-4323. Owner: Sam B. Wagner. Manager: Gwen Wagner.

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AARON & LE DUC VIDEO; VPF, VPP/E, OLVP, APPV; 2002 21st St.; Santa Monica, CA 90404; (310) 450-8275; FAX: (310) 396-8265, Owner: Greg Le Duc. Manager: Greg Le Duc.

ADVANTAGE AUDIO INC.; APPV; 1026 Hollywood Way; Burbank, CA 91505; (818) 566-8555, Owner: Bill Koepnick, Jim Hodson, Video Tape Recorders: Ampex VPR-6, Sony VO-9800. Video Monitors: Sony 1042O (10' diagonal) video projector, Sony 1342-Q, Pioneer SDP-503P (50' rear projection), Switchers/editors: (2) Digidesign Sound Tools recording/editing system. Synchronizers: Adams-Smith 2600. Audio Recorders: Otari MTR-100, Otari MTR-12, Sony 2500 DAT. Audio Mixers: Otari Sound Workshop Series 54/46, Studer 921. Soundstages: A: Dubbing 17''x33' (25' ceilings),



THE AUDIO SUITE Glendale, CA

THE AUDIO SUITE; APP^I; 1110-A W. Glenoaks Bivd.; Glendale, CA 91202; (818) 241-9090, Owner: Eric Sclar. Manager: Kevin Lange.

BEXEL CORPORATION; VPF; 801 S. Main St.; Burbank, CA 91506; (818) 841-5051. Specialization & Credits: With Bexel Corporation's worldwide experience and resources, you can always count on us to keep you on the leading edge of today's expanding video equipment markets. Bexel Corporation serves these markets through the equipment rental, sales and service divisions, Call today to receive information on Bexel Corporation and our unique blend of services.

WALLY BURR RECORDING; APPV; 1126 Hollywood Way, Ste, 203; Burbank, CA 91505; (818) 845-0500. Owner: Wally Burr. Manager: Ellen Burr.

CEREUS RECORDING; .4PPV; 1733 E. McKellips, Ste. #107; Tempe, AZ 85281. (602) 990-8163. Owner: Allen Moore. Manager: Dianne Moore.

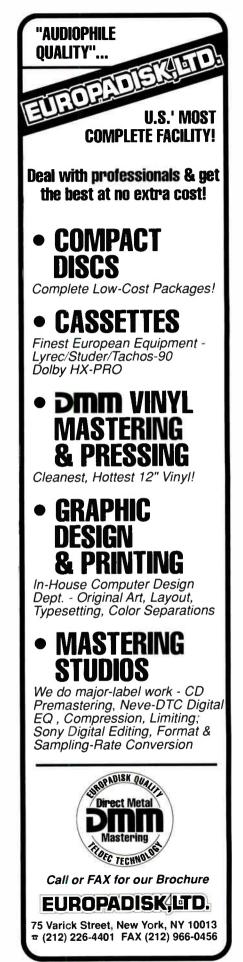
CHACE PRODUCTIONS INC.; APPV; 7080 Hollywood Blvd., Ste. 515; Hollywood. CA 90028; (213) 466-3946; FAX: (213) 484-1893. Owner: Rick Chace. Manager: Robert Heiber. Specialization & Credits: Stereo remastering with Chace Surround Stereo. Proprietary equipment that creates true stereo even from composite sources. Tilles include: Rocky Horror Picture Show, Gone With The Wind, Yellow Submarine, Giant and hundreds of others. Archival and sound restoration specialists with proprietary equipment for optical soundtrack transfers, featuring the Chace Optical Sound Processor for negative optical tracks. Digital audio room for music and effects track construction and augmentation. Digitally create music and effects tracks from composite sources.

CINESOUND CO. INC.; APPV; 915 N. Highland Ave.; Hollywood, CA 90038; (213)-464-1155; FAX: (213) 464-1820. Owner: William A. Layos, president. Manager: Brent Keast.

CREATIVE MEDIA; APPY: 11105 Knott Ave., Ste. G; Cypress, CA 90630; (714) 892-9469. Owner: Tim Keenan. Manager: Linda Keenan.

DESERT PRODUCTION CENTER; VPF, VPP/E, OLVP, APPV: 2235 W, Alice Ave.; Phoenix, AZ 85021; (602) 263-3400. Owner: Media America Corporation. Manager: William C. Lewis, General Manager.

DEVONSHIRE AUDIO/VIDEO; APPV; 10729 Magnolia Blvd.; North Hollywood, CA91601; (818) 985-1945. Owner: David and Delores Mancini, Manager: Kelle Creamer. Specialization & Credits: Dolby Surround room of TV, film or music. Live action post credits include Hull High, Evening Shade, Talk Radio, Darkbackward, Plymouth, etc. Animation post credits include DIC—such shows as Captain Planet, GI Joe, New Kids on the Block, Wizard of Oz, Super Mario Three, –LISTING CONTINUED ON NEXT PAGE



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-LISTING CONTINUED FROM PREVIOUS PAGE also Hanna-Barbera's Bill and Ted's Excellent Adventure, just to name a few. We specialize in audio-for-video, sweetening, mixing etc. Extensive sound library plus experienced mixers and editors. Post-production sales representative-Don Blocker

D.L.H. STUDIOS; VPF, VPP/E, OLVP; 2900 Adams St., Ste. B-29; Riverside, CA 92504-4340; (714) 687-6654. Owner: Dennis Hocking, Manager: Dennis Hocking

DUKE CITY STUDIO; VPF. VPP/E. OLVP: 4121 Cutler NE: Albuquerque, NM 87110; (505) 884-5151; (800) 225-6185. Owner: Jay Lefkovitz, president. Manager: Chad Chavez, sales manager; Michelle Thompson, office manager. Video Tape Recorders: Sony BVW-60, Sony BVW-65, Sony BVW-75, Sony BVW-25, Sony BVW-35, Sony BVH-3100, Sony BVH-500, Sony BVU-110, Sony BVU-950, Sony DVR-10, Sony VO-5800 3/4*, Panasonic AG-7500 SVHS, BVV-5 Beta SP dockable, Ampex SMC-200 slo-mo. Video Monitors: (3) Ikegami TM 19-9, (5) Videotek 13" color, (15) Panasonic B&W, (4) Sony BVM-1310, Sony PVM-1242Q, (6) Sony PVM-2030, (8) Sony PVM-8020 9" color, Sony PVM-1910, (4) Ikeqami TM144 13" Hi Rez. Switchers/editors: Intergroup 902, Grass Valley 100CVN, Grass Valley 51EM, Grass Valley IPS100, Grass Valley 200, Abekas A-82, Video Cameras: (2) Ikegami HL-79EAL, (2) Ikegami HL-79DAL, Ikegami HL-95B, (2) Ikegami HK-357, (7) Ikegami HL-55, Cannon C120. Video Effects Devices: (3) Abekas A-53D w/Warp, Abekas A-62, as A-72, Chyron 4200 EXB, Chyron Infinite system. Audio Recorders: Nagra, Tascam 4-track, Fostex 2-track, Panasonic SV-3900 DAT recorders w/remotes. Soundstages: 60'x40', 18' ceiling, hard cyc, 400-amp power, dressing room, makeup room, prop room, production offices. Other Major Equipment: 16' 4-cam remote truck, RTS intercoms, Arriflex film equipment, Cetec Vega wireless intercom, grip trucks, Fisher camera dollies, Tulip Crane, BeBee generators, full Matthews grip equipment, LTM HMI lighting, Mole lighting, Doorway dollies, Tyler camera mounts, complete Beta SP ENG pkgs., teleprompters, two-way communication, Cammate camera boom

EDITDROID: LUCASARTS EDITING SYSTEMS: 3000 W. Olympic Blvd., Ste. 1550; Santa Monica, CA 90404; (310) 315-5050. Owner: LucasArts Entertainment. Manager: Matthew Mitchell

EFX SYSTEMS; APPV; 919 N. Victory Blvd.; Burbank, CA 91502-1633; (818) 843-4762; (213) 460-4472; FAX: (818) 848-0706. Manager: Paul Rodriguez, VP/general manager: Sue Coplin, director of sales. Specialization & Credits: Digital audio post-production for television and film. The most comprehensive and advanced digital audio equipment from New England Digital and Sony. Award-winning mixers and editors fluent in sprockets and electronics. Facilities include edit and prelay; ADR/Foley; television mixing and a fully digital, THX-approved film dubbing stage. Recent credits: Features: Talk Radio, Torch Song Trilogy, To Sleep With Anger, Deep Cover, Poison Ivy, Live Wire, The Rapture. Television: Dark Justice, Silk Stalkings, Bill & Ted's Excellent Adventure, Peter Pan and the Pirates (ani-mation), You Must Remember This, Thirtysomething, The Days and Nights of Molly Dodd. Non-theatrical: "Journey into Nature," Orta Park, Japan; "MuppetVision Pre-Show," Disney-World, Florida; "SciFi Drive," DisneyWorld, Florida: "Tierra De Gracia & Concierto Por La Tierra," '92 World's Fair, Spain.

--PHOTO/LOGO TOP OF NEXT COLUMN THE ENTERPRISE; APPV; 4620 W. Magnolia Blvd.; Burbank, CA 91505; (818) 505-6000. Owner: Craig Huxley. Manager: Thom Brown. Video Tape Recorders: (3) Sony BVH-9850, JVC 8250. Video Monitors: (2) 9'X12' scree Synchronizers: (15) Lynx. Audio Recorders: (6) Studer A820 w/Dolby SR, (6) Sony 3348, (2) Mitsubishi X-880, Audio Mixers: (2) SSL G Series w/Ultimation, Neve VR 72. Other Major Equipment: (6) Lexicon 480, (10) Eventide H3000

FACE BROADCAST PRODUCTIONS; VPP/E: 115 N. Hollywood Way, #101; Burbank, CA 91505; (818) 842-9081. Owner: Ron & Jamie Malvin

525 POST PRODUCTION; VPP/E, APPV; 6424 Santa Monica Blvd.; Hollywood, CA 90038; (213) 466-3348. Owner: Steven Hendricks, president. Manager: Jerry Cancellien, vice president, Laura Richard, exec. producer

FRAMEWORK SOUND; APPV; 2414 W. Olive Ave.; Burbank, CA 91506; (818) 843-7042. Owner: Ken Dahlinger.

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THE ENTERPRISE Burbank, CA

GROUP IV RECORDING INC.; APPV: 1541 N. Wilcox Ave.; Hollywood, CA 90028; (213) 466-6444. Owner: Angel L. Balestier. Manager: Lisa Burrowes. Specialization & Credits: This legendary scoring facility (Cheers, Quantum Leap, Havana, Back To The Future I, II, III) also lends its audio expertise into the field of video-sweetening and audio post-for-video. Group IV's studios offer a state-of-the-art combination of prelay, ADR, Foley and mixing for all film and video formats (including mag interlock). Telecine, video streamering, dailies and other transfers can be provided. In addition to its other functions, Studio A is also available as a soundstage with or without multitrack music recording, and has been used for video shooting most recently by Tower of Power and The Temptations.

HARRISON WINTER PRODUCTIONS; APPV; 14272 Franklin Ave. Ste. 210; Tustin, CA 92680; (714) 730-8060. Owner: Dan Shattuck. Manager: Dan Shattuck

INTERSOUND INC.; VPP/E, APPV; 8746 Sunset Blvd.; Los Angeles, CA 90069; (213) 652-3741. Owner: Ahmed Agrama. Manager: Ex, vice president, Kent Harrison Haves

MEDIA COMMUNICATIONS CORP.; VPF, VPP/E, OLVP; 2727 W. Southern Ave.; Tempe, AZ 85282; (602) 438-2959. Owner: Ann Bonanno, pres. Manager: Jim Pangborn, mktg.

METROPOST; VPP/E; 906 E. 5th St.; Austin, TX 78702; (512) 476-3876. Owner: R. E. Kooris. Manager: V. L. Hollister, J. S. Sharpe

MIST MEDIA INC.; VPE, VPP/E, OLVP, APPV; 4144 Lankershim Blvd. Ste. 100; N. Hollywood, CA 91602; (818) 508-9087. Owner: Wm. Mistretta. Manager: Mary Lee Smith.

NATIONAL VIDEO POST; VPP/E: 1360 N. Hancock St.; Anaheim, CA 92807; (714) 777-4200. Owner: Corporation (Jim Summers & John McEntee). Manager: James A. Summers. Video Tape Recorders: (2) Sony BVW-950, (2) Sony DTR-10 (D-21, (4) Sony VTR-3000/3100, (2) Ampex VPR-80, (6) Sony SP Beta 65.75. Switchers/editors: GVG 200-2 Switches, GVG 151 Edit Controller, GVG 131 Controller, Ampex Vista. Video Cameras: (4) Sony Various Matt Camera. Video Effects Devices: Ampex ADO 1000 w/all options. Prism Pinnacle. Audio Recorders: Sony Reel-to-Reel, Fostex w/center track time code. Audio Mixers: (3) Soundcraft. Other Major Equipment: (2) Silicon Graphics Workstations, Vertigo Ani-mation Software, (3) Mac Graphics True vision, Genie Graphics 2-D, 3M Router, all rooms interformat. Rates: Between \$150/Hr and 3300/Hr

PGA MUSIC VIDEO PRODUCTIONS; VPF: 1128 12th St. #11; Santa Monica, CA 90403; (310) 393-4334. Owner: Patrick Armstrong, director. Manager: Billy Martin, production mar

PREMORE INC.; VPF, VPP/E, APPV: 5130 Klump Ave.; North Hollywood, CA 91601; (818) 506-7714. Owner: Subsidiary of Soid Cup Company, Manager: Robert Perry

PRODUCERS POST; VPP/E; 2625 W. Olive Ave.; Burbank, CA 91505; (818) 841-6750. Owner: Hunt Jaffe Productions. Manager: Larry Guzy

PRODUCTION MASTERS INC. (PMI); VPF, VPP/E, OLVP, APPV; 834 N. 7th Ave.; Phoenix, AZ 85007; (602) 254-1600. Owner: David Case, Manager: Mike Quinn

RAVE VIDEO PRODUCTION FACILITIES; VPF, VPP/E. OLVP: 611 N. Orchard Dr.; Burbank, CA 91506; (818) 841-8277. Owner: Rex Olson. Manager: Rex Olson. Specializa-tion & Credits: RAVE Video Production Facilities is a production, post-production facility offering broadcast-quality equipment and personalized service. We feature a 2,000-square-foot soundstage, multicamera control room, broadcast cameras and support, lighting and grip equipment. Our edit suite features digital video effects. Chyron graphics and the Newtek Video Toaster computer graphics system. RAVE specializes in bridging the gap between producer and facility by providing a complete production facility capable of taking a production frem start to finish. RAVE's staff has extensive experience in the nuesic industry and the production of live music performances, elektronic press kits and instructional music videos. Some of our current clients include Motowr, Curb Records, I.R.S. Reports, Americar Record Distribution, Herbie Hancosk, Starticks Inc., Hal Ls-onard Publishing Corp., Doom, and UBA Music. In addition to providing high-quality production services RAVE producto-s onginal programming fiver the ever expanding broadcast, caple and home video markets. telecine features Rank Cintel's MkIII-C w/Digiscan 4, Accom D-1 still store, Accom D-1 noise 'eduction, Encore Video Industries PRISM SCC, Steadifilm, Nagra T-audio sync-up and Ultimatte 5. Transfers direct to all formats. Graphics/paint/animation: 5 suites, including DF/X "Composium" digital paint/production system and Vertigo Series 9 workstation-based 3-D animation. New online suites feature CMX OMNI editors, Abekas A-82 D-2 switchers, two-channel GVG Kaleidoscopes w/ KURL and Combiner, ADC w/Concentrator and Infinity, proprietary dream™ computer-based, all-digital audio editing/ mixing/sweetening/processing system, Abekas A-72 CGs, (2) Abekas A-60s, Abekas A-62, (9) Sony DVR-28/18 D-2 deck, Sony DVR-1000 (D-1), (9) Sony 1" decks, (6) BVW-75s, (2) BVU-850/SFs and a Pesa Series 5 routing system.



SCOTTSDALE CONFERENCE RESORT Scottsdale, AZ

SCOTTSDALE CONFERENCE RESORT; VPF, VPP/E APPV; 7700 E. McCormick Pkwy.; Scottsdale, AZ 85258; (602) 991-9000. Owner: Scottscale: Conference Report. Manager: Bran Court, Martin Dempsey, M. Roor. Video Tape Recorders: Sony BVU-950, Sony BVU 920, (4) JVC CR-850U. (3: Sony VO-£850. Video Monitors: Schy PVM-1220, (10) JVC TM-R9LI, (2: Sony PVM-5310. Switchers/editors: Grass Valley VPE-B1, Grass Valley 1600-IL, Grass Valley Model 100, Convergence 204 editor. Video Cameras: (3) Sony DXC M7. Ikegami HL-79 DAL, Ikegami ITC-73D. Synchronizers: (2) Adams-Smith System 2600. Video Effects Devices: Grass Valley DPM 100 w/recursive mernory and E-mem. Audio Recorders: Otari MX-70 16-track, Otari MTR-12CT w/center-track time ci-de, (2) Otari MX-5050-BQII 4-track. Audio Mix-ers: TAC Storpion 24x16, Soundcraft 6(3) 16x8. Soundstages: 17'x21'x14', 76'x76'x14'. Other Major Equipment: Topas 2-D animation graphics, complete dark room, multi-im-age staging-and production, laser light shows. Rates: Call. Specialization & Credits: Specializing in video production, post-produktion audio-for-video, sound effects, audio production and original music composition. Located in luxurious resort setting with golf, tennis, complete health spa and fitness center with easy access to Sunbelt activities

SCREENMUSIC STUDIOS INC.; APPV, 11700 Ventura Blvd.; Studio City, CA 91604; (818) 753-6040. Owner: Eiji Katayama. Manager: Jay Kaufman.

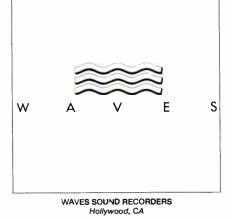
THE SOUND VENDORS INC.; APPV 10707 Magnolia Blvd.; Woodland Hills, CA 91364; (818) 985-9774; FAX; (818) 985-9792. Owner: Larry Gonhue. Video Tape Recorders: Sony BVU-800, Sony VO-5800, Sony BVH-2000 1*. Video Monitors: Protoa BT-S1300 25*, (2) Panasonic. Synchronizers: Otari EC-4+1C Universal resolver. Audio Recorders: Otari MTR-9D II: 16-/24-track, Otari MTR-1214-track Otari MTR-12C 2-track, Ta:cam ATR-60-16. Audio Mixers: Harrison Raven 20x24, Tascam M-520. Other Major Equipment: BTX Cyphe: 60005, BIX Softouch 4793, Lexicon 200 digital reverb, 2) dbx 16CX compressor/limiter. Rates: \$250 per laydown/ layback, \$175 per prelay, \$275 per sweetening.

FRANK SWAFFER VIDEO SERVICES INC.; VPF, VPP/E, QLVP, APPV: 532 Apollo Rd.; Richardson, TX 75081; (214) 644-5089; FAX: (214) 907-9344. Owner: Frank Swaffer. Manager: Mike Dyal.

VIDEO-IT POST; VPP/E; 5000 Overland Ave., #6; Culver City, CA 90230; (213) 280-0505. Owner: John & Felisa Kohan-Matlick: Manager: Kassi Crews, Keri Slater.

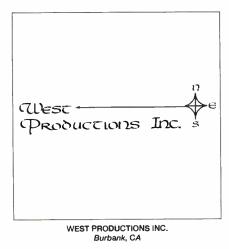
VIDEO MEDIA PRODUCTIONS—DIVISION OF VISUAL COMMUNICATION INC.; VPF, VPP/E OLVP; 2727 W. Southern Ave.: Tempe, AZ 85282; (602) 966-6545; (800) BETA-NOW. Owner: James Rinkanberger—president. Manager: Am Bonanno.

VIDEO POST & TRANSFER INC.; VFP/E, APPV 2727 Inwood Rd.; Dallas, TX 75235; (214) 350-2676; FAX: (214) 352-1427. Owner: Neil Feldman. Manager: Roy Howell. Specialization & Credits: New fac'ity, convenient to Dallas' Love "Field Airport. Digital Video Masters offer clients superior post-production capability using new digital technology. VP&T



WAVES SOUND RECORDERS: APPV: 1956 N. Cahuenga Blvd.; Hollywood, CA 90068; (213) 466-6141; FAX: (213) 466-3751. Owner: Stewart Sloke, Bert Berdis, Alan Barzman. Ado-3/51. Owner: Stewart Sloke, Ber Beros, Adar balzman. Manager: Stewart Sloke, Laura Straus. Video Tape Re-corders: Sony BVH-3000 1*, (2) Sony BVU-800 3/4*, (3) Sony VO-7600 3/4*, (3) Sony VO-5600 3/4*, Panasonic AG1950 1/ 2* VHS. Video Monitors: Barco CVM-51, (5) Sony, Conrac. Synchronizers: TimeLine Lynx. Audio Recorders: (2) AMS AudioFile digital system, Studer A810 TC-PIL-FM, Sony/MCI JH-24 24-track, (2) Sony/MCI JH-110 8-track, (2) Sony/MCI JH-110 4-track, (7) Sony/MCI JH-110C 2-track, (5) Panasonic/ Sony R-DAT. Audio Mixers: (2) Sony MXP-3000, Sony MXP-2000, Soundcraft 600. Other Major Equipment: Grass Valley Sync generator, (4) Dolby A 361 NR unit, Sony, Lexicon, Yamaha, UREI, JBL, Neumann, AKG, Sennheiser, dbx, Orban, Alesis, Akai, Technics, Crown, Hafler, Symetrix, Denon, Dorrough, Sontec, EV, Revox, Shure, Loftech. Sound effects libraries: Sound Ideas, FX, BBC, Elektra, Audio Fidelity, Net-work, Valentino, Bainbridge (in CD format); Hannah-Barbera, Elektra, Network, Audio Fidelity, BBC (in LP format). Music libraries: KPM, Bruton, Sonotone, Themes, JW, Koka, Soundstage, Capital, Dewolf, Network, Cavendish, Fows, Parry, Selected Sound, Major, Valentino, Airforce, Conroy, Boosey Hawkes; (13) sound effects library/8 in CD format, (18) music library/14 in CD format.

WEBSTER COMMUNICATIONS; VPF, VPP/E, OLVP, APPV; 607 N. Ave. 64; Los Angeles, CA 90042; (213) 258-6741. Owner: Van Webster.



WEST PRODUCTIONS INC.; APPV; 2921 W. Olive Ave.; Burbank, CA 91505; (818) 841-4500. Owner: George (Ray) West, David West. Manager: David Rawlinson, VP; John Merten. Specialization & Credits: West Productions is a full --LISTING CONTINUED ON NEXT PAGE

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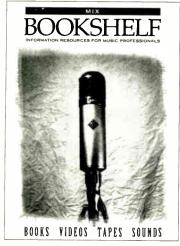
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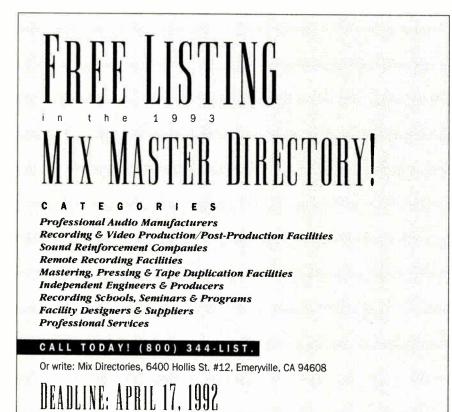
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-LISTING CONTINUED FROM PREVIOUS PAGE

service audio post-production facility dedicated to delivering top-quality product at a competitive price. The latest in sound technology is fully utilized, be it digital (Waveframe digital workstations), analog (with Dolby SR), or a combination (computercontrolled ADR/assembly systems). Our talented staff includes Oscar and Emmy winners and nominees. Current post-production at our facility includes: The Wonder Years (New World/ ABC), The Boys of Twilight (New World/CBS). Theatrical: Into the Sun (Tinmark). M.O.W.: Stay the Night (mini-series), Doubiecrossed (HBO), Til Death Do Us Part (NBC). Animation: Muppet Babies, The Attack of the Killer Tornatoes, Little Dracula, James Bond Jr.

AMERICAN PRODUCTION SERVICES; VPF, VPP/E, OLVP, APPV; 2247 15th Ave, W; Seattle, WA 98119; (206) 282-1776. Owner: Conrad Denke. Manager: Eric Denke.

AMERICAN ZOETROPE; VPP/E, APPV; 916 Kearny; San Francisco, CA 94133; (415) 788-7500. Owner: Francis Coppola. Manager: Jane Jackson. Video Tape Recorders: (17) Sony Beta, (7) Sony 3/4" SP & U-matic, (12) Sony H-8. Video Monitors: VPH 1042Q Super Brite projector, (6) PVM-2030, PVM-2530. Switchers/editors: Montage Suite Level II Montage, (2) offline editing BVE-600, RM450. Video Cameras: Sony DXC-3000/EVO-9000, Arriflex BL-4 35MM, Sony EVO-9100 camcorder. Synchronizers: (3) Lynx TimeLine w/KCU. Video Effects Devices: Sony DME-450. Audio Recorders: (5) MTM 35mm 6-track film recorders and dubbers, (2) Otari MkIII-88-track 1/2", (3) Fostex E-16 16-track 1/4", (2) tari MTR-90 24-track 2", Otari MTR-10 1/2-track 1/4", (2) tari MTR-90 24-track 2", Otari MX-54. Audio Mixers: Otari MX-54 film 100-input automated, Sound/Workshop Series 34 32-input automated. Sound/Workshop Series 34 32-input

ANGEL PRODUCTIONS; VPF, VPP/E, OLVP, APPV: PO Box 1955; Rohnert Park, CA 94928; (707) 795-7399. Owner: Linda Donahoo, Sarah McNair, Manager: Linda Donahoo.

AVALANCHE RECORDING STUDIOS INC.; APPV: 10650 Irma Dr. #27; Northglenn, CO 80233; (303) 452-0498. Owner: Avalanche Recording. Manager: Linda Warman.



AVID PRODUCTIONS San Mateo, CA

AVID PRODUCTIONS; VPF, VPP/E, OLVP, APPV; 235 E. Third Ave.; San Mateo, CA 94401; (415) 347-3417. Owner: Henry Bibao Manager: Chris Craig. Video Tape Recorders: Sony DVR-10 (D-2), Sony BWV-75 SP, Sony BVW-65 SP, Sony BVU-950 SP, Sony PWV-2800 SP. Video Monitors: Sharp XM-1300, (2) JVC TMR-9U, Sony PVM-13440. Switchers/ editors: CMX 3100B, Grass Valley 100 w/linear key. Video Cameras: Sony BVW-505, Sony DXC-3000. Video Effects

Devices: Abekas A-53-D w/Warp, Pinnacle 2040 (DVE, Paint, 3-D). Audio Recorders: (2) Otari MX-5050B, Digidesign Sound Tools, Opcode Studio Visions, (2) Sony PCM-2500 R-DAT, (2) Sony PCM-2100 R-DAT. Audio Mixers: (2) Soundcraft Delta E-200. Soundstages: 20'x20' video, 12'x17' audio. Other Major Equipment: Abekas A-72 digital C.G., Pinnacle 2040 paint/ 3-D animation, Studer Dyaxis 320 disk-based audio editing system, Avid Mediacomposer offline editing system. Rates: \$150 to \$275. Specialization & Credits: Avid Productions offers many services for the video professional. For production, these include directors, camera operators, grips and gaffersthe artists who paint the frames of video with light and color. The scene may require a helicopter, a crane, dolly, or just a tripod. Using resources efficiently is our forte'. In the area of editing, experienced hands anticipate your commands. The precise manipulation of frames, the careful placement of voice and music-this is the realm of Avid's edit suite. Equipment includes CMX 3100B, Grass Valley Group 100, A72, A53-D, Betacam SP to D-2. Graphics: Make text move, use icons, create back-grounds that sparkle and 3-D objects that reflect a world of chrome. Warp, burst and fly your way to places where only the computer can travel. Communicate with precision and clarity IPinnacle paint system with 3-D animation, Abekas A72 CG and backgrounds)

ROBERT BERKE SOUND; APPV; 50 Mendell St. #11; San Francisco, CA 94124; (415) 285-8800. Owner: Robert Berke. Manager: Nancy Berke. Video Tape Recorders: Sony BVH-1100 1°. (4) Sony BVU-800 3/4°. BVW-70 Betacam SP, Sony DVR-20-D-2, JVC BR-611U-S-VAS. Video Monitors: (16) Sony, Panasonic. Switchers/editors: (3) Kellyquan Audio Editing Systems. Synchronizers: (5) Cipher Digital Shadow, (2) Otari EC-101. Audio Recorders: (3) Otari MTR-90, (9) Otari MTR-10, (2) Otari MX-5050, (2) Waveframe CyberFrame 8track digital workstation. Audio Mixers: Auditronics 700, Otari-34B, (2) Soundcraft 600.

KEN CARLTON RECORDING; APPV; 11240 Hwy. 41; Madera, CA 93638; (209) 431-5275. Owner: Kenneth and Maniyn Carlton. Manager: Ken Carlton. Viceo Tape Recorders: JVC 8250 3/4* w/address tc, Sony 5600 3/4*, (3) JVC and Sony (various). Video Monitors: (5) Sony (various). Synchronizers: Soundmaster 3-machine system. Audio Recorders: Otari MTR-90 16/24-track. (2) Otari MTR-12/10 w/center track tc and Dolby SR, (4) DAT recorders JVC & Panasonic. Audio Mixers: Sound Workshop (Otari) Series 34 32-channel w/ ARMS II. Soundstages: Main room used for ADR & Foley 22x24, (2) iso room 5x10 & 8x10. Other Major Equipment: Spectral synthesis 24-channel digital audio recorder w/SMPTE mod., synth engine and (4) 670Meg hard drives. Kurzwei 250 w/full library/MIDI sequencing via M.O.T.U., vast array of Pro Audio effects, MIDI keyboards and mics, large CD-EFX library. Rates: Please call

JAMES DANIELS PRODUCTIONS; VPF, VPP/E, OLVP, APPV; 299 California Ave. #306; Palo Alto, CA 94306; (415) 325-8574; FAX: (415) 327-0635. Owner: James Daniels. Manager: Bruce Kaphan.

FIRST GENERATION/OFFLINE; VPF, VPP/E, OLVP; 241 Mississippi; San Francisco, CA 94107-2528; (415) 864-0545. Owner: Herb Ferrette. Manager: Herb Ferrette.



FOCUSED AUDIO San Francisco, CA

FOCUSED AUDIO; APPV; 544 Natoma St.; San Francisco, CA 94103; (415) 626-9777. Owner: Jeff Roth. Manager: Susan Quinn. Video Tape Recorders: JVC CR-850 3/4*, JVC BR-8600 VHS, Panasonic AG7400 S-VHS portable. Video Monitors: (3) Sony, (2) Mitsubishi 35*. Switchers/editors: Kelly Quan SC610 audio editing system. Synchronizers: (6) Cipher Digital Shadow. Audio Recorders: MCI JH-24 24-track, Otari MTR-10 2-track w/CTC, Fostex E-2 2-track w/CTC. Audio Mixers: Sony/MCI 636 40-input. Other Major Equipment: Digital Audio workstations: Siemens Audio AMS Audiofile Plus 16-track, Digidesign Sound Tools, Digidesign Pro Tools, Diskmix II plus console automation. Rates: Call for rates. Specialization & Credits: Focused Audio continues to be a leader in audio post-production and music recording, Having produced over 100 soundtracks for broadcast and cable television, as well as numerous features and documentaries, Focused has moved into the '90s with a brand-new facility. Four control rooms and three recording spaces have been carefully designed and equipped with the best audio tools available today. All rooms are SMPTE-locked to picture and can access any of our available recording formats: AMS Audiofile Plus 16-track digital audio workstation, 24-track w/Dolby SR, or Protools digital workstation. Through our main machine room, the appropriate control room, recording space and recording format can be configured easily for any project. Engineers with expertise in feature film and television: sound, CD-I, music and radio work are available to put this facility to work for you.

HYDE STREET STUDIOS; APPV; 245 Hyde St.; San Francisco, CA 94102; (415) 441-8934. Owner: Michael Ward. Manager: Tambre Bryant.

JENSEN SOUND PRODUCTIONS; APPV; 363 Brannan St.; San Francisco, CA 94107; (415) 543-7095. Owner: Enc. Jensen. Manager: Eric Jensen. Video Tape Recorders: JVC 8250. Magnavox VHS. Video Monitors; (2) Sony. Synchronizers: Otari EC-101, Cipher Digital Shadow II. Video Effects Devices: Mark of the Unicorn Video Time Piece. Audio Recorders: Otari MTR-90 24-track ATR, Otan MTR-12 1/2-track ATR w/SMPTE center track, Panasonic SV-3500 DAT. Audio Mixers: Sound Workshop Series 34 40x24x2 w/Diskmix automation. Other Major Equipment: E-mu Emulator III digital sampling keyboard, Studer Dyaxis hard disk recording system, Sound Tools hard disk recording system, Sound Ideas Valentino/APM Sound FX libraries.

BREENE KERR PRODUCTIONS; VPF, VPP/E, OLVP; 1235 Pear Ave., Ste. 103; Mountain View, CA 94043; (415) 965-3131. Owner: Breene Kerr. Manager: Patrick McDermott.



KVIE VIDEO Sacramento, CA

KVIE VIDEO; VPF, VPP/E, OLVP, APPV; 2595 Capitol Oaks Dr.; Sacramento, CA 95833; (916) 929-5797. Owner: KVIE Inc. Manager: Tila Kehlet. Specialization & Credits: KVIE Video is ready to assist our clients through all phases of production. Our services include electronic field production, multiformat online post-production, audio production, audio-forvideo post-production, computer graphics and a 50°x70° studio with 18° grid. Our online suite is equipped with a Calaway CE-200 editor, which controls (3) Ampex VPR-6 1° machines and (3) Sony Beta-SP machines, an Ampex VISTA switcher, ADO 2000, ESS-3 Still Store, dual-channel Chyron Infinit! with Logo Compose and Video Capture options, Otari center-track ATR and copy stand with CCD camera. The audio production suite has a 36-in, 24-out TAC Matchless audio console outboard processors and Cipher Digital audio editor that controls an Otari 24-track ATR, a pair of Otan center-track ATRs and a 1° or 3/4°

MUSIC ANNEX AUDIO POST PRODUCTION; APPV; 69 Green St.; San Francisco, CA 94111; (415) 421-6622. Owner: Music Annex Inc. Manager: Michelle Le Comte. Video Tape Recorders: Sony DVR-10 digital video, Sony BVH-1100 1° C type, (3) JVC CR850U 3/4° U-matic, Sony BVW-70 Betacam SP. Video Monitors: (6) Sony color, (2) Sharp color. Synchronizers: Soundmaster synchronizer/editor, (4) Audio Kinetics 1. Lock 4.10 w/3-machine lock. Audio Recorders: Otari MTR-90II 24-track w/Dolby A, Otari MX-80 24-track w/Dolby A, (4) MTR-12 2-track w/center track time code. Audio Mixers: (2) Amek 2500 36x24 w/Master Mix Auto, Amek 2520 40x24 W/Master Mix Auto. Other Major Equipment: (2) New England Digital PostPro Direct-to-Disk tapeless, 16-track.

NORTHWEST VIDEOWORKS INC.; VPP/E, APPV; 1631 S.W. Columbia; Portland, OR 97201; (503) 227-7202. Owner: Ken Ahrendt, Wayne Ahrendt and Diane Ahrendt. Manager: Diane Ahrendt. Video Tape Recorders: (6) Sony BW-75/ BWW-65, (3) Sony DVR-10, Sony DVR-1000, (3) Hitachi HR-230. Video Monitors: (3) Sony BVM-1910, Ikegami TM-20-19-RH, Ikegami TM-20-8-RH. Switchers/editors: CMX Omni 1000, Abekas A82 (switcher), D/FX Composium. Video Cam-*LISTING CONTINUED ON NEXT PAGE*





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eras: Sony BVP-7, Sony BVP-400, Ikegami HL 79. Synchronizers: (3) Adams-Smith Zeta-3. Video Effects Devices: Abekas A57. Digital Effects Composium. Audio Recorders: Otari MX-80, Otari MTR-10, Cyberframe. Audio Mixers: Soundcraft TS 12, Grass Valley AMX-170. Other Major Equipment: Sony Editor BVE-910, (5) Sony BVU-800/BVU-850, (6) Panasonic VHS 6810. Rates: \$360/hour—Digital online. \$250-350/hour—D/FX Composium production, \$135/ hour—Digital sweetening.

PACIFIC VIDEO RESOURCES; VPF. VPP/E, OLVP; 2339 Third St., Ste. M4; San Francisco, CA 94107; (415) 864-5679; FAX: (415) 864-2059. Owner: Jim Famey, Steve Kotton, John Zimmerman. Manager: Mike McRoberts.

PERSINGER PRODUCTIONS; VPF, VPP/E, OLVP; 10522 Lake City Way NE #C-B; Seattle, WA 98125; (206) 365-0167. Owner: Steve Persinger.

PRODUCTION WEST; VPF, VPP/E, OLVP, APPV; 1001 S. 24th St. West; Billings, MT 59102; (406) 656-9417. Manager: Jim Abel.

ROCKET RENTALS; VPP/E, OLVP, APPV; 51 Federal St. #100; San Francisco, CA 94107; (415) 495-2297. Owner: Nancy Evans, David Haynes. Manager: Fred Baysinger.

RUSSIAN HILL RECORDING; APPV; 1520 Pacific Ave.; San Francisco, CA 94109; (415) 474-4520. Owner: Jack Leahy. Bob Shotland. Manager: Cindy McSherry.

2ND NATURE PRODUCTION & POST; APPV; 2322 6th Ave.; Seattle, WA 98121; (206) 441-4118. Owner: Groove Factory Inc. Manager: Ross Nyberg. Video Tape Recorders: JVC CR850U, Panasonic AG1950. Video Monitors: Sony 27*, Panasonic CT-1301. Synchronizers: Adams-Smith Zeta-3. Audio Recorders: MCI JH-16, Tascam BR-20T, Digidesign Sound Tools, Tascam PA-30, Tascam MSR-24. Audio Mixers: TAC Scorpion II, Tascam M-3500. Other Major Equipment: (2) Macintosh IIci, E-mu Emulator III, (2) E-mu Proteus I & II. Rates: Rates available on request. Specialization & Credits: 2nd Nature Production & Post specializes in audio-forvideo and film. We have one of the city's top audio-for-video producers, Trent Petrie. Some of Trent's clients include: The Boeing Co., Microsoft, Xerox, Lockheed, B.F. Goodrich, Nike and many more.

SKYWALKER SOUND; VPP/E, APPV; PO Box 3000; San Rafael, CA 94912; (415) 662-1000. Manager: Cate Coombs, Tom Kobayashi.

VIDEO ARTS INC.; VPP/E; 185 Berry St., Ste. 5400; San Francisco, CA 94107; (415) 546-0331. Owner: Kim Salyer. Manager: Michael Warch.

VIDEO PRESENTATIONS INC.; VPF: 2326 Sixth Ave., Ste. 230; Seattle, WA 98121; (206) 728-9241. Owner: H.V. Wright. Manager: Carl Anselmi.

VIDEOFAX; VPF, OLVP: 875 Castro St.; San Francisco, CA 94114; (415) 550-8000. Owner: Leigh Blicher, Tomas Tucker, Jim Rolin. Manager: Leigh Blicher.

Outside E.S.

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CINAR STUDIOS INC.; VPP/E: 1207 St. Andre; Montreal, Quebec, H2L 3S8 Canada; (514) 843-7070; FAX: (514) 843-7080. Manager: Barbara Parker. Video Tape Recorders: (2) Sony BVH-2000 1*, Sony BVH-2830 PCM Sound. Video Monitors: Conrac 6550, (4) Sony PVM-8220, (3) Sony PVM-13429. Switchers/editors: GVG 100, Edit Lister, Callaway CE150. Synchronizers: Adams-Smith Zeta-3. Audio Recorders: Studer A810. Audio Mixers: Sony MXP-29. Other Major Equipment: Chyron SuperScribe, Ensemble TC-400 TBC controller, JVC BR-7030U duplicator, Skotel (VITC) TCG-80N, (2) JVC CR-850 3/4.

8TH AVENUE SOUND STUDIOS; APPV: 66 W. 8th Ave.; Vancouver, BC, V5Y 1M7 Canada; (604) 873-8765. Owner: T. Wayne Kozak. Manager: Cathy Kumpera.

MAGNETIC NORTH; VPP/E: 70 Richmond St. E.; Toronto, Ontario, M5C 1N8 Canada; (416) 365-7622. Manager: Doug McKenzie. MAGNETIC SOUTH; VPP/E: 550 Queen St. E., Ste. 205; Toronto, Ontario, M5A 1V2 Canada; (416) 367-8477. Manager: Phil Keeling.

MASTER'S WORKSHOP; APPV: 306 Rexdale Blvd., Ste. 7; Rexdale, Ontario, M9W 1R6 Canada; (416) 741-1312. Owner: Magnetic Enterprises. Manager: Bob Predovich, VP and general manager.

MASTERTRACK LTD.; APPV: 35-A Hazelton Ave.; Toronto, Ontario, M5R 2E3 Canada; (416) 922-4004. Owner: Ken Burgess. Manager: Jim McBride.

MEDIA HOUSE PRODUCTIONS INC.; VPP/E; 1174 Winnipeg St.; Regina, Saskatchewan, S4R 1J6 Canada; (306) 359-0977; FAX: (306) 569-2240. Owner: B.A. Solito/Media House Ventures Inc. Manager: Bruce A. Solilo. Video Tape Recorders: Sony BVW-70 Betacam SP, Ampex CVW-65 Betacam SP, Ampex CVW-75 Betacam SP, Panasonic AJ-D350, Ampex VPR-1C 1" C-format, (2) Panasonic AG7510 S-VHS, Panasonic AG7500A S-VHS. Video Monitors: Sony 1342, Panasonic CT-1030. Switchers/editors: Ampex Vista 8, Ampex ACE 25 edit controller, Panasonic AG SW800, Panasonic AG A800 edit controller. Video Effects Devices: Ampex ADO 100. Audio Mixers; Sony MXP-290, Tascam M-208. Other Major Equipment: Ampex ESS-5 digital still store, Sony UY-T55 video scanner, EMC-2 editing machine, Lumena graphics package. Specialization & Credits: Media House, located in central Canada, is a video-posting facility dedicated to serving the production community. Producers may perform offline editing or industrial program online editing in our A/B roll S-V suite, rent in the comfort of their own office an EMC2 non-linear offline system, and utilize the Betacam SP to D3 edit suite. complete with ADO, still store, graphics package, character generator, Vista switcher and Ace controller. Our copyright department can help you with the clearance of materials, and then the producer can have the final program mass-duplicated in the tape duplication centre. For the finest of quality at affordable rates, Media House Productions,

MEGA WAVE STUDIO; APPV: 51, Rue du Stand; CH-1204 Geneva, Switzerland; (41-22) 312-0322. Owner: Christian Oestreicher.

NEW VISION; VPP/E, APPV; 507 Irma Carolina St.; Sao Paulo SP, 03058 Brazii; (55-11) 292-9545; (55-11) 292-6045; FAX: (55-11) 292-1319. Owner: Domingos Orlando, Alex Pimentel. Video Tape Recorders: Sony BVH-3100, (2) Sony BVW-75, Sony BVW-65, (2) Sony PVW-8000. Video Monitors: (4) Barco CVS 51, (2) Barco CVS 37, (3) Sony PVM-8020. Switchers/editors: Grass Valley GVG 110 CV, Sony BVE-910. Video Cameras: Sony DXC-325. Video Effects Devices: Grass Valley DPM 700CV, Pinacle SV-1000. Audio Recorders: (2) Akay Adam, Fostex M20, Sony DAT. Audio Mixers: Sony MXP-29, Soundcraft 6000. Other Major Equipment: Eank Cintel/Telecine URSA, Digital FX Composium Workstation, Abekas A60/A66 DDR, Rank Cintel Matchbox Still Store, Explore Thomson Digital Image—CC. Rates: Online-US300/ hour, Teleine-US330/hour, DFX-US400/hour,

PINEWOOD STUDIOS; APPV; 1119 Homer St.; Vancouver, BC, V6B 2Y1 Canada; (604) 669-6900. Owner: Pinewood Recording Studios Ltd. Manager: Geoff Turner.

SHOOTING STAR PRODUCTIONS; VPF. VPP/E, OLVP, APPV: #148 W. Seaton Blvd, J. Perez Bldg., Ste. 202; Agana, Guam 96910; (671) 477-9347; (671) 477-9348; FAX: (671) 477-6102. Owner: Carlos S. Barretto. Manager: Carlos S. Barretto.

SOUNDS INTERCHANGE; APPV; 49 Ontario St.; Toronto, Ontario, M5A 2V1 Canada; (416) 364-8512. Owner: Super Corp. Entertainment. Manager: Tania Smuntochilla.

STUDIO PLACE ROYALE INC.; APPV; 640 St. Paul W., Ste. 600; Montreal, Quebec, H3C 11.9 Canada; (514) 866-6074; FAX: (514) 866-6147. Owner: S. Brown, N. Rodrigue, Video Tape Recorders: Sony/MCIJH-110 1*layback, JVC 3/4* VCR, (3) JVC 1/2* VCR, Sony Betacam SP. Video Monitors; (2) JVC, (4) Sony, (2) Hitachi, 6 ft JBL projector. Synchronizers; (2) Soundmaster w/CMX. Audio Recorders; (2) Otari MTR-90, MX-80 24-track, Otari MX-70 8-track, (3) Otari MTR-12 1/4* CTTC, MX-55, Dyaxis Digital Record/Edit. Audio Mixers; (2) Amek Angela 32 v/p. A&H Syncon 24 i/p, Soundcraft TS12. Soundstages: 25×15° Foley. Other Major Equipment: Samplers, sound editing and signal processing, all SFX CDs, over 20,000 cuts production music, Dolby SR. Rates: \$80 to \$150/hr.

WEST 11TH AUDIO; APPV; 822 11th Ave. SW Ste. 306; Calgary, Alberta, T2R 0E5 Canada; (403) 265-0258; FAX: (403) 266-0890. Owner: Metromedia Productions Limited. Manager: Lanny Williamson. Video Tape Recorders: Sony 7020, Sony 2600, JVC CR8200V, (4) Sony SLV-579, Video Monitors: (3) Sharp, NEC Projector, Sony PVW-8020. Synchronizers: Adams-Smith ZetaIIIB, Hybrid Arts SMPTE Track. Audio Recorders: (2) Studer A80 MKI/B67, (2) Scully 280, Ampex AG440-2. Audio Mixers: AMR 32x16x32, 24x8x16 Remix. Soundstages: Dry 450-sq.-tt., ADR Voice, Vocal Booth. Other Major Equipment: (48) Alesis A-DAT, (3) Panasonic SV-3500, full MIDI/SMPTE suite, Studer Dyaxis. Rates: \$40-\$140 per Hr.

FIELD TEST

-FROM PAGE 122

are using MIDI tracks along with your audio, you will probably want to premix them through your board to a stereo audio image in ProDeck and then incorporate the resulting audio tracks in your final mix before mastering. Thus, Pro Tools offers the opportunity to record, edit, mix and master your project without ever leaving the digital domain.

I used an accelerated Mac II with 8 MB of RAM, an Opcode Studio 5 MIDI interface and a JL Cooper CS-10 controller for my evaluation. One of my first sessions involved creating a set of MIDI tracks in Opcode's Vision sequencer, saving it as a MIDI file and importing it into ProDeck prior to recording some acoustic piano and vocal tracks. Due to a combination of flaws, I was unable to achieve MIDI playback in ProDeck using this combination of hardware. Since Pro Tools does not use Opcode's OMS system, I set up the Studio 5 to emulate a standard MIDI interface. Version 1.03 of Pro Tools allowed the CS-10 to connect only to the modem port; therefore my choices were to connect the Studio 5 to the printer port or to connect it to the Ext port (a thru port) on the CS-10. My Studio 5 failed to function when connected to the printer port in this mode, and using the Ext port on the CS-10 likewise proved unsuccessful. (A standard MIDI interface did function correctly when connected to the CS-10's Ext port.) Digidesign, Opcode and IL Cooper were aware of the situation, and corrective measures have since been taken.

In order to continue my session, I had to disconnect the CS-10 and use the Studio 5 on the Mac's modem port so that I could get MIDI playback from ProDeck. I then laid down several stereo acoustic piano tracks in sync with the MIDI tracks. At this point I switched to ProEdit to assemble a single stereo set of piano tracks from the original takes. A note of caution: If you're used to working with MultiFinder, you may have gotten into the habit of switching between programs either by using the Apple menu or by clicking on a screen in the background to switch to that application. In switching between ProDeck and Pro Tools, my advice is, don't do it! Such methods are apt to cause your computer to hang, and you could easily lose unsaved data. The

recommended method of switching is to press the "command" and "=" keys. This operation automatically saves any changes before switching to the other program. Potyen's Axiom #23: Save early and often.

The ProEdit environment is intuitive and comprehensive. It's a simple matter to duplicate a background vocal by specifying a region and copying it to another part of the track. Regions can also be specified across all tracks, and then copied to create a ride out at the end of a tune, for instance. Aside from the scrub condition described earlier, my only complaint was the absence of any method for marking a precise playback location by typing in a number. This is true of ProDeck as well. However, both programs do offer ways to record and recall locations.

Summary

Limited space prevents a more complete description of the staggering array of features found in ProDeck and ProEdit. Before writing this review I worked with the system for a monthand-a-half, and I still don't feel I've covered every nook and cranny of this ambitious package. Included among many features are ways to strip silence from audio regions, remove unused MIDI and audio regions, delete all unused audio from a session and synchronize with flexible options. A cursory check of these and other features indicated no problems. In fact, the synchronization features functioned well even in the presence of less than perfect SMPTE signal-for my tests I used time code coming off a VHS tape. (However, others have reported that this is not always the case for them.)

Even on my accelerated Mac II, it sometimes took as long as 30 seconds to save a session or to switch between the two companion programs. Despite the comprehensiveness of the Pro Tools software environment, I couldn't help but wish for a couple of additional features, such as a level threshold in the "Strip Silence" command, a la Studio Vision. (Digidesign was in the process of implementing this feature in Version 1.1.) And there were the inevitable error messages and occasional lockups that can be expected from a program of this complexity. The basic 4-channel Pro Tools System (including the 4-channel card, the Audio Interface and the software) retails for \$5,995. which is a fraction of what it would cost to do this kind of professional-level work on any other platform, either random-access or tape-based. Version 1.1 was scheduled to be released by March, and judging from Digidesign's past track record, I fully expect it to show marked improvement in reliability and performance. The company can also be expected to incorporate a number of additional features.

A note about the technical support staff: Digidesign obviously realizes the importance of hiring enough experienced, qualified people to handle the myriad complex issues that come up in using a system as complex as this one. I wish other music and audio software companies were as conscientious.

Pro Tools is a well-thought-out system with the right combination of flexibility, intuitiveness and power, and little in the way of unnecessary frills. This is a great-sounding product for those who do multitrack recording and post-production, and it establishes a clear direction for the future of professional audio.

Watch for a 16-track Pro Tools update in a forthcoming issue of *Mix*.

Digidesign Inc., 1360 Willow Road, Suite 101, Menlo Park, CA 94025; (415) 688-0600.



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PRODUCER'S DESK

—FROM PAGE 1,30, FISCHER

up to the philosophers and the people who do that for a living. He said he's always known *be* was put here to be a saxophone player. I'm sort of in the same place. I know I'm here to be in the service of others. I can stand on my own, of course, but I'm a good accompanist. The nature of what I do as a producer is accompaniment.

It's like making a nice jacket for someone—it's tailor-made, and no one else can wear it—it belongs only to them. Some of my tracks you can't take and have other people do them. Like Brenda Russell—hers are too stylized. The old Rufus stuff—nobody ever covered any of our songs. It was innovative and interesting. We weren't trying to emulate anything that was out there, and we ended up sounding original. It wasn't even traditional R&B—there was some bop in it, some pop in it.

How technically inclined are you?

I'm technical to the point where there's no engineer who can lie to me, because on one level I know what they know. I can do engineering myself. When I was in Rufus, I'd occasionally find that engineers were lying to me, and they'd try to give me this technical explanation of why something I wanted to do couldn't be done. So I'd stay after they left and experiment and find out that it could be done.

I like working with a good engineer, and I'm not afraid to admit it when I don't know something. I like to surround myself with people who know what's going on.

Do you have your own studio?

No. I did at one time. It cost me a lot of money, and it wound up having to be rented out to other people to justify the expenditure. I don't want to do that again. I'll have something minor at my home—like one synthesizer and a workstation to give me some basic ideas. But also, I don't want to make my home too much of a workplace.

Do you have a favorite LA. studio?

My favorite in Los Angeles is Conway. I've been hanging with Buddy Brundo since his first small room back in 1974. Hike mixing at Bill Schnee's and Ocean Way. I like Pacifique, which is a good studio that a lot of people don't know about. They have a Neve with Flying Faders and an old Trident. I like Capitol A. I like Enterprise out in Burbank. I liked the old Record Plant on Third Street—the old API days. I like Elumba, although I'm not necessarily into SSL boards.

As someone who loves so many of the records that used to be made in Capitol A on a 3-track, how does 48-track digital strike you?

The maximum I'll use is 32 tracks, because that gives me auxiliary tracks to put tones on. When I go to 32. I usually end up not using all the tracks. If I do a lot of stereo passes, or if I do a string section and a stereo room at the same time. I may need a lot of tracks. Doing 32 gives me a chance to broaden, but it's not because something different is on each track. I'll take a direct and a mic on a bass, or something like that. But if I can record a 60-piece orchestra on 24 tracks, what's the problem? I don't have a reason to go 48, so I don't. I think technically it's a masturbation where you're going to be chafed by the time it's over.

As a vocal specialist, are you a fan of tube mics?

Hove tube mics. I have a [Neumann] M49, a [Telefunken] 251, a 47 tube, 87, 67...Fve got all kinds of stuff. A KM84. Those are some of my favorites that I own. Also, Ocean Way has a great selection of microphones, which Alan Sides reconditions. Or sometimes FII borrow one from Bruce Swedien. Or FII get one from a rental place, and if I like it FII write down the serial number and try to get it again.

Do you think Unforgettable is opening a window to a different era for a new generation of listeners?

Definitely. I think it was time for it, whether it was that specific project or another one. Usually this happens in times when the country is in recession. When money is tight, people want things that will last for a while or that mean something for them other than just momentarily, because they need to be healed during that period. Music does that.

In this case, I think the purpose of why: it was done can't be denied. You can hear that in the performance. It's basically someone saying goodbye to their father. So whether it sold or not, the purpose still remains. All the reasons for doing it were cor-

rect. That it sold was a surprise rather than an expectation.

Was it a technical challenge to make it seem cohesive with the different configurations of groups, from combos to orchestras?

No, because I was raised on this kind of music, and I know what it requires. Same with Tommy LiPuma. With the arrangers and the musicians who were picked for this project, you couldn't go too wrong. We were true to the song and melody, and brought the vocal up in the mix to give it some continuity. It was a real pleasure. Even if it was stressful at certain times, who said it was supposed to be easy? All I know is when it was done, it was a joyous occasion.

It's been a great year, no question about it. I'm having a great time right now because the older you get the more confident you get. And you start to realize that even on a bad day, you're still pretty good.

Contrary to rumors, Mix managing editor Blair Jackson is not producing a boxed set of Soupy Sales TV tunes rendered by Hunt and Tony Sales of Tin Machine.

-FROM PAGE 166, SESSIONS

Casper...Showplace Studios of Dover, NJ, had Trixter in rocking 'n' recording new tracks with engineer Ben Elliott and assistants Dave Hamp and Gene Profido...Producer/engineer/songwriter Jim Salamone worked on Grover Washington Jr.'s upcoming album at Salamone's project studio in Philadelphia. Doug E. Fresh (the originator of the "human beat box") will be featured on the single "Check Out Grover."...

SOUTHEAST

Nashville's Sound Stage Studio had Lacy J. Dalton in working with producer Jimmy Bowen on a Capitol release with engineer Steve Tillisch and assistant Jeff Coppage...David Farrell, chief engineer at Ultrasonic Studios (New Orleans), recorded Dalton Reed, a Lafayette, LA, soul singer, for Reed's recording debut on Rounder Records. The R&B/soul artist was discovered by Rounder producer Scott Billington. Billington co-produced the recording with Lee Allen Zeno of Buckwheat Zydeco, while Steve Reynolds assisted...R&B producer Dallas Austin (Boyz II Men, Another Bad Creation) was at Doppler Studios (Atlanta) recording **RIFF** for the soundtrack for *White Men Can't Jump*. Darrin Prindle engineered and **Peter Blayney** assisted...

NORTH CENTRAL

Paisley Park artist George (Funkadelic) Clinton was at The Disc Ltd. (East Detroit, MI) working on his upcoming albumfor Warner Bros., with Greg Reilly engineering...NYC producer Bob Kinkel worked with engineers John Scherf and Craig Thorson at Studio M (St. Paul, MN), recording and mixing a recorded version of Debra Fraser's bestselling book *On the Day You Were Born.* Music was composed and performed by Matthew Smith to complement the reading by the author...

NORTHWEST

At the new Bad Animals/Seattle, Portland-based rockers the Dharma Bums mixed their newest release, *Welcome*, with Bad Animals engineer Ed Brooks for a Frontier Records release. Brooks also recorded vocal overdubs for Screaming Trees vocalist Mark Lanigan's solo album on Subpop Records, the indie label that spawned Nirvana, Mudhoney and others.

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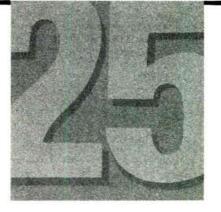
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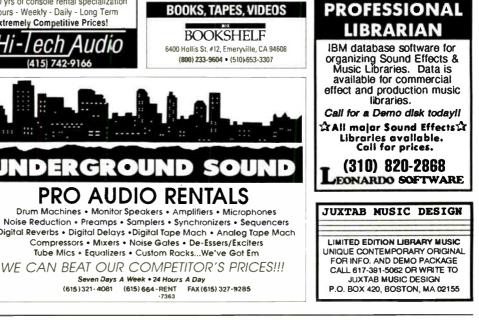
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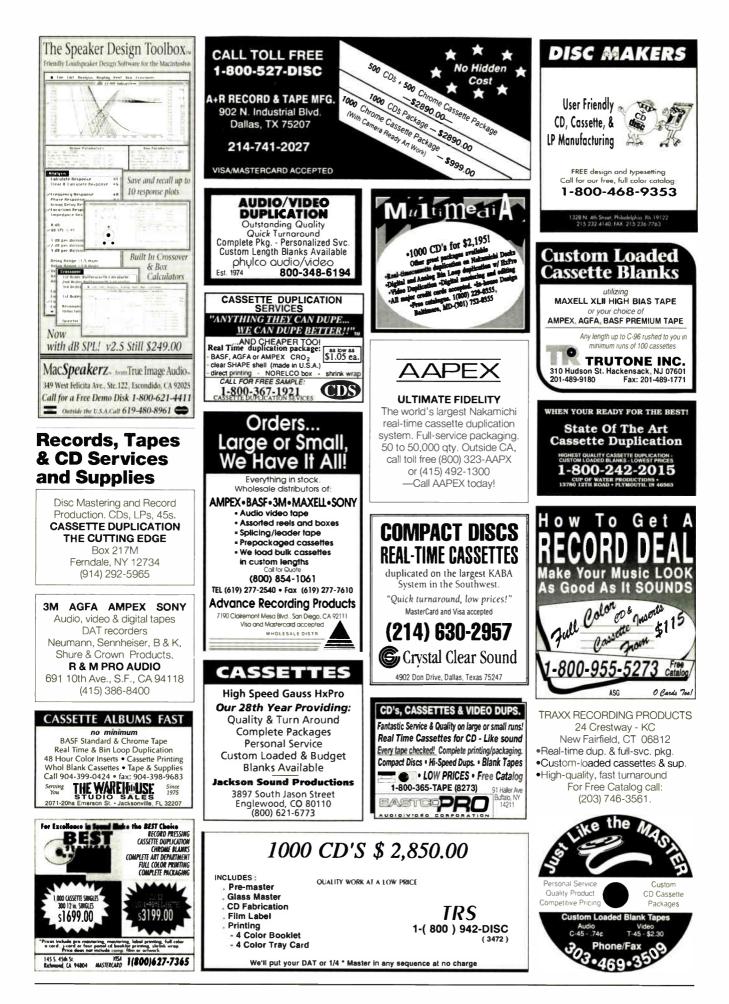
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FEEDBACK

Epilogue to Lion Share

Lion Share Recording Studios, one of Los Angeles' premier recording studios, closed its doors at the end of December 1991. During its 10-1/2 years, I was employed at Lion Share as the evening tech (even being there covering sessions that lasted until sunrise). I feel most privileged to have worked at Lion Share for all those years.

As I look back over my 23 years in the audio recording industry, what makes this more of a sad occasion is the end of what was mostly unheard of in the recording business: a studio with a heart, not for the music but for its employees. It was a heartfelt affection toward the employees that was implemented by Kenny Rogers and continued by Lion Share's captains Jay Antista and Terry Williams. Not only were the benefits extensive, there was also the occasional get-together, such as barbecues and picnics in the park, that made it a family atmosphere.

Why did Lion Share fail? My conclusion: It is a shame that recording studios are at the bottom of the audio recording industry food chain. It seems that by the time the big budgets, doled out by the multimillion-dollar record companies to their prodigy producers and artists, finally reach the recording studios, there appears to be very little left to spend. So producers and artists wheel and deal their way through the studio chain for cheaper rates, knowing that studio managers can either take what's offered or leave their studios empty. Either way, less revenue means less money to spend on updating equipment, less money for ever-increasing costs in studio supplies, and less money to retain good employees. Figure this on top of the recession, and studios go out of business. The trickledown theory never reaches the bottom, where studios continue to

scrape to make their living. Too many sponges at the top are sopping up the cash flow.

Paul Bassett Surfside, CA

The New Studio Owners

There has been a lot of discussion on the topic of "home studios" and their effect on the big boys, and much ado over the changing intern job market for the technically advanced second engineer. However, and to my surprise, no one makes a connection between the two. My experience is that there is a very strong connection. I say this because I'm caught up in the middle of it right now.

I graduated from a state university with an audio production degree. During the time I was in college, I had several internships. However, the problem arose when I graduated and had to support myself and pay off my student loan. When one comes from a lower middle class background, shares accommodations (on-campus, no car needed) with others in student housing and maintains a diet of Top Ramen, one manages to earn enough money on weekends and odd hours to pay for an education and intern for free without going into debt.

However, once I graduated, I was in the real world: car, insurance, high rent, loan payments, not to mention unaffordable "luxuries" like health care and dental insurance. So what's my point? Well, I had to leave the non-paying internships, where I was perfectly happy just being able to learn, to find gainful employment in a non-related field. Why non-related? Because the industry cannot bring itself out of the dark ages of indentured servitude. Which brings me full circle: What are people like me supposed to do to get their audio fix?

I'll tell you what I did, and what I think so many more are doing: I put together a home studio. I never intended to own a studio. I fell in love with recording music. The tasks of scheduling, buying and maintaining equipment, and dealing with the state board of equalization, IRS and BBB have never appealed to me, especially the latter. I work 52 hours per week now just trying to get by, and I refuse to give my remaining few hours to some studio that thinks years of studying audio qualifies me to make coffee, throw out the trash and then take studio time at 4:00 a.m. for payment (if anything at all).

My studio isn't much now, but I'm learning hands-on. And I'm patiently saving money to buy more equipment. And pretty soon I *will* take business away from the big studios, I promise.

It is truly unfortunate that this situation has a simple problem and a simple solution, yet no one has the wherewithal to confront it. The simple problem is greed, and the simple solution is long-term thinking. When you try to increase your profit returns by not paying gofers, interns or seconds, the only thing you really accomplish is a high turnover rate, which leaves you with fewer people who understand your facility and its equipment.

We all know how important it is that a client feels secure about the facility he or she is spending money on. One bad experience with a second who wasn't there long enough to learn the equipment or procedures is all it takes to lose an account. I suggest to you that a little long-range thinking will avoid this problem and actually increase profit margins by retaining current accounts and attracting others.

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Terry Garcia

The Sound Foundation Sacramento, CA

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