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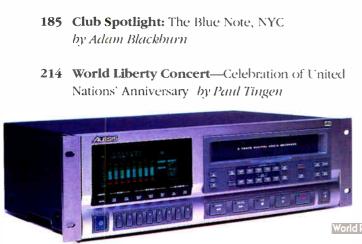
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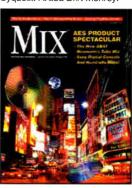
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Cover: This unique cityscape began as two scans of New York's Times Square, which were retouched and distorted to form a common perspective, then augmented with illustration. The CDs and mic were retouched and composited into the overall image, and the signs throughout were modified. The image was created with Adobe Illustrator and Photoshop on a PowerMac 8100 w tn a 250MB drive, internal 4x CD and 96 MB of RAM. Additional hardware included a PLI 1.3GB drive, ProDirect 1GB drive, PLI Infinity Optical, Iomega Bernoulli 150 Multidisk and PLI Syquest, Artist: Bert Monrov.

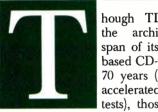


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World Radio History

by Tom Izumi

Why TDK CD-R Technology is Your Best Choice



hough TDK rates archival lifespan of its cyaninebased CD-R discs at 70 years (based on accelerated aging tests), those of you

who read Stephen St. Croix's article on Recordable Compact Discs in the July issue of this magazine ("And Now The Rest of the Story") may have serious doubts about the veracity of that claim. According to Mr. St. Croix, CD-Rs that employ cyanine dye in the recording layer are veritable time bombs, designed to self-destruct in as little as five years, one year or even over the weekend. Nothing could be further from the truth!

Though Mr. St. Croix claims to have proof for these assertions ("...piles of paper showing thermal and lightexposure-damage graphs, projected media-failure times, and write error rates on new, fresh media for all major brands") he will not publish the research. Instead, he asks you to accept his "conclusions and leaves it to you to decide if you want to trust [him].

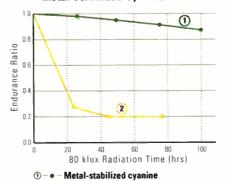
What a mistake such trust would be! As a major manufacturer of cyaninebased CD-Rs, TDK absolutely and categorically refutes Mr. St. Croix's erroneous and unfounded assertions. In writing this rebuttal, our engineers would have liked to have reviewed the "data" on which Mr. St. Croix claims to have based his conclusions, but those "piles of paper" remain unavailable to us. So instead we must ask you to consider our data - data that reflects TDK's decade-long research and development efforts in the field of optical recording media.

RAW CYANINE VS. METAL-STABILIZED CYANINE

If Mr. St. Croix had contacted us during his research on CD-R chemistry and longevity, we would have started by showing him the following graph¹ (Fig.1). It shows very clearly that raw cyanine dye is a terrible material to use in the recording layer of a CD-R. That's because raw cyanine is far too sensitive to light. Even a brief exposure to a Xenon test lamp (at a power of 80 klux) is sufficient to break its molecular bonds and render it unusable.

What's needed is a way to stabilize the cyanine dye - tuning it for optimum sensitivity at specific laser wavelengths and powers while minimizing its overall light reactivity. It was TDK's original research in this area that resulted in the creation of a new type of metal-stabilized cyanine material (Fig. 2). The addition of a metal compound to the "raw" cyanine dye changes the material completely - giving it a tremendous degree of light "fastness" while

Fig. 1: Light Fastness of Raw Cyanine and Metal-Stabilized Cyanine



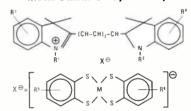
Note dramatic improvement in light fastness of metal-stabilized cyanine material.

- A - Raw cvanine

preserving its sensitivity to lasers a a range of writing powers. A glance at Figure 1 again shows this difference quite dramatically.

Certain language in the July article, however, leads us to believe that Mr. St. Croix may have based many of his conclusions on data relating to raw unstable cyanine dye - which TDK does not use. He states, "Certain manufactur-

Fig. 2: Molecular Structure of TDK Metal-Stabilized Cyanine Dye



 R^1 , R^2 , R^5 , R^6 = Alkyl R^3 , R^4 = Benzene ring M = Metal

ers have admitted to me that this dye family can have a virgin (raw unrecorded) shelf life of as little as one year." [Italics added for emphasis.] The words "dye family" and "raw" leads us to think that he may have inadvertently grafted various bits of information together to arrive at an erroneous conclusion.

In fact, if Mr. St. Croix had requested our data, we would have shown him the accelerated aging test results for TDK CD-R (Fig. 3). The graph looks complex, but it's not. Basically, it shows the expected life span of a TDK CD-R at various storage temperatures. You'll notice that we specify our media for a lifespan of more than 70 years when stored at a temperature of 30° Centigrade - about 86° Fahrenheit. This test procedure and the performance specifications it is based on are outlined in an ANSI document.2

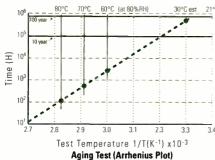
Perhaps Mr. St. Croix is alluding to CD-R longevity at far higher storage temperatures? Indeed, a glance at Figure 3 does disclose that longevity is severely compromised at, say, a temperature of 80° Centigrade - about 176° Fahrenheit. Excessive heat is something that users of all CD-Rs - cyanine or phthalocyanine - should guard against. The importance of maintaining controlled "room temperature" storage for all types of media is something that professional recordists have long recognized, and which we reiterate in the precautions statement that comes with our CD-Rs.

Regarding Mr. St. Croix's assertion that cyanine CD-Rs will expire if left "dye-side-up on a desk near a window over a sunny weekend," nothing could be further from the truth. Mr. St. Croix does not say that he tried this simple experiment himself, so he's either drawing a conclusion based on his expectations of the medium's light sensitivity (erroneous) or its heat sensitivity.

At TDK's research and development center we attempted to gauge the impact that direct exposure to sunlight would have on CD-R media - both cyanine and phthalocyanine type discs. A weekend's worth of longevity is obviously not what we were after, so our test protocol was far more demanding. In fact, Table 1 shows the impact on both cyanine and phthalocyanine discs after their dye sides have been exposed to 2 years worth of sunlight passing through a window in the Netherlands (home base of Philips). This is equivalent to a requirement specified in the Orange Book Part II.

In each performance parameter – jitter, cross-talk, BLER, etc – both the cyanine and phthalocyanine media stay well within Orange Book performance specifications. You may note that in

Fig. 3: Accelerated Aging Test -TDK CD-R74 Disc

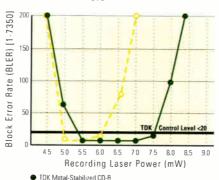


A TDK CD-R disc stored in typical office environments (30° C, 80% Relative Humidity) will meet Orange Book performance specifications for a minimum of 70 years.

some cases the performance of phthalocyanine media exceeds that of our cyaninebased discs, and these differences - though insignificant in terms of media reliability do point up a difference between the two dye chemistries. Namely, phthalocyanine is slightly more resistant to light than our stabilized cyanine formulation. In fact, the increased resistance to light does give phthalocyanine discs an edge in archival lifespan; manufacturers of phthalocyanine media can spec their discs at 100 years, we spec a

minimum of 70 years.

Fig. 4: CD-R Block Error Rates at Various Laser Powers



The use of metal-stabilized cyanine dye in TDK CD-Rs helps achieve much lower error rates than phthalocyanine dye over a wider range of laser writing power.

SO WHY USE CYANINE?

This is the key question. If Mr. St. Croix had done his homework correctly his article would have examined this critical question first – and not ignored the very important implications its answer has for all users of CD-R media.

So why does TDK use stabilized cyanine dye? The answer is to ensure compatibility with your CD recorder and long-term writability. To understand this, take a look at Figure 4. It shows the block error rates generated over a broad range of laser writing powers with both TDK's stabilized cyanine dye media and typical phthalocyanine dye media.

You'll note that TDK media maintains its low error rates over a very broad range of laser power: 6.5 mW ± 1.0 mW. Phthalocyanine, however, is very specific in its power requirement; a CD recorder tuned to 5.5 mW can deviate no more than 0.5 mW to achieve the same low error rates.

Table 1: Results of Light Fastness Test

Test Disc		TDK Metal-Stabilized Cyanine CD-R		Phthalocyanine CD-R		Orange Book II
		Initial	4.0 Mlux*h	Initial	4.0 Mlux*h	Spec Level
A top	(%)	70.0	65.8	68.8	65.9	>65
I 11 mod.	(%)	82.9	88.3	72.8	72.3	>60
13 mod.	(%)	40.5	46.6	40.4	39.5	30 to 70
Asymmetry	%)	-3.8	-11.3	-3.9	-2.8	-20 to +20
Land Jitter (ns)	24.5	26.5	17.0	18.8	<35
Pit Jitter (ns)	21.1	17.6	15.2	16.8	<35
Cross-talk	%)	27.1	40.3	23.4	26.6	<50
NPPR		0.57	0.92	0.54	0.65	0.5 to 1.0
BLER (1/73	50)	3.3	9.8	1.3	1.4	<220

Test Condition. Xenon Lamp Strength = 80 klux Test Radius = 27mm Orange Book requirement is equivalent to 4 Mlux*h at 40°C or lower.

With their dye sides exposed to the equivalent of 2 years of sunlight passing through a glass window in the Netherlands, both TDK metal-stabilized cyanine CD-R and typical phthalocyanine-type CD-R remain within Orange Book Part II performance specifications.

If lasers diodes never aged, if all recorder manufacturers guaranteed that every diode that left their factories was 100% locked to a specific power output and if every studio owner could ensure that only one type of CD-R would ever be used in their facility, then phthalocyanine media would have a performance edge after 70+ years of storage. But that's not the real world.

In the real world, it's not uncommon to find factory-fresh CD recorders generating higher or lower power outputs than the nominal manufacturer spec at 1x, 2x, 4x, and 6x recording speeds. Moreover, CD recorders cannot be expected to maintain precise power conditions over the entire surface of the disc under a wide range of operating temperatures.

In this context, TDK chose to create a dye material that would perform ideally in the broadest possible range of recorders operating at all recording speeds over the widest possible time period. That's the kind of decision that a company with more than 35 years of recording media experience is expected to make – a decision that reflects our understanding of the needs of critical professional users.

What we don't understand, however, is Mr. St. Croix's decision to publish erroneous conclusions based on secret and therefore unverifiable "research." In this open letter, we have done our part to clarify the situation with basic facts about TDK CD-R metalstabilized cyanine technology. On behalf of everyone involved in the professional recording industry, we hope Mr. St. Croix will now do his part.

Tom Izumi is Technical Director of TDK Electronics Corp.

FROM THE EDITOR

PIN ONE HOT!

The 99th Convention of the Audio Engineering Society rolls into Manhattan's Jacob Javits Center October 6-9. In keeping with the show's Big Apple spirit, here are the...

TOP 10 REASONS TO VISIT NEW YORK AES

- 10. Great deals on Pultecs from sidewalk hucksters on 7th Ave.
- Brush up on scuba miking techniques at Stereo Hydrophone Workshop in Hudson River behind Javits Center
- 8. Rumors that the Pope will replace Phil Ramone as AES keynote speaker
- 7. Times Square Jumbotron will display text of AES subcommittee meeting on Electromagnetic Compatibility (EMC) Standards
- 6. Love those cool AES plastic literature bags
- 5. Pin One Hot committee meetings moved to Carnegie Deli
- 4. Hope to catch a glimpse of Paul Shaffer at TEC Awards
- Need another year's supply of plastic pocket protectors and leaky promo pens
- 2. O.J. won't be there
- 1. Two words: Ray's Pizza!

Seriously, AES is *the* premier venue for technology unveilings, and this year's show will not disappoint. Debuts on George's "Must See" list include (alphabetically) Akai DR16 16-track, Alesis XT ADAT, E-mu Darwin 8-track, Fostex DMT-8 Digital Multitracker, Neumann M149, RSP Project X digital console, Sony APX-R3 digital console, Studer D424 24-bit MO recorder and the Yamaha 02R digital console. Analog fans will delight in JRF's retrofit head stack for converting a Studer 24-track analog machine for *2-inch analog 8-track* recording.

Additionally, AES will offer a diverse selection of seminars and events on timely topics such as ISDN, interactive media, low-bit rate audio, 20-bit mastering, project studio maintenance and other essential aspects of audio survival in the '90s. And don't miss George Petersen's workshop, "The Art & Science of Record Mixing" (9:00 a.m., October 9, Room 4), featuring renowned producers and engineers speaking out on their craft.

You may have noticed something different about this month's *Mix*. It's huge. Highlights of the largest pro audio magazine ever published include hundreds of new products for AES, as well as first looks at Alesis' second-generation ADAT, Neumann's new M149 tube mic and Sony's digital music recording console. Also, Bob Katz unlocks the mysteries of dither; we visit the Tom Petty, Anita Baker and King Crimson tours; Larry Blake examines the latest digital film sound format developments; and John La Grou and Walter Sear report on restoring vintage gear. Our special New York coverage investigates The City's booming recording scene; goes backstage at The Blue Note jazz club; and in "Classic Tracks," Blair Jackson takes us to Talentmasters Studio on 42nd Street for The Young Rascals' "Groovin'" sessions from 1967.

We think you'll enjoy this 376-page special AES issue. If you're in town for AES, stop by and say hello at booth 956.

See you there,

George Petersen



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Founded in 1977 by David Schwartz and Penny Riker Jacob



Turn Iron Oxide Into Gold.

Ampex 499. Unsurpassed dynamic range, lowest distortion. No wonder more artists go gold on Ampex than on all other tapes combined.

Until you add the magic, tape is just iron and plastic. Make sure that magic comes across with Ampex 499 Grand Master Gold tape. It delivers unsurpassed dynamic range and the lowest distortion of any analog mastering tape. Period.

In fact, every element of Ampex 499 Grand Master Gold is engineered to deliver the richest sound possible for audio, video and film.

Our unique continuous-flow manufacturing process ensures the greatest consistency reel-to-reel. Our Total Surface Cleaning system wipes and vacuums every square inch of tape for the highest signal stability. Each roll is fully tested end-to-end to ensure unparalleled uniformity. Even our flanges are the sturdiest you'll find.

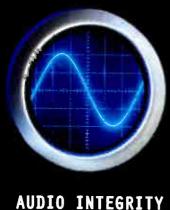
With Ampex you also get the largest distribution network in the business backed with customer service that has long been the industry standard.

Such attention to detail might seem a bit excessive. until you realize that more records go gold on Ampex tape than on all other tapes combined.

For more information, or the name of your nearest distributor, call 800 227-8443. Ampex 499 Grand Master Gold. The gold standard.

See us at AES Booth #224

Ampex Recording Media Corporation, 401 Broadway, M.S. 22-02. Redwood City, California 94063



so we'll get right to the point. The new

You are busy trying to create the perfect mix,

Sony DPS-V77 is a single rack powerhouse -

SONY

a digital multi-effects

signal processor that

combines the best of

our DPS Series, for an impressive array of

effects including reverb, delay, modulation,

dynamic filtering and more. The V77 also offers

balanced and unbalanced analog and digital

I/Os, with high resolution 24-bit A to D, 20-bit

D to A converters and Sony's proprietary 32-bit

digital signal processing. Result: great sound in,

better sound out.

DUAL EFFECTS ARCHITECTURE

With 50 effects per block, the dual block architecture of the DPS-V77 makes it extremely flexible, since it allows for various serial and parallel configu-

rations. Each block is equipped with a switchable

IT'S A SIGNA



pre or post effect EQ. You'll find 198 user presets in

addition to 198 factory presets. You'll also discover

several new, ear-opening effects, from intelligent

pitch shifting to irregular delays, to mono/stereo

conversion, and three-dimensional spatial place-

ment. The most important feature, however, may be

what this unit doesn't come with.

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MORPHING

Nietzsche once said, 'get rid of the junk you don't need.' Or something like that. Anyway, sound philosophy for life is sound philosophy for signal proces-

sors. So, that annoying drop-out you get switching

USER FRIENDLY

Take a good look: nice, big LCD display and "jog/shuttle" knob. Numeric key pad, descriptive icons. Assignable direct access keys, located

where they ought to be. Call up a preset and

up to 6 of your most frequently used parameters

are there instantly. All this, plus full MIDI

PROCESSOR.



control. So work flows

quickly, smoothiy, easily.

As easy as calling

GE DISPOSAL.

between effects? It's history. Eliminated. Toast.

Seamless transition - say, between the tail end of

a reverb into a chorus - is now reality. With this

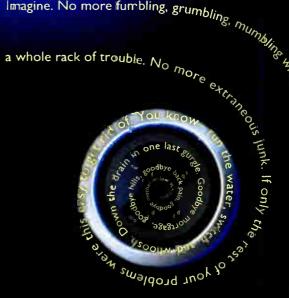
'morphing' function of the DPS-V77, a new effect

(like a chorus or flange) can begin while a current

effect (like a reverb or delay) is decaying, giving you

from 0 to 10 seconds transition time.

1-800-635-SONY, ext. DPS, for more information. Imagine. No more fumbling, grumbling, mumbling with



CURRENT

WELCOME TO AES!

The 99th convention of the Audio Engineering Society will be held from October 6-9, 1995, at the Jacob Javits Convention Center in New York City. In keeping with the show's theme "Audio in an Interactive World," the convention will feature hundreds of manufacturers exhibiting the latest in professional audio technology, and more than 100 technical papers, workshops, special events and seminars. For more information, call AES at 212/ 661-8528.

TASCAM DA-88 WINS EMMY

Tascam was presented with an Emmy Award for Outstanding Achievement in Engineering Development for its DA-88 modular digital multitrack recorder. The Academy of Television Arts and Sciences honored Tascam "for creating a low-cost and reliable system for digital multiple track recording." The award was presented at the Creative Arts Awards gala on September 9 in Pasadena, Calif. Tascam's Roger Maycock accepted the award.

OPCODE ACQUIRES MUSIC QUEST

Opcode Systems recently announced the acquisition of Music Quest, a manufacturer of IBM-compatible MIDI hardware. Music Quest CEO David Rowe will continue to design products for Opcode. "We're happy to add Music Quest's great products to Opcode's family," says Opcode president Chris Halaby.

All Music Quest operations have been moved to Opcode's headquarters in Palo Alto, Calif. Opcode will service and support Music Ouest products, and hardware will be released under both brand names.

Although Opcode has long been involved with the Mac platform, the acquisition is another step toward it's expansion into the PC market. It follows a recent licensing agreement with Microsoft to include Opcode's OMS system-level MIDI software with a future release of Windows 95.

1996 NEC APPROVES BALANCED AC POWER FOR A/V

Balanced AC power is now recognized as a legal wiring system for U.S. audio/video production facilities, thanks in part to the efforts of Equi=Tech (Selma, Ore.), working in conjunction with the National Fire Protection Association (the governing body of the National Electric Code). The adoption of the new "Article 530, Part G" of the 1996 National Electric Code provides for redundant safety measures and wiring methods that are proven safe for equipment and personnel.

Balanced AC power has been shown to be effective in curtailing or eliminating EMI RFI and grounding currents associated with typical noise problems in sensitive electronics. Priced at \$45, the 1996 NEC will be available this month in building trades bookstores (such as Contractors Books, 800/852-9000) or by writing to the NFPA at 1 Battervmarch Park, Quincy, MA, 02269.

ROLAND AND IOMEGA JOIN FORCES

Roland Corporation U.S. has forged an agreement with Iomega Corp. (a manufacturer of removable computer storage drives) to include Iomega's Zip (and later the Jaz) drives in many of Roland's digital audio and music products. "We are excited about joining forces with Roland U.S. to become a major storage supplier in the digital audio and music markets," says Timothy Hill, Iomega vice president of marketing.

DAVE HARRISON, IN MEMORIAM

Audio pioneer David Harrison passed away on August 17, 1995, due to complications after cancer surgery. Console designer, musician, engineer and former AES Governor, Harrison was not only the founder of leading mixer manufacturer Harrison Systems, but also brought new approaches to console design, such as the in-line mixer, which he licensed to MCI for its 400 series consoles. Harrison is survived by his wife Sheila and a son. He will be missed.

SYN-AUD-CON FOUNDERS **PASS THE TORCH**

Carolyn and Don Davis, founders of Greenville, Ind.-based Synergetic Audio Concepts, recently retired after 23 years of conducting worldwide seminars on audio and acoustics. Both have worked in the audio industry for more than 45 years. Syn-Aud-Con continues under the ownership and management of Pat and Brenda Brown. An associate instructor with Svn-Aud-Con since 1992. Pat Brown's background includes 15 years as a sound system designer and installer.

JBL WITHDRAWS FROM OLYMPICS NEGOTIATIONS

JBL Professional has withdrawn from negotiations to provide sound reinforcement equipment and sponsorship to the 1996 Olympics in Atlanta. The decision was made to protect SR dealers and design companies that use IBL products. In the course of negotiations with the Atlanta Committee for the Olympic Games (the independent organization that sells the rights to sponsorship of the games), JBL Propresident Mark Terry said the arrangement ACOG was discussing with JBL could have limited the profitability of participating SR companies—many of which are using JBL equipment—by not al-

-CONTINUED ON PAGE 16

In 1991 the Alesis ADAT changed the way you think about recording



Onboard Digital Editor Onboard Autolocator ADAT-XT

Intelligent Transp

How do you improve on the most successful professional multitrack tape recorder of all time? Listen to your customers. Do some heavy thinking, and...



Make the transport four times faster and put it under constant software control. Incorporate advanced onboard digital editing with track copy, auto punch, track delay, tape offset, 10-point autolocator, rehearse mode and more. Use the latest oversampling converters for the ultimate in digital audio quality. Design a beautiful vacuum fluorescent display that



provides all the critical information. Wrap all this well-thought-out technology in an utterly professional six-pound solid die-cast aluminum chassis. Of course, make it 100% compatible with over 60,000 ADATs

already in use world wide. Introducing the new, definitely improved ADAT*-XT 8 Track Digital Audio Recorder. Considerate a think tank for your creativity. See your Alesis dealer. Don't think twice.

8 TRACK DIGITAL AUDIO RECORDER

For more information on the new ADATA was Authorized Alesis Dealer or call 310-841-2272.
The Alesis ADAT-XT offers the advance of the largest digital multitrack user base as well as an extensive list of compatible production.

Alexis and ADAT are registered trades: \$\begin{align*} 21 \\

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ALESIS

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EJECT

USE READER SERVICE CARD FOR MORE INFO

RECORD

Industry Notes

Studer relocated its New York offices to 133 W. 25th St., N.Y., NY 10001; phone 212/807-0377, fax 212/807-0378. The new location houses offices and demo facilities for Studer. Lexicon and Studer/Editech. Also, Studer/Editech moved its manufacturing operations to a new facility in San Leandro, CA. Recent promotions include Ridge Nye to vice president of North American sales, Gus Skinas to international sales and product manager, Bill Woods to marketing manager, Graeme White to Studer Germany sales and Peter Wilcox to head of engineering...Recent hires at JBL Professional (Northridge, CA) include Frank Ostrander as staff engineer, high-end systems, Dale Krasnow as manager of audio electronics and Caroline Avgeris as administrative expediter. Also, Scott Opie was promoted to junior engineer. Randall Curlee was appointed vice president of sales and marketing for the professional audio division of Stewart Electronics (Folsom, CA). Before joining Stewart, Curlee was director of marketing for QSC, founded the U.S. division of Zoom Corp. and was national marketing manager for Yamaha...David Hosbach was named market development manager/pro sound reinforcement at Buchanan, MI-based Electro-Voice...Soundtracs (Surrey, UK) appointed Chris West as international sales manager...Mark IV (European HQ in Ipsach, Switzerland) reorganized its European sales and marketing functions and named Bob Doyle, Ronald Ledermann and Hans Peter Richter as vice presidents of Mark IV Audio Europe...George Newburn, a founding partner of design firm studio bau:ton, started a new architecture/acoustics firm, Studio 440, which can be reached at 213/460-4141...Record producer Chris Huston is now offering facility design services worldwide. For information, phone 503/846-7642...Philips Pro Audio Business Group, headquartered in San Jose, CA, recently named Glendora-based Mackenzie Laboratories as master distributor for its Pro-

Audio line of products...QSC Audio (Costa Mesa, CA) now offers customer support on CompuServe, in the MIDI B Vendor forum. For details, call 714/754-6175...Peavey Electronics, (Meridan, MS) promoted Lynn Combest to advertising manager and named Ashley Neely to the position of media coordinator... NAB executive vice president John D. Abel left the association to become president and CEO of a new broadcasting technology company being formed by Chris-Craft/BHC Communications Inc. and Lin Television Corp...Audio-Technica (Stow, OH) appointed Online Marketing as its representative in the Kentucky and Indiana markets. Online is also the new Roland Pro Audio (L.A.) rep for the Ohio, Michigan and Indiana territories...Holmdel, NI-based CCS Music Products was rechristened MUSICAM USA by parent company VirteX, which acquired CCS in February. VirteX also appointed Sean Bowers to the position of general sales manager for MUSICAM audio products...Pittsburgh-based Synergistic Technologies Inc. recently brought on board Karl Paulsen, former vice president of engineering and general manager at Digital Post and Graphics in Seattle...C&C Electronics of Lincoln, NE, announced the opening of a second office, located in Chicago.... Bohemia, NY-based Fiber Options Inc. hired Rod Cormier as test department manager and promoted Fred Scott to vice president of broadcast and video product/sales...Eastman Kodak (Rochester, NY) appointed Joerg D. Agin to the newly-created post of vice president, entertainment imaging markets development...Technomad now has a page on the World Wide Web. The address is: http://www.technomad.com...Full Compass Systems moved to a new facility. The address is 800 Terrace Ave... Middleton, WI 53562; phone 608/831-7330, fax 608/831-6330...Aphex Systems of Sun Valley, CA, appointed Priority Communications as its public relations agency. Aadvert International will serve as international liason.

—FROM PAGE 12, CURRENT

lowing them to provide the equipment themselves.

"This kind of agreement could have a negative business impact on some of our most valued customers," says Terry. "We have historically been involved as a sponsor and supplier in major sporting events, including several Super Bowls, the World Cup Soccer Finals and both the Barcelona and Norway Olympics, but could not continue that tradition in Atlanta in the face of this reality."

Robert F. Ancha, president of Chicago-based Ancha Electronics Inc., which will do sound installation at the new Olympic Stadium in Atlanta, said ACOG's dealings would have pitted his company against JBL as the supplier of system components. "It's an unfortunate situation that ACOG has created, and JBL has been very decent about it."

—Dan Daley

WORLDWIDE CONFERENCE UPDATE

The Multimedia Live! Expo will take place in San Francisco on October 11-13. For more information, contact The Finity Group at 415/453-1393.

The Broadcast India '95 Exhibition and Symposium will be held November 2-4 at the World Trade Centre in Bombay. Call (91-22) 215-1396.

The Ninth IBTS (International Audio, Video, Broadcasting and Telecommunications) show will be held from November 23-27 at the Trade Fair in Milan. Italy. For more information, call IBTS at (02) 481 5541.

ITA's 7th annual Magnetic and Optical Media Seminar will occur November 2-3, at the Mark Hopkins Hotel in San Francisco. Call ITA at 212/643-0620.

CORRECTION

In the August "Class of '95" feature, John Storyk was mistakenly credited as a collaborator in the design of Denver facility Rocky Mountain Recorders. Storyk was not involved in this project.

RAINDIRK

21 years of silence



For over two decades, while other console designers were selling their companies to large conglomerates, Cyril Jones of Raindirk Audio was quietly developing the Symphony, a powerful mixing tool with a classic vintage sound. At Raindirk, the emphasis is on sonic quality rather than gimmicks. Every console is handmade and delivers an incredibly low noise floor & extended frequency response. Even with a 32 or 48 bus in line structure, 12 aux sends & global signal path switching, a Symphony by Raindirk is considerably quieter than most consoles available at close to twice the Raindirk's price. After years of success in Europe, Raindirk is now available in North America. In major American markets such as L.A. and Nashville, studio owners have already discovered the best kept secret in the console business.

To experience the result of 21 years of sonic refinement, call Sascom Marketing Group for a demonstration.



Raindirk. Vintage sound with a future.

1.800.300.4756

USE READER SERVICE CARD FOR MORE INFO

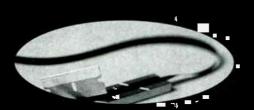
AES 95 BOOTH #1118



How in the WOI O did people MOIL

before Pro Tools™?

----[painfully]-----



Sure, you could record, edit, process, have complete control, all on one mix and master your next platinum record without 16 to 48 tracks of record and play. You may not need 64 channels of input and output. Or every sound-perfecting extra from our 100 Development Partners.

But the reason more top music professionals use a Pro Tools III system



than all other digital audio workstations combined, is that it

opens up more creative possibilities. Pro Tools III provides more options to manipulate vocals, drums and other instrumentation, in a randomaccess, non-destructive format. And, thanks to our TDM digital mixing and DSP Plug-In environment, you desktop, all in one high-quality

digital format. You can even burn a CD the moment you've completed your

masterpiece.

"Pro Tools is my Swiss army knife for recording." Jerry Harrison LIVE, Crash Test Dummies

In short, Pro Tools III is all about making music better, not just faster. Which is exactly how you've wanted to work, all along.

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THE SECRET STRIFE OF PLANTS

wo hundred years ago, I worked on a very different project in a very different place, and yesterday something happened that reminded me of something that happened then that happened to be interesting; sort of a happening, actually.

I got my first AC3 videodisc last night and decided to pop some corn, throw some photons and move some air-all in the privacy of my new private theater. I remember thinking as I loaded the disc, set up the Vidikron for wide theater aspect ratio and chose an initial playback level, how happy I was that I had originally laid out my property with acres of paranoid wooded acoustic dispersion zone between my house

closest neighbor. This zone was initially designed because of a deeply rooted aversion to even the concept of the sound police banging on my door just as the mother ship takes its second pass over the half-destroyed asteroid, or exactly when the band finally finds that groove after ten weeks of searching. This fear is a result of years of oppression by real police when I lived in neighborhoods where I could see my neighbors, and worse yet, they could bear me.

Now, I don't want you to get the wrong impression, I mix at rational levels, wear ear valves when I shoot anything from .44 magnums to insulin, and carefully clear my ears when I dive past 200 feet. I even wear foam ear plugs





IT'S SO BIG!

recording artist

Wayman Tisdale

and The Fifth Quarters

new release

"Power Forward!"

Wayman uses the 9303

Trans•nova in his

home studio.

Introducing the Biggest Hafler Ever!

Hafler

trans-nova

P7000 DIABLO

Dynamically Invariant A-B Linear Operation is an extremely important advance in front-end/driver circuitry for directly, exciting, large arrays of power MOSFETs. Traditionally, such circuits have only 6dB of surplus current headroom over their static or quiescent

bias current. The new circuitry works on a variable-gain current-steering principle which results in absolutely linear current headroom of 20dB or more at low driver dissipation. This is extremely important for providing the high transient current needed to drive the capacitance of MOSFET gates at high frequencies. The result is both lower distortion and greater inherent stabilitu.

Hafler's Legendary Sound Quality!

D.I,A.B.L.O. patent application in progress. Transenova patent #4467288



Hafler's big amps can be heard from Coast to Coast!



"The new Hafler Trans•nova D.I.A.B.L.O. sounds great here at Capitol's Tower Mastering. Dependable as always - clear and detailed with wonderful bass response."

Wally Traugot Tower Mastering Capitol Records Hollywood, CA



- Reinforcement
- **Power Large Monitor Speakers**
- Bass Guitar and other Instruments
- Sound Quality in a Big Amp!

- EIA (1kHz, 0.1% THD)
- 375 Watts/Channel into 8Ω
- 525 Watts/Channel into $4\Omega^{A}$
- 1050 Watts Bridged Mono into 8Ω^A

*Continuous sine wave power limited by current rating of line fuse.



The award winning 9303 and 9505 Trans•nova amplifiers are already a huge success!



"The D.I.A.B.L.O. circuitry makes an already great sounding amplifier even better. The high end is truly vacuum tube like, while the bottom has the punch of solid state.

The first project mixed with the new D.I.A.B.L.O. amplifiers is a Circle Surround DMP Big Band CD which includes classic charts from Basie, Dorseu. Ellington, Herman, Kenton and Miller."

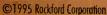
Tom Jung DMP Records Stamford, CT



DMP's 5 channel Music Mixing Suite Powered by Hafter 9505 Transenova D.I.A.B.L.O. Amplifiers,

See us at AES Booth #1404







by Ken C. Pohlmann and David G. Lampton

THE END OF THE WORLD AS WE KNOW IT

hose who live by the sword, die by the sword. Similarly, those who live by technology, die by technology. The critical difference is that technology offers the promise of immortality, or at least the possibility of life after death. Technologists with more than a few years on their resumés understand this well. Every decade or so, every technologist must die and be reborn. Technology's evolution dictates this. The transition from analog audio to digital filled the cemeteries and the delivery rooms.

Today, the dramatic transition from real workplaces to cyberplaces is again redefining the audio industry and society as a whole. The products we make, the way we make them, the way people learn about them, buy and use them—all of that is changing. This transformation is nowhere more evident than in the online, interlinked, interactive, multimedia databases that are today achieving frenetic popularity. Case in point: the World Wide Web.

The advent of the World Wide Web marks the beginning of a new era, an era of shared knowledge and distributed computing. Every day, billions of bytes of data are donated to online archives around the world. It is not unreasonable to assume that nearly the whole of human knowledge will one day reside on networked computers. The combined value of



YOU'LL EVER BUY?



ROBABLY. AMS Neve is introducing ENCORE^{IM}, a powerful new automation system. Encore uses a Pentium Processor, runs under Windows NT and combines the best innovations of AMS Neve's automation packages.

For the engineer, Encore offers true creative freedom. You don't waste time relearning a system because Encore's user selectable modes allow you to work in set-ups that mimic systems you're already familiar with. Plus, Encore's superior speed, enhanced graphics, and extended storage capacity give you the tools to push your creativity to the edge.

For the V Series owner, Encore



can be easily retrofitted to your console and will

increase the value of your analog room. By adding more features and making it possible for engineers to move from room to room effortlessly, Encore's benefits and power will be obvious.

You be the judge. Come to AES and see Encore at AMS Neve's Booth #700.



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has a long list of credits including Madonna, Elton, Janet, Whitney, and Euro-dance group, Real McCoy, to name a few.



Frank Serafine was one of the first to use an 8+bus for ADR foley and sound editing on a major motion picture. He's got Mackie 8+Bus consoles in every room of his facility.



Kyle Lehning, President of Asylum Records, Nashville, usus a 32+8 in his living room to record demo's and mix tracks for a variety of the label's top talent,



Prime-time editing at Helix Studios, Three-time Emmy Awarded David Scharf's credits include effects/sound dialog editor on the hit TV show, "Cheers" and "The Untouchables"

EVER WONDER WHY OTHER 8-BUS MANUFACTURERS



Engineer/producer. Frank Heller uses his CR-1604 and 32•8 on a variety of recording projects for major label acts.

Rooked up at all times into Capital Television Network's

Mackie 24-8 are 10 YTR's, 4 satellite receivers, 2 off-line editing suites, and 8 mics, says video production editor, Gary Morgan.



Johnny Caswell, co-owner of Center Staging in Burbank, California—rehearsal center of the stars.



Marc Ramaer is, among other things, k.d. lang's right hand man when it comes to sound. He designed her studio around a Mackie 8 • Bus system and helps her track and mix her dazzling records.



Technician/engineer of Vancouver B.C.'s Warehouse Studio, Ron 'Obvious' Vermeulen custom-configuree a 32×8 and 24E into Bryan Adams' Jamaica studio (pictured here).



Matt Rollings is THE first call session keyboardist in Nashville, His credits list more stars than exist in the three dosest galaxies.



Paul Levy's Advanced Audio is one of Lus Angeles' premier tech/rental firms—everything from outboard gear to custom wiring—with clientele including memliers of the Stones.

MAYBE IT'S BECAUSE SO This is the console that won the 1994 TEC Award for Technical Achievement in Small Format Consoles. It's also the only 8-bus mixer that's expandable into a decidedly UN-small-format console of 128





Surround sound and digital post production on the independent Canadian feature film. "Witen Night Is Falling 112 DAT and Protools channels mixed directly to ADAT via an 8 • Eus. (L to R): Sound Designer, John Hazen, Writer/Director Patricia Rozema, Sound Effects Editor, Alan Geldart



David Rosenberg's music pushes the creative envelope so much that MTV reared a Top 20 Countd wm visual IO from his music. He's done album gigs for Bob Dylan, Chaka Khan among others, and composed award-winning music for a slew of major network television series' and top jingles.



has moved on to doing interesting session; including work with Eddie Kramer on his latest Hendrix or chestral opus.



Creative Director/producer, Michael Frondelli, of the legendary Capitol Recording Studios, has a 32-8 installed in both his home and work studios.



Engineer lan Parks with main man. Kirk Hammet of Metallica, lan installed &56-channel Mackie 8⊕Bus system in Kirk's home studio

e once noted in print that a console is only as good as the people who use it.

mm.

This ad is our way of recognizing all of you who own and use a Mackie 32.8. 24.8 or 16.8 8.Bus console.

Thank you for trusting our promise that an affordable mixer could deliver the sound

quality which used to require a \$100,000+ mega-console.

As the list of

ۥ3us-recorded platinum albums, feature motion picture soundtracks and TV series credits grows, we're getting pretty confident that we really HAVE delivered on that promise.

Many of you may not yet have gained as much recognition as some of the artists pictured at left.
But when you own a Mackie 8 Bus console, you have the same powerful creative tool as they rely on every day.

If you con't own an 8 • Bus console yet, send for our allnew 48-page brochure and learn why so many professionals own Mackie

Designs
mixers. Who
knows? You
might just
wind up in our
NEXT 8 • Bus
users ad.

DON'T FEATURE ANY USERS IN THEIR ADS?



Steve Milo talked his boss Michael Bolton into buying one of the first 24 • Bs that Mackie Designs m::nufactured.



Hilly Moss uses his 8 • bus for production work with acts like Coming of Age, Sisterhood, IID Extreme and Tasha Scott.



A man of many hats, guitarist/composer/producer Terry Wollman's home studio boasts not only a CR-1684 but a 32 • 8



Brian Van Kleeck of Sound Wizards Entertainment in Middletown, New York told us that the 32 • 8 :s one of the best mixers he's ever used



Queensryche tracked land partially mixed their latest Platinum album. Promised Land, in an island cabin retreat/remote studio— Big Log—using a 32•8 and a 21•8. Two automated CR-1604s were also used at a separate ADAT station, a second 24•8 was used during playback.

MANY PROS OWN MACKIE 8-BUS CONSOLES.



Paul Haslinger's Assembly Room is a cutting edge facility doing music for records and movies in Los Angeles. His latest album, Future Primitive. (Wildcat Records) was recorded. tracked, and mixed on a 32-8 and 24-8.



Having developed a seputation as one of Hollywood's top orchestrators, Hummie Mann has scored over 15 feature films including Mel Brooks'
"Robin Hood: Men Iu Tights," and numerous TV



Ricky Peterson is a producer and keyboardist of uncommon gifts. Best knows forhis work at Paisley Park. Check out his Mackia tracks on a series of releases on Bes Sidrar's Ep Jazz Label, and on amupcoming albume by Jonny Osmand

AUDIO & MULTIMEDIA

some extent, user-definable—graphic layout. For example, two users can specify different font and point sizes in their Netscape app, and the same

home page would look quite different. Text and images are sometimes clickable buttons that link to subsequent pages—either at the same site or at a page located at a remote WWW site on the Internet. The buttons also can be used to download files: QuickTime movies, sound files, animation, graphics, text, pictures. But until very recently, the only data types that functioned in (almost) real time were im-

ages and text (see sidebar, "Real Audio on the Web"). When a user downloads an AIFF file, for example, the browser application will identify the file type and open the corresponding local application (such as MacroMedia's SoundEdit) to play it, as specified from the Preferences window of the browser. (You can download various crude media player apps from WWW sites.)

A 1.85MB chunk of data—such as 20 seconds of stereo, 16-bit, 22kHz

audio—would take about 22 minutes to download using a 14.4 kbps modem; 11 minutes with 28.8 kbps; 2.5 minutes with a 56k ISDN line; and 20 to 30 seconds with a fractional (256k) T1 line. Lower-resolution



Home Page for Process Recording Studios

sound files are, of course, smaller, but the smaller they are, the worse they sound. In fact, it's not unusual for pages that are heavy on graphics to take up to a minute to open using a slower (14.4 kbps) modem. In view of that fact, it might be more accurate to call it The Information Cowpath.

CREATING YOUR OWN HOME PAGE

Having a page on the WWW requires a different account—usually called a

SLIP/PPP account. Online services such as CompuServe and America Online do not offer this type of account, but there are a number of ways that such a site can be set up. A discussion of each follows, in

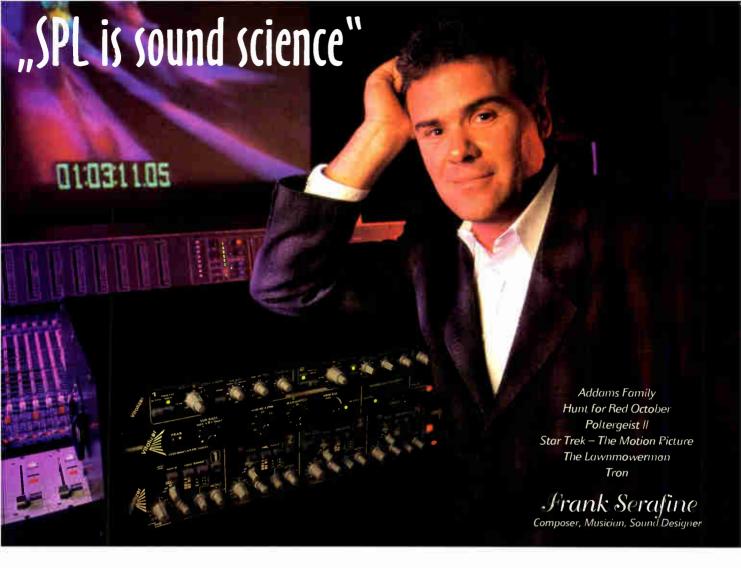
order of most expensive to least expensive.

First, you can use your own computer at your own facility, in which case you will want to hook up a T1 line or some other high-bandwidth means of communication. Then you will need to register your unique IP address, which takes about six weeks to complete. The resulting Internet node would be entirely owned and maintained by

you. It's an expensive option for a small operation, but it's what some big companies do. (Surprisingly, I've been told that Sony—generally regarded as a large company—actually rents space on someone else's computer and has its name aliased at an Internet gateway to point toward their site.) This may have changed, however; the pace of change on the Internet is remarkable.

Alternatively, you can share a node with a local Internet service







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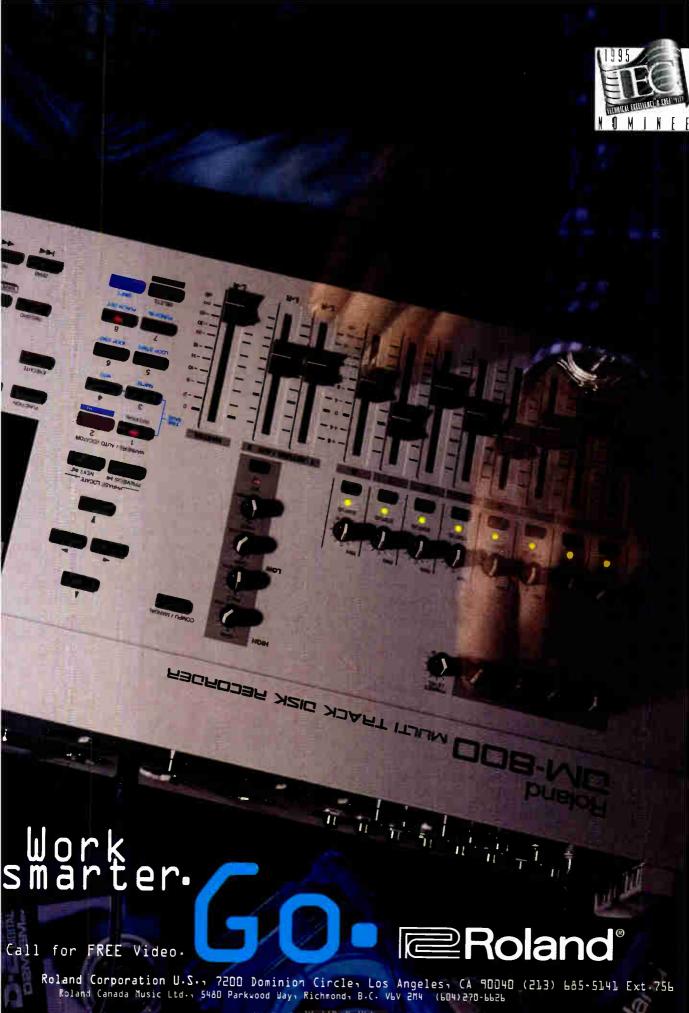
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USE READER WORLD CONTROL OF MORE INFO

AUDIO & MULTIMEDIA

Audio Resources On the World Wide Web

Any list of useful World Wide Web sites is necessarily incomplete, but here are some websites that *Mix* has visited and found interesting.

The Audio Engineering Society website has an admirably clean and efficient layout and includes a comprehensive catalog of links to other sites (http://www.cudenver.edu/aes/ audio links.html). The National Association of Broadcasters (NAB) (http://www.nab.org/), World of Audio (http://www.magicnet. net/rz/world_of_audio/woa. html), the Audio Page (http:// bundy.hibo.no/~rpd/audio. html). SoundWave (http://www. Sound Wave.com/), the Internet Underground Music Archive (http: //www.iuma.com:80/), and the University of North Texas (http: //www.scs.unt.edu/recstudio/ audlinks) all maintain useful collections of links to other directories and audio resources.

Manufacturers' sites vary; some only offer online sales brochures and marketing copy, others really attempt to address customers' needs. Carver Corporation (http://www.halcyon.com/carver/welcome.html), Fender (http://www.fender.com/), Community Light and Sound (http://www.community.cheste r.pa.us/), and Kurzweil (http://www.musicpro.com/music pro/Kurzweil) are among the more interesting examples.

Finally, no list of web sites is complete without the URLs for sites that should be visited just because they are there. The Useless WWW Pages (http:// www.primus.com/staff/paulp/ useless.html) is a good place to start. The edible, starchy tuber formerly known as Mr. Potato Head has now moved to http: //winnie.acsu.buffalo.edu/ potatoe/. Need a new perspective on life? Try reading recent obituaries at http://catless.ncl. ac.uk/Obituary/README.html. -Chris Michie

provider, usually for a monthly fee. You can a) use your own computer and disk space, either at their site or yours, or b) rent disk space on their computer system.

Sharing a node brings two important advantages: a system operator who maintains the system, and a local high-bandwidth connection to the outside world. The disadvantages are that you don't have unlimited high-bandwidth access to your content for purposes of changing your page or getting, say, demographic information on those who visit your site.

If your computer/server is located at the provider's site, you can have as much disk space as you want, hooked right into their T1 line, connected directly to the Net. If your computer is located at your own site, you'll want a fairly high-bandwidth connection to their site—another expense.

Using someone else's server at their site, you can place your data on disk space that you rent—typically \$40 a month for 5 MB. Some providers charge a flat rate per month with unlimited access; others charge an hourly rate for online time over a specified number of hours per month. Also, some providers charge a monthly Transfer Bandwidth Allocation Fee, where you are allowed a megabytes to be downloaded from your Web site per month, with incremental charges for overages.

An address will be associated with this account. In the case of our local provider, Best Communications, their IP address is http://www.best.com. Your home page could be found by appending your address, i.e., http://www.best.com/yourcompany.com. The address corresponds to a specific computer and disk space where your home page resides.

If you prefer, your provider can register a custom domain name for your company for an additional one-time fee. With a custom domain name, your address will look like this: http://www.yourcompany.com. This offers the advantage of a more professional appearance, for both your home page and for e-mail purposes.

Some service providers also will track the number—and to some extent, the location—of people who have visited your site. This data can be e-mailed to you daily.

USING HTML

HTML documents—that is, those documents that allow text, graphics and other digital media to be organized and displayed on a Web page—can be created by writing an HTML script in any word processor that can save as a text document. Netscape (or any other Web-browsing software) translates this HTML script into a graphic interface. The script defines the text (ASCII), layout, paths to images (normally 8-bit GIF or JPEG) and other media such as

QuickTime movies and AIFF sound files, as well as navigation paths to other relevant pages. These pages may have been designed specifically to link to the home page (and are normally located at the same site as the home page), or they may have been designed by someone else and reside at remote WWW sites. HTML is a simple scripting language, and one of the attractions of the Web structure is that the browsing software makes it easy to view (and copy!)

```
<TITLE>The Process Home Page</TITLE>
<body font size=5 background="back1.gif" text=#000000
alink=#FFF000
vlink=#FFFF00 link=#000fff>
<center><IMG SRC=prshome.gif>
<P>
```

<H1>The Process Recording Studios, Inc</H1>

<center><IMG SRC = "vo.gif" border=0 ALT
_</pre>

"[Vocal Booth]">

<hr>

<IMG SRC = "equip.gif" border=0 ALT =
"[Equipment List]">

<IMG SRC = "dir.gif" border=0 ALT =</pre>

"[Directions to The Process]">

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<h4> The Process Recording Studios is a full service audio pro-

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"controla.html">Studio A



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1 to 6

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giving you a pure direct-to-tape

mix. To keep a tight rein on

levels going to tape - and to

overload distortion when a

band member decides to cank

up the volume - there's a fast

good look at the impressive

leature list..

limiter with switchable threshold: you just set and forget it. Take a

prevent accidental digital

RECORDING ANYWHERE

between its input and its

AUDIO & MULTIMEDIA

the scripts for any given page. So it's entirely possible to learn HTML by comparing pages you like with the scripts that were used to create them. And there's plenty of help online, as well. One excellent example is "A Beginner's Guide to HTML," which is an interactive HTML document available from the National Center for Supercomputing Applications (pubs @ncsa.uiuc.edu).

You can create and refine your home page without ever going online, by using your local computer, your HTML scripts, your media and your browser. Once you have the page how you want it, additional software applications such as Fetch allow you to upload your media to the correct location at your IP address.

Of course, HTML is only a tool that allows you to display digital media on the Web. The point is to say something about your facility or company, and as with all marketing-informational opportunities, you need to put some serious thought into what messages you want to convey. Do you want to create a page with text only? Or do you also want

to include images? If so, you need to either have the software, the skills and the time to produce those images, or be willing to let someone translate your vision. Do you want to include audio or QuickTime movies as part of your message? Are you willing and able to create these media as well? And one of the most important pieces of this puzzle is to find a solution that doesn't take forever to load into a browser, yet is compelling enough to make a good impression.

Today the Web is bustling with activity, and even with its relative lack of audio, there is much to be gained from surfing. If you haven't already done so, it's a good way to calibrate yourself, check out the competition, and determine first-hand whether it's appropriate for you stake out some virtual real estate of your own.

Paul Potyen is a contributing editor of Mix and an interactive producer at ESCAtech media, a Bay Area multimedia company that develops interactive applications such as (surprise!) Web pages for clients. The ESCAtech home page can be found at http://www.escatech.com.

Need Help?

Designing a home page is not difficult. But designing a good home page requires a combination of skills such as writing, audio production, graphic design and a hefty dose of creativity. In many ways, this process is similar to desktop publishing: Simply buying a copy of Ventura or PageMaker won't suddenly transform you into a graphic design genius.

However, the growing interest in creating a business presence on the Internet has spawned a booming market, with hundreds of companies offering such services. A few firms, such as Baudway Communications (617/450-0060) and MusicPro (615/848-5321), specialize in Internet communication design services for the music and pro audio industries.

But for those who want to try their own hand, the following publications—listed alphabetically—are recommended. Most of these are available in computer or technical bookstores.

-George Petersen

- *Build a Web Site*, by NET.Genesis and Devra Hall, published by Prima Press
- Creating Cool Web Pages With HTML by Dave Taylor, published by IDG Books
- Launching a Business on the Web, by David Cook and Deborah Sellers, published by Cue Books
- Publish on the Web in HTML in a Week, by Laura Lamay, published by SAMS Books
- The HTML Manual of Style: The Definitive Instant Resource for HTML, by Larry Aronson, published by Ziff-Davis
- *The HTML Reference Card* (an inexpensive, 16-panel reference card from Specialized Systems Consultants, 206/782-7733)



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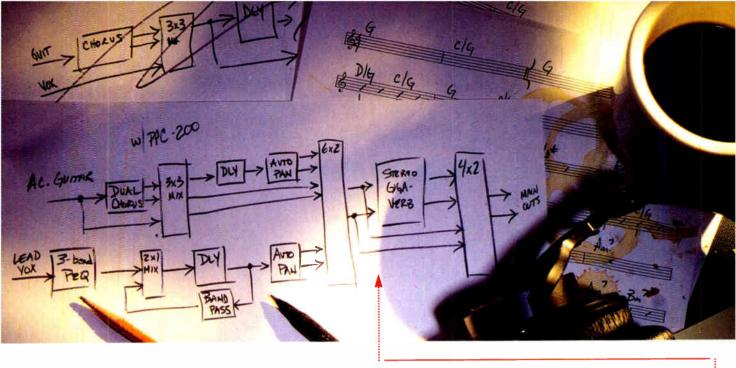
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RESTORING & REFURBISHING WINTAGE AUDIO AUDIO EQUIPMENT



BY JOHN LA GROU

hat obsolete junk we sold a few years ago? We're buying it back with a passion. Vintage envy is alive and well in pro audio. This insatiable resurgence is due, in part, to the desire to achieve the ultimate sound. Modern integrated circuits often leave us wanting more—more emotion, more character, more color and complexity. As in life, we sometimes find those missing qualities in our past.

An increasing demand for vintage audio devices means a greater need for qualified repair and restoration technicians. Often, the older the gear, the more attention it requires. Tubes, transistors, capacitors and electro-mechanical parts all have a limited service life. The know-how required to renew vintage gear can take

decades to acquire. Finding seasoned pros who can navigate their way through the vintage maze is not easy.

Many audio craftspersons focus on one specialty, such as microphones or tape machines. Others become generalists, practicing their art on numerous vintage items. This month, we'll visit with a few of these retro-masters—learning what they do and how they do it. We'll explore many facets of vintage recording gear, including mic preamps, EQs, compressors, microphones, tape machines and more.

MICHAEL SPITZ, ATR SERVICE COMPANY

The ATR Service Company in Northern California specializes in earlier Ampex tape machines, such as the ATR-100, ATR-124 and MM-series recorders. Since 1979, Spitz has been servicing and refurbishing Ampex machines for recording studios, mastering facilities and tape dupe facilities.

"As a former employee of Ampex, I learned quite a bit about tape machine parts, design and repair," Spitz says. "I've applied my expe-



ILLUSTRATION DMITRY PANICH

rience on numerous Ampex machines but feel my real specialty is the ATR-100.

"The ATR-100 represents the epitome of analog tape machine design. It arguably has no contemporary equals. including digital formats," Spitz maintains. "The ATR-100 remains the de facto standard for mix and mastering in many of the world's finest studios and mastering houses."

I asked Spitz to explain the process of refurbishing an ATR-100. With respect to transports, he says. "Sonic performance starts with a stable transport and correct heads properly matched to electronics, and unless the transport is 100 percent. the best heads and electronics will not perform their best. The key to transport performance is azimuth stability, low wow and flutter, exacting speed accuracy and the gentlest

—CONTINTED ON PAGE 50

RUPERT NEVE

Rupert Neve is a name synonymous with vintage excellence. His consoles and console modules from the '60s and the '70s continue to be used on a wide variety of successful modern recordings. I asked Neve what it is about his earliest designs that contemporary producers and engineers find entirely addictive. He replied. "People primarily interested in sound are universally disenchanted with digital sound quality and the lack of real advance in analog quality in recent years. Older and simpler designs, predating usable ICs, were Class-A and often single-sided configurations which did not generate high-order harmonics. In short, these early designs sound sweet, smooth and musical, notwithstanding the noise and increasing unreliability.

"Aside from their sound, our old consoles have withstood the tests of time partly because the designs were very conservative. I was dead scared of running into problems, and the simpler designs gave me the space to spread out and run things cool."

Asked if he had any thoughts on the future of pro audio, Neve says, "It's ironic. In the '60s and the '70s, many people told us that the Neve consoles sounded too 'crisp' and 'clinical.' So, the future is very difficult to predict, isn't it!"

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Waves has set new standards for digital audio processing. The L1-Ultramaximizer, Q10-ParaGraphic EQ, C1-Compressor/Gate and S1-Stereo Imager provide high-quality processing within Pro Tools.

If you're thinking about staking your future on one digital audio workstation, consider this: The eight standout companies you see here are among the many developing TDM plug-ins for Pro Tools III. Which just so happens to be the one digital audio workstation used by more editors and engineers than all other systems combined. In other words, you're in pretty good company with Pro Tools.



The Tube Is Master

RESTORATION OF VINTAGE RECORDERS

by Walter Sear

A few years ago, I began to miss the nice sound of old vacuum tube mastering machines. The sound of our Studer A80 was quite acceptable, yet it seemed to lack the body and warmth of my old Ampex 300. So I dug a couple of my old Ampex 300 tape recorders out from under the pile of junk in the shop and began to fiddle around with them.

These are remarkable machines, and for many decades were the workhorses in almost every recording studio and radio station. I cleaned one up, plugged it in, threaded a reel of tape and...Magic! What a sound.

Thus began an odyssey of transforming the 300 into a ½inch, 15/30 ips machine, changing the speeds, rebuilding the electronics and having John French (JRF Magnetic Sciences) design and build a modern set of heads. I made some of the transport parts by hand, using some aluminum stock that matched the deck perfectly. The rest is history. This became our prime mastering machine at Sear Sound. Many albums were mastered on this machine, and one major label even went so far as to bring in a mixed album, record it onto the Ampex and then take the output from the playback head and re-record onto a Studer CD-R CD recorder, just to add the sound of the Ampex machine on the album.

Just when we thought it was safe to go back into the water, I had the chance to pick up two Studer C-37 recorders. The blueprints are dated 1962, and I found that Gotham Audio (then Studer distributor) had sold six of these machines to RCA alone. Once the primary tape recorder in European studios, few C-37s were sold in the states, as Ampex controlled the market by then. I bought the two recorders instantly.

Each machine is a work of art. The electronics are all modular. which simplifies servicing. The transport hinges up and the front cabinet panel drops, providing total access for maintenance, including a convenient plate to put tools on. The deck has its own internal test meter and switch to measure various voltages throughout the recorder. A regular lightbulb is used as a variable resistor to set the proper startup torque to the motors (shades of my old Westrex film recorder that used the same idea). The wiring. harnesses and overall construction were typically Swiss. There are no VU meters on the machine, which is quite proper. When you align the machine, it should always be to the meters on the console.

The recorders were ½-inch, 7.5/15 ips machines, so the first task was to change them into 15/30 ips machines, ½-inch. After consulting a variety of knowledgeable—people—including David Manley, who owns a slew of them—I got some of the parts that 1 needed. Then came the critical decisions.

I called Jeff Gilman at MDI Precision Motor Works in Hudson, Mass. He has a proprietary method of building up the capstan shaft size by using a ceramic sleeve. He also machined a series of roller guides for the ½-inch tape configuration. The machine has no fixed guides—everything turns with the tape. Bill Titus did a lot of measurements for the tape path, and we added brass washer shims of different thicknesses to get all of the guides to the right height to match the head block.

The record and playback electronics were another problem. Beside the usual capacitor and tube replacements, the EQ had to be changed to conform to the various new head characteristics and tape speeds. This is a "trial and error" situation. When you change the frequency curves to try to eliminate the "head bump" in the bass, the higher frequencies are then affected. After some experimentation, we found the right

combination.

The final problems were the logic system and control switching. As machines of that vintage use relay logic, all the relays were cleaned up or replaced. Fortunately, the relays are standard "off the shelf" parts. Modern, microprocessor transport control is far superior, yet the relay system works fine, so we left it intact.

With the restoration completed, we ran wow and flutter tests. The machine came out better than the original manufacturer's specs (at 15 ips, 0.04% weighted; and at 30 ips, 0.022% wow and flutter, 0.0175% weighted). Frequency response was what we expected, with the bass bump at 31 Hz, starting at +.6 dB and staying within reason down to 15 Hz.

The ultimate test for any piece of recording studio equipment is what the client will accept and will want to use in session. Sear Sound had the privilege of being selected to do the mixing for the Eric Clapton *Crossroads II* album, consisting of live and studio recordings that were recorded in the mid-'70s. (Jay Mark was the engineer, and Bill Levenson produced with Jerry Rappaport for PolyGram Records.)

The 2-inch masters from the '70s, mostly 16-track, had to be baked in a convection oven at 125 degrees for a couple of hours. They were then played on our Studer A80 16-track, 2-inch machine and recorded with timecode onto a beautiful new Studer D827, as well as a 48-track digital machine (rented from Toy Specialists). I don't like the sound of digital, but if I have to record digitally, this would be the machine of choice. It is built with the same care and attention to detail as the old C-37s. As Jay Mark decided to go ½-inch, 15 ips, Dolby SR, we set up our various 2-track machines.

The moment of truth arrived: Which of our ½-inch machines would be best suited to the Clapton project? Using blind testing, it took about one minute for the

—CONTINUED ON PAGE 50



Mr. Q. Junior is happy with the M5000 / ATAC userinterface

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—FROM PAGE 48, TUBE IS MASTER choice to be made. The C-37 was the preferred machine to everyone. The sound had sparkle, clarity and "air" that other machines lacked.

The album was completed on the Studer C-37. The machine took a year of work, but it turned out well. At 30 ips, the Ampex 300 has an "airier" sound, with more second-harmonic distortion, which many people find pleasing. The Studer is more accurate in terms of frequency response, but this is purely a matter of taste. No solid-state machine in our studio is comparable in sound to either of these machines.

I have always felt the deficien-

cy of the sound of transistor equipment. Knowing this, I have always run a studio full of tube gear. Because of my 30 years' prejudice, I go to great lengths to be sure that this does not bleed over into the listening tests that we do. Neither I nor the visiting engineers know which machine or device they are listening to. They simply select button "A," "B" or "C." The differences are clear and apparent. As it often happens, the engineer's decision is the same as that of the producer and studio personnel. There is a clear and distinct difference, and in all the years of testing equipment, I can't recall any situation where vacuum tubes didn't sound superior to transistors.

—FROM PAGE 45. RESTORING VINTAGE GEAR of tape handling.

"I've seen only two ATR-100s in the last four years that required only minor repairs, and all ATRs benefit from upgrading," says Spitz. "Most of my customers ask me to modify their ATR-100 to exceed original performance specs. This means a lot of changes.

"Excepting heads, I make all mechanical wear parts for the ATR-100. My mastering grade urethane capstan tachometer ensures a wow and flutter below .015 percent, and my low-mass tape guides require less arm servo correction. I also make a urethane wide track replacement take-up bearing, stainless steel lifter sleeves and all the optical glass parts.

"On ATR-100s," Spitz continues, "I also match the capstan and reel motor output drivers, completely recap the power supply, slightly modify some grounding, repaint the cabinet and pedestal to original Ampex colors, re-silk-screen all worn panels and install a new wrist pad. After that, I'll install new Flux Magnetics Mastering Series heads and recheck all performance parameters."

With respect to audio electronics, Spitz has a somewhat different attitude. He's "not an advocate of modifying the original signal system. Maybe a few caps here and there, but I believe the sound character is exceptional in its stock condition

and usually wins controlled blindfold tests against most mods I'm aware of. The sound quality is why the machine has attained vintage status to begin with.

"If you want a different sonic personality," Spitz suggests, "I offer a dual-triode vacuum tube repro amp for the ATR-100. It sits alongside the original Ampex transistor repro card, and either circuit can be selected by a switch. It's like having two machines in one space and offers an ability to make a reasonable listening choice."

Spitz's customers include Sony Music, Gateway Mastering, A&M, Ocean Way Recording, Masterfonics, Bad Animals and many others.

MARTINS SAULESPURENS AND SKIPPER WISE, B.L.U.E.

For the last six years, a little company called B.L.U.E. (Baltic Latvian Universal Electronics) has been quietly modifying and upgrading tube microphones for top studios and engineers worldwide. JVC recording artist and B.L.U.E principal Skipper Wise discusses his company's approach to vintage microphone restoration and modification.

"In 1989, we did two records for Cypress/A&M—a very fussy label. These recordings were among the first Sony DASH projects, and we desired the highest-quality and lowest-noise mics we could find. That's when we

really started working on microphones," says Wise. "The records were both commercially successful and praised for their sonic qualities. Many friends, recording artists and engineers, began to request our mic modifications for their own use.

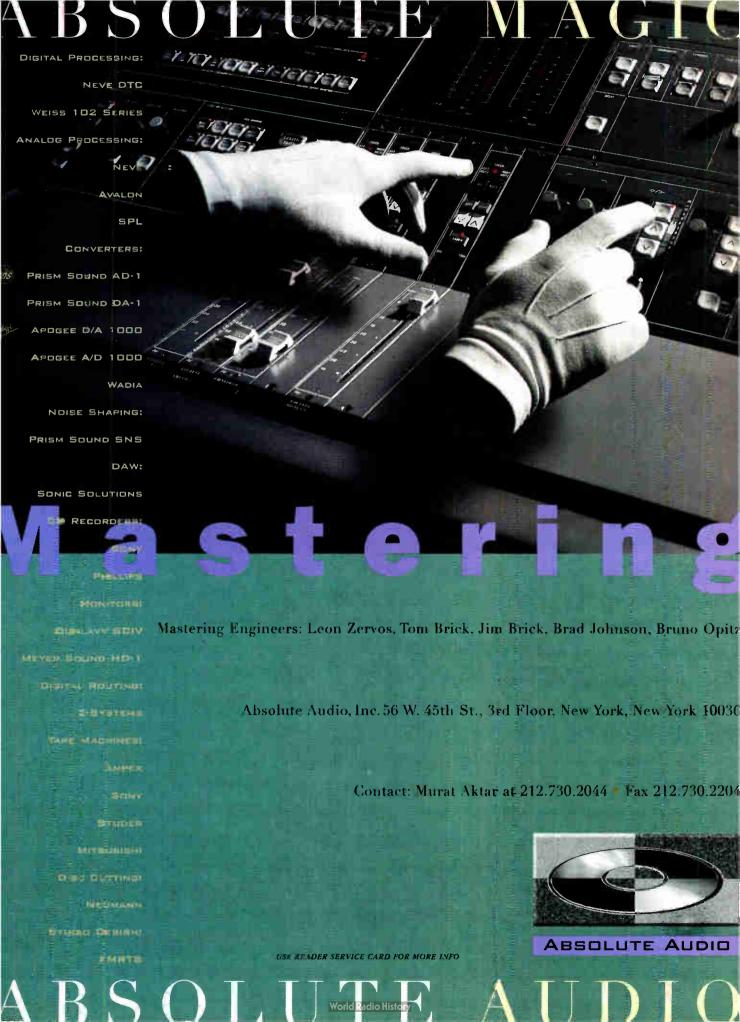
"Since then," continues Wise, "we've been developing a wide range of products specifically for improving the performance of vintage tube microphones. My partner Martins and designer Janis are both degreed electronics engineers who've built what's now a small microphone factory in Latvia capable of fabricating precision microphone parts, from the smallest screw to large body shells, for applications ranging from replacements to entirely new designs.

"What's more, we anticipated the trend in vintage microphones and, over the years, have been purchasing huge quantities of N.O.S. [new old stock] parts from many European sources. We've been doing this since the late '80s. We now have hand-selected AC-701K tubes in the original sealed white Neumann box as well as Russian equivalents, Neumann and AKG mic transformers of all types, over 20 varieties of original capsules, dozens of connector types and much more. We're also developing our own capsules and replacement tubes."

What's the process of a typical B.L.U.E. modification? According to Wise, "We go through the entire microphone and power supply. We replace capsules, rewire with Tefloninsulated silver wire, select a very low-noise tube such as our B.L.U.E. 6C1P replacement for the EC92, replace the archaic connectors with N.O.S. or new Neutriks, replace deteriorated electrical components and upgrade circuits and transformers. We also completely replace the power supply with a toroid supply of our own design, manufactured in our Latvian factory.

"To test our modifications," Wise explains, "we maintain a 48-track analog and digital studio. It's constantly in use, and we have a large collection of B.L.U.E.-modified microphones, including Telefunken, Neumann, AKG, Schoeps, Lomo, Liepzig and more. My recording contract with JVC keeps us in the studio quite a bit, and we're always experimenting with novel mic mods to capture new and distinct qualities of sound."

Aside from microphone work,



B.L.U.E. also manufactures a range of hard-to-find vintage accessories, such as U47, U67, C24 and 251 shock mounts, M49/M50 yoke mounts, numerous cables, even hand-built, velvet-lined hardwood cases with original engraved logo and mic identification. B.L.U.E. sent me some of their work for inspection. Their yoke mount fit my M49 like a glove and indeed looks like a piece of fine German engineering. Additionally, a B.L.U.E.-modified Gefell UM57 was noticeably quieter and richer than my stock UM57.

"We consider microphones more like musical instruments," muses Wise. "Our work turns a technical procedure into an art form. Of course, we also maintain an anechoic chamber with Brüel & Kjær test equipment and PC-based MLS for objective analysis. Scientific analysis is good, but tube mics are not necessarily technical wonders of accuracy. We try to keep the right perspective on our work. See, the image a great tube mic can create is sometimes one-of-a kind. They are one link to the engineer, artist or producer in realizing 'that sound' locked within their head and relating it to others."

B.L.U.E.'s customers include Take 6, Shawn Murphy, Steve Albini, Russ Hogarth, Fred Vogler, Jim Webb, Mark Linett, Richard Page, Andora Studios and Sound-on-Sound Studios, among others.

KEN McKIM, TROUBLE REPORT

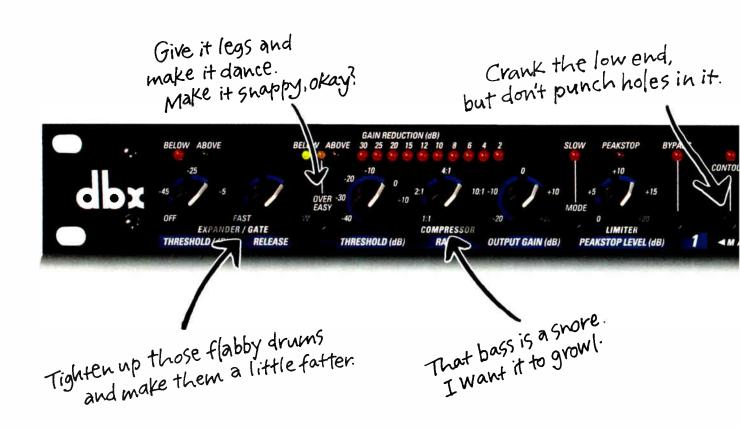
With some 20 years experience as a chief technical engineer, Ken McKim of Trouble Report, a vintage audio services company in upstate New York, has intimate knowledge of tube processing gear, including Teletronix and Fairchild limiters, Pultec equalizers, EMT reverb plates and Telefunken microphone preamplifiers.

"Other than simply not passing signal, a rack unit usually winds up on our bench because it's producing a distorted signal or emitting some form of noise," says McKim. "Often, owners of poorly maintained vintage equipment will notice a 'dark, thin or cloudy' sound. However, in attempting to rationalize their multikilobuck investment, these characterizations often become sentimen-

talized into 'fat, sweet and airy.' It doesn't have to be this way. Vintage tube gear can sound great, perhaps more uniquely beautiful than any solid-state device, if it's in perfect working order."

I asked McKim to explain how Trouble Report would evaluate and refurbish a typical piece of tube rack gear. "There are some big clues that indicate a need for refurbishing. Spitting and crackling are obvious giveaways—usually caused by faulty tubes, failing capacitors, bad resistors or oxidized contacts. Hum is likewise intolerable. In a well-maintained tube device, I would expect a barely perceptible trace of 60 cycle evenly mixed into a very low thermal noise floor. Conspicuous hum suggests failure in tube shielding or a filament defect. Likewise, 120 cycle hum would most likely indicate a faulty power supply.

"From there," he continues, "one might encounter a lack of low-frequency energy—possibly related to coupling capacitors. Or perhaps the highs are rolled-off—often a bad cap in a feedback loop. There are many areas in a 30 or 40-year-old circuit



that can and do fail often. We'll fix specific problems in old gear, but we strongly recommend comprehensive refurbishing. Without completely going through the entire circuit, it's hard to bring a unit back to published spec. And the probability is high that it will fail again very soon.

"A major overhaul always includes replacing critical components. All rectifier tubes and power supply filter condensers are changed, and every audio tube is replaced with new, select, properly matched tubes. Finding replacement tubes, however, is often a chore. Many old tubes are obsolete and, when you're lucky enough to find some, the price can be quite high. We're all praying that the Russians will get their act together, or that an American concern shows an interest in recommissioning a closed U.S. plant.

"Other mandatory refurb items include changing, and possibly upgrading, the coupling capacitors, feedback caps, potentiometers, switches, and connectors. Tube sockets should also be cleaned or replaced. Lastly, all wiring should be thoroughly checked and the cabinet cleaned inside and out.

"In serious cases, we may need to replace transformers. Many audio and power transformers are still available off-the-shelf from vendors like Thordarson and Magnatek, If not, broadline distributors can often cross an older part number to some newer version. If the part just isn't available, we'll interpolate the required spec and find something close or, on occasion, build one. The cost for building a transformer is usually under \$300, which is no more absurd than the notion of tossing that cherished tube limiter in the dumpster."

Aside from repairing vintage rack gear, Trouble Report also performs upgrades. McKim claims that, in some cases, "startling improvements in noise floor, distortion and transient response can be realized. Some of the mods include silicon regulation to tighten up sag under load, converting to a DC filament system, which lowers the noise floor, and careful selection of components and value. With special attention to input, interstage and output transformer damping, we seek to extend and smooth the overall performance of the unit well above and below what is generally accepted as the perceptible audio band."

BRENT AVERILL. BRENT AVERILL ENTERPRISES

Between 1979 and 1985 Brent Averill engineered for Michael Jackson, continually modifying Jackson's studio gear, recording all the Thriller demos and earning a Platinum album in the process. Says Averill, "I had total freedom to modify and improve Michael's studio between our sessions.

"Since 1979, I've specialized in restoring just three brands of vintage equipment—Neve, API and Calrec. This has allowed me to focus and learn quite a bit about their unique design and sound. Experience tells me what to look out for, and I have a number of standard modifications I perform. After that, my ears tell me what other adjustments might be necessary.

"The Neve 1272 module is my most popular," says Averill. "The 1272 module employs the same transformers and preamplifier circuits found in the Neve 1073 console modules and sounds identical, Ru-

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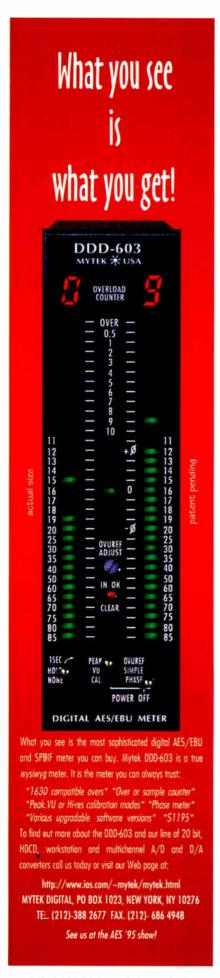
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pert Neve used 1272s as his basic building block in every console. They were configured as line amps, mic amps, buffers, sends, summers and more. I've transformed hundreds of 1272s into mic preamps.

"The 1272 modules are similar, in some respects, to most other refurbishing I do. That is, most electrolytic capacitors are changed, switches are cleaned or replaced, coupling caps are replaced with non-polarized types, transistors are tested and replaced, we recheck wiring and connectors and replace any other components that have degraded or failed.

"After everything is working perfectly, I'll mount the 1272 into a chassis with a 1073-type gain switch. I'll then add a DI input and an output level control. The level control emulates a fader on a Neve console. Finally, I wire in a power supply and it's ready to roll. With the price of 1073 modules sky high, this modification makes a lot of sense."

Averill provides a variety of other services. For instance, he says, "I transform API 312 preamp cards into a complete mic preamp that is pincompatible with API 500-series equalizers. I build 1073 and other 10-series Neve modules into a horizontal rack with new power supply and faceplate. I'm also rebuilding old Calrec console modules and Neve console limiters in the same manner. All of these packages employ Mogami cable, silver solder, new connectors, pots, switches and an oversized power supply. These practices yield consistency, reliability and the original authentic sound at its best.'

Brent also builds many of the parts no longer available from the original manufacturers. "I'm always looking for ways to maintain the original look of vintage gear," says Averill. "To achieve it, I've had to build knob inserts, switch caps, faceplates, brackets, plastic parts, meter covers and much more."

Why does Averill spend so much time getting the details correct? "Every good engineer and producer demands recording equipment that is working at its full potential. It's not that old API and Neve preamps are particularly accurate, rather, they have personality, a character like nothing else. It's a joy to recreate these pieces of history so the next generation of recordists and artists can experience the same potential we've relied upon for so long."

VINTAGE & RESTORATION RESOURCES

INTERVIEW SUBJECTS

- Michael Spitz, ATR Service Company: 415/574-1165
- Skipper Wise, B.L.U.E.: 818/986-2583
- Ken McKim, Trouble Report: 914/679-8900
- Brent Averill Enterprises: 818/784-2046

GENERAL RESOURCES

- Bob Alach, Alactronics: 617/239-0000 (rack gear, other)
- Atlantic Sound Repair: 508/875-1076 (Lexicon repair)
- Randy Blevins: 615/242-0596 (MCI parts)
- Bill Bradley: 216/723-6494 (tube mics)
- ENAK: 609/589-6186 (RCA ribbon mics)
- Dick Gardner: 612/458-1193 (Shure ribbon mics)
- Bill Hayes: 714/774-0342 (Altec ribbon mics)
- Magnetek: 800/624-6384 (transformers)
- Mercenary Audio: 508/543-0069 (rack gear)
- Stephen Paul Audio: 818/566-8231 (condenser & tube mics)
- Wright's Electronic Service: 206/859-3592 (Ampex parts)

RECORDER REPAIRS & PARTS

- AMP Services: 407/659-4805 (heads, motors, Otari, Sony & Tascam parts)
- Athan Corp.: 415/589-5206 (rollers, motors, circuit cards)
- Bart Gass: 801/674-5363 (3M parts)
- IEM: 708/358-4622 (heads, motors)
- JRF Magnetic Sciences: 201/579-5773 (heads, MCI/Sony & 3M parts)
- Paul McManus: 619/223-1730 (Ampex, 3M & Scully repairs)
- MDI Precision Motorworks: 508/562-4420 (motors, transports)
- Saki Magnetics: 818/880-4054 (heads)
- Sequoia Electronics: 408/363-1646 (Scully, Metrotech & Ampex parts)
- Sprague Magnetics: 818/994-6602 (heads, Ampex, Otari, MCI, Scully, Tascam & Technics parts)
- TSI: 708/392-2958 (Ampex parts)
- VTF Intl.: 800/848-4428 (Ampex & ITC parts)

i an era of mixed analogue and digital audio chnology, the requirements of mastering raineers have never been more precise. It is in sponse to growing demand that Focusrite has eveloped two new products, designed to

he Blue 315 Mastering EQ and the Blue 330 astering Compression Limiter both make use the highest quality switches for all rotary inctions. These provide precise and repeatable attings in units of unequalled build quality,

Idress the key processing functions of equali-

nsuring long-term reliability and performance.

Blue 315

ition and dynamic control.

was the widespread desire to see the legendary A 110 Equaliser available for mastering which led the creation of the Blue 315. The simple request s for rotary switches on all functions, but of course ere is a great deal more to mastering than recallility of rotary switches alone.

Mastering is the process by which a mixed product is refined the fine-tuning and assembly for particular medi. Private discussions with individual mastering engineers, coupled with careful research, revealed many small differences between a programme equaliser and a product designed for top-

quality mastering. These differences were the starting point in the design of the impressive 315.

The frequency ranges have been gently expanded to allow for finer resolution and the Q controls boast higher resolution and wider low-end range. In addition, the boost and cuts are designed with small increments close to the null point and larger steps at the extremities. The filters have minimum ripple roll-off and

> the extra-fine variables of the input gain controls allow for absolute precision.

10.000

Mastering will always be a very personal skill, and is with this in mind that the 315 has been constructed to allow simple adjustments according to individus preference.

This technological 'masterpiece' has been achieve without any sacrifice of Focusrite's traditional standard You are assured of the best performance paramete (often superior to digital), the highest quality components and construction, along with bot transparency of sound and ease of use.

"The Blue EQ is a superb sound sculpting tool. It allows me to develope textures no other equaliser enables you to achieve"

- Tom Coyne, Sterling Sound. New York

"In almost a year I've use my three old EQ three times Any other questions?

- John Matousek, Masterworks, Los Angele

Blue 330

so the product of customer demand and extensive search, the Blue 330 represents the transformation the Focusrite Red 3 Compressor and Limiter into Mastering format. Unique and unrivalled in all its ributes, we feel it genuinely deserves masterpiece trus alongside the 315.

The structure of the circuits is very different to at of other compressors/limiters. The 330 separates e compressing and limiting processes, which are en implemented by one signal path VCA through mbined controls signals. You are able to compress d limit in turn, meaning that the limiter only comesses the peaks that remain after the completion of e compression process. The overall result is cleanand less intrusive than that which can be achieved Blue 330 Block Diagram (single channel)

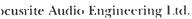
with a compressor that rolls over into limiting.

Our diagram shows that the main signal path has only the Focusrite proprietary VCA

between input and output. Its feed is from two separate sidechain circuits - compressor and limiter - each with their own VCA.

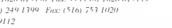
Just like the 315, the 330's control ranges and sen sitivities have been suitably adjusted to meet th needs of fine-resolution mastering. The input gain and make-up gain controls are of the same sensitivi ty, allowing tandem contra operation, so that a other settings can therefore be raised or lowere without re-adjusting each control.

Both the Blue 315 and the Blue 330 are nov available for evaluation, either direct through Focusrite in the UK, or via our appointed distributor elsewhere in the world. To find out more, pleas contact us today.



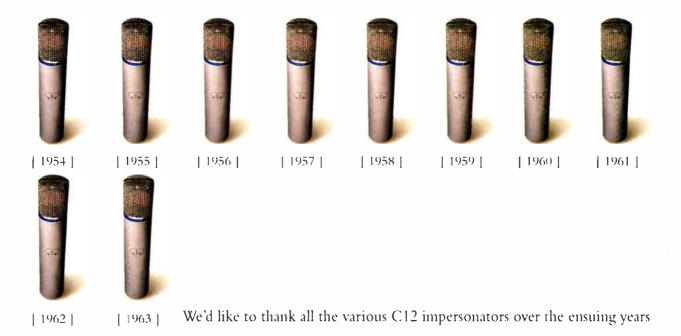
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for painstakingly trying to capture the original C12 sound and, instead, helping to make the originals



worth up to \$7000. We'll take it from here. [1994] It's Back.



AKG stopped making the legendary C12 in 1963. Since then, people have spent decades and small fortunes trying to recreate its remarkably pure sound. Now after thirty years we've decided to bring back the original. So you can get a real C12 at a more realistic price. And all those impersonators can get a life.



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MODIFICATIONS

Listening Is Believing

BY GARY WOODS

Lwo of my favorite activities are recording acoustic musicians and comparing the sound of similar pieces of recording gear. Recently, 1 had an opportunity to combine these passions in an event I called "The Great DA-88 Mod-off'-audio listening tests to compare Tascam's DA-88 modular digital multitrack with a modified version of the same recorder and with the Sony PCM-800.

The DA-88 modifications were

performed by Jim Williams and Rick Luxenberg of Audio Upgrades in Los Angeles. The modifications consisted primarily of upgrading the converter chips, rebuilding the output filters and changing the op amps from single in-line to dual in-line (see accompanying sidebar for details). The cost is \$800.

The listening test was "blind," in that the evaluators had no idea which machine they were listening to. As we were dealing with subtle differences in sound, each selection was heard at least twice on each machine. For the sake of brevity, I've included only a sample of the com-





Tascam DA-88

The Audio Upgrades **DA-88 Modification**

This \$800 alteration is fairly extensive. On the A/D card, all the coupling caps are eliminated. except for one set in front of the A D chip, which is bypassed with a German polypropylene film cap, lowering the LF roll-off point by 2 Hz. The Analog Devices DA1865N D/A converter chips are replaced with higherspec "J" grade chips, and the two-pole Butterworth output filters are rebuilt into two-pole Bessel filters. The Bessel is a linear phase filter, which gives excellent square wave response and half the phase shift of the Butterworth. The phase shift drops to under 45 degrees at 20 kHz. The op amps are changed from an 8-pin, single in-line package to a dual in-line, fourpin on a side, standard chip using 24 daughter circuit boards. The replacement opamps use high-speed, videotype linear technology, with a 600-volt slew rate. For more information, contact Audio Upgrades, 6410 Matilija, Van Nuys. CA 91401; (818) 353-7418.

ments on each sound source

The site for our demonstration was Ocean Studios, a relatively new facility in Burbank, Calif. Originally constructed in 1926 as a Chrysler dealership. Ocean is a large brick building with high ceilings and skylights, which give it a warm, airy feeling. The control room-designed by the Waterland Group's Vincent Van Haaff, who designed A&M and Conway's "A" rooms—has a customized Neve 8108 console. Large monitors are by TAD; the near-fields are Yamaha NS-10Ms. Microphone preamps are Langevin tube and API solid-state. The mic closet features tube AkGs, Neumanns, Telefunkens and many more. So far, the studio has been used by producers such as David Foster, James Guthrie and Maurice White and artists including Peter Cetera, Chaka Khan, Dionne Warwick and 4 Non Blondes.

For the tests, we recorded a variety of artists, including vocalists Dick Monda and Nancy Rando; percussionist Bob Leatherbarrow; guitarist Jim Fox; violinist Kirsten Fife; cellist Stephanie Fife: upright bassist Anne Atkins; bassoonist Chuck Fernandez: trumpeter Duane Floch; and Steve Durnin on French horn. All are indemand session performers in Los Angeles and have impressive credits in film. TV, symphony, records and stage. Joining these players in evaluating the equipment were Fieddie Piro (of Ambrosia fame and part owner of Ocean), guitarist/producer Drew Haney and myself.



By their very nature, listening tests are subjective—largely unscientific and highly unpredictable much the same as musical tastes. In some examples, the players comment on the reproduction of their own instruments, which adds an insight into the testing. Sometimes, what sounds "crisp" to one set of ears sounds "brittle" to another, which is exactly what makes such tests so interesting. With that in mind, we begin with...

Mysteries of the Universe

Listening tests are entertaining and sometimes even educational. One of the mysteries uncovered by these tests was the sonic difference between the stock DA-88 and the Sony PCM-800, despite the fact that these machines have identical converters. Digitally, other than a few synchronization and interfacing features, the two are electronically similar. Puzzled by such differences, the panelists at one point actually added a second PCM-800 to the equation. This didn't solve the riddle, as the second PCM-800 had the same sonic footprint as the first. Other PCM-800 users around the nation

have also reported subtle differences between the DA-88 and Sonv PCM-800.

Are such differences merely a case of mass hysteria on the part of the panel? Not at all. In fact, the PCM-800's perception as "darker" and the DA-88's as "brighter" provides an important clue to the mystery. Though the machines have identical converters and DSP circuitry, minor differences in the way the two decks process master clock and internal timing information can create small—but noticeable differences in reproduction, particularly in the 10kHz (and up) "air" band. So which is the "right" machine? The one that sounds best to your own ears and preferences.

—George Petersen

MALE VOCAL (DICK MONDA) Sony PCM-800

Durnin: "I like the way this machine rolls off for vocals."

Monda: "Clips midrange."

Rando: "Singer is in your face.

Great."

Stock DA-88

Durnin: "Sounds a bit muffled." Monda: "Most natural sound to what I expected myself to sound like." Piro: "First choice."

Modified DA-88

Durnin: "Sounds good and flat for

response curve." Monda: "Warmest."

Rando: "Not much response in the

top end, duller."

FEMALE VOCAL (NANCY RANDO) Sony PCM-800

Haney: "Sounds somewhat midrangey, not much brightness."

Woods: "Sounds darker. The top is not present, and mids are more pro-

-CONTINUED ON PAGE 63

Third-Party Accessories For the DA-88

When a popular product comes along, third-party providers often devise and manufacture accessories and add-ons that make the original product even better. Here's a look at what some third-party providers have developed to aid the growing ranks of Hi-8mm MDM enthusiasts.

MIDI sequencers provided one of the earliest platforms for integrating unrelated products. The MIDI Machine Control (MMC) specification is a common protocol allowing software developers to integrate tape transport commands for controlling the DA-88 and other MMC-compatible products into the sequencer-based working environment. Before using MMC to control the DA-88, you'll need either Tascam's SY-88 controller card or its new MMC-88 synchronizer. Listed here are some software companies that implement DA-88/MMC support into their products.

EMagic (916/477-1051) is working on a template that works in the Environment Window of Notator Logic to control any and all functions of the DA-88. Currently, the basic transport and extended features (such as track slip) of the MMC-88 are accessible via Logic, but the template is more elegant. The template is free to registered owners and will be bundled with Version 2.5, the next release.

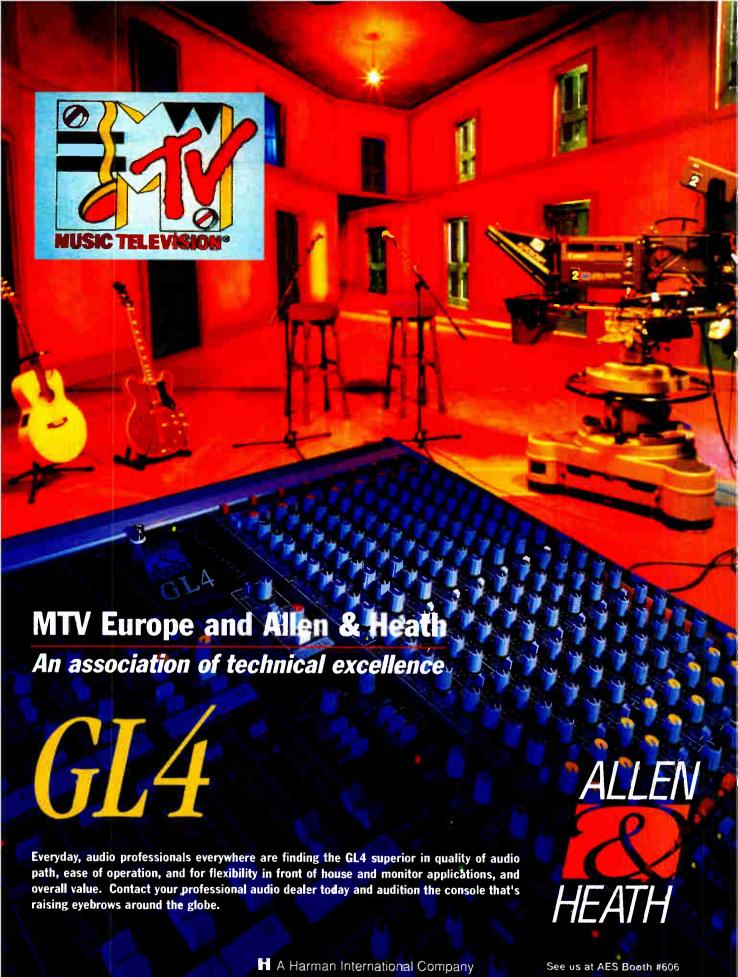
According to Opcode Systems (415/856-3333), the company's Vision, Studio Vision A/V and Studio Vision Pro sequencers support MCC for DA-88 control, and all the basic transport functions are available from software.

Mark of the Unicorn's (617/576-2760) Performer and Digital Performer software control the normal DA-88 transport functions, MOTU also promises a Custom Console that uses onscreen sliders and buttons to control the so-called Higher Functions of the DA-88. These functions, which are accessed through Continuous Controller or Sysex MIDI commands, include such things as track advance and delay.

Twelve Tone Systems' (617/926-2480) Cakewalk Sequencer supports MMC. Twelve Tone also makes available an MMC tutorial file including information on advanced topics like automated punch-in and out. This file is available on CompuServe.

Hardware controllers, especially from third parties, have become popular for handling transport functions. JL Cooper Electronics' (310/306-4131) CuePoint is a universal autolocator that uses MMC to communicate with the DA-88, other MDMs and Tascam's DA-60 timecode DAT machine. Access to the DA-88 is via the MIDI port on the SY-88 sync card or MMC-88. CuePoint offers 100 locate points, tape transport control,

-CONTINUED ON PAGE 62



-FROM PAGE 60, DA-88 ACCESSORIES

track-arming functions, jog/shuttle wheel, and digital editing functions between two or more units. Optional Macintosh software converts the tempo and meter changes of a MIDI file into locate points. A new CuePoint interface allows communication with video and analog tape recorders, using Sony 9-pin protocol. Retail is \$849.

The Adams-Smith (508/562-3801) Super Controller is its next-generation control system. This device offers sync port control of the DA-88: Via the serial port of one unit, up to 16 DA-88s can be controlled, including arming tracks 1-128, activating punch-in and outs, etc. Two versions of the system are available—the Editing version retails for \$17,800; the Machine Control version is \$12,900.

Mark of the Unicorn's Digital Time Piece is a synchronizer that converts sync formats, MMC and SMPTE for precisely locking multiple digital audio systems—either tape- or disk-based. The unit converts any format of longitudinal SMPTE timecode to word clock and has an internal time base that generates SMPTE, MMC and word clock. It converts SMPTE to/from ADAT sync, Sony 9-pin and MTC.

Video Media (408/227-9977), the originators of the V-LAN Control Network—which can control and synchronize up to 31 devices, including video and audio—have recently added control of ADA'Ts and DA-88s to the system. A typical system is about \$6,000, including all the software and hardware, for control of about six different units. The company's Web site (www.videomedia.com) displays a picture of the products and serves as an online catalog.

The Grass Valley Group (916/478-3800) offers a means of using the DA-88 to play back or record in the video post environment. The DA-88 can be controlled through either their VPE product line or Sabre Editing System. Up to

four tracks are controlled, so accessing all eight tracks requires some manual (front panel) selection. Control is via the SY-88's RS-422 port.

Soundmaster (416/741-7057) markets a DA-88 interface for its Integrated Operations Nucleus (ION) system. The ION interface puts the DA-88 under the serial control of the Soundmaster SYNCRO synchronizer, allowing DA-88 operations to be remotely controlled via a PC host computer and scheduled to occur at precise SMPTE timecode locations. The system also provides full synchronization control of the DA-88 and any number of other audio, video or film transports. Up to eight groups of 16 DA-88 units could be controlled in this manner. totalling 128 machines, or 1,024 discrete digital tracks.

Mixing consoles—Some manufacturers place transport controls directly into their boards. Euphonix (415/855-0400) builds digitally con-

-CONTINUED ON PAGE 67

BE FLUMMATED





• When feedback occurs the Feedback Locator™ automatically lights an LED over the correct slider. The LED will stay lit for a few seconds if a feedback stops before an adjustment is made. If the feedback frequency is between two sliders, the Feedback Locator will light the two appropriate LEDs, with variations in LED intensity to indicate if the feedback frequency is closer to one slider or the other. And if a different feedback occurs while an LED is lit, the Feedback Locator instantly lights

-FROM PAGE 60, DA-88

nounced "

Rando: "Great reproduction, singer very present."

Stock DA-88

Haney: "Much brighter than number one (Sony PCM-800). There is some distortion on the high end."

Monda: "Good reproduction of natural sound.'

Fernandez: "This machine treats voices very nicely. A little warmer sound."

Modified DA-88

Haney: "The voice is warmer, and the highs do not sound shrill or distorted."

Woods: "The voice sounds natural. It is what I heard recorded."

Rando: "Sounds thin, overall duller, sounds like there's information missing."

PIANO (NANCY RANDO) Sony PCM-800

Durnin: "Warm bottom, missing some 'air' at the top."

Fox: "Sounds somewhat darker than I would like. Highs are not as present." Rando: "Clean, good sustain response. Sounded most realistic."

ry which doesn't limit band width.

Stock DA-88

Durnin: "Good mid, lacking both top and bottom transients."

Fox: "Better upper end. Slightly harsh."

Piro: "Bottom warmer, top brighter than number one (Sony PCM-800)."

Modified DA-88

Durnin: "Best overtones, nice transients, best overall sound."

Fox: "More even, and somewhat more 'analog.'"

Piro: "Bottom not as tight as number two (stock DA-88)."

PERCUSSION (BOB LEATHERBARROW)

Sonv PCM-800

Fernandez: "Picks up the biggest variety, widest range."

Rando: "Can feel sticks hit cymbals and each ring of the bell tree."

Haney: "Many of the overtones seemed lost on the cymbal and mark tree."

Stock DA-88

Piro: "First choice."

Rando: "Don't hear ring of transients as well. Less detail and articulation," Haney: "The cymbal was more lively; the highs, however, are somewhat harsh."

Modified DA-88

Fernandez: "Almost as full as number one (Sony PCM-800), better than number two (stock DA-88),"

Rando: "Clean, good articulation, but a little dull on the high end."

Haney: "The cymbal was fantastic, the overtones from the cymbal and bell were easy to hear."

GUITAR (JIM FOX)

Sony PCM-800

Rando: "Sparkly, great presence." Woods: "Seems to be what designers had in mind. Sounds best on this application."

Fernandez: "Best, most open."

Stock DA-88

Durnin: "Fundamental tones are good."

Woods: "A problem with bringing out stray harmonics,"

Fernandez: "Slightly covered, not as many highs."

Modified DA-88

Rando: "Cloaked, further back from listener."

Woods: "Best of the three."

Fernandez: "Close to the sound of number one (Sony PCM-800) but not

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VIOLIN (KIRSTEN FIFE) Sony PCM-800

Durnin: "Nice transients, top end a bit rough."

Monda: "Muted highs, distorted the violin's overtones."

Fernandez: "Very sensitive, most natural sound."

Stock DA-88

Durnin: "Midrange nice on pizzicato."

Monda: "Slight midrange distortion." Fernandez: "Seemed warmer, fewer highs."

Modified DA-88

Durnin: "Top end smoother, nice transients, top end transients very smooth."

Monda: "Sounded most like a violin." Fernandez: "Warmer, again fewer highs in sound."

CELLO (STEPHANIE FIFE) Sony PCM-800

Fernandez: "Again, most open and natural sound."

Fox: "Harsh, makes the cello sound more nasal than it is."

Durnin: "Same lack of air."

Stock DA-88

Fernandez: "Muffled sound, slightly covered."

Fox: "Seems to bring out whatever subtleties may exist in the performance."

Durnin: "Sound is warmer, good for strings."

Modified DA-88

Fernandez: "Better than number two (stock DA-88), more covered than number one (Sony PCM-800)."

Fox: "Great! Everything is there, with nothing pushed."

Durnin: "Can really hear the rosin sound."

ACOUSTIC BASS (ANNE ATKINS) Sonv PCM-800

Durnin: "Warm."

Fernandez: "Fine, but other machines are better."

Rando: "Very real-sounding, authentic."

Stock DA-88

Durnin: "Bottom sounds good, but less warm, nice bow sounds."

Fernandez: "More bows to this one, fuller tone."

Rando: "Don't hear attack of 'pizz' very well. Don't feel rumble of low-

est frequencies."

Modified DA-88

Durnin: "Best of both worlds, gives attack and bowing sound, yet adds some warm transients."

Fernandez: "Biggest, fullest sound; this machine likes low instruments!" Piro: "Overall best of three machines."

BASSOON (CHUCK FERNANDEZ) Sony PCM-800

Woods: "The lows sound fine."

Durnin: "Best bottom, nice and warm."

Rando: "Could hear top end of valves clicking—astonishing. Really feel the player in front of me."

Stock DA-88

Woods: "Better, the definition is good. The high end is slightly gritty or distorted."

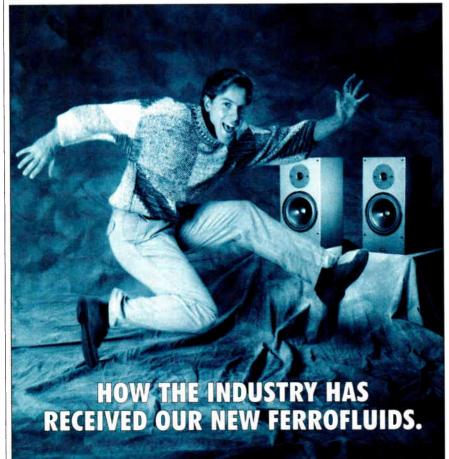
Fernandez: "Harmonics [are] best on this machine."

Piro: "I like number two (stock DA-88) better than number one (Sony PCM-800). Seems to pick more up."

Modified DA-88

Woods: "The sound is very good. Mids are slightly hotter on this ma-

—CONTINUED ON PAGE 68



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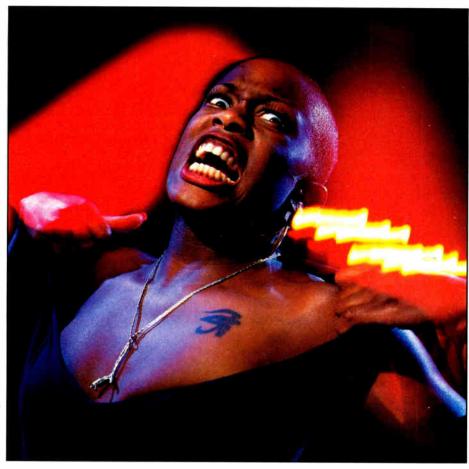
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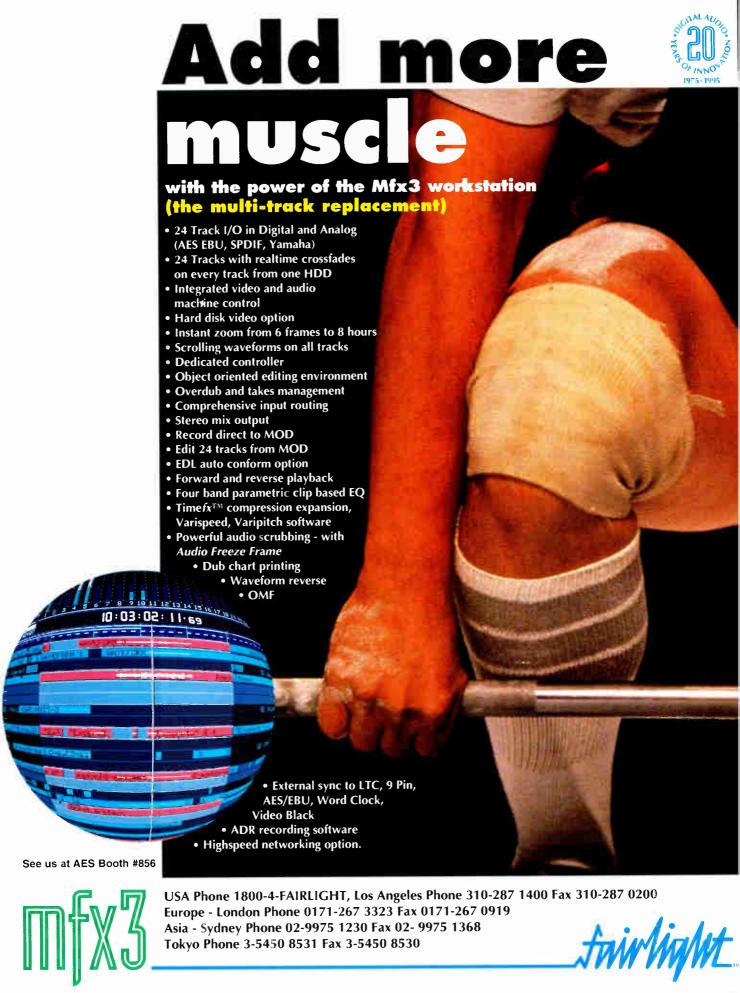
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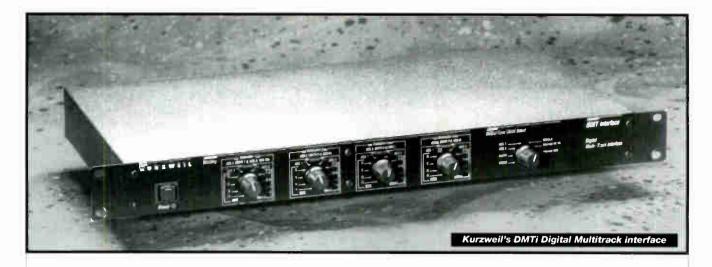
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THE BENCHMARK IN DIGITAL AUD O



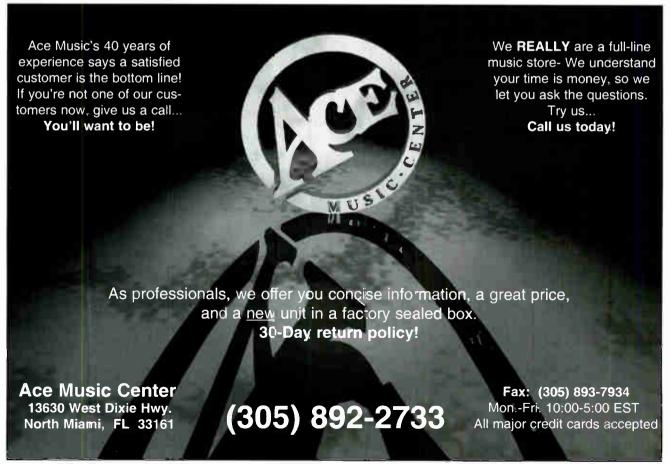
FROM PAGE 62 D4-88 ACCESSORIES trolled analog mixers with integrated transport control. Euphonix was involved with Tascam from the beginning in supporting the DA-88. usually using MMC in large multitrack situations. Controlling all the transports from the desk makes the system more like a large workstation rather than two separate systems, which speeds up operations considerably.

Featured in the August Mix and slated for year-end deliveries is Yamaha's (71+522-9011) 02XR, a digital, 8-bus recording console targeted at under \$10,000. The 24x16x8x2 mixer has 24 analog inputs and 16 digital tape returns, for up to 40 inputs. Standard features include 100mm moving faders, interchangeable digital I/O cards

(ADAT, TDIF-1 or AES EBU), two onboard effects processors, eight aux sends, dynamics processors on all inputs and outputs, 4-band parametric EQ and all console functions automatable to SMPTE or MTC.

Rocktron's (810/853-3055) Project X is a completely digital mixing console, designed to accommodate the TDIF-1 or ADAT interface. It is

-CONTINUED ON PAGE 68



-FROM PAGE 67, DA-88 ACCESSORIES

an in-line design, but unlike most, where you have limited EQ on one half of the channel strip, the Project X system will offer complete signal processing on both halves. This means that each channel will have digital Hush, 4-band parametric EQ, compression with sidechain inserts for de-essing, digital delay for time correction, and noise gates. Also, there will be two onboard effects processors, based on Rocktron's Intelliverb/Intellifex. A full system-64 channels and 24 record buses, with 100% automation—will retail between \$30,000 and \$35,000.

Synthesizers are another area where two types of products have found a meeting ground. Kurzweil's (617/890-2929) DMTi Digital Multitrack interface is a box allowing the direct transfer of eight channels of digital audio from its K2500 sampling/synthesis workstation to DA-88 or ADAT. It can take two pairs of AES/EBU inputs and convert them to an S/PDIF out or do sample-rate conversion. Using two DMTi units, you could configure one to be ADAT and one be Tascam and bidirectionally convert one format to the other. Also, two channels of digital audio can be sent into the K2500, use its DSP capabilities, and be routed back into the recorder. Pricing is under \$1,500, with cards for DA-88 or ADAT at around \$400 each.

Hard disk editors are commonplace in most studios, and many manufacturers now provide means for transferring tracks between tapebased MDMs and disk-based DAWs.

Sonic Solutions (415/893-8000) now offers a \$1,595 interface box for going directly into/out of a Sonic System via TDIF-1. E-mu Systems (408/438-1921) plans a TDIF-1 interface card option for its 8-channel Darwin workstation. Studer/Editech's (415/326-7030) Dyaxis has implemented the TDIF interface, and no extra hardware or software is required, as it's included with the basic package. Soundscape (805/495-7375) plans a TDIF-1 interface option for its SSHDR1 workstation in the next few months. Digital Audio Labs (612/473-7626) offers TDIF-1 digital I/O for its brandnew V8 workstation. New from Roland (213/685-5141) is the DIF-800 interface for its DM-800 recorder/ editor, which includes not only TDIF-1 track transfers, but also RS-422 control capability. Otari's (415/341-5900) UFC-

24 is a universal format converter that converts up to 24 channels of ProDigi, SDIF-2, ADAT lightpipe, Tascam TDIF-1 and (optionally) AES/EBU I/O. Retail is \$1,995.

Spectral's (206/487-2931) Translator digital format converter permits direct transfers between DA-88, ADAT, Yamaha Y2 and Spectral's SMDAI workstation formats. Its new Translator Plus adds four pairs of stereo AES/EBU I/O to the digital audio formats handled by the Translator. Both units offer real-time bidirectional digital audio translation between eight channels of any of the supported formats.

Finally, in the area of digital audio and digital video, Avid Technology (508/640-6789) uses DA-88 compatible MIDI Machine Control for transport functions in its high-end digital video editors.

Outboard gear—Drawmer's Model 1962 (distributed by QMI, 508/435-3666) is a very analog, tubebased, 2-channel mic preamp/equalizer/peak limiter/ mixer/dynamic enhancer with analog and (optional) AES/EBU, S/PDIF and TDIF-I outputs.

Studer's D19 MicAD is an 8-channel mic/line preamp with built-in A/D converters and outputs to AES/EBU, SDIF, ADAT and Tascam TDIF-1. It has manual (or MIDI!) control of levels, 20-bit A/D converters and switchable DSP dithering with noise shaping for use with 16-bit decks or workstations.

Apogee Electronics' (310/915-1000) AD-1000 is a 20-bit A/D converter that interfaces directly with the TDIF connector. This means that you don't need one of Tascam's IF-88A interfaces and can bypass the internal converters and apply Apogee's UV22 coding to retain much of that 20-bit resolution on a 16-bit recording. The AD-1000 also has two microphone preamplifiers with phantom power. Retail is \$2,995. Just announced is the AD-8000 (\$4,400), an 8-channel A/D converter featuring Apogee's latest 20bit resolution technology and UV22 coding. Interfaces include AES/EBU and optional cards for TDIF, ADAT and other digital formats.

British manufacturer PrismSound (distributed by Audio Intervisual Design, 213/845-1155) offers the MR-2024T, an interface/adapter for recording eight 16-bit channels, six 20-bit channels or four 24-bit channels on the DA-88. The unit has four pairs of AES/EBU digital inputs and outputs, an S/PDIF I/O pair and four word sync outs. Two TDIF-1 digital ports provide connection to the main DA-88 and a backup deck, if desired. Applications include 20/24-bit music recording (or as a high-resolution mixdown deck), layback to 20-bit digital VTRs and 4- or 6-channel mixing for film/video surround sound.

Rane Corporation's (206/355-6000) PaqRat allows storing two channels of 20-bit digital audio on a DA-88 or ADAT, PaqRat takes the 20-bit signal from your outboard converter and splits it into two 20-bit channels on four tracks of your MDM, so you can record on either channels 1-4, or 5-8. The device is primarily for those who want to do 20-bit masters or would like to back up their hard drives. It also provides a 16-bit dithered output for a smooth transition from 20- to 16-bit for mastering. The Tascam version is \$899.

So, there you have it: some, but by no means all, of the third-party providers for the Tascam DA-88. Also, several manufacturers talked about some exciting developments that they didn't want reported yet, and I'm sure that we'll be seeing more at this month's AES in New York.

—Gary Woods

-FROM PAGE 64, DA-88

chine."

Fernandez: "Best recording, warmer, richest sound."

Rando: "Seems colored, not as realistic. More removed from the listener, duller, thinner."

TRUMPET (DUANE FLOCH) Sony PCM-800

Haney: "A lot of midrange, would make me reach for the EQ." Fox: "Very fine reproduction."

Durnin: "Top end rolls off."

Stock DA-88

Haney: "Bright, but not bad. I would roll off some of the bright edge." Fox: "Slightly bright, a little harsh."

Durnin: "Lacks brassy overtones, smoothes tones too much."

Modified DA-88

Haney: "Warm and rich-sounding, seemed more natural."

Fox: "Not as bright as number one (Sony PCM-800), better than number two (stock DA-88)."

Durnin: "Lets the air through, good brass overtones, can really hear the 'live' quality."

FRENCH HORN (STEVE DURNIN) Sony PCM-800

Woods: "Nice midrange. Round and full."

Rando: "Very clean."

Fernandez: "Very open and full."

Stock DA-88

Woods: "Slightly better than number one (Sony PCM-800). Highs are nice and clear.'

Rando: "Horn sounds 'splattier,' 'dirtier.'"

Piro: "First choice."

Modified DA-88

Woods: "Real—sounds like a horn from beginning to end."

Rando: "Clean sound."

Fernandez: "Warmest sound of the

three, smoothest,"

OVERALL EVALUATIONS

Sony PCM-800

Durnin: "This machine had a warm bottom, rolled off the top end nicely for many instruments, but lacked very top 'air' when sometimes needed."

Woods: "This machine consistently sounded darker than the other two." Rando: "My favorite; open, lots of air and presence. Great detail."

Monda: "My overall least favorite."

Stock DA-88

Durnin: "Machine captured fundamentals well but lacked ability to capture transients,"

Woods: "This machine tended toward the brighter side. Its upper end was more accentuated than the other two."

Rando: "My least favorite. Has nastier sound, duller, more artificial."

Monda: "This machine seemed to give the best results overall."

Modified DA-88

Durnin: "Best frequency-to-level ratio, collected transients best, with both low and high frequencies."

Woods: "It had a warm analog sound, yet its clarity and detail were still there."

Rando: "Good, clean second place. Wanted more detail, didn't feel total sound was replicated."

Monda: "Very close second."

The bottom line is that all of these machines sounded very, very good. The differences were small, and only really apparent when compared directly. I would be happy to have any of these in my studio. In summary,

you should make your decision after listening to the machines yourself.

CREDITS AND THANKS

The Sony PCM-800 was provided by Project One, North Hollywood. The stock DA-88 came directly from Tascam (thanks to Roger Maycock), and the DB25 connectors for the balanced ins and outs on the DA-88s were provided by Monster Cable. 1 selected them for this demo because of the tight twisted pair construction with a double-wrapped foil shield on each channel. The connectors provided excellent noise and crosstalk rejection.

The most important credit for the whole demonstration goes to my friend, composer/producer Jay Rando. He came up with the original idea, talked Tascam into letting us do it, found the studio to donate the time, and most important, every time I said, "This ain't gonna happen," he went out and made it happen.

Gary Woods, a composer, arranger and orchestrator who has worked on The Mod Squad, The Love Boat and with artists ranging from Whitney Houston to Jim Nabors, serves on the board of directors of the Society of Composers and Lyricists.



Can You Say Compression? IIIHSIFKI For Radio

f you've spent endless hours in the studio producing the ultimate single, the chart-topper that will send a zillion listeners into an appreciative trance (and make you filthy rich), it may come as a shock to hear your pop opus on the radio.

It is a good bet that many of the most formative musical moments in our lives arrived courtesy of crappy little transistor boxes, single dashboard speaker car radios and other less than ideal audio setups. But none of us as kids realized the degree of processed sonic mangling that stations employed to deliver those magical sounds.

In their neverending quest to find and establish station identity (and meet FCC regulations), radio stations

commonly use staggering amounts of compression. One result is that, unless you structure the dynamics of your mix very carefully, most radio stations will apply enough compression and limiting to turn your mix inside out. How, then, can one mix a final master so that the inevitable radio compression will not radically alter your balances?

We asked some producers, engineers and mastering engineers to speak their minds on the subject. Our thanks to John Agnello, Michael Brauer, Greg Calbi, Richard Dodd, Don Gehman, Brian Lee and Benny Quinn for their time and insight in contributing to this article.

JOHN AGNELLO

John Agnello has extensive credits as a producer and engineer in modern rock and alternative music. His clients include The Breeders, Dinosaur Jr., Redd Kross, Screaming Trees, Grither, Dish, Buffalo Tom, Triple Fast Action, Biyouac, Lemonheads, Tad, Gigolo Aunts and many more.

"Obviously, before music television, a lot of people mixed for radio, and a lot of those records were mixed for radio compression. There are a couple of different schools of thought. One is that you make it sound slamming on the radio, and when people buy it and bring it home, they get what they get. Another school of thought is to not really concern yourself with the radio. Then there is the guy in the middle, which is what I think I try to do. At least back when I was really concerned with radio, I tried to make a record sound kind of punchy on the radio, but not like a whole different record when you brought it home and listened to it on a regular system without the heavy radio compression.

"I just like the sound of bus compression on the mix anyway. I am a big fan of that stuff. When I was mixing more for radio, I would have the whole mix up and basically sit there with this really hard-line compressor that was cranked at 20 to 1. I would check vocals and work on the mix, so I could tell what the radio might do, while monitoring through the compressor. This would help you tell how much of the 'suck' you would get from the radio.

"In fact, I would go to tape with the compressor, but not at 20 to 1—I would go back to more of a normal setting. [Agnello listens through Auratones or similar speakers in order to approximate the typical consumer's listening setup.]

"MTV is here, but most people still listen to TV on a little mono speaker. If your snare drum is out of phase and it comes out on MTV, there is not going to be any snare in that mix. I use the phase button more than I use the EQ button, especially on drums and things like that, Also, check the phase if you have a bass DI and a microphone, or if you are running a bunch of different mics on a guitar amp. You should always check the phase on those. If you are really careful about that kind of stuff, you can

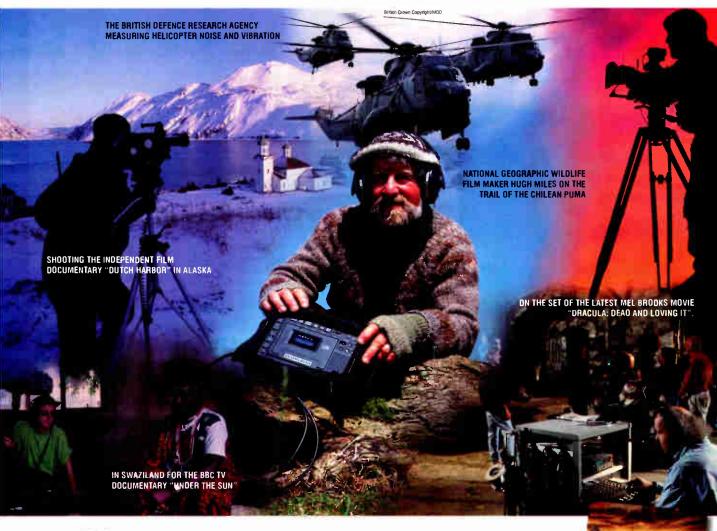
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actually mix for maximum rock, as opposed to constantly EQing something that is screwed up on a different level.

"I think that it is really important to regularly reference your mix in mono, if you are concerned that your records really slam on MTV or any kind of music television. You can really tell how well your vocals are going to come out if you work in mono at lower volumes; referencing on different speakers is also a good way to get a sense of your mix."

MICHAEL BRAUER

One of popular music's greatest mix masters, Michael Brauer has created hit soundscapes for Bruce Springsteen, Aerosnith, the Rolling Stones, Sade, Eric Clapton, Tony Bennett, Luther Vandross, James Brown and many others. With the help of Nick Balsamo at Sony Music Studios in New York, Brauer has designed and patented an audio processor called the MHB 850, slated to be on the market within the year. When Brauer isn't mixing or inventing, he actively participates in bike racing throughout the world.

"The different approaches to mixing for radio and for albums have nearly merged. This is because of the need for the recorded signal to be printed on tape or digital as loud as possible, with the possible exclusion of classical and jazz music, because those musical forms are so pure and compression would be heard immediately. [Brauer says no compressors were used for his Tony Bennett Unplugged mixes.] The mixer accomplishes this task by using an array of compressors to keep the audio dynamic range down to 2 to 3 dB. The mastering engineer takes over and has his or her own custom-made toys of A/D converters and secret weapons to make the CD as loud as those little 0's and 1's can stand.

"Radio stations have their own limiters and EQs with which to process their own output signal, in order to make things as loud as possible. The less you do to activate those signal processors, the better your song will retain its original sound. The potential problem is that you can end up with a mix that has no dynamic excitement left to it. It's been squeezed to the point of being loud, but small.

"Over the years, I've found ways to get the most dynamic breathing room possible within the 2 to 3 dB window.

I break down my mix into two or three parts instead of putting my mix through one stereo compressor. The bottom part of the record (A) includes bass, drums, percussion. The top part of the record (B) includes guitars, keys, synth, vocals, etc. The third part (C) is sometimes used for vocals or solos only. I assign my reverbs to A or B, depending on the source.

"The dynamic of the bottom end of the record is no longer affected by the dynamic of the top part of the mix. Once this concept is understood and executed, you then experiment by getting A to affect B, B to A, or C, etc. When done properly, the bottom of the record pumps on its own, independent of the top end of the music.

"The problems I used to have with just using a stereo compressor became a vicious cycle. If I wanted a lot more bottom, the compression would

The potential problem is that you can end up with a mix that has no dynamic excitement left to it. It's been squeezed to the point of being loud, but small.

—Michael Brauer

be triggered and work harder, causing the vocals to get quieter. If I wanted more vocals or more solo instruments, my drums and bass suffered. By the second or third chorus of a song, the dynamics need to be coming to a peak. You don't want the compressor holding you back. Ten years ago, the use of a stereo compressor was less of a problem, because the dynamic audio range was smaller. 808s and Aphex changed all that.

"My mix of Dionne Farris' 'I Know' is typical of this style of mixing. The bottom end just keeps pumping along as the vocals and guitars have their own dynamic breathing room, all within that small little dynamic window. The complete album, video and radio mixes are all the same."

GREG CALBI

Greg Calbi has mastered many of the

greatest albums of the past 25 years, including releases by U2, Paul Simon, Talking Heads, Bruce Springsteen, David Bowie, Eric Clapton, John Lennon, Yes, Dire Straits, The Ramones, Lou Reed, Brian Eno, James Taylor, the Rolling Stones, Van Morrison, R.E.M., Tom Petty & The Heartbreakers, Bob Dylan, Dr. John and many more.

"In a very petty sense, people are very conscious of their records being louder than everybody else's records. Everyone wants their mastering to be louder. We are having a lot of problems with that, because people are cutting these CDs so hot that they are not really playing back well on cheaper equipment, and a lot of people have cheaper equipment.

"Many mastering engineers have gotten disgusted, because it has really gotten to a point of diminishing returns. Why are we making them as loud as this? It's because musicians and producers all want a more muscular sound, but if they were all taken down a couple of dB, they might sound a little cleaner.

"This is an example of almost a lack of confidence. Everybody wants that little extra edge. If they feel volume is one of those edges, then that is something that I can give them, because all I do is turn the 0 to +1, and it is all of a sudden louder. The fact of the matter is, if you give radio something, and their compressors hit it the right way and you have it tweaked up right, it is going to sound loud anyway. If your record is bright and clean, it will cut through a small speaker on a car. If it is real busy and dense, you will get that muffled quality.

"Someone recently talked to a guy on radio who said that he likes to get stuff that is real low-level off the CDs, so his compressors at the station can kind of do their thing. He felt it made stuff sound better than stuff that was real hot. We always thought that the hotter you cut it, the hotter it was going to sound on the radio. Well, suddenly, here was another twist on that debate. I thought, 'Now this really takes the cake, because I've heard everything.'

"I have a feeling that things sound great on the radio, [depending] more on how the parts are played and the whole thing is thought out from the get-go. The other day, I heard a Springsteen song, 'Tunnel of Love,' on the radio. It sounded great, and it was so simple. The bass was down there

playing the part. Guys like Springsteen and Bryan Adams write and arrange songs that are in the range made for radio. They give you one thing to digest at a time. There aren't all these layered parts conflicting with each other. These are some basic tenets of arranging that kind of hold up on a little speaker. In my opinion. I think it comes more from the conceptual stage."

RICHARD DODD

Whether it is Tom Petty, with or without The Heartbreakers, or Wilco's gritty alterna-country/rock. Boz Scaggs' bluesy R&B influenced pop, the Traveling Wilburys, George Harrison or the recent harmony-rich pop of Billy Pilgrim, producer/engineer/mixer Richard Dodd consistently creates exciting and unique radio-friendly records that still maintain a high level of sonic integrity. Currently, Dodd is wrapping up production on Atlantic artist Francis Dunnery's second album.

"Here's a great analogy. We have a pint pot of beer and, with reference to mixing to radio, radio processing makes it a point to always keep that pint full. If we underfill it, their system will fill it. If you overfill it, or attempt to, it will chop it off and make sure that only a pint of beer is there. That only leaves us with control over the content of that pot. It can be a delicate, light crystalclear liquid, or a thick dark and gooey liquid. Those are the parameters we have to work. If you want it thick and dark and gooey, you can put a bunch of stuff in there and make it dense and sludgy. That is what it is going to sound like. If you leave it clear and open, it is going to have an apparent dynamic. It is going to be sparkling and have clarity and space. That is basically what we do. We make the decision.

"The stronger the song, the stronger the performance, the clearer we can allow that liquid to be and get away with it. If the song or performance is perhaps lacking, we tend to go for the denser, thicker darker approach. That is the control we have, but basically, there is still only a pint pot. That is just the way it is.

"If you want a voice and guitar at the front of the song to be minus six, and when the band kicks in to be at least zero, you are never going to hear it like that on the radio. The nature of the compressor is to bring the quiet things up and the loud things down. But if you use that facility correctly, then you can get the radio compression to remix the song for you.

"I'm not going to make music for what type of processing radio thinks sounds right today, because tomorrow they are going to think something else is right. Then every piece of music that I made today is wrong. So I don't mix for the radio, but I do mix with the radio in mind. Sometimes I strap on a couple of ridiculous limiters across the monitors and fake what an FM radio might do. I'm mon-

Remember that whatever is bad about a mix, the radio is going to emphasize it and make it worse. —Richard Dodd

itoring through them, so I can make the proper adjustments.

"Even though you can't have the dynamic, there are ways to create that sense of dynamic on the radio. I take things out. I turn the band down. It is under-mixing. Otherwise, without witnessing what happens through a second set of limiters, you don't stand a chance.

"A slower-tempo song can be apparently louder than an up-tempo song. If you have a drummer bashing away at a hundred miles an hour, it is going to eat up all the space and there won't be room for anything. Remember that whatever is bad about a mix, the radio is going to emphasize it and make it worse. If you have something that is really laid back, with all the space in the world, that allows time for the effects of radio to recover, before they act again. That can also be an effective dynamic, which you otherwise wouldn't have gotten with the fast, busy track.

"By extracting from the content, you can compensate for the lack of dynamic in a song. Less is more, basically, and extraction is part of the trick. It is in taking away, even if it is just using the facility to bring what you took out back again. Basically, when Tom Petty is singing, not much else is going on. When he stops, something interesting happens."

DON GEHMAN

Over the past 20 years, producer/engineer Don Gehman has been associated with some of rock and pop's most significant artists, including John Mellencamp, R.E.M., the Bee Gees, Barbra Streisand, Tracy Chapman and Hootie & The Blowfish, who recently spent five weeks at the Number One position on the album charts.

"I think the key to a great-sounding radio mix is to get your balances correct. I'm not just referring the correct balance of basic core elements, like snare, vocal, bass and guitar, but the frequencies within them are what have to be balanced as well. That way, everything hits the compressor with equal power.

"I used to always use bus limiting, like on an SSL or [through] this little Neve stereo compressor I have. For many years, I just let that thing fly with 8 to 10 dB of compression and just flatten everything out. When it went into mastering, I would have people sometimes complain that it was a little over-compressed, but they could work with it. They might say they couldn't bend it into the frequency ranges that they needed.

"I have been working with Eddy Schreyer over at Future Disc Systems, and he has encouraged me to use less [bus] limiting and more individual limiting and get my balances right. It has taught me a valuable lesson.

"What we are doing now is I'll try to contain that bus limiting to 2 to 4 dB, just enough to give me a hint of what things are hitting at. It is kind of a meter of which things are too dynamic. I'll then go back and individually limit things in a softer way, so that the bus limiter stops working. Then I can take it in and put it on this digital limiter, which is this Harmonia Mundi that Eddy's got, which is invisible. It doesn't make any sounds that are like bus limiters that I know. We tighten it up a little bit more to give it some more level to the disc. That results in something that doesn't sound compressed. It is very natural.

"You can hit a radio limiter and have something that is very wideopen-sounding, if the frequencies, like from 50 cycles to 1,000 cycles, are all balanced out so that they hit the limiter equally and your relationships aren't going to move. They are all going to stay the same, but you've got to get that all sorted out before it goes into that broadcast limiter.

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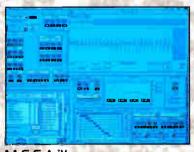
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—Brian Lee

some example of it, to kind of test out. I use a bus limiter to kind of show me where I am hitting too hard, and then I take it away and get rid of it and let the mix breathe. That is the trick that I am finding more and more in helping get balances just right.

"With the whole practice of frequency balancing, I know you can have tracks that seem dynamic on radio. Green Day's 'Longview' is a great example. That chorus slams in, but it is balanced out well enough that when the chorus hits the limiter, it just adjusts the level and doesn't gulp anything else up.

"If you have bass frequencies that come in too loud and aren't balanced in the midrange, the limiter 'sees' whatever is loudest and puts that on top. If the low end is too loud, then everything will come out muddy when it hits. If all the frequencies are balanced, the limiter will equally turn down the balances, with them all staying intact, and life goes on, just as you intended."

BRIAN LEE

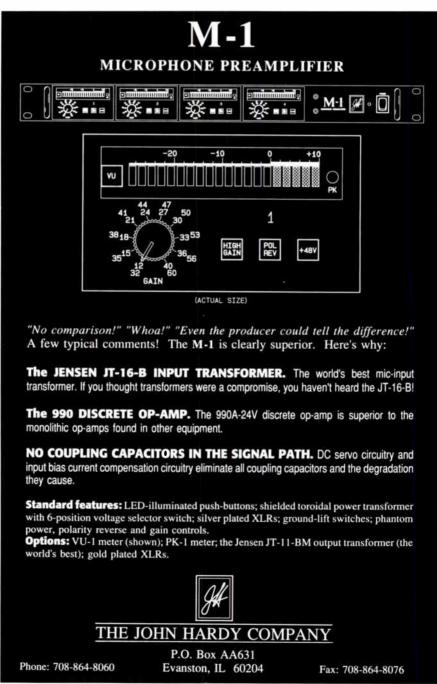
For the past three years, Brian Lee has made a name as Bob Ludwig's rising star at Gateway Mastering in Portland, Maine. Among his credits are Janet Jackson, Pearl Jam, Ozzy Osbourne, Gypsy Kings, Lou Reed, Gloria Estefan, Charlie Daniels and Cachao. Lee echoes the sentiments of others in saying that it is very important to check for phase problems by referencing to mono regularly in the mix stage.

"When you mix, you should definitely be listening in mono every now and then, so you know that when it goes to mono, it will still sound just as good and in phase. I believe that the fullness of the overall sound, when you are in stereo, can cause you to pay more attention to the instruments and effects than to the vocal.

"Interestingly, a lot of people use phase for weird effects. We have done heavy metal albums that are really out of phase. [Producers] especially like to put a lot of effects on the vocal. Maybe they just didn't think it was going to get played on the radio, but some stuff was totally out of phase, and if you pushed the mono button, everything just went away. We could've put everything back in phase, but I think they would think it would ruin the effect that they wanted.

"We do suggest that you get a mix the way you think it should sound and get a few different passes, like vocal up and vocal down. Mixing is very expensive, and you should get as much out of it as you can. If you are going to Hit Factory, or some studio like that, that is a lot of money a day. You don't want to have to go back and rebook time and remix the whole thing, just to get the vocal right. When you are mixing, you should also do your instrumental TV track and versions with lead and background vocals up and down.

"If you have the time and patience to do that, you will be in great shape, because when you get to this stage of mastering, you can actually sit back and reflect and say, 'I need more vocal on this particular section,' or 'I think this particular vocal is overshad-



owing this part of the song. I think it needs to be brought down.' Then you can do edits at that point. [Lee works on a Sonic Solutions system.]

"When you are traveling around from studio to studio, listening and mixing, you may think a mix sounds great until you hear it on another system, and for some reason things sound like crap. You may find yourself saying, 'What is going on here?' Usually, mastering is a third party's subjective opinion about the whole process. We know our speakers very well, and when you bring your work in here, hopefully, we will have some frame of reference for you to get it right."

BENNY QUINN

Over the past 20 years, Benny Quinn has been one of Nashville's most prominent mastering engineers, with credits covering every genre from symphonic and rock to country, gospel, R&B and jazz. He's mastered Elvis Presley, Aaron Copland, Johnny Cash, Isaac Hayes, Alabama, Dixie Dregs, Indigo Girls, Bela Fleck, Bob Seger, Cracker, Widespread Panic,

Amy Grant, Boston Pops Orchestra, Willie Nelson, Nanci Griffith, Lyle Lovett, Reba McEntire and many others. Quinn has worked at Masterfonics, one of the country's most highly regarded mastering facilities, as a mastering engineer for the past 12 years.

"Everything has to be very clear-sounding. You have to make sure that everything is distinguishable, as far as the instrumentation is concerned, and that can be done with a combination of EQ and limiting.

"The low end is what will normally grab and kick a compressor or limiter at a [radio] station. If you have too much low end, and it is too cloudy and big, then all you will hear are the station's compressors grabbing the low end and moving everything up and down with it.

"While I typically don't cut the bottom end off. I do try to make sure that the bottom end is clean and present. Normally, you will find frequencies in the low end that are rather cloudy. This changes from song to song and mix to mix.

"You can often find one or two frequencies that may create more 'cloud'

than distinction. You may be rolling off at that frequency, using a real broad bandwidth and then possibly even adding back a very similar close frequency...maybe even the same one, using a very narrow bandwidth. What you do is take that 'cloud' and that 'woof' out of the low end. That usually helps significantly, as far as radio processing is concerned. The top end doesn't seem to hit the station's signal processing as hard as the bottom end, and radio compression doesn't seem to hurt the top end as much as it does the bottom end.

"Most rock stations compress more heavily than other station formats do. When something is out of phase, it causes very strange sounds in the reverbs. You will hear more reverb—on the track while played on the radio—if the phasing problem is with the original signal and not with the reverbs on the track itself. The original signal will want to cancel and the reverbs won't, making things sound even more swimmy."

Rick Clark is a Memphis-based Mix contributing editor.

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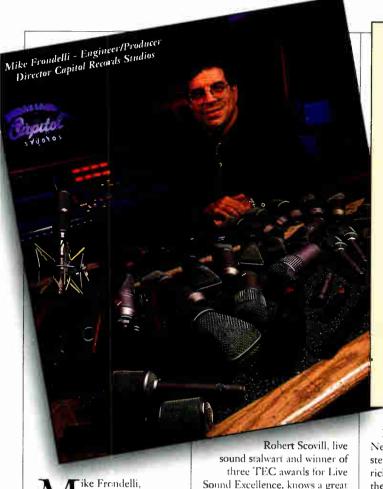
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York as a center for the arts has received substantial media play in recent months. From the renaissance of the Big Apple as a place to shoot and post movies to the refurbishment of Times Square, where peep shows are being replaced by Disney corporate ventures and the return of MTV's Video Music Awards, New Yorkers have been expressing a level of optimism not seen for a long time.

You can feel it within the professional studio community. In fact, the condition of the city itself is cited often by studio owners and managers in talking about their industry. The very essence of New York has traditionally suffused its music and the places where its music is made. Studio rates may be down a bit, but so is the murder rate this year.

Everything is a matter of degree, though. The levels of optimism range from guarded to ardent across the spectrum of facility sizes. It's illustrated by the fact that, though New York continues to mourn the loss over the years of leading studios such as Media (now the La Bar Bat nightclub), Sigma and Skyline, the remaining large facilities—including Right have expanded.

The city's strong urban music base is beginning to come out of personal recording environments to use commercial studios more, even as jinglesone of the traditional evergreens of New York studios—have done just the opposite, with commercials now recorded at the music houses that write them, more often than not. It's produced a changing landscape in New York that has motivated adaptation from studios, producers, engineers and musicians.

What New York does have in common with the rest of the country, however, is a fixation on rates. Although studio owners, for the most part, say rates are static but sufficient, few are willing to go on record about them, indicating an uneasiness about both rate structures and profitability. The contrast between this and the expansions that many studios have undertaken illustrates the crux of an issue that every commercial studio in the world faces today: How do you maintain a state-of-the-art facility with the increasing costs of high-end pro studio gear while you are faced with a relatively static revenue base and encroachment by an



good," and that many facilities, including Power Station, have been at least able to hold rates. However, Bongiovi stresses, projecting the business side beyond studio time rentals is critical to survival and is something he says Power Station has been predicated upon from the beginning. "I haven't said this before for the record, but Power Station was built on production royalties, mine and the productions we have taken an equity position in," he says. "It does okay as a

If it's realistic to use rental houses as barometers of the health of the **New York** studio industry, I'd say it's very healthy. - Bill Tesar

studio, but it does much better as a facility that develops intellectual properties. So in that sense, we're not really in the traditional time-selling studio business.'

Power Station is also building a network of facilities beyond New York. After a false start in France several years ago, the studio has started a joint venture—Power Station New England—with former defense technology contractor Sonalysts in Connecticut. The facility opened in July with an exact replication of Power Station's Studio A. And two other European ventures are planned. Power Station's approach to revenue-building via participation rather than cash has contributed to its prominent place in New York's studio rumor mill, Bongiovi concedes, as did a management shakeup that took two years to sort out. And a recently announced lender liability lawsuit by the studio against Chemical Bank is also clouding the horizon, "The thing to know is that Power Station was not so much in the studio business as in the production business," states Bongiovi. "And when the bank made us deviate from that, that is when the problems started."

The general mood in New York, though, is one that says continued investment in a facility produces the effect of an investment in the studio community, despite the inevitable competition and differing approaches to business. "Hit Factory's investment has been paying off," says studio executive vice president Troy Germano, adding that the studio is planning further expansions. "We pretty much only keep track of what goes on here. But from what we've heard from clients and other studios, things seem to be working out well in New York at the moment for studios."

RENTALS

When one talks to the area rental companies, it's easy to get the impression that the streets of New York are paved with the same gold that immigrants used to dream about from the steerage compartments of ships pulling into Ellis Island. The demand is for digital equipment, particularly modular digital multitracks, though there is hesitancy to embrace any one format. Dreamhire reported its most profitable month at its New York location last May. "We can't keep ADATs and DA-88s in stock," reports general manager Chris Dunn, "We just got a Studer 48-track machine, and it went right out the door on a fourmonth rental. The rentals on digital multitracks have tended to be longterm till studios see which way the demand goes."

Bill Tesar, president of Toy Specialists, which moved into a 5,000square-foot location recently, notes a rapidly growing demand for MDM formats, as well as for Studer and Sony 48-tracks. "Most of the rentals are going to larger facilities," he observes. "Most of the smaller and project studios don't have the budget for the same level of rentals. For them, it's mostly microphones and preamps. So whatever impact [studio] rates are having on them, we don't see it from here. But if it's realistic to use rental houses as barometers of the health of the studio industry here. I'd say it's very healthy."

Tom Lewis, vice president at Audioforce, checked a few years' worth of purchase orders and found that, although major studios indeed are the primary customers of major rental

houses, project studios' rentals are on the rise. "They're up and coming," says Lewis. "In fact, three or four of them just moved into our building."

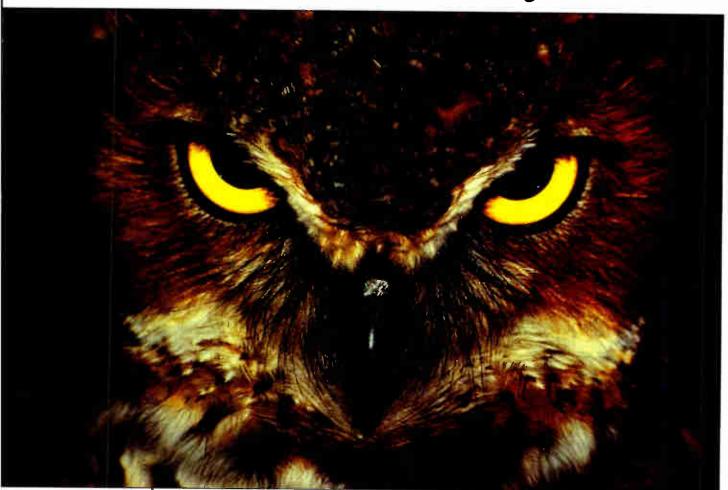
WHERE THE JINGLES WENT

Commercial music for broadcast has been a mainstay of the studio business in New York since before television. Back then, it was the Broadway show players who did the radio spots before heading into the pits for eight o'clock curtain. The explosion that broadcast advertising underwent in the 1950s gave rise to a plethora of independent studios in Manhattan and a large cadre of session players who created the dream world of studio cats-the gig-bag-check-Radio-Registry-every-hour heaven-a myth that's come up against the cold reality of affordable recording technology.

"The people who used to be on those sessions are now parked in little rooms pushing buttons," says Irwin Fisch, a keyboard player who came of professional age during the transition. "The ability to make a living playing sessions is dwindling. If you're not programming or writing them, then the opportunity to play on jingles is considerably lessened." Fisch says the group of first-call session players in New York is now more like a small, tight core. Some, like him, have moved into the burgeoning film-scoring work in town (Fisch was working on a film remake of Bye Bye Birdie when we talked). Other musicians have moved into the Broadway theaters as musical revivals continue to surface on The Great White Way. "Now there's room for maybe three drummers, three bass players, maybe eight guitarists and a few horn guys,' Fisch says. "Jingles were closed off by machines and music house studios, and record sessions are getting closed off by a return to band-oriented records. And at this point, the agencies see the benefits of in-house recording, and the budgets rarely encourage full live sessions." (Power Station owner Bongiovi notes that for a recent live string date at the studio, "We were fighting over who was going to get to engineer it.")

"The culture of session musicians has not evaporated, but it is considerably downsized," says Ira Siegel, one of those still making a regular living off jingles. Siegel, a guitarist, notes that the lack of opportunities now for session players in studios has meant fewer people aspire to what was once

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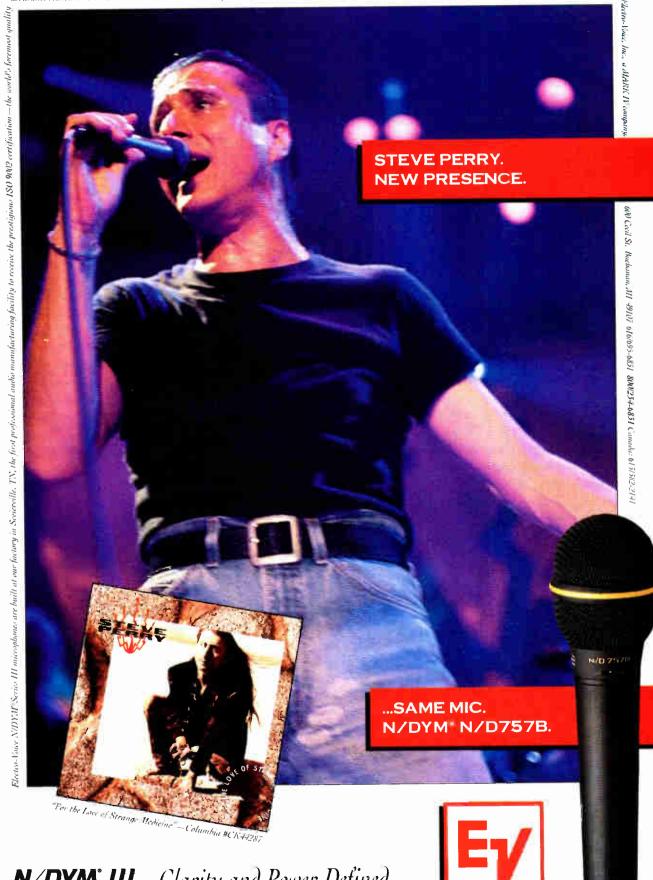
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good," and that many facilities, including Power Station, have been at least able to hold rates. However, Bongiovi stresses, projecting the business side beyond studio time rentals is critical to survival and is something he says Power Station has been predicated upon from the beginning. "I haven't said this before for the record, but Power Station was built on production royalties, mine and the productions we have taken an equity position in," he says. "It does okay as a

If it's realistic to use rental houses as barometers of the health of the **New York** studio industry, I'd say it's very healthy. - Bill Tesar

studio, but it does much better as a facility that develops intellectual properties. So in that sense, we're not really in the traditional time-selling studio business."

Power Station is also building a network of facilities beyond New York. After a false start in France several years ago, the studio has started a joint venture—Power Station New England—with former defense technology contractor Sonalysts in Connecticut. The facility opened in July with an exact replication of Power Station's Studio A. And two other European ventures are planned. Power Station's approach to revenue-building via participation rather than cash has contributed to its prominent place in New York's studio rumor mill, Bongiovi concedes, as did a management shakeup that took two years to sort out. And a recently announced lender liability lawsuit by the studio against Chemical Bank is also clouding the horizon, "The thing to know is that Power Station was not so much in the studio business as in the production business," states Bongiovi, "And when the bank made us deviate from that, that is when the problems started."

The general mood in New York, though, is one that says continued investment in a facility produces the effect of an investment in the studio community, despite the inevitable competition and differing approaches to business. "Hit Factory's investment has been paying off," says studio executive vice president Troy Germano, adding that the studio is planning further expansions. "We pretty much only keep track of what goes on here. But from what we've heard from clients and other studios, things seem to be working out well in New York at the moment for studios."

RENTALS

When one talks to the area rental companies, it's easy to get the impression that the streets of New York are paved with the same gold that immigrants used to dream about from the steerage compartments of ships pulling into Ellis Island. The demand is for digital equipment, particularly modular digital multitracks, though there is hesitancy to embrace any one format. Dreamhire reported its most profitable month at its New York location last May. "We can't keep ADATs and DA-88s in stock," reports general manager Chris Dunn. "We just got a Studer 48-track machine, and it went right out the door on a fourmonth rental. The rentals on digital multitracks have tended to be longterm till studios see which way the demand goes."

Bill Tesar, president of Toy Specialists, which moved into a 5,000square-foot location recently, notes a rapidly growing demand for MDM formats, as well as for Studer and Sony 48-tracks, "Most of the rentals are going to larger facilities," he observes, "Most of the smaller and project studios don't have the budget for the same level of rentals. For them, it's mostly microphones and preamps. So whatever impact [studio] rates are having on them, we don't see it from here. But if it's realistic to use rental houses as barometers of the health of the studio industry here, I'd say it's very healthy."

Tom Lewis, vice president at Audioforce, checked a few years' worth of purchase orders and found that, although major studios indeed are the primary customers of major rental houses, project studios' rentals are on the rise. "They're up and coming," says Lewis. "In fact, three or four of them just moved into our building."

WHERE THE JINGLES WENT

Commercial music for broadcast has been a mainstay of the studio business in New York since before television. Back then, it was the Broadway show players who did the radio spots before heading into the pits for eight o'clock curtain. The explosion that broadcast advertising underwent in the 1950s gave rise to a plethora of independent studios in Manhattan and a large cadre of session players who created the dream world of studio cats—the gig-bag-check-Radio-Registry-every-hour heaven—a myth that's come up against the cold reality of affordable recording technology.

"The people who used to be on those sessions are now parked in little rooms pushing buttons," says Irwin Fisch, a keyboard player who came of professional age during the transition. "The ability to make a living playing sessions is dwindling. If you're not programming or writing them, then the opportunity to play on jingles is considerably lessened." Fisch says the group of first-call session players in New York is now more like a small, tight core. Some, like him, have moved into the burgeoning film-scoring work in town (Fisch was working on a film remake of Bye Bye Birdie when we talked). Other musicians have moved into the Broadway theaters as musical revivals continue to surface on The Great White Way. "Now there's room for maybe three drummers, three bass players, maybe eight guitarists and a few horn guys," Fisch says, "Jingles were closed off by machines and music house studios, and record sessions are getting closed off by a return to band-oriented records. And at this point, the agencies see the benefits of in-house recording, and the budgets rarely encourage full live sessions." (Power Station owner Bongiovi notes that for a recent live string date at the studio, "We were fighting over who was going to get to engineer it.")

"The culture of session musicians has not evaporated, but it is considerably downsized," says Ira Siegel, one of those still making a regular living off jingles. Siegel, a guitarist, notes that the lack of opportunities now for session players in studios has meant fewer people aspire to what was once

affordable personal recording technology revolution?

THE STUDIOS

Maybe you don't. At least, that's one of the more candid responses elicited. "That's the reason I haven't put in Ultimation or even considered an SSL 9000," says Richie Kessler, owner of the three-room, SSL/Neve/Harrison Platinum Island Recording, "You can't get a rate that covers the investment. And I find myself forced to compete with people who claim they are holding their rates, and based on my experience, that's simply not the case with most studios in New York.'

Kessler has responded by moving in a different direction. He formed Necessary Records last year, with two acts initially signed to the label. "It's not so much a hedge against the rate situation as it is a departure," he explains. "I see the studio becoming more of a base for this and other independent labels. Just as I've seen a lot of the producers who've worked here and in other New York studios turn their home studios into their own bases. I think that's becoming the future of the studio business. With the onslaught of affordable technology. you can put a studio into six flight cases. Besides, I'd rather be doing music than running the studio as a base for someone else."

Kessler's view contrasts with that at another mid-level facility. Pilot Recording Studios, whose Trident Series 80-C room is aimed at what owner Will Schillinger says is a niche in the New York market. "We're aimed at live recording," he says. "I think you need a niche to be profitable. I don't try to compete so much as I try to service the niche." Schillinger, like most other owners, would not discuss rates except to say that they can vary significantly, depending upon the budget and length of a project. He did say that project studios have not presented him with the pressure they have elsewhere, because his focus is more on the live space, an area lacking in most project studios.

Despite the steady rates, expansions have been taking place, particularly among upper-echelon studios, Right Track Recording opened a third room recently and added an SSL 9000J console to complement its 100input G Plus and Neve Capricorn. Owner Simon Andrews was reluctant to quote rates but did acknowledge that they have remained relatively sta-

tic in recent years. For him, growth is the only viable solution. "My theory of business is, if you stay still, that's the risk," he says. "You have to keep growing, or else you stagnate. The only difference between levels of studios is the number of dollars involved. It's just as risky for a place with a couple of hundred thousand dollars as it is for one with several million. I'd go as far as to say there actually might be a bit less risk at the top studios because there'll always be

I find myself forced to compete with people who claim they are holding their rates, and based on my experience, that's simply not the case with most studios in New York. - Richie Kessler

people who want the highest level of facility."

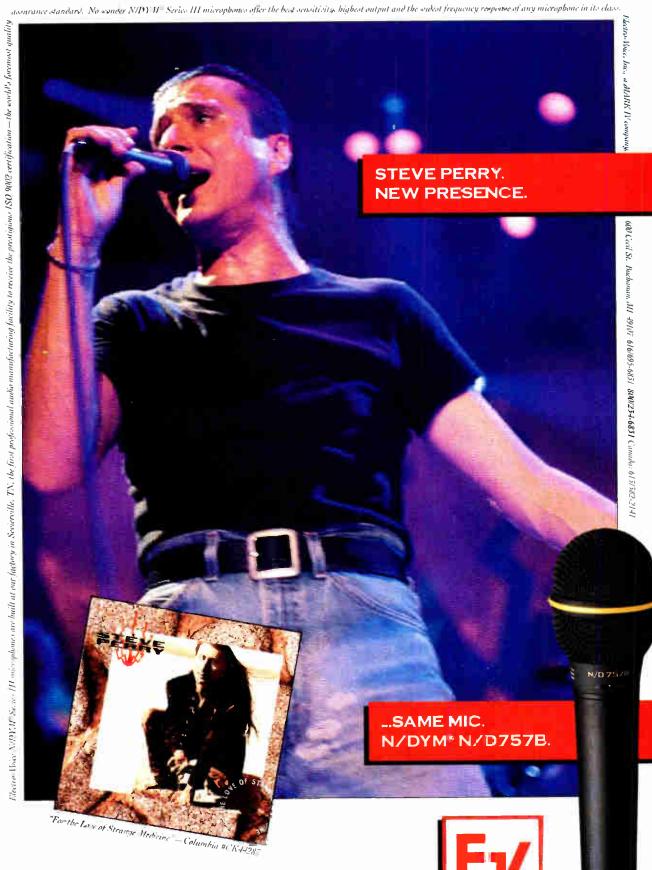
Right Track has been a center for rock and pop recording in New York, as have a few others, in a time when urban genres have become dominant in the city. Dave Amlen, owner of the recently expanded Sound on Sound. which recently added a second room and an SSL G Plus with Ultimation to its original Neve VR room, says New York has never been a rock town. "From the 1960s on, that's been in L.A. New York has always been jingles and urban/dance and jazz," he says, "It's that diversity that's always helped New York." Amlen says his rates vary, from between \$1,500 to

\$2,300 per day, depending upon the project and the level of technology required. "That was the question I asked myself before I expanded," he says. "Could I survive on the lower end of that rate scale if I had to until several leases are paid off at the end of this year? The answer was yes. But there's always negotiation going on. It's the nature of the business."

Amlen adds that the larger investments made by Right Track and Hit Factory, which built an entire new facility estimated at \$20-plus million two years ago, bringing it to a total of nine studios and five mastering rooms, have had a rising-tide-lifts-allboats effect on New York. So Amlen counts himself in the optimist camp. "I think it's positive that they made that kind of financial commitment," he observes, "It attracts business to New York, and that helps everyone. You have to do that, because the upper-end studios need to show a world that's made up more and more of ADATs and DA-88s what a majorleague facility can do for them. Especially at a time when record company budgets are going down."

Those lower budgets have abetted a resurgence of rock in New York, mainly among alternative artists, some of whom in the current radio market can quickly become successful mainstream acts with commensurate budgets. "Business here has been good because bands are back in style," says David Harrington, manager at Greene Street Recording, which recently installed Flying Faders on its new API Legacy board. (Its second room has an Amek APC-1000.) Day rates at Greene Street vary between \$1,200 and \$2,200, depending upon technology and budgets, and Harrington acknowledged that the days of big record-company budgets are over and that negotiation is a daily occurrence. "Everyone wants a super deal now, and that impacts on technology decisions," he says, "But you can offer a good live room like this, with these consoles, because the alternative acts are becoming more aware that, just because there's three ADATs on every corner, that doesn't mean that you get the same record."

Live rooms are what Power Station has been based on, says founder and owner Tony Bongiovi. The facility has three studios, three MIDI rooms and a large A/V studio/stage. Bongiovi's observation on the health of New York's studio community is that it is "fair to



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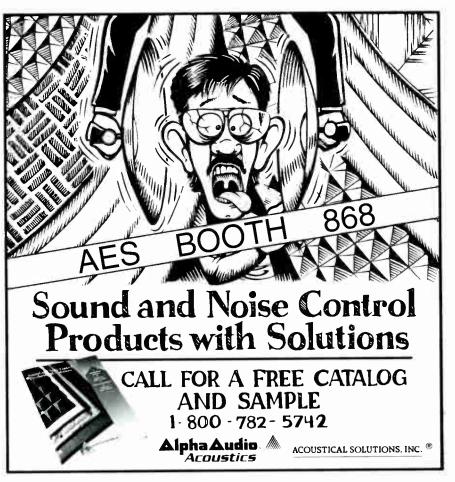
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dio situation is for owners to place less emphasis on big-ticket items and spend more time and effort integrating sequencing-based technology into rooms. That, however, is but one perspective in a prism of suggestions that studios have to sort through in order to stay competitive, an irony that Maserati is willing to acknowledge. However, he adds, engineers and studios are all in the same boat when it comes to rates. "My rates are no higher now, in terms of real dollars, than they were ten years ago, and I think that's true of a lot of engineers these days," he says.

Freelance jingle engineer Kevin Halpin works often at JSM, a music house-cum-studio with two rooms and three Synclavier suites. He's seen how personal recording technology is responsible for the closure of many major facilities in the past few years, a trend he says is continuing. "There's a whole new crop of people at advertising agencies now, and they're realizing that they can go to even smaller places and get the same result," he says. "Music for commercials used to have to be all first-class and top-dollar. That's not the case anymore."

Like the producers, though, it's the album/music-oriented engineers who get romantic about New York. Fernando Kral, whose engineering credits include Joe Jackson, Talking Heads and Jane's Addiction, is increasingly finding work overseas—he was heading for a session in Mexico when we spoke, asking about the water supply-but he'll take New York anytime. "If it's 2 a.m. and I need a bagel or a guitar player, I get one," he says. "I need a piece of gear at midnight. I get it. No problem. You've got this whole Virtual Alley in the form of multimedia coming to New York. I'm getting about 15 percent of my work from that now. People lament about the studios going down, but that's just cyclical. The budgets are dropping, and so are rates, but the studios work around that. There may not be quite as many major artists working in New York right now as there used to be, but that's cyclical, too. It all comes around. There's no place like New York, man!"

Dan Daley is Mix's East Coast editor. He lives in New York and Nashville. Pending approval of his Irish citizenship application, he'll have one more city in which to get to know the bail bondsmen.

a glamorous and lucrative lifestyle. "Back in the heyday, disco and records for artists whose records were done by session players kept things going," he says. The change in technology has meant adaptation for the remaining players. Siegel estimates that he now spends about 30% of his sessions playing directly into hard disk systems like Pro Tools, more often than not in overdub rather than ensemble situations. And most of the sessions take place at either music houses or personal studios. "A lot of the session musicians who stayed in it became jingle writers and producers themselves," he says.

THE PRODUCERS

Those without vested interests in the capitalization of studios seem to wax most poetic about the less tangible things that are attractive about recording in New York. Phil Ramone, former owner of A&R Recording Studios and producer of near-mythical proportions (Billy Joel, Paul Simon, Frank Sinatra, among others, as if you need me to tell you that), still bases himself out of suburban New York to be close to both the studios and the vibe. "There's still a New York attitude," says Ramone. "The jingle world has cut up the session musician culture that used to thrive here. It's become a sort of billion-dollar cottage industry. But the musicians are still here, and in New York, you can get musicians like nowhere else." The studios, Ramone adds, are still led by a few great ones, but he agrees that it's harder for all of them to make money now,

"The only thing compatible with making money is to have a good fixand-mix room," he says. "It's always been hard to get the real estate you need to have a great tracking room here. There are some, but New York is such a real estate-driven market that there haven't been many over the years. It either winds up being a garage with windows or a great but expensive room." Ramone regularly uses the cream of the crop, including Hit Factory, Sony Studios, Right Track and Power Station, "What I'd like to see is the studios get together and deal with the city like the film industry does," Ramone says. "My dream was to build a residential sort of facility, where you could also stay and not pay \$300 a night for a hotel room. But it's all cyclical. I don't see New York fading into the distance anytime soon."

Tommy Musto is a paradigm for

the younger, urban remixer/producer. He has his own studio, NCP, and his own custom label deal, Suburban Records, in addition to a career doing remixes for Blondie, Judy Cheeks, the Gap Band and others. He'll use commercial facilities when he needs to go "And as long as they're selling records, the labels don't care. But in the end, New York is very urban, and urban doesn't need tracking rooms. And it's the [urban] producers who are getting the record deals. So I think the music will move to the personal

A Worm in the Apple?

One disquieting note has surfaced in New York. Despite the high profile of urban music genres in New York, it has been intimated that some studios have subtly but decidedly shifted their client bases away from rap artists over the past several years, citing unprofessional attitudes and poor payment records. As one studio manager put it, "It all too often turns into a 40-person entourage and one guy with a drum machine. You wind up having to erase graffiti from the walls.

Laura King, co-owner of Chung King Studios, which had become a nexus for much of the rap recorded in New York over the past decade, says she's heard of this attitude in tales told by clients. Chung King's original location on Centre Street, which will be phased out as the studio opens a new three-room location on Varick Street, once seemed to encourage ad hoc graffiti as an interior design motif. Their forbearance gained King and her brother John a rapport with what was back then a musical fringe and which has since become a multimillion-dollar industry. The market has matured, says King, adding that Chung King has balanced a consistent respect for rap artists with a policy of charging \$250 for each incidence of graffiti. "They still sometimes do it, but they get charged for it," she says. "It's helped us maintain a very loyal client base of people with whom we share a lot of mutual respect. If the groups in the studio grow too large, we'll simply ask the artist or producer if they would send some of them home, and they do. It's not a relationship built on fear. Clients' encountering racist attitudes [at other facilities] has been implied to me. That's not tolerated here."

beyond the capabilities of his Soundtracs console, and he has relationships with studios like Axis and Platinum Island. But Musto's perspective is very much that of a kid from the projects (project studios, that is): "The state of recording studios in New York is kind of teetering on the edge. The technology gets cheaper, and people get their own studios, and it's gotten to the point where you can hardly tell where a record was done, whether it was a commercial or a project studio, the results are so good. Some studios are starting their own labels, using the equipment to generate more income. I think that's smart. But what's becoming more typical of New York, in our case, our label came before the studio did," Musto adds that he sees some urban acts moving toward more expensive commercial facilities after the money starts rolling in. "But they get big budgets, and frankly, they start wasting money in the studio," he says.

studios. I'm looking now for a digitally controlled console. I think the thing to be is as self-sufficient as possible.

ENGINEERS

Tony Maserati does a lot of dance remixes for acts including Mary J Blige and David Bowie, He's also gone further than anyone before him in attempting to organize engineers in New York. The year-old Allied Pool Corp. has maintained about a dozen members since its inception and went online earlier this year. "It was very difficult to organize them," recalls Maserati, "It's not a group of people used to exchanging information, mainly because it's become so competitive out there. You tend to make friends among the staff of a studio where you work a lot, and that makes you tend to think of other studios as enemies. And I think sometimes some studio owners like it that way,"

Maserati's prescription for the stu-

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There was a time, more than 30 years ago, when you could flip on the television and, whatever show you were watching, chances were that it was produced in New York City. The Tonight Show, The Honeymooners, I Love Lucy and The \$64,000 Question. to name just a few, were all made here. Today, much television production has long since moved to the carpeted bungalows and sprawling soundstages of Los Angeles, but the network news broadcasts and magazines, many popular day-time talk shows and soap operas, a host of cable TV shows, and of course, late-night talk shows starring guys named Dave and Conan all still proudly call New York home.

Perhaps it's because, like most New Yorkers, the producers of these shows have an intrinsic desire to be the first to know what's going on, what's so funny and who's been misbehaving. A more likely explanation is that the Big Apple refuses to relinquish its grip on information-gathering; at the same time, production centers for cable channels like HBO, MTV, and Comedy Central continue to grow. Consequently, network and cable television production and its audio operations are thriving, according to many audio engineers working in area studios. The number of New Yorkproduced shows has remained steady over the past few years, and as more viewers and TV manufacturers upgrade from matchbox speakers to stereo and home theater speaker systems, New York's television broadcast studios are making major facility upgrades, combining state-of-the-art analog and digital gear in order to provide ever better broadcast audio.

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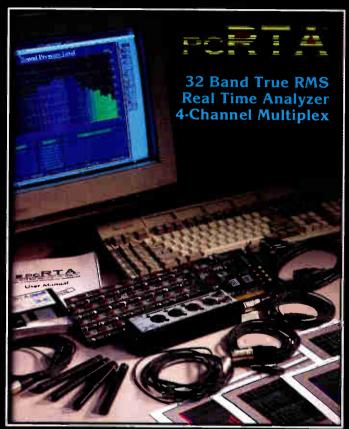
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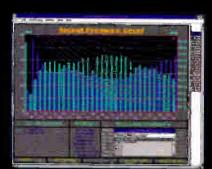


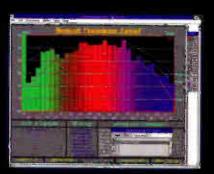


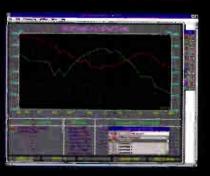












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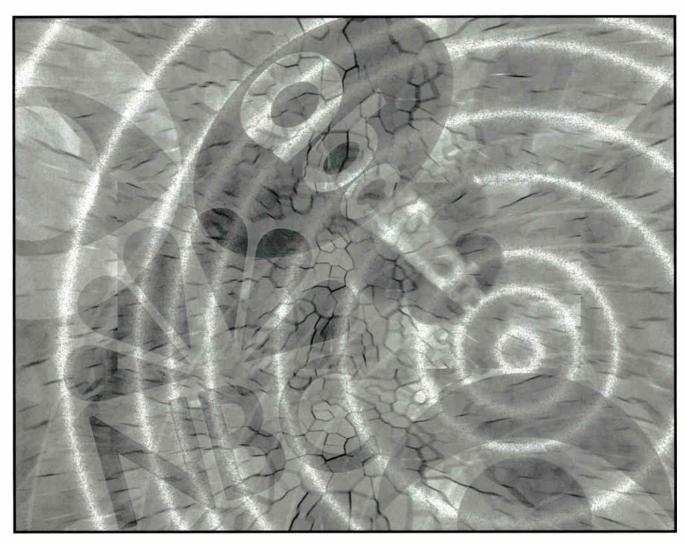
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the past few years has, of course, been wider acceptance of digital audio. Almost every NYC broadcast studio is using digital audio workstations to edit and clean up voice-overs and music tracks, and many are also using Digicarts to track promotional spots. A few are even evaluating digital consoles to mix talent and audience feeds, prerecorded music, live bands and sound effects.

CBS

At CBS Broadcast Center, David Lazecko, director of studio operations, and his staff have been busy running audio and video production at the West 57th St. facility and at the Ed Sullivan Theater (home to you-know-who) a few blocks away on Broadway.

"We do in-house projects like the CBS Evening News With Dan Rather, news magazines like 60 Minutes, all of Channel 2's [the local CBS affiliate] audio and video, as well as production for outside shows like As the World Turns for Proctor and Gamble, Geraldo for Tribune, and Politically Incorrect for HBO," Lazecko explains.

A typical day finds Lazecko and his crew preparing announcer and promo tracks for the news and sports departments, as well as for As the World Turns. Like many broadcast audio shops these days, CBS is recording promos on 360 Systems' Digicart, a hard disk-based recorder which has virtually replaced the 8-track NAB carts of the analog age.

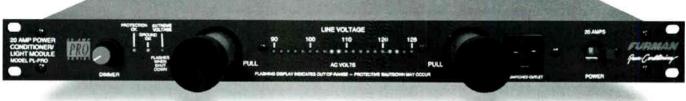
CBS has also taken a liking to another popular digital recording medium: CD-Rs. "As the World Turns has several composers who write for the show," says Lazecko. "The musical director tells them what to compose, and they produce tracks of varying lengths on DAT, 1/4-inch tape and cassette, which we then transfer onto CD-Rs. Then the music director tells us to take track two and put it here, track three and put it there. We don't do any editing because the composers have already mixed it to the proper length, so we just fly it in live with sound effects to videotape as the show is filmed." CD-Rs have also been used to preserve more than 5,000 analog carts in CBS's archives.

For editing promo spots, Lazecko and company are currently using the AMS AudioFile system, though they are also evaluating the SSL Scenaria and Digidesign Pro Tools III systems. Lazecko points out that the increased

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demand for such equipment is driven by the financial aspects of nonlinear editing: lower cost, as well as increased speed and reliability.

But Lazecko's chief focus these days is on the construction of a full-blown, audio post-production center. "Our ultimate goal is to have three complete rooms. One will be a room that will allow us to do transfers onto Digicarts and CD-Rs. Another room will be a big audio post suite that we envision doing audio for large news-and sports-type programming, and a third, smaller room will be for recording announcer tracks, voice-overs and sonic clean-ups."

Lazecko and his staff are designing the entire facility and hope to have the voice-over room and dub rooms open by the end of this year. Once the studios are up and running, they will be marketed to New York-based television production companies.

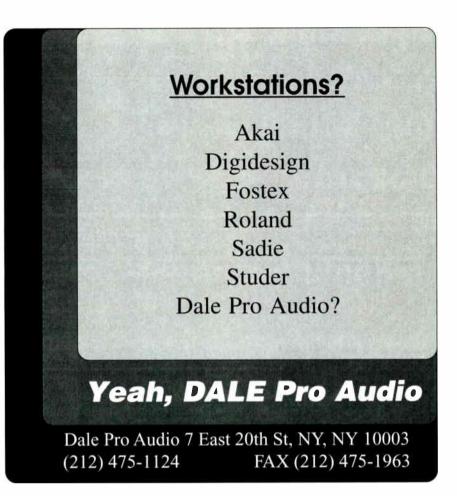
"The idea is to bring in the people who we already do full-blown video production for," says Lazecko. "Right now, our outside clients have to bring their audio tapes somewhere else to get worked on. We are going to change that."

NBC

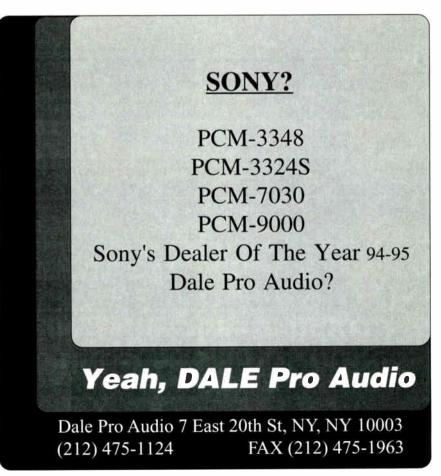
Studio refurbishments are also underway at "30 Rock," the Rockefeller Center home of shows like *NBC Nightly News, Dateline NBC, Saturday Night Live*, and *Late Night With Conan O'Brien*. NBC is building four new audio and video production suites intended for use during next year's summer Olympics. Among the equipment being evaluated are several digital consoles, including the SSL Axiom, the Neve Capricorn, Zaxcom's DMX-1000, as well as Sony and Studer consoles.

On the entertainment side, Project Engineer Jim Starzynski and his crew have been tracking and remixing several shows using a wide array of highend digital and analog gear. "The most complicated show is *SNL* because of the magnitude of the production," says Starzynski. "Right now, we're working with a separate sound effects room, a tracking room, a music-mixing room, a music playback area and a main production room, which we call 'the funnel' because it mixes the main booms and RF mics and accepts signals from all the other consoles."

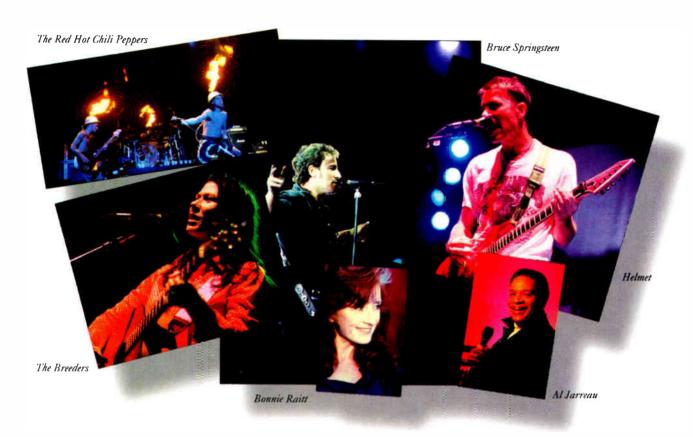
As Starzynski describes it, everything for *SNI* is recorded discretely to a Sony 3348 and 3324 from the live



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The OM-5

show. The show is then remixed on an SSL 4096 with Ultimation for an encore broadcast. Sweetening in the remix includes some remixing of dialog, sound effects and music, and some noise reduction and some EQ'ing effected with Pro Tools II.

SNL's sound effects room, like that used for Conan, is equipped with a 22-channel BMX Pacific Recorder console. "The primary purpose of these rooms, which are hard-wired into the stereo inputs of the main production consoles, is to play back sound effects insertions live to the main control room for tape or broadcast," Starzynski says.

ABÇ

Fifteen blocks uptown at ABC, Dick Mulliner, general manager of post-production, broadcast operations and engineering, supervises audio mixing, sweetening and sound effects for shows like ABC Nightly News With Peter Jennings, Prime Time Live and All My Children.

"We have two 48-channel tracking and mixing rooms that are completely floating," says Mulliner. "Each room has a Neve VRP equipped with Massenburg Flying Fader automation with Total Recall, a 24-track analog Studer recorder and an Adams Smith 2600 synchronizing unit. We also have at least a dozen Sony 750 DAT machines between both rooms, and access to D-2 video recorders."

In addition, two sound effects rooms each house a 24-channel MX board and a 32-channel Sonic Solutions system fitted with USP cards (the department has a total of eight Sonic Solutions systems).

Audio support takes on a variety of forms, depending on the show. "For example, we do music-scoring for sporting events and promos," says Mulliner. "We'll transfer and cut the music to time, stretch it, master it and then mix it back to video. Essentially, the digital workstations take the audio feed from the original videotape. From there, the music, sound effects and narration are added, 'No-Noised' and 'De-Clicked.' Then the audio goes into the primary mixing rooms, out of the Neve boards and onto the D-2 [videocassette master]. A sound archive is also made onto 24-track analog tape for encore broadcast remixes or, in the case of All My Children, One Life to Live and Loving, for foreign distributors so that they can dub in their own language."

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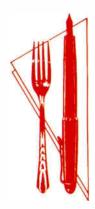
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Hans Zimmer

SCORING KING



In a wide variety of blockbusters, Hans Zimmer has earned phenomenal success, taking him to the top rank of film composers. He scored last year's The Lion King, Disney's alltime highest-grossing feature. The soundtrack is the most successful in the history of Walt Disney Records, with more than 12 million copies sold worldwide. This year's riveting Crimson Tide and the lighthearted Nine Months have elevated Zimmer's stature a few notches more. Earlier films such as Rainman, Backdraft, Thelma and Louise, Driving Miss Daisy, A League of Their Own and True Romance exhibit Zimmer's ability to deliver the music wherever the story takes him.

German-born, Zimmer was educated in England, where he pioneered the use of synthesizers and their integration with traditional orchestra in film and television. He was

also a member of The Buggles, best known for recording the worldwide hit "Video Killed the Radio Star," the first cut shown when MTV debuted."

Today, Zimmer and his partner Jay Rifkin head up Media Ventures, a sparkling new L.A. studio complex that is home to a team of composers who are scoring big time throughout the entertainment industry. We met in Zimmer's personal music lab and munched some homemade nattomaki, a form of sushi rolled with fermented soybeans.

Bonzai: So what do we have here at Media Ventures?

Zimmer: We have two control rooms overlooking a studio, then we have my composition room, three Euphonix consoles, plus six other writing rooms for our composing friends. We have six composers, and each has an assistant, and then the people who

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PROJECT VIEW

true "word-of-mouth" approach. "No brochures, no listings, just equipment lists and reels," Mann says. "It's a direct-contact business at this level."

Audio Paint's Piazza is taking it a bit further. While he relies primarily on word of mouth, he is also preparing a CD-ROM whose interactive nature—i.e., audio clips and pictures—he believes will attract advertising agencies. And he did it in true subculture fashion: He swapped audio work for help from a programming

I'm not afraid to put something on the credit card as long as there's a project coming in soon that will cover it.

-Frank Piazza

friend who will do the authoring.

Finally, a word about billing. At a time when most project studios are billing clients on word processorcomposed invoices, Foote uses a software package called "Mind Your Own Business," marketed by Best! Ware. "As the business expands, you wind up needing a lot of the same tools that other businesses use," he says. Piazza, who does his billings on word-processor invoices, counters that his system works just fine and that the size of his client base doesn't warrant anything more sophisticated than that. "But as the business expands, I expect I'll look into other options," he says.

So business matters are beginning to matter more in the projects, which means project studio owners are now adding green eyeshades to the collection of producer, engineer, composer, programmer and musician hats. If a professional audio manufacturer is casting about for yet another product line that appeals to this niche, it might consider samplers that double as hat racks.

Dan Daley is Mix's East Coast editor.

leged copyright infringements, which are not uncommon occurrences in the industry. "The project studio is really focused on content development," observes Foote. "It's not the services or the technology that counts in this situation; it's the content. And there's a lot of liability built into music composition, to the point where a lot of our clients require it now." The insurance premium for the coverage is based on a sliding scale determined by the studio's annual billings. "It's relatively expensive, but it still costs less than insuring a couple of cars in Manhattan," he says wryly.

BUDGETING

Commercial studios are under more severe budget pressures than project studios. They have to try to maintain as close to state-of-the-art technology as revenues allow, while at the same time accommodating technology trends that are both client-driven and imposed by the flavor-of-themonth mindset.

Project studios, on the other hand, have fewer fashion constraints when it comes to purchases, but they also have less capital leeway. The result is a fiscal conservativism that would warm the hearts of Republicans in Congress, Richard Chisum, of Chisum Music in Murfreesboro, Tenn., does primarily audio post-production for industrials and jingles. He simply makes out a wish list and then waits for larger projects to finance them.

Even so, as Foote points out, the choices usually remain those of the studio owner. "The equipment purchasing decisions have nothing to do with the allure of the technology to the client," he says. "Our clients are more interested in the content than how we achieved it." Marc Mann, who owns Music Production Services in Burbank, Calif., is pleased with his eclectic collection of an API console, DA-88 and ADATs, Pro Tools and an old MCI JH-24 analog 2-inch deck. "I go for bang-for-the-buck," he says, "The name of the game is to keep overhead down, and you do that by paying cash and not taking out leases on equipment. I know a lot of people who've gotten bit by the studio bug and turn to leasing to get more and more equipment, and it can turn into a vicious cycle," It can also turn a project studio commercial before the operator realizes it, as more and more revenue is needed to support purchases and the studio is

increasingly rented out to help defray the expenses. But more often, Mann says, the entire project studio can go down the drain.

Piazza budgets \$250 per month for repairs and miscellaneous purchases. However, he adds, "I'm not afraid to put something on the credit card as long as there's a project coming in soon that will cover it. I recently bought a third ADAT, based on a project I knew would provide the extra revenue to cover it."

Cliff Downes does mainly Christian music recording from his Amek Matchless/Otari MTR-90-equipped project studio, North Beach, in Nashville. He uses a percentage of recording and production fee revenues to finance equipment purchases or upgrades. He also bills production and studio time separately, which helps him establish the studio as a stand-alone entity, which in turn helps him book it out when he's not in town. "That helps with the overhead," he says, "and it allows me to have an individual identity as a producer,"

ADVERTISING

This is a real short category: There is virtually no advertising among project studios other than the tried-and-



Projects Get Down To Business

Y

ou tend to treat your third or fourth car a lot more tenderly and conscientiously than your first one. It was all right to have a beer can or two rolling around under the seat when you first started out, but as you got older, and the cars got more expensive, things changed.

The same applies to project studios. Owner/operators are thinking about things that many never had to consider before, from insurance to marketing to budgeting—the business aspects of business—and they're addressing these issues in ways both surprising and expected.

Take insurance. It was rarely a consideration for many I talked to a few years ago. A few would deal with their recording equipment as they did when they were musicians, listing items on a floater to their homeowners' or renters' policies, if they dealt with it at all. But insurance has become a significant issue lately. Frank Piazza, who owns Audio Paint in Manhattan, recently moved his project studio from his home to a space in a commercial building. The building's policy covers him for liability, but as most project people told me, liability is a low-priority consideration for them because they rarely interact with clients in their own facilities. Piazza shopped for the lowest-cost premium he could find that still gave him better-than-replacement-cost coverage for his equipment, which includes Alesis ADATs and a Mackie console. "The equipment just depreciates so quickly at project studio price points that it makes sense to shop cost rather than comprehensive coverage," he explains. What he did find, though, was some difficulty locating a broker who understood his business. "She had trouble classifying me. I tried to explain that it was like office space, just audio office space. But you fall in between the categories of musician and full-blown recording studio."

Perhaps the most interesting insurance anecdote comes from Ray Foote, owner of Big Foote Produc-

Project studio owner/
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these issues in ways both
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tions, a music and scoring facility in Manhattan. Foote, who co-owns the Mackie/DA-88/DA-80-equipped studio with his brother Sherman, incorporated in order to limit their personal liability. But the pair also took out what's known as "errors and omissions" insurance. It covers potential legal actions stemming from al-

Although ABC's audio-for-television broadcast engineers primarily handle in-house projects, they occasionally do work for clients who already have a relationship with the network. "The Indianapolis 500 Museum had us do a full Dolby Surround Sound mix for a laserdisc promoting the race," Mulliner recalls. "We prepared an audio highlight of all the races throughout the years. Although almost all of the sounds had to be created from our sound effects department in order to re-create the feeling of being at the race, we mixed in some of the feeds from actual broadcasts."

ALL DIGITAL STUDIO?

With DAWs, Digicarts and digital video-editing systems like the Avid becoming everyday broadcast production tools, and HDTV edging closer to consumer reality, is the advent of the all-digital television production studio close at hand for New York's audio for television broadcast studios?

"There's a good possibility that we may go to an all-digital plant," says NBC's Starzynski. "Right now, we're laying the groundwork, but the transition doesn't have to be that fast because we have a lot of state-of-the-art analog gear."

ABC's Mulliner is also cautious. "There are two concerns when looking at digital: What are the additional costs, and do these costs warrant what you receive in improved sound quality. The only additional things you get out of digital are an increased signalto-noise ratio and no print-through when it comes to long-term tape archiving. But to pay extra for a little more dB is not really worth it for TV."

However, CBS's Lazecko says they will be looking at an all-digital video audio/video production system that encompasses a digital video switcher and an audio/video router.

"The technology has gotten to the point where digital sound and picture are broadcast-quality to us, and it's economical because of the time and cost it saves. We don't have multigeneration tape loss anymore, so clients are more satisfied, and it's gotten to the point where we know that whatever goes in is going to come out."

Evan Ambinder, who occasionally broadcasts for Mix magazine from New York, would like to thank Michael Descoteau for his help with this article.

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run the studio, engineers, technicians. The whole thing is the '90s version of the hippie commune. It's a lonely job being a composer, so we all sort of club together. When I get stuck, it's nice wandering down the hall and seeing someone else being stuck. You feel you're not the only idiot.

Bonzai: And this room is just for you? **Zimmer**: Yes, this is my main writing room. I work in such a peculiar way because I don't like doing overdubs.

Bonzai: Why is that?

Zimmer: It's a hangover from the '70s. I always hated the way I made things sound in the '70s-we'd get the bass drum up and EQ it to shit, and then we'd get the snare drum up and EQ it to shit. By the end of it, you'd have this track with all these dysfunctional elements. Now I just write with pretty much the faders in a straight line, and if I need something to be a little brighter, I write another line in a higher inversion. On this Euphonix [right now] I can see the EO being switched on three channels out of 96. I'm forever trying to make it sound as human as possible.

Of course, I overdub in the sequencer all the time, but by the point it gets onto tape it should be in a straight line, all the volumes are written into the sequencer, etc., which is a great advantage when you go to mix. You put all the faders in a straight line, and you know that's how you liked it when you last left it. You don't go chasing that ephemeral quality—the magic of the demo. I've lost that so many times. There's so much equipment in here because I don't ever want to run out of voices. I never want to run out of polyphony. And then there's all the old gear. Bonzai: I don't think I've ever seen so many knobs in one room...

Zimmer: Yes, this is pretty stupid, pretty outrageous. Over there is a real Moog, modular, but a very up-to-date one. Kevin Lightner, a technician friend of mine, literally replaced every part, every jack socket, so it's like new.

Bonzai: Are there new pieces of equipment you like?

Zimmer: Yeah, sure. I like these DMC1000s, and I love the Euphonix. The DMC1000 is a crazy story. It's an older Yamaha digital mixer. I run 20 Roland samplers in here, and they are my orchestra. I went to London and sampled the London Symphony Orchestra, and we thought, this will be easy; this'll fit into eight samplers. Well,

it doesn't fit into eight samplers. It fits into 20. And then we were listening to them and we suddenly noticed that the stereo image of the samplers had sort of narrowed considerably in the top end—something terrible had happened in the top end and the phase of the whole thing. A little project of sampling turned into this situation where we had to have sample rate converters built so that we could go into digital mixers, so that the whole fake orchestra could stay in the digital domain all the way through.

Bonzai: How many instruments were there?

Zimmer: A Beethoven-size orches-

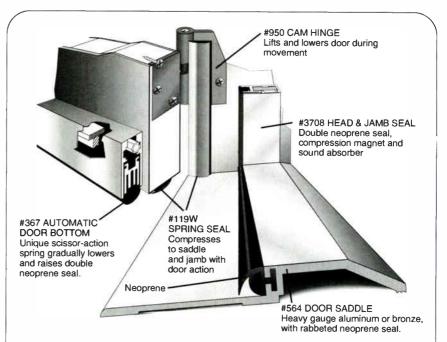
tra. Three days of recording—I wanted to capture them quickly.

Bonzai: Did you sample individual instruments?

Zimmer: Individual instruments and sections. For instance, I would have the 32 violins play in unison, different intensities.

Bonzai: Did you have them play any weird stuff?

Zimmer: No, I want to do the weird stuff. I can't get on with all these algorithmic composition programs. I want to do my own weird shit. And I never use the fake orchestra by itself. It's always a tool to inspire me. I think it was Verdi who every time he wrote



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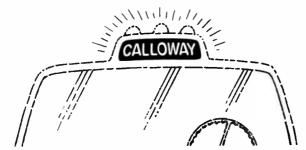
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LUNCHING WITH BONZAL

a few bars would get an orchestra in just to hear it and go, "No, this is crap." I work in the same way. I find it very inspiring to have really good sounds. My background is as a synth programmer, not as a composer.

The other thing is that it's fun playing with all the toys. This Waldorf Wave thing over here—if I had to buy only one synthesizer, I think that would be it. It's fantastic.

Bonzai: Is it new?

Zimmer: It's not only new, but they don't sell it here. It's made in Germany-sort of a mixture between analog and digital. It's really well-thoughtout and it sounds incredibly delicate, but it can sound like a monster.

Bonzai: You still work with live musicians, don't you?

Zimmer: All the time. The thing I'm mixing right now—there isn't a synth in sight. It's a rhythm section, four guitars, dobro, slide guitars, banjo, and one violin is the string section. It's for the Julia Roberts film called Something to Talk About.

Bonzai: Let's talk about some of your recent successful films-but all of your films seem to be successful.

Zimmer: That's because if you have a flop nobody knows about it. It just seems like that.

Bonzai: I just saw *Crimson Tide* at the Cinerama Dome in Hollywood... **Zimmer**: Great—the only place to see it.

Bonzai: Sounded tremendous...

Zimmer: Not a little loud in places? See, I'm the one who always goes into the dub and says "Turn that bloody music down." By the time I'm finished with it, I'm sort of bored with it.

Bonzai: What was the big challenge on Crimson Tide?

Zimmer: Trying to do an action picture and not making it like an action picture. Not going over the old ground that other people have done. That's the idea of the choirs, the idea of becoming very still without virtually any movement. And I was forever trying to create this muddled underwater sound. There are very few hard edges in the soundtrack of Crimson Tide. Everything seems to be muffled; nothing really seems to go above G, above Middle C. I was purposely trying to have the weight of the ocean above me.

Bonzai: In studying the score, I noticed at one point you took a big note and slowly bent it down. You've got this heavy percussion, and then the sound goes down...what is that called?

Zimmer: Pitch bend? I don't know. I had two weeks of piano lessons, so don't ask about musical terms.

Bonzai: It just seemed like we were diving underwater.

Zimmer: Exactly. I was trying to create that. And having the choir sing very muffled. I never wanted them to enunciate their words properly. It always sounded like there was a screen in front of them.

Bonzai: There's a lot of music in the film, isn't there?

Zimmer: We never added it up, but when we originally spotted it, it was 85 minutes, and I know we grew considerably beyond that.

Bonzai: Was that your choice?

Zimmer: Yes, funny enough, because I like the idea that you create a world for a movie, and you try not to leave that world. I found that as soon as I would start pulling the music out, our world became more shallow. We

In film you need to find instant solutions, and you need to really listen to people.

weren't underwater all the time. I was trying to be the exterior, very often. I was trying to keep you aware of the hugeness of the ocean outside.

Bonzai: Do you spend a lot of time on the dubbing stage when things come together?

Zimmer: No, on *Crimson Tide* I finished so late I left the morning after I was done. I have a problem with going to a dubbing stage anyway, because all I want to do is take the music out or make it quieter.

Bonzai: How do you deal with all the sound effects in a film like that? **Zimmer**: I ask them to send me sound effects as soon as they do them. And I know the guys who do the sound effects, and they know what I do. *Backdraft* is the best example of how it works. We spotted music and sound effects together, so everybody knew emotionally in the story where they were important. The sound effects guys didn't even bother

to do the "whizzy" stuff when they knew I was going to make a big noise, and vice versa. We would talk on the phone. They would phone me up and say, "We've got this big sound. but it's in F Sharp. Do you mind?" I'd just ask them to send it over, and I'd be writing happily in F Sharp for a while. When we got to the dub stage, it was the easiest dub, because nobody was fighting anybody. I kept sending them DATs of what I had done, which they would lay up against their effects. And they would send me videos with just their effects. And Crimson Tide was very similar. I said I'm not going to start writing until I have some of the room tones for the submarine in there on my videos, because I want to know what I'm writing around. Any other way is a bloodbath on the dubbing stage.

This room of mine is really overthe-top when you look at it, but it's very functional. When I send a demo out, it sounds 90 percent there when compared to the real thing.

Bonzai: How do you get such incredible presence in your scores?

Zimmer: The bummer of being a composer is you sit in the bathtub in the morning, where I do most of my writing, and you hear things in your head. They sound far more 3D and far



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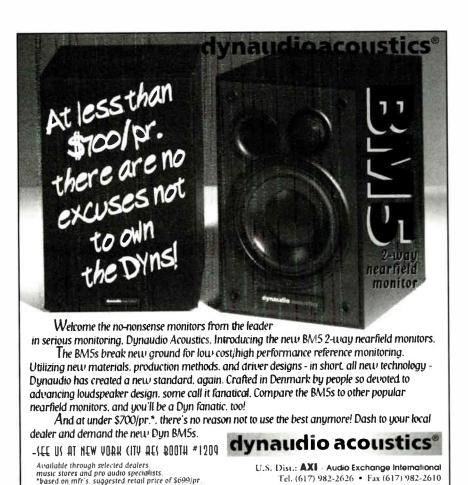
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more wonderful than they ever sound in the real world. In my job, everything goes downhill. It sounds the best when it's in my head. Then I get an approximation into the sequencer. Then the orchestra plays it. And again it gets diluted by the time we mix it. And then it gets shoved onto the film, which isn't such a great medium anyway. And then it ends up on television. So, from the original conception it's one compromise after another.

Bonzai: Do you enjoy pulling the emotional strings in the audience? Do you like to scare people?

Zimmer: Oh, I love to scare people. I love to scare myself. I try to be very careful, though, because there's a Hollywood way of scoring pictures I notice more and more. Something happens, and as it happens the music will tell you everything that's happening. What I try to do most of the time is to have a reaction. I like to do a reaction to the scene as opposed to the music either signaling what is going to happen or simultaneously doing the same thing [as the scene]. I try to wait until the end of the cut and then do that other thing you can't describe in words or pictures, the emotional thing. I think that if you do it at the same time, it's like telling a joke twice. It's not as funny; it's meaningless.

Bonzai: Why did you get involved in film?

Zimmer: I can't think of anything else that's as close to magic. I'm totally useless in the real world. I don't drive a car; I don't play tennis or any of those things. I read books, and I love films. My whole life takes place in some sort of imaginary place, and I worked bloody hard to never have to grow up. I don't come into the studio until 1 o'clock in the afternoon simply because I know if 1 come in at 10 in the morning, all the phone calls are dealing with things I don't really want to deal with. I'm an extreme escapist.

Bonzai: In your formative years, were there any particular film composers who grabbed you?

Zimmer: Yes, Ennio Morricone. I could rattle off a list, but if I'm really honest it's just Ennio. He's done some really bad things and he's done some really great things, and I love that he has the courage to do those bad things and let them stand. I never do that. Nothing leaves this room unless

—CONTINUED ON PAGE 352

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GERALD LEVERT & TONY NICHOLAS

NATURAL SOUL

en years and 160 songs later, Gerald Levert is still growing as a performing artist and producer. His second solo album, *Groove On*, was certified Gold less than two months after its release and is by far his most successful yet.

Levert, the son of original O'Jays member Eddie Levert, first made a name for himself in 1985 with the debut album of his first vocal group, LeVert. The release of Casanova in 1987 brought his first of two Grammy nominations. Since then, he has sold millions of albums, including three certified Gold and one Platinum. With his songwriting and production partner Edwin "Tony" Nicholas, Levert has scored with 14 Number One singles and has composed and/or produced music for Anita Baker, The O'Jays, Stephanie Mills, James Ingram, En Vogue, Teddy Pendergrass and The Winans, "Practice What You Preach," a song co-written and coproduced by Levert, was recorded by the incomparable Barry White in 1994 and became a mega-hit. Levert's first single from Groove On, "I'd Give Anything," teamed him up with another great producer/arranger, David Foster.

Mix met up with Levert and Nicholas last spring, when they were shooting a video in Los Angeles for Levert's single "How Many Times."

I've heard it said by other songwriter/producers that black music today has become soulless, mechanical and slave to the latest technology. What do you think?

Levert: I do agree that the majority of R&B today has become soulless. There are people trying to keep it alive, and I think we're doing our part. What you have today is a lot of sampling, with nobody being creative, doing anything special or [writingl from the heart. I deal with emotions, man. I'm not the kind of person who can go to the studio and say, "I need 10 dB of this, and I need 10 dB less of that." I don't think that way. Just turn it up or turn it down! [Laughs] I'm a feeling person. Most people are the same way. The average person doesn't care what kind of keyboard was used in a particular song or what studio gear was used in the recording. They ask themselves, "Do I like this song?" We've used different equipment and different studios at different times and got hits out of every one!

Is this most recent album an attempt to recapture that "old school" R&B we were listening to in the '60s and '70s?



Levert (seated) and Nicholas

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Dimensions	19 x 5.25 x 15.5 inches,			

MENSIONS 19

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PRODUCER'S DESK

Nicholas: In some songs, that might have been a conscious effort. There are other songs where we just wrote what sounded good to us, and that happened to be influenced by the oldschool sound we were familiar with.

Levert: This album basically started out as being even more old-school than the final product. There were people who didn't feel excited about the album when we first approached them with the concept. Some people really didn't understand where we were coming from. There were many things we had to change to be more contemporary. Some of that stuff will be out soon, on somebody's record! [Laughs]

Seeing bow you had to spend so much time editing the album, was it bard to keep the feeling of continuity? Levert: It was real hard. I had never spent so much time making an album. I personally don't think you should spend too much time on songs. So many people spend too much time trying to make something out of nothing. There are people who will spend a year or two on three songs. Stevie Wonder took eight years to do his newest album. I mean, I love Stevie and all that, but eight years? Man, I can't fathom that! If the song doesn't strike a chord while you're creating it, then can it, like we do! [Laughs]

Nicholas: And we do a lot!

There are songwriters who have song "templates," a set of rules and style they follow during the writing process. Do you guys use a similar form?

Nicholas: We don't do it that way. That's what keeps the records from sounding the same. That's why we were able to do so many songs without anybody realizing we were the same guys that did this or the same guys that did that.

Are there any favorite keyboard sounds or studio techniques that belp your creative process?

Nicholas: We don't get caught up with using particular sounds or studio techniques. I'll use an MPC60 sometimes when I sequence. Sometimes I may use a Mac with Performer software if that's what's around. There are songs where I used a keyboard sequencer. I still have my MC500, and if that's the only thing around, I'll use that. Whatever is there, we'll vibe on it, and we take that and make a song with it. I

have three racks of gear at home, and when I'm there, I can utilize those things. But there are plenty of songs Gerald and I have composed sitting in a hotel room with a keyboard and a drum machine.

Have you used a programmer to help you get your sounds, since you spend so much of your creative energy on composing the song?

Nicholas: I don't use a programmer. I do all of the stuff myself. I do my own sampling and patch writing. I can see the need for a programmer, but it's a luxury. For the most part, the things we do are too spontaneous for that. If Gerald gets an idea, we'll hook up a keyboard, he's ready to cut. It's not about getting a programmer who might find a better Rhodes or string patch. I'll take the string that's there and find the best way to place that patch so that it sounds good, with whatever minor modification that's needed.

I deal with emotions, man.

I'm not the kind of person

who can go to the studio

and say, "I need 10 dB of this,

and I need 10 dB less of that."

I don't think that way.

—Gerald Levert

Do you guys like to go to the studio with the completed song idea?

Nicholas: We have, but mostly we just vibe on each other real quick and get it down. First we'll lay a sample track, record the song and get it done, overdubs and all. It's funny, when I first started working with Gerald, that used to make me really nervous because I wasn't used to working like that. I was used to getting everything down before I went to the studio. But now I can say that there are things we've done creatively that could have only been done in the studio environment.

What do you look for when choosing a studio for your productions?

Nicholas: Remember, the outboard gear from a musical standpoint with us is secondary; the song is what's first. The gear that mostly matters to me in a studio is the mixing board. I think that sometimes we as musicians get too caught up in the technical side of recording. For example, programming keyboards could be a full-time job—you could totally forget that the objective of creating the sound was to use it in a song. It's not a matter of a flop vs. million-seller if I were to use this piano sound instead of that one. Of course, a lot of that is personal, because in R&B, I do understand that programmed sounds can make a big difference sometimes.

Once the song gets to the studio, you feel that technology shouldn't be a means to an end.

Levert: Yeah, too much production can make you lose a song.

Since you feel good song production shouldn't be based on technology, what should a good producer be listening for?

Levert: You have to take the record to the stage. If you produce a song with the thought of it being performed onstage, you'll listen for more dynamics. There are certain "buttons" that you press that can make people do things! Take Babyface—all his songs build to a climax. That's also what Jimmy Jam and Terry Lewis are great at. That's what it takes to be a good producer: being a good performer. You see, all these guys have performed, they've been on the stage. They know what a crowd likes, they know where a crowd will respond in a show. There are groups out there with hit records, but when they perform, they ain't nothin'. That's mainly because the song didn't go anywhere to begin with. Everybody might be able to dance to it, but that's all. Take a Gamble & Huff song like [The O'Jays'] "Love Train," for instance check out all the highs and lows in it. Walt [Williams] would start it off low, then my father would sing his part [he demonstrates]. It then goes to another level. Or in "For the Love of Money"-man, these songs live will get you! [Laughs]

You worked with Barry White on the song "Practice What You Preach" on his last album. Many people feel that song put Barry White back on top. What was it like producing "The Maestro"?

Levert: I think he had a hard time dealing with other people, because he has produced himself for such a long time, but I hope he liked the SONY®

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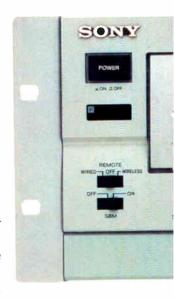


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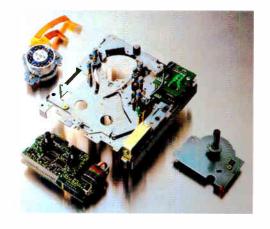
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way the song was produced.

But the collaboration was very successful.

Levert: Maybe so, but I see a lack of respect regarding the whole thing. It's cool. I'll let that go, but it sure makes me leery of collaborating with [another producer] again. Still, it's obvious with the success of Practice What You Preach" that our coming together was a great thing.

What was his input in the production? Levert: Everybody participated in the production of the song. Barry added the string parts and some vocal lines for himself. Some [background] female vocals were also his idea. But the song was completed and recorded before we started production for him.

Nicholas: We had presented the song to several artists before we presented it to him.

Levert: [Laughs] That's right!

I've beard that you're involved in a new album by New Edition.

Levert: Oh yeah. It's a song called "How Do You Like Your Love Sake." It's a smash, mark my words. We sent them three songs we had written. They picked "How Do You Like Your Love Sake." It came out great.

We recorded here in L.A.

Nicholas: It was another example of how we work. We had a couple of keyboards, came up with a vibe. sang on it, and there it was.

Is there a favorite engineer you two have that can help get those ideas recorded in a manner in which you guys like to work?

Nicholas: Mixing the songs matters, but cutting the tracks isn't that deep. You just get the song tracks recorded as clean as possible. An intern can do that.

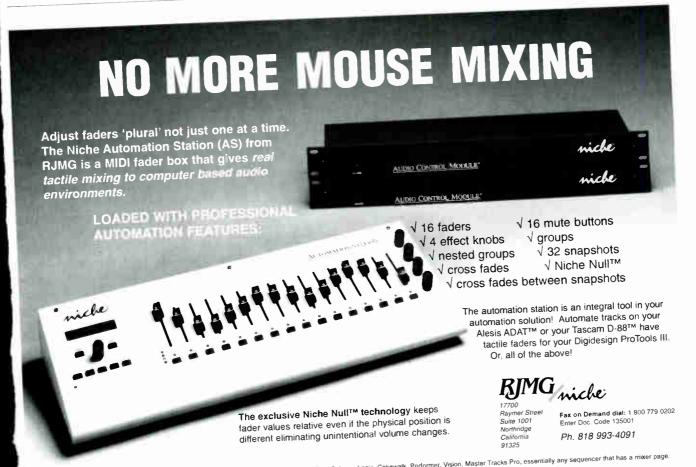
Levert: There is a guy we do use more than others, and his name is Ron Schaffer. He has a vibe with what we do and the sounds we like. Mike Teischer and Ron Schaffer have been hooking us up for the last few years. Gerald, as a producer yourself, was it strange to be produced on one cut of your new album by David Foster? Levert: No. When |former Warner Bros. executive| Doug Morris offered me the opportunity to work with David Foster on the song "I'd Do Anything," I jumped on it. To work with David Foster was a real pleasure. I really like him. He's a very good producer and person.

If I agree to work with someone, then I'm there to work. It's like when I'm working with my dad. When he gets behind the mic and I'm the producer on the session. I'm the producer; he doesn't give me any problems. One thing that separates this album from the last are the "real" string arrangements.

Levert: Dennis Williams composed and arranged all the strings. He has been my dad's music director since 1974. It was interesting to be working with him, because I can remember going to The O Jays' recording sessions at Philly International, and to be there again with some of the same guys who played on my father's records was just a lot of fun. To hear live strings makes you never want to use a keyboard again!

You mentioned the New Edition song you worked on-what other artists are you working with?

Levert: Regina Belle is doing an album of Philly International songs. We're producing "Love TKO" and "The Whole Town Is Laughing at Me." We're also doing cuts for Guess, Silk, 4.0 and a duets album with my dad. Gerald, you mentioned to me earli-

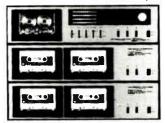


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PRODUCER'S DESK

er you were not a great keyboardist, yet without theory or training, you've recorded some pretty imaginative melodies. Where do you come up with these?

Levert: I like to use a piano if there's one around. You get good melodies off the piano. If you write from the piano, you'll write melodies that people can sing along with. I usually come up with the melodies of the songs, and Tony then comes up with the chords to that melody. He takes my ideas to the next level. Sometimes he comes up with something, and I just sing. We have a good working relationship.

Nicholas: That's one place I feel to some extent theory can hamper you. The other day we were working on a song we wanted to do for the Isley Brothers. There was a chord progression that I was toying around with, and Gerald says, "That's nice." And I asked, "What's nice?" The chord progression was unorthodox from a theoretical point of view, and it really wouldn't have made it into a song of mine, but Gerald didn't look at it like that and heard a melody in it. We used it, and it turned out well.

Does that also apply to production techniques?

Levert: It's the same thing. I think what happens is that people get lazy. If they have had a level of success with a particular technique or sound, they'll keep wanting to use it. For us, we have to try different things.

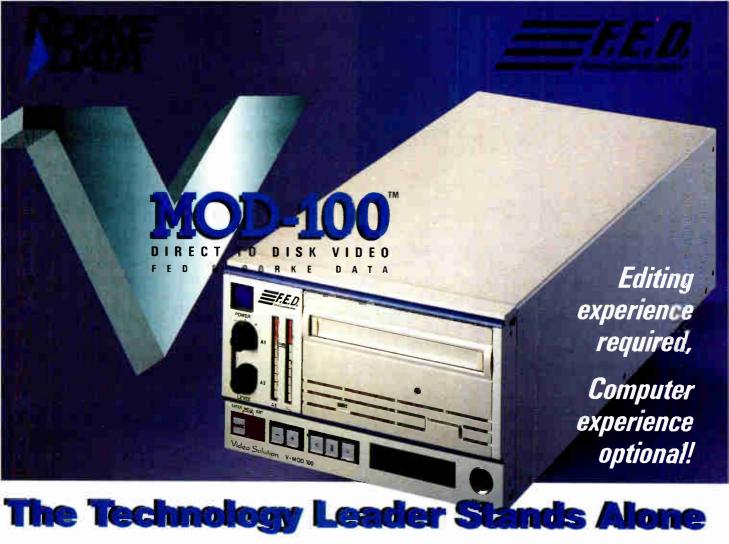
What can you impart to our readers that can belp them write and chart 160 songs?

Nicholas: If you're a songwriter, you practice your craft every day by writing, and don't use your gear or lack thereof as an excuse.

Levert: Whether in songwriting or producing, you have to have a good imagination. If you don't have imagination, then you shouldn't be doing it. It's all a part of the creative process. If you can make someone understand what it is you are doing or saying, which is also part of selling a song, then you're onto something. This works especially well on collaborative efforts.

Nicholas: Listen to him. He's made a believer too many times! [Laughs]

Chris Patton is owner/operator of Ars Nova Productions, a MIDI preproduction studio in Oakland, Calif.



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DIGITAL CINETAL

by Larry Blake

Two years after our first report, the competition heats up, with no winner in sight.

efore the summer of 1993, digital sound in movie theaters-at that time only represented by Dolby Stereo Digital-was still reserved for showcase films, much like the 70mm mag format that 35mm digital was destined to replace. The past two years, however, have seen the birth and acceptance of two new formats, Digital Theater Systems (DTS) and Sony Dynamic Digital Sound (SDDS), along with the steady growth of Dolby's format, which is now formally called Dolby Digital. Today, virtually all major studio films have some form of a digital release, if not two or three. This article will trace the progress of the three formats and take a peek at the growth of 5.1 discrete mixes in home video. (Editor's Note: For complete background on the digital formats, please see "Digital Sound in the Cinema: Opening Salvos in the Format Wars," by Larry Blake in the November 1993 issue of Mix. Also see the "Sound for Film" column on page 132 of this issue for some of the author's comments on the future of digital sound in theaters.)

One of the buzz-phrases in film sound these days is "5.1," which is used to describe a film format with five full-range (left, center, right, left-surround, right surround) channels and one low-frequency enchancement track requiring approximately one-tenth of the bandwidth afforded a full-range 20-20k Hz track. (The term "5.1" originally was used in a



1987 SMPTE subcommittee report defining optimum digital release formats for HDTV.)

Although the 5.1 designation has entered the industry vernacular only in the past few years, the format has existed in some variant since the earliest days of stereo sound in films. Cinerama had seven channels back in 1952—five behind the screen and two surrounds. The IMAX specialvenue format has used 6.1 channels since the '70s, although the subwoofer channel is not separately recorded but is derived from the other full-range channels.

Below: the Dolby DA20 digital processor decodes the digitally encoded soundtrack that is placed between the film's sprocket holes.

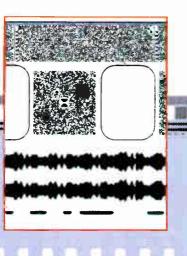


Above left: the setup screen for Sony's SDDS digital %-octave room EQ; above: Sony's SDDS logo; below: the second-generation DTS Tower for film re-recording

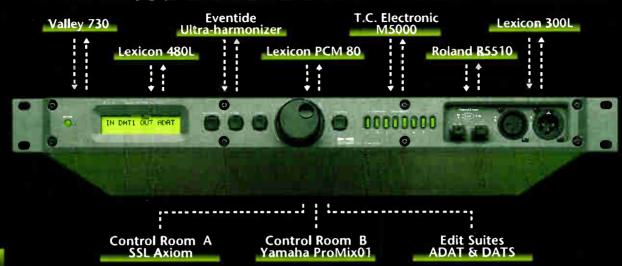




Below: the three digital formats on a single piece of film; from top: the Sony SDDS data on the outer edge of the film strip; the Dolby Digital information between the sprocket holes; the analog stereo optical track; the DTS timecode stripe, which feeds the external CD-ROM drive



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closest to today's 5.1 digital formats is Dolby 70mm split-surrounds, which was first used for Superman in 1978, although the film was never really exhibited in that manner. The first, and best-known, wide release of the format was in 1979 for Apocalypse Now. Since then, approximately 30 Dolby 70mm films have contained stereo surround information in addition to the standard 20-200 Hz "baby boom" bass extension found on virtually all post-Star Wars Dolby 70mm prints.

The past three years (even dating before the wide use of digital sound in theaters) have seen the virtual extinction of all 70mm mag prints; the last films to have wide release in 70mm were all back in 1992—Far and Away, The Last of the Mohicans and Hoffa.

DOLBY DIGITAL

The installed base of Dolby Laboratories digital processors grew greatly in 1995. As a result of a special offer made in conjunction with the releases of Pocabontas and Batman Forever, 320 digital processor units were sold in the U.S. in a two-month period. But the growth of Dolby's installed base had started in early 1994, with the introduction of the DA20 digital processor for \$3,000 less than the earlier DA10. (The price reduction was primarily due to the use of Zoran Corporation's powerful DSP IC and a resulting lower component count in manufacturing. This is *not* a dedicated AC-3 IC-it runs external code like any general-purpose DSP. The film code is not built in, and the chip is sold on the open market without any license from Dolby.) The total number of theaters with Dolby Digital capability in the U.S. is now 800, with 1,200 installed internationally. The June release of Batman Forever was heard in over 400 Dolby Digital-equipped theaters, and in July the number of films produced for the format reached 130 domestic and 94 foreign. The current list price for the DA20 processor is \$6,675, with the "penthouse" Cat. No. 700 reader on top of the projector listing for \$3,275. The street price for both units is about \$8,250. The licensing cost never exceeds \$9,500 per picture.

Another factor lowering the cost of Dolby Digital installation has been the introduction of "basement" readers that fit below the projector gate and are used both for digital and

standard analog SVA tracks. (These readers are not manufactured by Dolby but are instead sold by projector manufacturers for about half the "penthouse" reader cost.) In addition to simplifying the film threading procedure (and thus reducing the chance of film damage), the LED/photo-cell reader for the standard stereo optical tracks is said to produce much less distortion, better channel separation and simpler alignment than a standard optical system. (Projectionists also will appreciate the opening up of real estate above the gate, the required mounting place for SDDS and DTS readers, not to mention mag pent-

houses. Dolby Digital was designed from the beginning to be mounted anywhere from 132 frames above to 14 frames below the "hole.")

Since 1993, the magneto-optical (MO) discs that carry Dolby Digital mixes have also hosted the 2-track, SR-encoded printmasters. (With Dolby Digital, SR encoding of the SVA tracks is part of the format requirement, whereas DTS or SDDS standards show no preference regarding the noise reduction used for the stereo optical track.)

The software for the DS-10 Dolby Digital MO recorder has recently been revised to allow basic editorial

—CONTINUED ON PAGE 121

THE FORMATS IN BRIEF

The three digital formats discussed in this article were described in detail in the November 1993 issue of Mix. Here are brief summaries of their design and operational fundamentals:

All systems: The standard matrixed analog stereo optical track (a.k.a. SVA for Stereo Variable Area) is on the print both as a backup in the event of failure of the digital system and to allow prints to be played in nondigital theaters. All digital formats use the standard 5.1-channel (left, center, right, left surround, right surround, subwoofer) format, except as noted below for SDDS.

Dolby Digital: Dolby Laboratories' 5.1-channel digital film format is recorded optically between perforations on the soundtrack side of the film in 76x76-pixel block arrays. Masters are recorded on a custom magneto-optical recorder, utilzing Dolby AC-3 perceptual coding in a composite datastream at a rate of 320 kbits/second. The resulting data compression ratio is approximately 10:1.

DTS: This format, owned by DTS Corp., Steven Spielberg and MCA Universal, uses a CD-ROM disc synchronized to film print. Timecode is recorded while shooting the standard analog stereo optical soundtrack and contains both a film serial number

and a reel number that corresponds to matching code on the CD-ROM disc. The timecode track is 5 mm wide and is between the picture and the SVA track.

Five channels of sound are recorded on the CD-ROM using apt-x 100 perceptual coding at an effective ratio of 4:1. The subwoofer track and the 20Hz-80Hz information from the stereo surround channels is summed and recorded on that region of both surround tracks; thus, the surround tracks are full-range while the surround speakers reproduce only 80 Hz and above. The DTS-6 theater unit contains two CD-ROM players, with each disc having a playing time of up to 100 minutes. DTS uses existing cinema processors for system equalization, fader control and backup optical track reproduction.

SDDS: The Sony Dynamic Digital Sound System contains eight tracks of information, adding fullrange left-center and right-center channels to the standard 5.1 format. (Not every SDDS film uses the additional tracks, though.) Data is recorded optically outside the perforations on both sides of the film using Sony Pro ATRAC-2 compression at a 5:1 ratio. The Sony digital film decoder provides system EQ (%-octave, plus highpass and lowpass), level trims and surround delay trims in the digital domain, all set up via a Windows-based computer.

—Larry Blake

BRINGING 5.1 CHANNELS HOME

The first formal use of 5.1 channels in a home video format was the February 1, 1995, release of *Clear and Present Danger* on Dolby AC-3 encoded laserdiscs. There are currently 10 AC-3 laserdiscs available, with 35 titles expected by the end of the year.

To decode the discs properly, the consumer needs either a new or modified laserdisc player with a separate RF output, along with a new Dolby Surround decoder with RF demodulator and Dolby Surround AC-3 processing. The Dolby/Pioneer AC-3 format uses only the space previously occupied by the right FM "analog" track, leaving the stereo PCM digital tracks untouched and the left analog track open for supplementary program or a mono sum. The AC-3 output from the laserdisc is called RF because the digital AC-3 data is picked up before the FM demodulator circuit, and thus needs to be demodulated before AC-3 decoding. In all other formats the AC-3 bitstream will be delivered through a common S/PDIF digital output, already demodulated and error-corrected. This will be the case when decoding AC-3 either from DVD discs (see below), PrimeStar digital satellite or General Instrument DigiCable transmissions, or from future HDTV broadcasts. Any of these can deliver a 5.1-channel program from the digital connector while decoding and downmixing it into 2-channel audio in the receiver itself.

Mastering for AC-3 laserdisc release uses Dolby's DP-561 encoder, which, in addition to the basic AC-3 encoding, has a user interface that allows producers to set (or preset and forget, as is the case now) the BSI data (BitStream Information). BSI is carried in a separate area of the AC-3 bitstream and conveys details on the channel format, the reference loudness levels, the dynamic range of the program and many other possible details useful to the decoding and reproduction of the audio. In addition, 5.1-channel material can be "downmixed" into conventional stereo or Dolby Surround, as desired. The encoded AC-3 program with BSI is formatted into an AES/EBU bitstream and is recorded onto track 2 of the D-2 digital video master.

Films that were not Dolby-licensed for theatrical release can employ AC-3 coding on laserdiscs for a nominal engineering service fee.

However nice it seems to have the 5.1 available in any home video format, much of the talk in 1995 concerns the next leap in consumer video technology: Digital Video Discs (DVD). As of this writing, there are two proposed formats: one from Toshiba/Time Warner and the other from Sony/Philips. What they have in common are size (5-inch), maximum contiguous running time (135 minutes), MPEG-2 video compression and the potential for multiple audio formats. However, because they record data differently—the Toshiba SD (Super Density) format has two 4.8GB sides, each capable of holding a full 135-minute feature; Sony/Philips has a double-layer 3.7GB disc, thus the potential for a total of 7.4 GB the formats are incompatible, and

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everyone is fearing another Beta/VHS war if neither side compromises before the expected summer 1996 DVD debut.

In a letter dated August 19, 1995, the SD alliance reaffirmed its selection of AC-3 for its mandatory, primary SD audio datastream for NTSC DVD. (It also noted its selection of MPEG for PAL.) The SD format has "private streams," which could be used for higher data-rate coding schemes with or without picture, depending upon the length of the program. The current design of the format allows for three 5.1 mixes to accompany a typical full-length feature. Losing one or two of the 5.1 mixes would open up space for mono supplementary audio tracks, 2-track surround-encoded mixes or multiple-language subtitles. There has been no indication from Sony what perceptual coding format will be used for their format, although common wisdom at this point assumes that Sony would use some variant of the ATRAC encoding used for MiniDisc and the SDDS film for-

DTS has demonstrated its system of coding using a new 32-band adaptive/predictive-encoded design by Steven Smyth and Mike Smyth of AlgoRhythmic Technology. Although current demonstrations have been at 1.4 mbits/sec rate, Terry Beard of DTS says the system can operate from 64 kbits/sec on up. It is currently under consideration for use in the SD-format private PCM streams.

(Late-breaking news: The industry's fears of such a war have been temporarily soothed by the announcement on August 24 that both DVD sides were in discussions about creating a single DVD format. Whether or not a joint effort will result in a re-thinking of the chosen audio coding scheme remains to be seen.)

—FROM PAGE 119. DIGITAL SOUND

functions such as making A/B reel joins, cutting pull-ups, and deleting scenes without having to re-printmaster a reel. It also allows for additional distributor logos (primarily helpful for foreign release) to be added to the head of the first reel instead of making a splice on the track negative.

As of this writing, eight Westrex optical cameras in the U.S. have been modified to shoot Dolby Digital track negatives, with another six expected by the end of the year; there are 17 Dolby Digital cameras in the rest of the world.

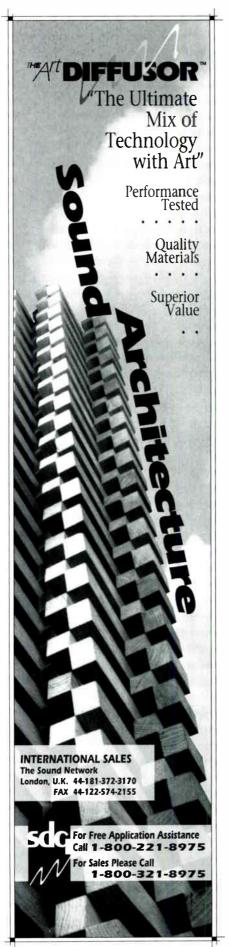
DTS

In the two years following the introduction of DTS for *Jurassic Park*, its installed base has continued to grow at a steady rate and has maintained a lead over Dolby Digital and SDDS. As of July 1995, more than 2,400 theaters in North America and 1,800 in the rest of the world have installed DTS-6 processors, which have a retail price of \$5,950 and a street price of less than \$4,250. The major-studio average is 600 theaters for a DTS release, but this past summer, three films were released in approximately 1,000 DTS-equipped screens on

opening weekend: *Die Hard With a Vengeance*, *Casper* and *Apollo 13*. So far, more than 100 films have been released in DTS.

DTS is currently the only "double-system" format on the market (the audio is shipped on a CD-ROM disc) since an "amicable resolution" was signed with LC Concept of Paris regarding patent disputes over similarities to their timecode-read design. (LC's now-defunct system used timecode on the outside edge of the film to interlock a magneto-optical drive.) As a result of the agreement between the two companies, DTS is free to sell units inside France and has sold more than 200 units there since last September.

One of the more controversial aspects of DTS (*the* most controversial aspect, according to their competitors) is the extra distribution cost of the CD-ROM discs. The cost per disc (most features require two, although running times of less than 100 minutes can be accommodated by one) is \$50. While this price is still in effect, DTS recently began offering a one-price-fits-all offer. For approximately \$45,000, they will include all licensing and engineering fees, plus as many discs as desired. This would bring the cost per screen for discs



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alone to \$37, if one assumes a wide digital release on 1,000 screens and licensing fees usually running about \$8,000 per feature.

In the summer of 1994, DTS introduced a second-generation "Tower" for the encoding and monitoring of both 2-track SVA and 6-track mixes. A third-generation unit, to be unveiled soon, will have simultaneous metering and outputs for both formats, a feature that will simplify printmastering of multiple formats. While the 6-track mixes of many DTS films are frequently made to SR-encoded mag film, it is possible to go directly from stems to a

DTS "P8" hard disk recorder. This unit, although originally designed by DTS for use in special venues, is also used as the source when making one-off, write-once CD-ROM answer discs. When printmastering to the P8 hard drive, it is not possible to punch-in, although monitoring is E-E through A/D, D/A conversion and apt-x encoding/decoding.

There have been no basic changes in the DTS-6 theater processor since its introduction for *Jurassic Park*, although software updates are included with each film's discs. (By mid-1994, all of the original "DTS-S" 2-track units had been upgraded,

and production of 2-track discs ceased.) Later this year, DTS will begin shipping units with a digital output that will allow direct digital connection to the new generation of DSP-based cinema processors by Peavey, Ultra-Stereo and Sony (see below). A digital output upgrade to existing units will be available for approximately \$300.

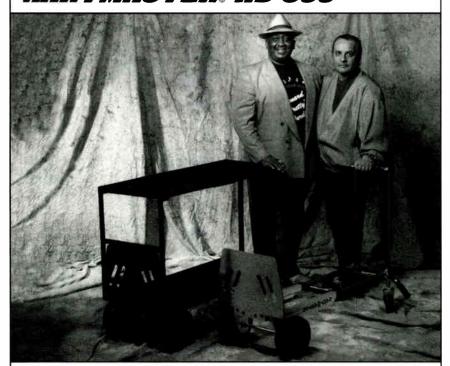
SDDS

In its first year of existence, after the June 1993 release of Last Action Hero, there were only six prototype SDDS theater decoder units in the field (four in Los Angeles and two in Tokyo), and work was continuing on format design. Beginning with City Slickers II: The Legend of Curly's Gold, released in June 1994, the optical recording format was finalized, and the manufacture of production units began. The first film to be exhibited with the new DFP-D2000 Digital Film Sound Decoders and DFP-R2000 Digital Film Sound readers was Blankman, which premiered on 15 SDDS-equipped screens on August 19, 1994.

Three weeks earlier, SDDS made the landmark announcement that AMC Entertainment Inc., one of the largest theater chains in the U.S., had contracted to install SDDS equipment in all of its then-existing 1,618 theaters, in addition to all new screens. As of this writing, over 682 AMC theaters had installed SDDS equipment, including all 172 in the Southern California region. In addition, as to be expected, there is a chain-wide commitment to equip the approximately 1,000 theaters in the Sony (for the most part *nee* Loews) theater circuit.

Since its introduction, more than 1,100 theaters in the U.S. and 200 in the rest of the world have installed SDDS equipment. The suggested list price of a standard DFP-2000 unit is \$11,100, with street prices in the area of \$8,500. Sony also sells an SSU-1000 Setup Storage Unit (list price: \$2,095) to allow a DFP-D2000 to be moved within up to eight theaters in a multiplex while remembering correct setup data. The total of SDDS-encoded films is 42, with First Knight being the first to have all prints (2,500) containing an SDDS track. The largest SDDS engagement for a film so far was for Batman Forever, which played on 260 SDDS screens.

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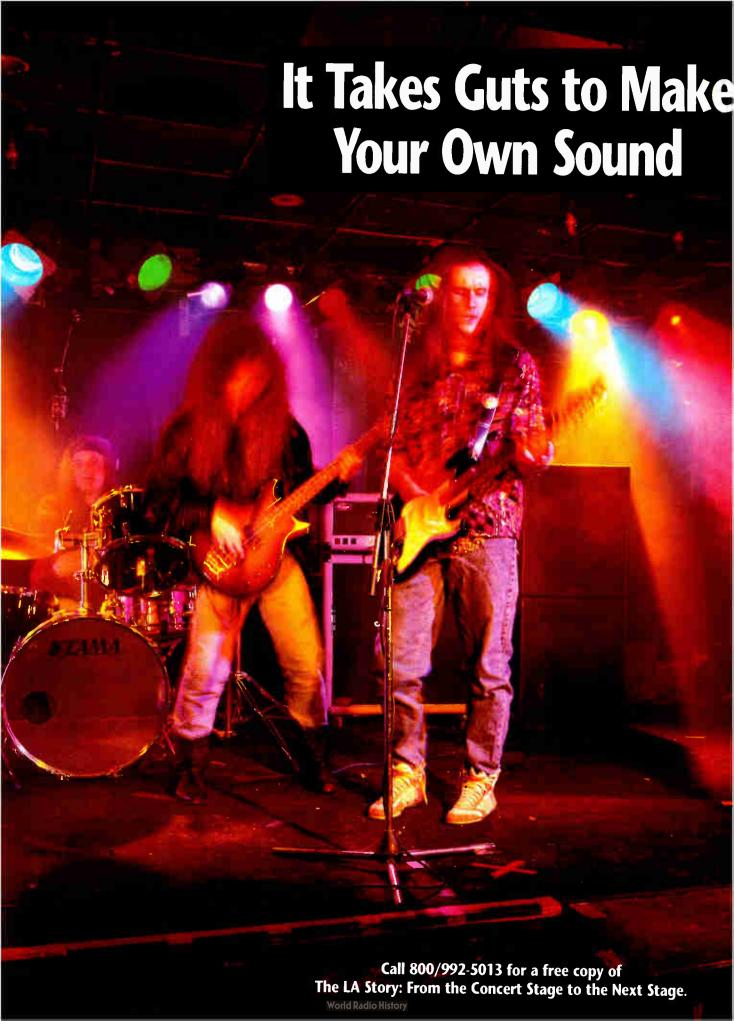
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fourth, units will be field-upgradable via software; and fifth, and most important, the settings cannot be changed manually, thus inhibiting the creativity of assistant theater managers who think they increase the popcorn sales by raising the subwoofers and the surrounds. Another anticipated feature would be tying into computer-based real-time analyzers to align the room equalization quickly and automatically. (Or perhaps that should be regarded as the first pass at the EQ before listening to familiar program material!)

Sony has had beta units of a DSP cinema processor in the field in 1995 and, as of this writing, plans to be in full production by September. The processor is designed to function as a stand-alone unit or in conjunction with the DFP-2000 playback system. The only overlap between the two Sony units is room equalization; the Sony digital system only provides for SDDS playback and still needs a standard processor for optical and magnetic analog preamplification, noise reduction, 2:4 matrix decoding, and fader control-all of which will be provided by the new Sony

digital cinema processor.

Up to 16 slots are available in the unit, each handling up to 8 analog or digital inputs or outputs. All processing is done in the digital domain, including noise reduction for A-Type or SR optical tracks. While A-Type noise reduction has fallen out of patent protection, SR has not, and Sony says that its unit is "obviously not full, true Dolby SR, as it is not manufactured by Dolby." The horsepower needed to digitally decode two channels of noise reduction accounts for over 50% of the processing power of the unit.

The digital outputs can be used as recorder outputs, and the unit will be able to be configured as a studio encoding/monitoring unit. Sony has said that they will be offering matrix encoding for feature films, thus putting them on equal footing with Dolby and DTS in providing all formats to its licensees.

Peavey Electronics Corp. of Mississippi, best known for its musical instruments and recording equipment, has just introduced its Cinem-Acoustics line of amplifiers, speakers and digital cinema processors. The

line has been designed in collaboration with Clyde McKinney and Michael Karagosian of Cinema Group Ltd. McKinney was in charge of theater marketing for Dolby in the 1970s, and later was the director of technical services for Lucasfilm's Theatre Operations Divison. Karagosian previously worked as a senior design engineer at Dolby and was a major contributor to the design of the CP-200 cinema processor.

The flagship cinema processor of the CinemAcoustics line will be the CA-DP500 unit, which will be based on the Peavey MediaMatrix DSP engine. The unit will not only be able to play back 5.1 and stereo optical formats, but, like the Sony unit, will also provide 4:2 matrix encoding. This will allow re-recording studios to offer encoding to customers exclusive of licensing or trademark fees.

There is no official word from Dolby Laboratories—which invented the concept of cinema processors with its CP-100 back in 1975-regarding its possible involvement in this next generation of units, However, it seems unlikely that the company will be left behind when other

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manufacturers exhibit their on-sale wares this month at Sho-East, the theater equipment trade show. DTS has confirmed that it has designed a DSP-based processor but is waiting to see how the market shapes up before jumping in.

MASTERING FOR DIGITAL FORMATS

Because of the increasing number of films that have been released in the 5.1 format in both Dolby Digital and DTS, it is common practice on rerecording stages to printmaster both formats simultaneously (and in all three formats if the SDDS mix will not be in its full-blown 7.1 format. which obviously requires a separate printmastering step). As procedures have evolved in Hollywood, the most common method is to record the Dolby Digital mix directly to its proprietary magneto-optical drives, while also recording an archival master 35mm 6-track mag (or sometimes 44.1kHz digital multitrack or DTRS-format modular digital multitrack) with unencoded, separate surround and subwoofer tracks. The DTS staff will then use this to create their 5-track master, which sums the subwoofer and surround tracks. Two passes need to be made on a reel on the re-recording stage, the initial one listening to the playback head of the mag master, and the second one from the Dolby MO drive.

The DTS format does not have a delay for the surround tracks built in; a delay of approximately 50 ms is often placed on the surround tracks during printmastering, as was standard in the days of 70mm release. This delay means that the Haas precedence effect ensures that material which is both in the front and the surrounds is not perceived as coming from the surrounds only. In Dolby Digital and SDDS, like the matrixed stereo optical and home video formats, the surround delay is set for each playback venue, with the Dolby DA20 having a 20ms to 80ms range and the SDDS DFD-D2000 at 0ms to 100ms.

In the case of a digital master for DTS release, it is recommended that the sub/surround bandpass encoding take place prior to recording so that three AES/EBU digital outputs (left/left surround plus subwoofer, center/right surround plus subwoofer, and right only) can be sent digitally to the apt-x 100 data compression unit, bypassing the normal

Apogee AD-500 units used by DTS. The discrete left-surround, right surround, and subwoofer tracks—either on a digital multitrack or on the mag archival master—should be recorded with no delay, because it's easy to add at a later date but very tough to take away!

One of the differences among the three formats is the subwoofer level and exact frequencies covered: Dolby Digital is 3 Hz to 125 Hz, DTS 20 Hz to 80 Hz, and SDDS 4 Hz to 500 Hz. (The SDDS sub track is not technically a mixer-limited, full-range channel in disguise, as has been reported elsewhere.) The level

also varies among the systems, with DTS using an 85 dB/c wideband sublevel, and 7 dB of in-band gain relative to the center channel; Dolby and SDDS use 91 dB, with 10 dB of in-band gain.

After printmastering, there are other issues involved in creating a multiformat release: Dolby Digital's track is recorded in the green layer of the track negative, while SDDS is in the red layer. (DTS can go either way.) Since the standard track negative stocks are green-sensitive, it is not possible today to shoot all three formats simultaneously. SDDS currently uses a red-layer-sensitive

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stock originally custom made by Eastman Kodak for the Cinema Digital Sound format. According to Howard Flemming, chief engineer for SDDS, the red-sensitive stock was chosen for greater contrast and grain structure on the negative.

The first film to use a three-format track negative, Die Hard With a Vengeance, had its SDDS track shot at the SDDS facility, and then each roll was laboriously rewound (in the dark!) to a punch start. The Dolby Digital and the SR-encoded SVA tracks, along with the DTS timecode, were shot at NT Audio on its halfspeed camera, which made possible the recording of the Dolby Digital and DTS tracks at the correct density. In the future, the process of shooting tri-format negatives will be made much easier with the release of a panchromatic track negative stock by Eastman Kodak.

Another aspect of SDDS that currently requires special handling is the fact that edge codes outside the perforations on the print stock interfere with the SDDS tracks. The current solution is to use custom batches of stock without edge codes, al-

though stock manufacturers are working on modifications to print the edge codes on specific layers of the film with solid-state monochromatic sources, rather than in black on all layers.

As one might imagine, it is necessary to screen and check the whole film for all formats supported by each track negative. For example, the first answer print off of a Dolby Digital/DTS negative would be played three times: once to check the SR-encoded stereo optical mix, and once each for the two digital formats. The DTS screening would be with one of the two answer discs, which would then be approved for CD-ROM replication. A screening would later be held to check a random production disc sample before approving discs to be shipped to film distribution exchanges and theaters. Turnaround to final discs. without overtime charges, is normally five working days.

All digital formats are checked by running with the optical exciter lamp turned off to make sure that any dropout of the digital format under inspection is clearly audible. In addition, Dolby and SDDS have designed QC machines to inspect prints; the SDDS machine also handles negatives.

The timecode integrity of a DTS track negative can be checked by connecting an RS-232 serial print to the D connector on a standard DTS-6 player through a translator box. The printout will indicate the number of accumulated timecode dropouts and the position of each dropout longer than 20 frames, which is considered the limit of the unit to flywheel past bad code.

And, of course, the whole procedure must be duplicated when a new track negative is shot, although once a DTS production disc is checked, you only have to ensure the timecode integrity of each new negative and not the discs themselves.

Larry Blake is a sound editor/rerecording mixer who lives in New Orleans, His most recent film, The Underneath, will be released on home video in November. Each month, his "Sound for Film" column appears in Mix.

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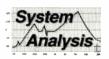
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SOUND FOR FILM

Toward a Digital Neutral Field

by Larry Blake

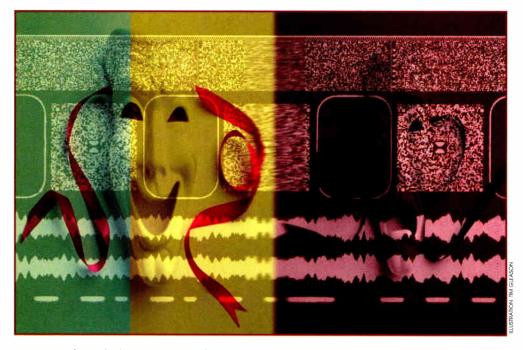
No subject in our small pond of film sound prompts more fun disagreements than the issue of digital sound in theaters. Let me cut to the chase and sum up my feelings on the issue.

In the long run, there are only two people who company personnel, theater chain district managers, theater projectionists, etc., come with too much personal and political baggage.

For example, I have heard many reasons why Disney has only released films digitally in Dolby Digital (with the single exception of Judge Dredd as of this writing). Whatever the *real* reason (and Γm sure that part of it is allegiance to the good folks at Dolby Laboratories), the

share, with people trying to poke holes-real or imagined—in its design.

In essence, DTS and Dolby did the same thing: created a digital film format that would mate onto existing Dolby cinema processors. The difference boiled down to a question of *how* and *how* expensive. DTS's decision to make the digital tracks foolproof to duplicate (using standard CD-ROM replicating plants) and read (using inexpensive CD-ROM play-



matter in this whole equation: the director and the moviegoer who pays \$\$ at the box office. Or, stated more clearly, the only issue is ensuring that what the director approved on the mix stage is heard by the largest number/highest percentage of moviegoers. The opinions and wishes of everyone else—sound editors and re-recording mixers, studio post-production and distribution producers' personnel, boyfriends, digital sound end result is that the superb mix of *The Lion King*, for example, was heard properly by far fewer viewers than would be the case in multi-digital-format release.

Much of the format discussion has disintegrated into rumor-slinging and name-calling among representatives and proponents of the various systems. Digital Theater Systems (DTS), being the new kid on the block, has had to endure more than its

ers), and make lab printing requirements fall within existing standards, was fiendishly clever. (A top engineer at a competing company praised the system's "haiku-like simplicity.") Whatever its potential before DTS, digital sound on film—at that point only represented by Dolby Digital—was still a premier format for large theaters in big cities. DTS changed all that in June 1993, with the opening of Jurassic Park

-CONTINUED ON PAGE 138

Jonathan Helfand

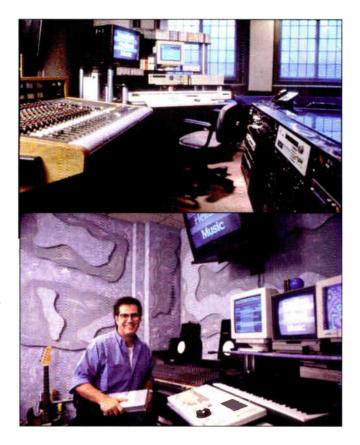
DESIGN, EDIT, MIX

by David John Farinella

Few occupations in the world can take you from a presidential campaign one day to a video game the next. Reporter, perhaps, or filmmaker. Yet day in, day out, sound designers and audio post engineers are asked to accomplish topquality work in widely divergent styles-and make it all seem routine.

Today, Ionathan Helfand is composing music for a virtual reality game out of

> Top: Studio D at Jonathan Helfand Music. Below: Helfand in Studio C. the design suite.



his personal studio in New York. He has designed spots for award-winning public service announcements and composed music for an American Express commercial that featured Paul Newman's first advertising appearance in the United States. "I'm told that over a billion people saw that particular ad, so I guess I should say that I did it," he says with a laugh. He also worked on what he calls one of the first all-digital presidential campaigns, in 1988 for Democratic candidate Michael Dukakis. "I have every word in the English language spoken by Governor Dukakis. We can now make him say anything we want." And he worked on President Clinton's election campaign and on an Earth Day public ser-

-CONTINUED ON PAGE 144

The mix crew for When Night Is Falling in the balcony of

Toronto's

From left to

right: Director

Patricia Rozema.

post-production

supervisor John

sound designer

Alan Geldart.

Hazen and

Regent Theatre.

"When Night

DIGITAL FILM SOUND ON A BUDGET

by Tom Kenny

According to Hollywood's need to categorize films, the latest project from Canadian writer/director Patricia Rozema, When Night Is Falling (Crucial Pictures), would be termed a lesbian romance. It's the story of a Christian woman who is enticed by another woman to run off with the circus. But woven into the script, Rozema explores the larger conflict of homosexuality within the tenets of a Christian college and the Catholic faith.

Like all independent filmmakers, Rozema faced budget dilemmas, particu-



out of the question, but "going digital" also would have presented problems, mainly that renting sufficient time at a digital film sound editing stage would have forced the crew to watch the clock.

Meanwhile, post-production supervisor John Hazen had been looking to try out a brainstorm he had for rendering top-notch film audio using affordable, modular and mostly digital

-CONTINUED ON PAGE 148

larly in audio post. Her vi-

sion for the film's mix of

often whisper-quiet dialog,

Foley, effects and music

didn't fit in with the film's

overall \$1.5-million budget.

Using conventional mag

technology was financially

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Workstations In Everyday Use

by Loren Alldrin

Digital audio workstations (DAWs) have forever changed the face of audio production. DAWs offer speed, flexibility, editing power and convenience that traditional analog tools just can't touch. Sound for film and television, radio production, audio for interactive programs—all have felt the magic touch of the digital audio workstation.

What follows is a spotlight of four popular systems and the people who use them. [Editor's Note: we will continue to spotlight four workstations in post-production applications each month in the "Post-Script" section of Mix.] Forget the marketing hype and the slick ads for a minute—we'll let the users themselves tell you what makes a particular system work for them.

SADIE KRAKATOA ENTERTAINMENT

One of the newest entries into the Windows-based DAW market, SADiE is an 8-track hardware/software system suitable for radio, mastering and audio-for-video applications. Already quite popular in Europe (the BBC has more than 200 systems), the SADiE workstation has been available in the States for less than three years. On-



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board DSP allows SADiE to perform edits, fades, compression, equalization, noise reduction, constant-pitch time stretch and sample rate conversion at up to 24-bit resolution. A turnkey, 2-input/4-output SADiE system starts at around \$10,000.

Scott Whited, owner of Krakatoa Entertainment, recently installed the SADiE system in his Burbank, Calif., facility. Krakatoa Entertainment does audio production and post-production for corporate and educational

> videos, and just finished what Whited described as "one of the first feature films posted on SADiE in the States," Intimate Deception.

SADiE System

MTU Microsound

Avid AudioVision



Combining SADiE with a DVision offline video-editing system, Whited offers his clients a complete post-production package. "We often coordinate through a telecine house, do a DVision offline, and go to a film matchback or online edit," he says. "The end result is a locked picture that we then post in the SADiE. For ADR on Intimate Deception, we took audio from the online Beta master, laid it off to DAT and imported it into the SADiE system directly. Then we worked off a %-inch window burn dub of the locked picture. Posting the whole movie took just three weeksan aggressive three weeks.

"One of the nicest things about SADiE is its ability to do timecode snaps," Whited adds. "You can mark a hot spot in an audio clip, give it a timecode designation, and SADiE will snap the clip to that timecode and match it right up with the locked picture. It's really handy for placing elements quickly. I like the fact that you're getting a full range of audio manipulation capabilities with SADiE—EQ, noise reduction, mixing, crossfading and time compression/ expansion. I also like the cost benefit. SADiE gives you finishing-quality sound at a low cost."

Down sides? "For our purposes, SADiE could definitely use more tracks," Whited replies. "Eight worked okay, but it would be nice to have more. SADiE is also very timecode-intensive—being able to just lay in sound or ambience to a visual cue.









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with a mouse click, would be nice."

The next-generation SADiE system will be a significant upgrade, the company says, offering hardware expandability up to 80 tracks and a high-speed network capable of transferring 280 simultaneous tracks of digital audio between workstations. A new software version will boast enhanced DSP functions, streamlined user interface and more record/playback tracks.

"SADIE took a little learning," Whited says, "but it really produces what we want from it. The quality is good, the price is right, and the support is there."

FAIRLIGHT MFX3 WAVES SOUND INC.

The MFX3, Fairlight's eighth-generation DAW, differs from most in that it forgoes a familiar computer platform in favor of a true multitasking, highperformance operating system (OS9). This allows the MFX3 to offer true object-based sound editing, with up to 24 tracks playing from a single hard disk. The MFX3 offers machine control of two different audio or video devices; disk-based video playback is optional. Making a break from the traditional mouse/keyboard interface, the MFX3 offers a dedicated controller that includes a shuttle knob, LCDs and computer-style monitor. Complete MFX3 systems start at around \$35,000.

Waves Sound, a five-room postproduction facility in Hollywood, Calif., specializes in sound design and voice-over for radio and TV commercials. Several commercials posted by Waves have been nominated for Mercury Radio Awards, including spots for Clothestime and Pepsi. Last December, the facility scrapped its previous DAW system and made a move to the Fairlight MFX3.

According to engineer Jay Shilliday, it was time for Waves to either commit entirely to their existing DAW manufacturer or make a clean break. Though Waves' previous DAWs were all the same platform, they suffered hardware and software incompatibilities, "We needed to look at the future," Shilliday says, "and we needed three compatible systems. On a recent session, a client needed more time to accommodate a late voiceover talent. I was booked on another session, so I bumped the audio to an MO disk, handed it over to another engineer in an open studio, and they were up and running in about two minutes. It's also made scheduling remixes much easier, as a project can be transferred between rooms. We never could have done that before."

When shopping for new hardware, Waves picked speed as its number one criterion. "Speed is everything," Shilliday says. "Advertising people need stuff done yesterday. Having a box that can keep up with us was a big priority. The Fairlight's screen is so fast, you're never waiting for the graphics to change. It's instantaneous. I was just blown away when I did my first sweetening job on the Fairlight."

For TV commercial work, Waves Sound records most dialog in-house. Producers normally bring a completed music track, with a finished (or near-finished) picture on D2 or 1inch. Music, dialog and sound effects are then assembled in the Fairlight and mixed back to D2. "The Fairlight has a great grasp on machine control for video sweetening. It has some features for locking to picture—such as record-enabling and -disabling audio tracks and the ability to lock up two machines (audio/video) with the Fairlight keyboard, eliminating the need for an external synchronizing system—that I consider a necessity, especially for sweetening clients, Shilliday says. "The Fairlight is an awesome box for video sweetening."

Though impressed with the MFX3's lock-to-picture capabilities, Shilliday has some reservations about the Fairlight's suitability for radio work. "Fairlight is now looking to us for guidance and direction as they develop parts of the software more conducive to radio production," he says.

MTU MICROSOUND RICHARD LEPAGE AND ASSOCIATES

The MicroSound workstation is a PCbased DAW from Micro Technology Unlimited, one of the pioneering companies of direct-to-disk recording. A fourth-generation product, croSound offers a true random-access approach to digital audio. Each audio event "floats" in a project bin; projects can layer up to 50 or 60 of these events on the timeline for playback from a single hard disk. MicroSound is available with two or four hardware outputs in an external tabletop or rackmount unit. The MicroSound workstation can be purchased in peripheral card/software form, a rackmount turnkey system or traditional tower computer. Complete MicroSound systems start at around \$12,000.

Richard LePage, owner of LePage and Associates in Suffern, N.Y., uses three MicroSound DAWs to service clients in the New York area. LePage uses the systems for audio production for video, radio commercials, and audio post for long-form corporate and training videos. He's been an MTU user since 1991.

"I compared the MicroSound to several other popular DAWs. In one case, in terms of speed and ease-of-use, the MTU was many times faster than other systems," says LePage. "Some workstations are more suited to CD mastering, where a few edits per song is a lot. MicroSound is geared for audio post-production, where editing is everything. You may have thousands of edits in a long program, and you need the ability to quickly change or modify any of them."

For most of his audio post work, LePage first imports a full-length guide track from the workprint into MicroSound. He then uses MicroSound's "on the fly" flagging capabilities to mark rough cue points and problem sections during this initial recording. He then locks the MTU to a ¼-inch or Beta workprint, building up a soundtrack with music, effects and dialog. For final layback to picture, LePage often takes his portable MicroSound system to one of the larger New York facilities.

Though sound-for-picture continues to make up the bulk of LePage's business, he's seeing more work in interactive (CD-ROM) programs. "MTU helped us get a beachhead in audio for interactive," LePage says. "One nice feature of MicroSound, and I think it's kind of exclusive to them, is that it supports numerous sampling rates down to 8 kHz. We've had linear programs that clients have wanted to be converted to interactive for CD-ROM, and the MTU's handling of lower sample rates is a boon for that. Interactive is a market I never really saw coming, but the pro audio business has made a turn in that direction. The MTU is a terrific unit for that application.

"One of the things I like best about the MicroSound system is its 'toolbox' approach," he adds. "The system gives you the tools and doesn't force you to work in a certain way. It supports an eclectic style of work—it's a completely open landscape. I also appreciate the MicroSound's cost-effectiveness. It's more powerful than anything else I've seen in this price range."

AVID AUDIOVISION SERAFINE STUDIOS

Avid's AudioVision system is a Macintosh Quadra-based workstation with integrated random-access digital picture playback. Available in 4-, 8or 16-output versions, the AudioVision system offers up to 24 virtual, digital audio tracks, 9-pin machine control and full control over Yamaha DMC-1000 and ProMix 01 digital mixers. The base 4-output AudioVision system starts at \$27,500. AudioVision's ability to interchange files with Avid's Media Composer and Film Composer digital nonlinear video and film editors have made it the choice of many high-profile film and TV productions, including Clear and Present Danger, Waterworld, Chicago Hope and The Simpsons.

Frank Serafine of Serafine Studios (Venice, Calif.) recently put a five-member sound design team to work on a new I6-output AudioVision system. Their mission: to handle the unusual or "big" sound effects for Paramount's latest cyber-villian thriller,

Virtuosity. Separate sound teams from Paramount covered the dialog and Foley effects. Virtuosity was a milestone movie on several accounts, all of which involve Avid systems. This was the first Paramount movie edited completely digitally, thanks to four editors working on Film Composer. It was also Paramount's first foray into a soundtrack edited entirely in the digital realm, from dialog to effects. Integration between Film Composer, Media Composer and AudioVision systems was key to the success of the movie—especially in light of the accelerated post schedule.

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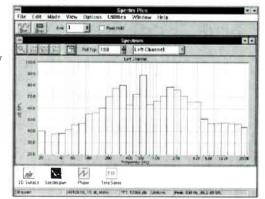
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-FROM PAGE 138, SOUND FOR FILM

nals should take the same amount of time. The only addition I can see is another day to make an 8-track printmaster (in addition to the time it would take to make a 5.1 discrete and a 2-track A-Type or SR matrixed) and another day to make the five-behind-the-screen music and effects. And maybe you might want to tack on another day because the 5.1 and stereo optical mixes might take longer to do because of finding the optimum 5-to-3 reduction for the M&E stems. So...three days, big deal. Of course, not every fill requires five behind the screen, and smaller movies might not be able to afford the extra days.

Let's be clear about something: None of these systems is perfect. I have heard each of them mute and revert to stereo optical. I have seen all formats projected out of sync (because the reader-projector gate offset was incorrectly set). DTS, especially, had problems in the beginning.

Furthermore, each company has engaged in some form of improper advertising regarding its format, but again, things are improving. DTS jumped out to an early lead in its first year when its promoters didn't distinguish between 6-track and 2track digital theaters. They saw the light and completely discontinued the 2-track format, and their ads today clearly delineate DTS 6-track digital from standard analog stereo. In 1994, Dolby introduced a new logo that included Dolby Stereo, SR and digital formats in one confusing Rorschach-ish blob. This could be found on the "billing block" (where the credits appear on ads) for Dolby films that had no SR or digital theaters, and maybe even had no SR or digital mixes to begin with. Totally confusing, but they have corrected the situation with an elegant logo that simply has the word "Dolby" along with the double-d trademark. SDDS is still occasionally somewhat misleading, with "Eight Digital Channels" not accurately representing many SDDS films which were preand final-mixed in the standard 5.1, three-behind-the-screen configuration. Forgetting the mix itself, not every SDDS theater has five screen channels, so I can only ask that SDDS see to it that theater ads indicate "Eight" only if both the mix and the theater meet specs.

The issue of sound quality of the

various audio coding schemes has been raised by many, and indeed with the *frou-frou* audiophile press, it's the *only* issue. As much as the anal fool inside of me would love to do a critical bake-off with all three formats, I think there are bigger fish to fry: The systems are out there, in theaters, and the ship has really left the dock. (However, in the home, until DVD and HDTV units go into production, I hope that all options are explored in seeking out the best-sounding system.)

I assume that one of the reasons that companies such as Buena Vista (Disney's distribution wing) have stuck behind Dolby is that Dolby has an unparalleled reputation for support—and the good folks working at DTS and SDDS are quite respectful of this fact. Still, it remains to be seen if they will attain the level of support that everyone is used to from Dolby. I've used these same words before, but I'll dust them off one more time: Dolby Labs singlehandedly dragged the film sound community of Hollywood out of the dark ages in the mid-'70s. Not only with their stereo optical and 70mm processes themselves, but the less glamorous parts of the whole system, including test films and support to distributors long after a film has been mixed. But while we owe them a great deal of gratitude for this, I don't think that means to the exclusion of new kids on the block. Again, what's best for the director and the film?

So, what's the solution? (And don't change this question to "Which one will win?" because I don't see a single victor emerging anytime soon.) At this point in the game, all three systems are firmly established with exhibitors. More accurately. each system has a theater chain or two that favors it to the virtual exclusion of one or both of the others. Therefore, if you release a film in only one format, you are de facto limiting the breadth of your digital release. And since I don't think that we can in our right minds expect all theaters to have all formats, the solution seems to be for us to have as many formats on each print as possible. (Or, at the very least, if track negative shooting/printing problems prevent this, have one SDDS/DTS track negative and another Dolby Digital/DTS negative, DTS being by far the "easiest" of the three to shoot

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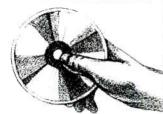
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and print.)

In addition, all three companies need to come together to a certain degree to help educate the industry as to what is going on; there is just too much confusion. First, there should be three-day training sessions for the installation of all digital formats, like those that Dolby has put on for 15 years, that allow theater service technicians to get a thorough schooling in the correct installation, alignment and maintenance of cinema processors. It would be great if all three companies could get together (along with other companies introducing their own DSP-based cinema processors, see page 116) so that as many service technicians as possible will smoothly make the leap to this third-generation cinema stereo.

Another inter-company effort that would be a big help to the industry is a common list of digitally equipped theaters, broken down by state and city. Anything that can help the distributors, their theater bookers, and those responsible for the "co-op" ads that list the theaters where a given film is playing, will benefit all three companies, plus their professional and lay consumers. For each digitalequipped theater, the list would indicate the screen number, theater chain, number of seats, cinema processor, type of projector(s), digitformat(s) supported (plus changeover abilities, if applicable), number of speakers behind screen (helpful for SDDS bookings), speaker system, plus a notes field for special comments. That way, you could look up, say, the new Sony Lincoln Square theaters in New York and see that #1 seats 900 and has all three digital formats, while the other 11 theaters have varying combinations of formats. Separate listings for professional installations and screening rooms would also be essential.

This is one column that I know will generate divergent opinions. Prove me right and communicate to: P.O. Box 24609, New Orleans, LA 70184, fax (504) 488-5139, or via the Internet to swelltone@aol.com.

Larry Blake is a sound editor/rerecording mixer who lives in New Orleans for reasons too numerous to mention, although having great composers like Randy Newman write songs describing "trash cans floating down Canal Street" is definitely one of them.

-FROM PAGE 133, JONATHAN HELFAND

vice announcement (for which he collaborated with composer Tom Griffith and sound designer Paul Maraio) that aired on The Mall in Washington, D.C., earlier this year.

Helfand's recent success is the fruit of many long years of toil. In the early '80s, a brand-new instrument called a programmable synthesizer was hitting the streets at the same time that a younger Helfand was losing money trying to record an album with a band he wasn't paying. "Someone said to me, 'You know, there's this new system out, and it's just a matter of your programming.' At that time, you programmed in MCL [Music Composition Languagel, and it was all masks and delimiters and all this crazy stuff. It was great, I loved it." For the next couple of years, Helfand hopped around New York City, programming, designing patches and performing sequencing for a variety of clients.

"I started to build a little home studio, figuring that I would get back to my own music," he says. "The home studio got totally out of hand, as they so often do, because we tend to spend money on the next synthesizer rather than bigger rent. So, we have small places with big equipment." Luckily, his first break was not far behind, and he was soon packing up for a midtown Manhattan location and a gig as a sound effects librarian, cutter and editor at Trackworks, a new facility at the time.

That move led him to start to look at the business of sound design, mixing and composition as a way to make a living, rather than a way to pay for the next album. In fact, this realization netted him a number of discoveries. The first was that he had the ability to hit frame-accurate music without the benefit of timecode. "What I did was, I took Performer and told it that the time signature was thirty 32nd notes, and I told it that the tempo was 60 beats per minute," he says. At the same time, he had the ability to deliver the sound effects in one of eight pitches, or he could double or triple it. People started to notice, and as Helfand came up with more creative solutions, more people started to look his way.

In 1987, Helfand purchased a Fairlight CMI system, which gave him the ability to design sound segments, mix effects, compose music, and record and edit full spots. "It really improved me as a musician because of

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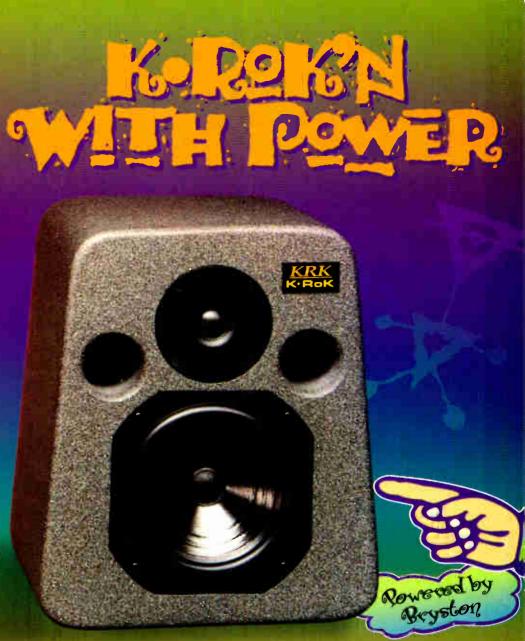
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ing an original sound that can be slowed down or reversed or processed or whatever to maintain the rhythm and beat."

All of the raw material, Pro Tools sessions and edited multitracks (on ADAT cassettes) were then brought to the mix. "This is happening at the big mixing studios now, so it's not really an exclusive way of working," Geldart says. "The big advantage is that I can work in my edit suite and dump to ADAT and that's the product. I don't have to rent a 24-track or a 48-track digital machine anymore. We don't really have to do 35mm three-stripe any more. The savings in stock alone—everybody is starting to recognize that."

The mix took place in Toronto's historic, 300-seat Regent Theatre. Three rows of seats were removed from the balcony and replaced with a Mackie 32x8 console with 24-channel expander, 48 tracks worth of ADATs, a Pro Tools III system, Avid AudioVision, which included output of digitized picture, and a selection of outboard gear. By accessing the console's "split" design, total channels were doubled during mixdown to 112.

"We took over the theater's balcony and worked from morning until just before theater patrons were admitted." re-recording mixer Hazen explains. "Rental cost of the space was only a fraction of what a cinema mixing suite would have charged us."

System setup inside the theater took three days, including time for a rep from Dolby Laboratories to tune the room to Dolby Digital specifications. The audio playback system included Crown power amps driving JBL Cinema Series left, right and center monitors, in addition to the theater's Dolby surround JBLs. Besides routing all the audio between six 8track digital recorders with premixed source audio, Pro Tools and AudioVision workstations, and two more digital 8-tracks for recording, the Mackie console handled all the playback routing as well.

Picture appeared on the theater's screen during the mix. The image was projected by a Sony RGB projector with line doubler playing a Beta SP dub. The film also was digitized and stored on a 9-gigabyte Barracuda hard drive so that Hazen could view scenes on his Macintosh monitor in

the AudioVision window and when using Pro Tools. Master sync and transport control for the Beta SP deck, ADATs, and audio workstations was by a TimeLine MicroLynx Controller.

"We assembled things in layers, usually premixing down to eight tracks at a time," Hazen explains. "Dialog, music and effects were premixed to timecode this way, with some Foley added during the final mix. Up to six 8-track digital recorders locked to timecode served as the audio transports.

"A lot of people and facilities are financially and emotionally invested in what has become outmoded technology," Hazen says, "Using mag dubbers instead of ADATs is akin to driving a single-speed car that one must crank to get started: It's a pain to use, takes longer, and is replete with a lot of huffing and puffing.

"We carried the entire location sound and film score to the mixing session in a small bag full of DAT cassettes. If we'd used mag the location sound alone would have weighed hundreds of pounds. Frankly, we couldn't see spending money on renting forklifts!"

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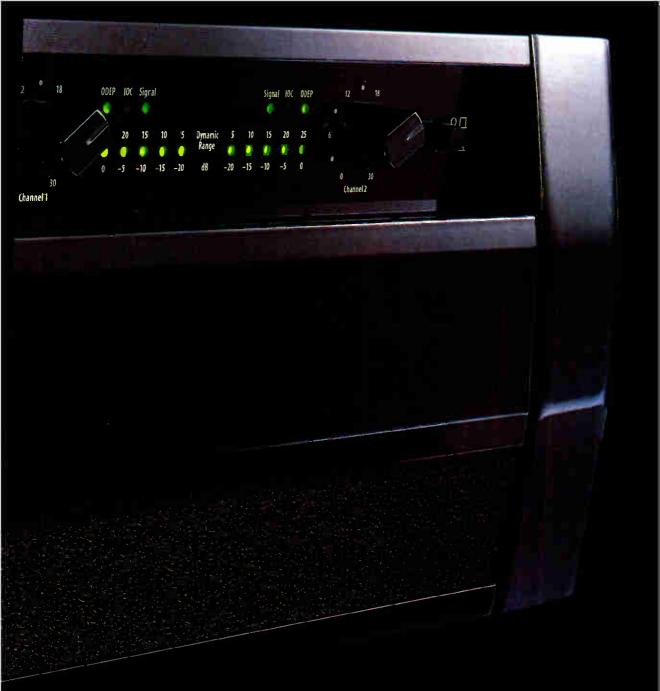
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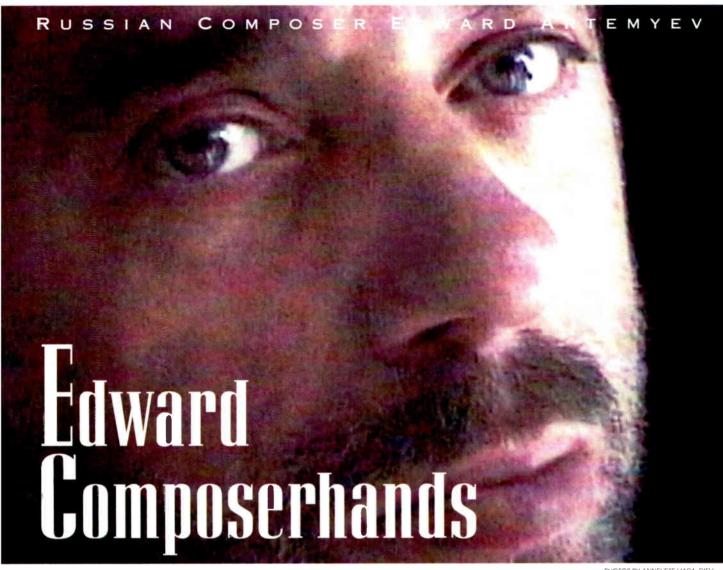
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BY ANNELIESE VARALDIEV

n a company town like Hollywood, which produces hype as systematically and prolifically as it produces movies, television, music, et cetera, even the most genuine enthusiasm for an artist

or his work is usually met with a certain degree of skepticism—people connected with the entertainment industry are used to its PR machine barreling along in perpetual overdrive.

That being the case, perhaps the only thing one really needs to say about Edward Artemyev is that he is a fine composer and a very interesting man. His richly evocative score contributed in no small measure to the success of Rus-



sian director Nikita Mikhalkov's Burnt by the Sun, which won this year's Academy Award for Best Foreign Language Film. But Oscar glory is only the tip of the iceberg: Artemyev's musical ca-

reer spans several decades and includes longtime collaborations with both Mikhalkov (their first film together was At Home Among Strangers in 1974, followed by the hauntingly beautiful Slave of Love a year later) and his brother, Andrei Konchalovsky, for whom Artemyev scored the Russian epic Siberiada, as well as two Hollywood productions (Homer and Eddie and The Inner Circle).

For certain cinephiles, however, it is Artemyev's collaboration with the great Andrei Tarkovsky that will ultimately assure him a place in film history. Although the prodigious talents of both men were clearly evident in their early work (Artemyev's experimental compositions for synthesizer; Tarkovsky's magnificent Andrei Rublev-and, of course, Solaris, their first film together, in 1972), it was with *Mirror* (1974) and Stalker (1979) that they attained a level of mastery seen only a few times in a generation, the kind of virtuosity that is not only dazzling from a technical standpoint, but emotionally overwhelming for the viewer, as well. There are sequences in these two films, particularly Stalker, in which the exquisite union of Artemyev's music and Tarkovsky's images constitute some of the most perfectly realized applications of sound, musical or otherwise, in all

Even removed from their cinematic context, all three Tarkovsky scores are tremendously innovative and compelling. The main title of Stalker, for example, whose theme recurs several times throughout the film, is an intricate fusion of electronic and acoustic elements, but its dense, almost spooky sonorities seem to transcend the limitations of either process. This music possesses a kind of hallucinatory resonance and clarity. In terms of pure aesthetic intention, it is perhaps closer to something like Allegri Miserere (Artemyey's solo flute line is reminiscent of that composition's sublime soprano solo) or to the Japanese "shinobue" pieces that Tarkovsky would use as source music in his last film, The Sacrifice, than to any conventional notion of what a motion picture soundtrack should be. (It is also interesting to note that in the late '70s, when Stalker was made-a time when post-production sound in Hollywood was becoming increasingly departmentalized and fragmented-Artemyev was eradicating the boundaries between music and sound with his work on this film. Many of Stalker's otherworldly effects, which give the impression of subtly manipulated production sound, were created on the synthesizer, and therefore serve as both extension and counterpoint to the purely musical ideas.)

In addition to his film scores,

Artemyev has produced several orchestral and vocal works, two concertos, and numerous electronic compositions. But even with such a lofty artistic pedigree—which began with classical training at the Moscow Conservatory—the man is far from a musical snob. Heavily influenced by rock, he cites, for example, bands like King Crimson and Pink Floyd as sources of inspiration, right up there alongside Shostakovich and Stravinsky.

He is not a cinematic snob, either. Recently, he played for me a beautifully crafted minuet that would have seemed quite at home in some lovely, upscale European art film. But when I asked what it was, he told me it was from the score of Burial of the Rats, a low-budget Roger Corman thriller.

Electronic music began as an alternative to academic music. and in so doing created its own technology and its own language.

Dividing his time between Los Angeles and Moscow, between film scores and what some people refer to as "serious" music, Artemyev is currently hard at work on his most ambitious project to date, an opera based on the classic novel Crime and Punishment, with a libretto by his friend Konchalovsky. Like much of his film music, this piece will combine symphonic, electronic and folk idioms, not to mention-roll over, Dostoyevsky-elements of rock 'n' roll.

Surprisingly down-to-earth and approachable, Artemyev describes himself simply as "a Russian composer," without a trace of self-aggrandizement, Hollywood ego-or hype. The description would not be complete, however, without this footnote: That any artist who can not only survive, but in fact thrive, under both Soviet

communism and Hollywood capitalism has to be a remarkable human being, and that any film composer who can do justice to both Tarkovsky and Roger Corman is indeed a talent to be reckoned with.

For you, are electronic music and music played acoustically two radically different modes of thinking, or do you view them simply as different tools used to express similar musical ideas?

First, we have to agree on what the term "electronic music" means. If we think of it only in terms of the equipment involved—synthesizers, processors and so on-then it's merely a new means of doing old things. So in that sense, yes, you could say that acoustic and electronic instruments are different tools which can be used to express similar ideas. On the other hand, electronic music began, to a great extent, as an alternative to academic music, and in so doing created its own technology, and therefore its own language. It is in this context that a composer encounters an unknown world, one in which his experiences in traditional music have no bearing. Many people do, in fact, consider acoustic and electronic music as two separate modes of thinking, which have developed along parallel lines that will never actually converge. I feel, though, that in the not-too-distant future, these two parallel lines will very definitely come together, and out of this confrontation, an entirely new musical form will emerge. Have these ideas had any direct impact on your film composing?

In my experience as a film composer, electronic music-in its purest form—has never been requested by a filmmaker, because the true identity, or meaning, of this kind of music seems to be connected to the fact that it is beyond, or above, emotional content. It belongs to the realm of pure reason. And since cinema is a medium that usually appeals directly to the emotions, electronic music would seem to go against the intended purpose of a film score—which is to intensify the emotions of the viewer.

How did this apply to your work with Tarkovsky?

Even with *Solaris*, the only film I've ever done in which electronic music was the basis for the entire soundtrack, the main task that Tarkovsky I know that you took on the role of sound designer in other filmsa number of years, in fact, before this term was officially coined...

Tarkovsky often said to me that, for him, it was more important for the composer to create an overall conceptual idea for all the sound used in a film, rather than to simply write themes or melodies that accompany the images. In Mirror, for example, I had to create orchestral textures that were added to the natural, nonmusical elements of the soundtrack, in order to give them a certain spiritual dimension that he wanted. The orchestra's purpose here was to play the role of "living water" [a term in Russian folklore having to do with spiritual regeneration and renewall. In the entire picture, there is only one actual music cue, in the usual sense of that term, and even then I used variations on only a single chord—an E-minor chord, with constantly changing instrumentation—and this sequence is ten minutes long!

I think your score for Stalker is a perfect illustration of what you spoke about earlier—the idea that something completely new and unique can come about when the parallel lines of acoustic and electronic sound finally connect. Not just merge or collide, but truly connect ...

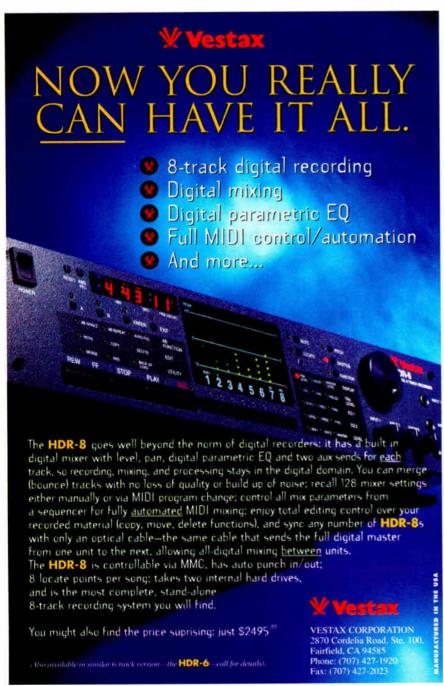
There were actually two versions of the score for Stalker. The first one was done with an orchestra aloneno synthesizer-but Tarkovsky rejected it, which surprised me, because he loved the idea of live music-making. The second version, which he accepted, was basically created on the Synti-100 synthesizer, along with solo acoustic instruments that were extensively manipulated using various sound processors. At that time, Tarkovsky was very interested in Zen Buddhism and wanted the music to reflect certain contemplative elements that are part of Eastern religion and philosophy. To achieve this quality, 1 borrowed from the Indian classical tradition of using a single basic tonality, whose rhythmic patterns are slowly and constantly changing, creating a background over which the melody of a solo instrument can soar.

Most of the films you've done in Russia, including Burnt by the Sun, were made at Mosfilm Studios. Today, from a technical standpoint, are the facilities at Mosfilm comparable to studios in Europe or America, or could they still use a little infusion of Perestroika?

Mosfilm currently has three recording studios—one which is designed for rock and pop music recording, and two which can accommodate large symphonic orchestras. Each of the three studios is equipped with state-of-the-art Western technology-Solid State Logic mixers, a pair of 24-track tape recorders, different kinds of DSP, and so forth-and the technicians are also very highly skilled. I recorded the music for three of my six American films at Mosfilm, and as far as I know, the Americans I worked with on these productions were very happy with the quality of the recordings.

How is your own studio currently set up?

I have a DX7, a Korg-ex M1R, X5DR, DVP-1, Roland JX-10, JD-800 and R-8 drum machine, and the following samplers: a Kurzweil-250, an E-mu 2+HD, an Ensoniq EPS16+ Turbo, and SampleCell II. I have quite a few sound processors as well: reverb machines (Ensoniq DP/4, Yamaha REV-5, Lexicon LXP-1 and LXP-5, Alesis QuadraVerb, ART MultiVerb and SGE), several compressors, Aural Exciter, BBE Sonic Maximizer, Hughes Sound Retrieval System, and





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Symetrix noise reduction. The whole system is run on a Mac PowerPC 8100/100, with the following programs: Digital Performer (Version 1.6), Unisyn, Max, Finale, Pro Tools III, Sound Designer II. I think of all these tools as musical instruments, and for me, any kind of musical instrument is like a living creature, so I never get rid of my old equipment—I just add to it.

How many tracks do you prepare for a mix?

Lusually find 32 tracks to be sufficient, but it all depends on the configuration of the orchestra—or, if the film's budget doesn't allow for an orchestra, the number of parts for synthesizer. In that event, I prefer mixing directly on DAT, using the Performer program, without making a preliminary recording on the multitrack. I've been using this program since its second version for the Mac 512.

Using effects processing—adding reverb, etc.—what type of acoustic space do you create for your music? I prefer artificially created space, using various processors, but I like to leave the natural acoustics as a kind of background. I think that a composer should create space, as well as music, since space is a powerful element in building the atmosphere of a film. The creation and manipulation of space is a totally new phenomenon in musical composition and has become possible only with the advent of contemporary technology. In the past, music theory has delved deeply into polyphony, harmony, rhythm, form and so forth, but it has never paid much attention to space as a physical medium—the place, in fact, where music exists. I recently gave a course on this subject at the Moscow Conservatory, and in my lectures I tried to show how space can function as an active, transformational element in music, either in the most rudimentary components of musical construction, such as timbre, rhythm and harmony, or in the more complex framework of an actual composition.

Anneliese Varaldiev is a video artist whose work has been shown in Europe, America and Japan. She has collaborated with Edward Artemyev on several projects, including his composition Zero Gravity/One, which is premiering at Russia's first Festival of Electronic Music, beld in Moscow this month.

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Balanced mic and unbalanced line inputs with phantom power and 20dB pad accommodate the widest range of input signals.

The only console in this price range with true Split EQ, each assignable to monitor or channel. High-frequency shelving control at 12 kHz, low frequency at 80 Hz for smoother, more musical EQ results.

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Setting up two independent stereo cue mixes is no problem. Try this with other mixers in this price range, it just won't happen or you'll have to compromise something.

The most versatile AUX section in its class; rivaling expensive high-end consoles. 8 sends total, 2 in stereo. Send signal in stereo or mono, pre- or post-fader. Available all at once. Return signal through any of 6 stereo paths.

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Each M-2600 channel features advanced-design mic pre-amps with incredibly low-distortion specs. Plus you get phantom power on each channel. Feed anything into the M-2600 from condenser microphones to line input from synths and sound modules.

For your personal or project studio, don't settle for anything less than a dedicated recording console. Some may try to convince you that a "multi-purpose mixer" works fine for multitrack recording. But don't take their word for it. The compromises, hassles and workarounds just aren't worth it.

Want proof? Ask your salesman how a multipurpose mixer handles these common recording situations. But listen carefully for workarounds, repatching schemes and other compromises. Then compare it to how easily the M-2600, a *true* recording console, sets up and does things.

Separate headphone mixes for the talent and the producer. The talent wants a reverb-wet mix, but the producer wants it dry. Everyone wants it in stereo.

Compromise: Multi-purpose mixers require you to sacrifice 4 AUX sends and tape returns to get 2 stereo headphone mixes; but you need those sends/returns for outboard effects! What a dilemma.

M-2600 Solution: With a few buttons, assign up to two, independent stereo AUXs to be used as headphone mixes. Everyone hears the mix they want — and you've still got four AUX sends and returns free for signal processing gear.

get just the right sound. You're using the shelving EQ for the monitor mix, and the sweepable mids for the channel buss. Still, the drummer wants a certain frequency out of his mix — a job for the sweepable mids.

Compromise: Few multi-purpose mixers have EQ assignment. You're stuck with the shelving EQ on the monitor mix, and the sweepable mids on the channels (if they even have split EQ). You've got no choice. Good luck trying to explain this to the drummer.



Available with 16, 24 or 32 inputs, the M-2600 is optimized for digital recording. Don't wait till your first session to discover the compromises and hassles other boards will put you through.

M-2600 Solution: Assign the shelving EQ, the sweepable EQ, or both to either the monitor or channel buss as necessary. The entire EQ section is splittable and assignable and can work in tandem.

BITUATION Mixdown. You're sending tracks to effects units for added studio polish. You want to take advantage of true stereo effects. How do you do it?

Compromise: Most multi-purpose mixers have fewer AUX sends than the M-2600's eight. Usually only in mono. And, some sends are linked, so you can't send them to different signal paths. So you settle for only a few effects, or forego stereo effects altogether.

M-2600 Solution: Pick one: 8 mono sends or 1 stereo and 6 mono sends or 2 stereo and 4 mono sends. Each with its own level control and separate output jack. So you can use true stereo effects and still have sends left over for effects. Send the effects signals back via 6 stereo returns.

That's not all! The M-2600 doesn't compromise sound, either. You'll appreciate the new TASCAM sound — low-noise circuitry and Absolute Sound Transparency™. It all adds up to the perfect console for any personal or project studio — combining great sound with recording-specific features you'll

need when recording, overdubbing and mixing down. Features you can get your hands on for as little as \$2,999 (suggested retail price for the 16-input model).

So forget compromises. Invest in a true recording console. The TASCAM M-2600.

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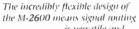


Only the M-2600 provides two independent stereo cue systems. Demanding performers can hear the submix or

scratch tracks the way they want so they'll perform better. Meanwhile, the control room or producer's mix is unaffected. You can accommodate everyone involved in the production without interrupting

the creative flow. Best of all, using the cuc mixes doesn't involve tying up your valuable AUX sends.

Use more effects/signal processing gear on more tracks with the M-2600, Use two (count 'em) true stereo send/returns to support stereo effects units. Plus, von stiil have 4 fully-assignable AUX sends left over for other gear. A total of 8 AUX sends more than nearly any other console - anywhere. Better yet, you can use them all at once No compromises. At mixdown, you can actually double your inputs so you can mix in all those virtual tracks. Just press the "Flip"* switch. No reputching. No need to buy expensive and space-eating expansion modules.



is versatile and accomplished by the touch of a button, instead of a tangle

of wire. Our decades

of mixer experience has resulted in an ergonomic design that's exactly what you need: a board that speeds and facilitates recording and mixdown. Everything is where you intuitively think it should be. Dedicated solo and mute indicator lights on every channel, on master AUX sends, stereo returns, and each of the 8 busses so you always know exactly what you're monitoring. Plus, SmartSwitches 1st protect you against redundant or canceling operations.



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Of course, the M-2600 sounds great. It's got totally redesigned low-noise circuitry, Absolute Sound TransparencyTM and tremendous headroom. No coloration and virtually no noise. You will hear the difference. So, even during long mixdown marathons, you'll hear an accurate representation of what's been recorded.



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NEW YORK

Sound Editing/Mixing Tales From The Streets (and Suites) of Manhattan

TECHS BAMBOOZLE BOBBY D. !

"We were half-finished mixing *A Bronx Tale* when Michael Alden, post-production supervisor, said that he had to get Robert DeNiro [who directed the film] out of the mix early, on a Wednesday. I think, so that he would be at the Tribeca Grill by 8:00 p.m. for his surprise 50th birthday celebration.

"We had been mixing for weeks and working until 10 or 11 p.m. for the last seven days. If we ended early on the day of his birthday, Bob would know something was up. We had to come up with a plan to get him out without raising suspicion.

"On the day of Bob's birthday, at a little past 7 p.m., one of the machine room operators pulled the master power switch, shutting off all power to the studio. All of us went in to the machine room to assess the damage. We paged Pat, in the maintenance department, who came promptly to investigate and evaluate the situation. Pat came in with a flashlight and tools, crawled into the power supply booth and spent about 20 minutes analyzing the cause of our apparent predicament. Bob. Chazz Palminteri and the editors were all looking over his shoulder to lend assistance. Everyone agreed that it looked bad.

"Finally, Pat emerged, covered in soot, and stated that it would take at least three hours to bring us back to speed. Bob was dejected by the obvious outcome that we were not going to be able to get anything more accomplished that evening, and resigned himself to calling it a day.

"A car was called, and Bob was taken away for his surprise party, which apparently was a huge success! The next day, Bob came in for the usual session with a knowing smile, acknowledging what all of us had pulled off. He thanked us and said we were one of the greatest acting ensembles he had ever seen."

THE \$100,000 BLINTZ!

"It was unbearably hot the morning the apprentice editor arrived at the cutting room bragging about a blintz he had purchased from a landmark bakery in Little Italy. He told us that he would have bought some for everybody, but this bakery was notoriously expensive.

It was also the first morning of a remix on a film that no amount of recutting would improve. We had worked into the wee hot hours conforming masters, were tired and somewhat nervous, and wished the apprentice would stop rattling off facts about the famous bakery.

"At this particular facility, the cutting rooms were on one side of a busy cross-town street and the dubbing stage on the other. The apprentice and I proceeded with the arduous, odious feat of moving a rickety film cart to the dubbing stage across 54th Street. The cart—filled to capacity with all of our masters, easily representing \$100,000 worth of material—was designed for rolling down nice, smooth linoleum hallways, not bouncing up and down curbs and over potholes, weighted down with 1,000 pounds of film.

"It began to rain as we waited for a break in the clogged, rush hour vein of cross-town traffic on 54th. Not a hard rain, but a gray spit that exacerbates the wretchedness of a hot New York day. The apprentice opened an umbrella over his blintz. The traffic was exceptionally heavy and slow-moving, in what was becoming a downpour. Cabs and cartage trucks blasted their horns as they inched along the wet street be-

(Editor's Note: Rather than ask New York audio post engineers what workstation they were using this year, we decided that we'd like to hear a few New York storiesevents that couldn't possibly have taken place anywhere other than the working trench of Manhattan. The names have been removed to protect the guilty. Special thanks to Heidi Jon Jagoda, Esq., of Sound One, for rounding up the suspects.]

POST



tween Broadway and Eighth Avenue. Finally, a gap in the crawl; we made our break for the other side of the street with our rickety film cart.

"The apprentice guarded his precious pastry as we moved quickly against a pending wave of angry traffic. I believe a beer truck was heading toward us when a wheel on the cart snapped off and our precious cargo suddenly shifted precariously. The apprentice quickly moved to save his pastry from peril. Another wheel snapped off the other end of the cart, and our masters began to plunge from the rack onto the wet street. The blintz slid toward the pavement, and the apprentice dove to rescue it.

"At that moment, I began to utter every epithet I'd learned since I'd moved to New York. Predubs, stems and print masters were spilling off the cart left and right. Boxes opened up and reels went rolling toward the gutter. The impatient beer truck driver began blaring his horn and incited a chorus behind him. Reels unspooled in the wet street. Pedestrians gawked and guffawed as we scrambled to save our masters and our careers.

"After a few shouting matches with the traffic and some adrenaline overdrive, we managed to get the material safely to the curbside. The beer truck throttled forward, and a lovely gush of raspberry and cream filling burst out of the baker's bag as the impatient tire made road kill out of the blintz.

"The material arrived to the stage on time, albeit nearly as damp as we were. I apprised the supervising sound editor of the disaster on 54th Street, and the entire dubbing stage exploded in a seemingly perpetual gale of laughter. People laugh at the strangest things. The film went on to make millions of dollars at the box office. The bakery has since closed."

MIXUS INTERRUPTUS

"It was the first day of the dub on a film I had too little time to prepare for. The re-recording mixer was notoriously irascible, rumored to scream things at the sound editors like, "I can't mix this crap!" and "Who's the jerk that cut this?" He had a particular hatred for Foley, and I was the Foley editor. Even so, he was a legendary mixer, had hundreds of films and a couple of Oscars under his belt, and had been imported from California at the director's request.

"Also, the director had been divorced recently. His nuptial history was allegedly similar to Liz Taylor's, and none of us could understand it, because he was the nicest guy. We couldn't believe he was a director—that's how nice he was.

"Our re-recording mixer turned out to be not only amazing at the panel, but quite amiable. He was empathetic about our rushed tracks, had a genuinely positive bedside manner, and kept the atmosphere on stage congenial by recounting Hollywood war sto-

ries, all of which were fascinating. Our anxieties had been quickly replaced by respect and friendship.

"We were dubbing along at a good clip, ahead of schedule and under budget. We were about 400 feet into a thick reel; everything was in sync and the director was thrilled. Then a process server walked through the door onto the dubbing stage and confronted our friendly director with some legal paperwork. All hell broke loose.

"The director raised his mammoth, six-foot-seven-inch frame from the couch, lifted the process server up by his shirt, slammed him against the wall, began shouting in a fashion no dramatic moment on his film could've compared with, and tossed the guy out, locking the stage door behind him. I can't even mix my goddamn movie without that bitch hounding me,' he said, wiping the sweat from his brow and reseating himself.

"After the stage door was shut and locked, we all glanced at each other with one thought in mind: the *other* door. Seconds later, the process server arrived through the other door—his shirt ripped open—and began

moving undeterred toward our director. This time the director burst up from the couch like a small atomic explosion and rammed the process server like a truck, tackling him to the carpet. He then proceeded to drag the process server from the stage by his feet and closed the other door and locked it. 'Sorry, guys,' the director said, 'let's move on...'"

EDITOR'S REVENGE

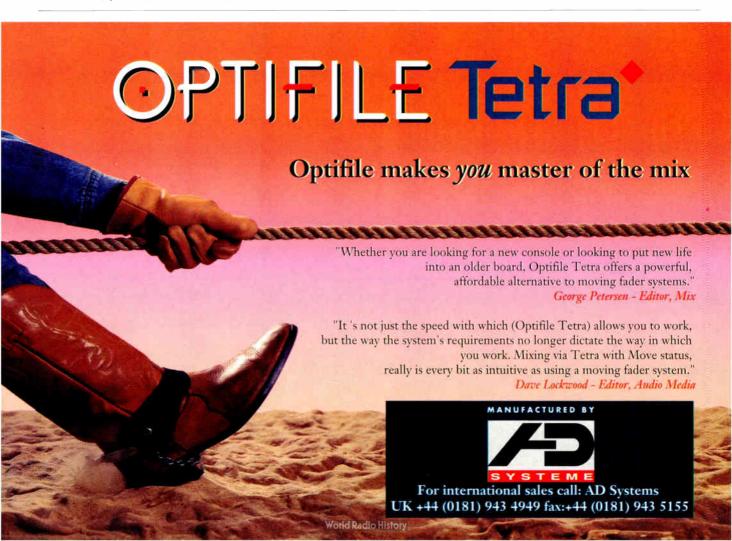
"As an apprentice sound editor on a rather hellish job, I had the misfortune of working with a prima donna sound editor who was a definitive nut job, and an equipment repairman who was lazy, incompetent and full of excuses.

The sound editor would sometimes call me late on Sunday nights and ask me to go to the cutting room because he thought he might have left his door unlocked. As I was low on the totem pole, I'd take the subway down from the Upper West Side and check his door. It was always locked.

"He regaled me with tales of his unrivaled expertise, unabashedly badmouthed his colleagues and told me that if I listened to his advice, I had a remote shot of ascending to his king-of-the-hill status. The maintenance man's main output was an ongoing litany of excuses about why things were broken, were never fixed, or remained functional for only a few hours after he'd jerry-rigged something back to an operational status.

"We had a sad fleet of Moviolas that devoured picture and track, slipped sync, had sporadically accurate footage counters, and at other times literally jolted us with electricity. We had Steenbecks that scratched work picture and buzzed like Con Ed substations. As one of my responsibilities was to make sure everybody's equipment was running properly, the maintenance man made me look like a slacker.

"One night, I was watching a Capra film while it rained cats and dogs outside. The phone rang, and the sound editor once again had doubts about whether he had locked his cutting-room door. Could I go check it? How convenient that it was raining buckets. Soaked and angry, I checked his door; it was locked. Not wanting to make the 70-block trip for



nothing, a small hole in the wall was drilled and a small wire attached to the editor's monitoring rig. The stage had been set

"Monday morning, the sound editor complained to me about a hum he was getting through his headphones. Could I call the maintenance man? But, of course, on the double. From my remote location, I turned off the manufactured hum for the audience of the maintenance man. 'I hear no hum,' he said. 'There's a hum.' said the editor, 'just listen.' 'There's no hum,' said the maintenance man.

"Over the duration of the job, I piped sounds of chickens squawking, pigs squealing and a variety of other racket through the sound editor's headphones. It turned into an absurdity: 'I hear horses braying in my monitoring setup: call maintenance!' 'I hear no horses,' the *non compos mentis* fellow would say upon examining the 'problem.'

"I would pipe in bowling-lane backgrounds. There are people bowling in my headphones..." How horrible. How can you work? 'Call maintenance! 'But of course, strike or spare?

"Eventually the sound editor quit

bothering me for fear I'd have him committed."

REEL SAVED FROM HIGHRISE PLUNGE

"While working in Sound One's transfer room with the editor present, I had stacked four 2,000-foot mag tracks on the window sill, near the open window. In an attempt to retrieve the track on the bottom of the pile, the editor tilted the pile, causing the top track to slide toward the window. Being eight stories high and in midtown Manhattan, I feared for the lives of the pedestrians below. I lunged for the mag track, and was barely able to grab it and keep it from sliding out the window. I looked at the editor and said. That was a close one,' to which the editor calmly replied, 'It's no big deal, it's only the M&E track.

MOUSE IN THE HOUSE

"The project was Airport 1975, and the talent was Gloria Swanson. Yes, Gloria Swanson. The Grande Dame of film. Norma Desmond personified, pushing the outer limits of her dotage, attended by her chauffeur/attendant/bodyguard, whose job was to continually infuse her with a 'special' tea blend from the thermos bottle that never left his hands.

"She had about 40 lines to dub, normally about three-and-a-half hours of work. So the producers booked the day. It was a wise choice. It was obvious by take three that the hours were going to pass at a glacial pace. Ms. Swanson required constant sips from the thermos to maintain the condition of her elderly apparatus, and as the sips and takes accumulated, other parts of her system began to slow down.

"By noon, the tea had taken its toll, and it was agreed that Ms. Swanson should avail herself of some rest. She was shown to an unused waiting room, where she draped herself in elegant repose on a large and rather ornate sofa. Soon, the corridor outside Studio D echoed with the easy, sonorous vibrations emanating from her well-lubricated masal-pharyngeal process, and the entire floor was warned that the star was at rest.

"At around one, the chauffeur appeared in the employee lounge. He

-continued on Page 347

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easy-to-learn, automated, high performance mixing tool, that will entice your clients to stay put in your studio until their project is in the can.

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SOUND CHECK



QSC PowerLight

FIVE FOR THE ROAD: CAPSULE REVIEWS OF NOTEWORTHY LIVE SOUND PRODUCTS

After spending the first half of this year touring, I returned to devote my time to the evaluation of new live sound products. A worthy product review takes longer than many publishers are willing to admit. Hundreds of hours are logged, using the equipment in real-world situations. Bench tests are performed using scopes, RTAs and computer measurement software to verify the manufacturer's specs. Listening comparisons are made between popular competitive alternatives, both in the field and at the shop. Though listening tests are hardly a scientific evaluation, comparative listening in controlled environments can be both illuminating and convincing. Enlightened end-users often do this. Dealers, reps and manufacturers should take more time to listen as well. No evidence is quite as convincing as "kicking the tires."

Furman X-324 crossover

Many live sound professionals will spend this winter carefully considering what changes the new year will bring. In the hope that it will be of some help, here are some interesting new products I've encountered recently. You are also

encouraged to kick

some tires yourself.

MACKIE SR 24·4

Last January, Mackie Designs moved to its fifth new building to keep up with demand, which shows no sign of letting up.

Introduced at last winter's NAMM show, the first hundred SR 24.4 "4-bus," live mixers were rolled out at the beginning of June. Through minor Mackie miracles of motherboard construction, miniaturization through automation, and careful monitoring

of manufacturing tolerances, this console represents a price/performance breakthrough. Listing for \$1.599, the SR 24-4 falls between the 24-channel, 8-bus costing more than twice as much, and the 1604, which is \$500 less.

The 24.4 was used for seven shows a week, for two months, for three different series of outdoor shows in Seattle. The bottom line is that it sounds great.

Mackie has done for users of budget 4-bus mixers what they did for the rackmount and 8-bus markets. Best described as a 1604 on steroids, this is the club or rehearsal mixer many have been waiting for. Weighing 35 pounds and measuring 31 inches wide by 19 inches deep by 6 inches tall, this pup can be tucked under your arm comfortably.

It has a built-in power supply with an IEC-style, detachable power connection on the rear panel. Next to this are switches for power and phantom power, which is applied to all channels. Left, right and mono are available on male XLR connectors.



Mackie SR 24•4

but all ouputs are balanced, except the TRS inserts. There are inserts on the four subs and the L/R bus, as well as the mic channels.

It has 20 (not 24) of those great Mackie mic inputs, and each of these also has a ½-inch line input. Beside the 60mm faders are three switches to assign, in pairs, to the subs or to

"mix," as well as a "solo" switch. Above the solo switch is a large "mute" switch. A red LED indica-

-CONTINUED ON PAGE 179

TOUR PROFILE

Tom Petty's "DOG WITH WINGS" TOUR

by Jeff Forlenza

om Petty and The Heartbreakers toured throughout the summer to support their recent Warner Bros. album Wildflowers, with a P.A. system supplied by Electrotec of Westlake Village, Calif. TEC-Award-winning sound reinforcement engineer Robert Scovill mixed FOH from a modified Gamble EX56 console, while Brian Hendry mixed monitors on a 56-input Midas XL3 board. We got a chance to speak with these engineers as they prepared the Shoreline Amphitheater in Mountain View, Calif., for another sell-out Petty performance.

Petty's concerts rely more on a performance vibe than on special effects and technical wizardry. On this tour, Petty eschewed massive production values, and his stage setup was dominated by vintage Vox AC30 and Fender Bassman amps. "He's not a real high-tech guy, but he makes up for it extremely well," says monitor mixer Brian Hendry. "I've worked with lots of people over the years—Van Halen, Bon Jovi, Motley Crue but Tom is certainly one of the best."

Hendry uses a 56input Midas XL3 stretch console to provide 13 monitor mixes onstage. In-ear monitors are worn by Petty and drummer Steve Ferrone, but Hendry also uses Electrotec wedges, putting them in and taking them out for different songs. In-ear monitors are new to Petty on this tour. He wanted the same in-ear monitors The Eagles had used on their Hell

Freezes Over tour, which were Sensaphonics ear molds and personal Radio Station PRS transmitters. But Petty didn't like the feel of the Sensaphonics molds because they go deep into the ear canal. Hendry suggested using Future Sonics ear molds. and Petty was much happier when he tried them. Not wanting to be cut off from the stage ambience, Petty wears only one ear monitor, in his left ear.

"With Tom, he tends

ensaphon-

to think [that] with them on completely, you'll be kind of isolated," Hendry explains. "He wants to be able to hear all these old AC30s [amps] onstage to get the stage vibe. So Tom has a support monitor in one ear. What I normally do is tweak the monitors as normal, get them loud and ballsy and then bring the ear monitor up to match."

Hendry uses an assortment of Microtech and JBL amps to power Electrotec monitor wedges onstage. Hendry's proc-

-CONTINUED ON PAGE 197



Petty Sound Crew (L to R): Todd Wilkinson, sound technician; Marc Reneault, sound technician; Bill Overstreet, FOH assistant; Robert Scovill, FOH mixer; Brian Hendry, monitor mixer; and Ed Gonzales, system engineer



TOUR PROFILE

Anita Baker's "Rhythm of Love" Tour

TRAVELING WITH THE SIM SYSTEM

by Dave Lawler

fter a four-year absence from recording and touring. Anita Baker reestablished her singular presence in the music inclustry with the long-awaited *Rhythm of Love* album, which quickly climbed the charts during the fall of '94. Gerard Smerek, Baker's studio engineer and audio consultant, teamed up with Mark Johnson of Meyer Sound Labs to assemble a sound system and staff for the *Rhythm of Love* tour.

Baker's acute hearing is wellknown in the industry, as is her formidable knowledge of frequency analysis. So, the tour system was designed with the goal of both duplicating the album mix and meeting the artist's high standards in terms of stage monitoring. Meyer proposed its newest line of speakers, as well as its SIM (Source Independent Measurement) process to analyze each venue. Because the venues ranged from 2,500-seat theaters to 15,000-seat arenas, it was important that the audio system be flexible. After screening several Mever-equipped companies.

the contract was awarded to A-1 Audio (Hollywood, Calif.) The engineers chosen were Ken Newman for front of house, Bill Fertig as Baker's monitor engineer, Bob Erickson doing band and singer's monitors, along with A-1's Lance Krive as stage technician and me, the SIM system engineer.

Johnson, Smerek and I designed the audio system so that it can be rigged in several configurations to suit the different venue types. The system features Meyer MSL-5 speakers, which are the size and weight of two of the well-known MSL-3s, but have a

House engineer Ken Newman





Paramount Theater, Oakland, Calif.

horizontal dispersion of only 30 degrees and cover 150 to 18k Hz. Their components are three 2-inch horns arrayed horizontally, and two double-12s, each pair in its own horn-loaded chamber, side-by-each. Under these are

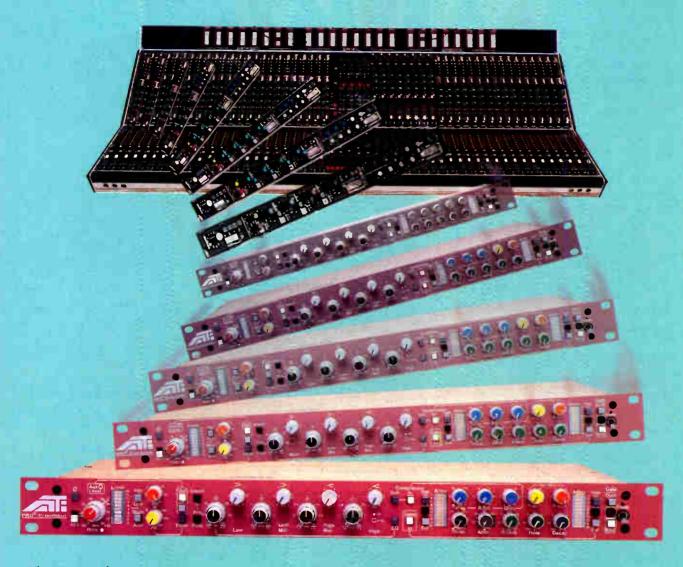
Meyer DS-2 mid-bass cabinets, each a double-15 folded design covering 75 to 150 Hz. The Meyer 650-R2 subs used are double-18, front-loaded cabinets, covering 30 to 75 Hz. Additionally, smaller twoway MSL-2s are used for down-fill and for covering any dead short-throw areas or box seats as necessary. The first five center rows are cov-

-CONTINUED ON PAGE 198

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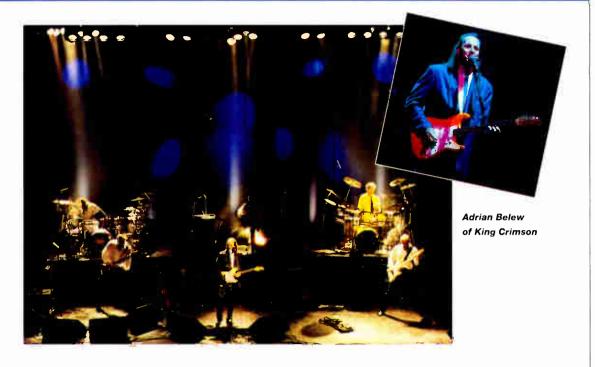
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TOUR PROFILE

King Crimson's

"THRAK" TOUR

by Tim Moshansky

ing Crimson's music has always been challenging, pushing the limits of what music can or should be. Although not for everyone, those who appreciate the Crimson sound know that it is a great occasion when the band gets together for some new recording and touring. Under the direction of founding member and guitarist Robert Fripp, King Crimson has undergone many incarnations through the years. The current lineup teams Fripp, Adrian Belew (guitar and vocals), Tony Levin (bass and Chapman stick) and Bill Bruford (drums and batterie)—the members responsible for the band's seminal '80s work-with two very talented newcomers: Trey Gunn (stick) and Pat Mastelotto (drums and percussion).

The band have been touring extensively in support of their recent album, *Thrak*, with FOH

mixer George Glossop onboard. (Glossop was first called on to mix for the *Discipline* tour in the early '80s and has been on all of the band's tours since.)

The sound company for the tour is Delicate Productions of Los Angeles, and the P.A. consists of ten Martin F2 bass cabinets, ten F2 mid-high cabinets, four Martin BSX sub-bass cabinets and four Apogee AE5 cabinets. Power is provided by two F2 amp

racks containing three
Carver PM1200s and four
Crest 7001s, two sub-bass
racks each containing two
Crest 8001s, and one
Apogee rack containing an
Apogee A5 processor and
two Carver PM 1200s. The
drive rack consists of a
BSS Varicurve, two BSS
960 4-channel graphic
EQs, a Chaos Audio 4-station intercom, and four

Martin MX4 crossovers (left, right, sub, and spare).

Glossop mixes the band sound through a Yamaha PM4000. The msert rack contains a Goldline RTA. Summit Tube Compressor, three UREI LA-22 compressor/limiters and a Drawmer 201 gate. The effects rack houses a Yamaha SPX-990, Lexicon PCM70 and PCM42, dbx 120X Subharmonic, two Panasonic DAT

House engineer George Glossop



PHOTOS STEVE JENNING



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MIX-8 8 stereo low noise line/instrument inputs. Channels 1-4 have a stereo aux sends, channels 5-8 have pan pots. Front panel Master Volume and headphone level controls. Front panel jacks for headphones, mute footswitch. XLR Sum Output for active DI. I meg\(\Omeg\) input impedance for guitar or bass pickups.



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LIVE SOUND

decks, a dbx DX5 CD player, and a Technics cassette deck. Glossop doesn't like to go overboard on effects—he uses a couple of compressors and a Summit tube limiter on Belew's vocals, "just to keep things in check."

Monitors are mixed by Robin Fox. "He's kind of got his work cut out for him there, Glossop says, "because everybody monitors in stereo, which isn't the standard way of monitoring." (The band tested in-ear monitors during recording at Real World Studios in the UK, without success.) Glossop explains how the monitoring system works. "We have a device made by Intelex that arranges the monitoring into submixes that go to each member of the band, and they've got either one or two control boxes so they can dial up groups of information to add more or less of each instrument. It seems to be working really well for this band. Robin is a damn good monitor engineer, period.

Whichever way he did it, he'd make a good job of it." Fox mixes through a Midas

XL3 console and makes use of a monitor rack that contains five Klark-Teknik DN360 EQs. six dbx 160X compressor limiters, a Drawmer 201 noise gate, a UREI 7112 compressor/limiter, a Yamaha SPX-990 and a Lexicon PCM70. Fourteen Martin LE600 floor monitors are placed on stage, as well as one Martin F1 sub-bass cabinet (1x18-inch woofer). Monitor power is provided by eight CarverPM350/PMX amplifier crossovers, eight AB Systems AB1200 amps, one Martin MX4 sub crossover and one Crest 7001 amplifier.

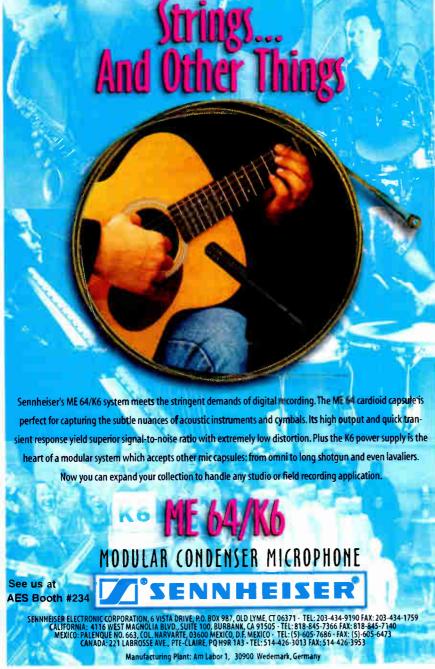
Microphone selection includes three Shure SM58 microphones for vocals, four 57s for snares and Belew's guitars, two SM81s for Bruford's overheads, two SM98s for his toms and an SM9+ for his hi-hat. Three Beyer M88s are



Tony Levin of King Crimson

used for Bruford's kick and floor toms and Levin's stick. On Mastelotto's drums, Glossop uses an SM91 on the kick, three AKG 460s on hats and toys, two AKG 414s for overheads and a Sennheiser 409 on floor toms.

With the band's current "double trio" format, they now have two of everything-two drummers, two stick bass players and two guitarists. "Just the amount of different sounds that are generated makes it hard work to hold it all together and to keep the clarity there," Glossop explains. "The musicians themselves are very good at spotting what frequency



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bands are working at whatever point in time where they can slide stuff in, and I try to EQ as much as possible and tidy the edges up. If the band has internal balance, that's half the point. A lot of it is the art of listening."

In October 1994, the band and Glossop went down to Buenos Aires for a month of rehearsals and performances in a "dingy little nightclub equipped with a horrible P.A.," followed by eight dates in a larger theater, with a better sounding P.A. and room. The early part of this year was spent touring Austria, Germany, Italy and France. The band also played two shows at London's Royal Albert Hall, which Glossop says is notorious for acoustic nightmares. "You can only get to a certain SPL before things start to fall apart rapidly. It's got a really long reverb time lurking somewhere up in the roof, and if you push it, it starts to slowly crumble, and you lose the definition that's there, and with this

band that's of prime importance."

The imaging is very wide, and the system relies quite heavily on stereo. Because the band are monitoring in stereo, they know what's going on out front. In terms of placement, Glossop says that Fripp sits in the middle between the two drum risers, with Plexiglas sheets on either side of him, and that Belew is out front in the middle. Levin is stage left, and Gunn is stage right. Bruford and Mastelotto are on the two back risers, where they charge off against each other.

"The kits are spread in stereo." Glossop says, "but I try to keep some semblance of that drummer is on this side, and that drummer is on that side." I like to keep the kick drums fairly central, because there are things where Pat and Bill are going across on the kick drums like that. I've got to keep things smack on the same level so that, in essence, it's like one drummer playing, and that's where they start coming up with such amazing patterns."

In late June, King Crimson delivered a fantastic show at the Orpheum Theatre in Vancouver. The band alternated between smooth, melodic tunes such as "One Time" and "Matte Kudesai," and dissonant, polyrhythmic numbers like "Indiscipline," "Vrooom," and the title track from *Thrak*. It was truly a show of musical brilliance and virtuosity.

Tim Mosbansky is a freelance writer, musician and recordist based in beautiful Vancouver. B.C.

-FROM PAGE 168, FIVE FOR THE ROAD tor is shared by the mute (glows) and solo (flashes) functions of that strip. If you mute and solo at the same time, this LED both glows and flashes, but you will not hear the signal anywhere, as the mute is in the circuit before the solo, which is annoying if an input signal craps out mid-show, and you need to both turn it off and check it. The work-around

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is, of course, to "unassign" the channel from any mix buses, rather than mute it. A green signal-present and a red clip LED are beside each pan knob.

Running frequency sweeps using LinearXTM software, it was possible to examine the response of the EQ controls. On the 20 mic channels, there is a lowcut filter and 3-band EO with up to 15 dB of cut or boost. The lowcut filter is down 3 dB at 75 Hz, attenuating at a steep 18 dB per octave. It causes a slight 2dB boost at 125 Hz, which I liked. finding it musical and useful on nearly every type of input. As with the 8-bus Mackie board, the Hi and Low EQ are at 12k and 80 Hz. They have gentle slopes, both reaching to midrange frequencies, near 500 Hz. Combining the lowcut filter with moderate amounts of low-frequency boost achieves a nice asymmetrical peak effect at around 115 Hz.

The midrange EQ sweeps from 8k down to 100 Hz. Choice of all those frequencies is great. but with such a large range, the slightest adjustments of this small knob make differences of 10%. This is compounded by a lack of silk-screened frequencies between the extremes. There's a detent on the mid's frequency knob at 12 o'clock, corresponding to a center of about 650 Hz. Further investigation reveals that 9 o'clock is 150 Hz, 10 o'clock is 250, 2 o'clock is 1k, and 3 o'clock is about 1.8k. This filter is about 1.5 octaves wide at full cut. I'm sure someone will complain that they want two bands of sweepable mids. If that is so important, then they should buy an 8-bus or some outboard EOs with the money saved on this console.

The last four "channels" are two stereo, line-level inputs, each on a fader, with fixed, 4-band EQ and no highpass filter. These have no mic inputs and no inserts. One Mackie-ism is the additional "Air" EQ knob on each of the four submasters, a boost-only peaking EQ that gently lifts extreme highs starting at about 4 k and peaking at 14 kHz by up to 10 dB. Some might

remember a similar 6dB HF lifter on the old Tapco 6100 Series. Moderate amounts of Air, used with gentle reduction of highs on a channel, has a combined response that acts to reduce high-mids between 2 k and 5 k, rolling off above 16 kHz. This can be effective with certain popular dynamic vocal mics.

Each of the six auxiliary sends has a knob. The first two, obviously intended for monitor mixes, are pre-EQ and pre-fader, but post-insert. This means that any insert placed in a channel will affect the signal going to aux 1 & 2. If these mixes will be used as monitor sends for live gigs, any processing that changes the gain or EQ might be placed into submasters instead, leaving gates inserted into channels, unless they are signals that won't be routed to the monitors. The last two auxes are postfader, while auxes 3 and 4 are switchable either way. Typical of Mackie, the aux sends have a very wide range of gain. Unity (or nominal) is reached at the 12 o'clock position, where the pot is detented, rather than 3 o'clock, as with other mixers. Any inputs assigned to an effect will be straight up, or lower. The result is that most assignment to effects is done between 9 o'clock and 12 o'clock. I do my best work before lunch, but some may find this short range limiting. On top of this, the knobs are small, meaning a tiny tweak produces a large change. The same applies to using aux 1 & 2 for monitor sends to stage, and going from 10 o'clock to 11 o'clock creates a noticeable change.

The four submasters have double output jacks, allowing the board to be connected to an 8-track recorder without repatching. Many features make this a great production mixer, so there will be much use for it in addition to gigging. Those familiar with other Mackie products will have high expectations, and they will not be disappointed here. In a word, the sound of the 24-4 mixer is clear. The stereo and mono XLR mix outputs have

tons of headroom, providing a robust +28dB signal before clipping, to send a loud, clear signal to the P.A.'s amp rack.

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A quiet, variable-speed, temperature-controlled fan provides forced-air cooling out the front. avoiding heat on the inside of the rack. A heat-sink tunnel is an integral part of the chassis, running through the center. The front panel has an exhaust grille the entire height of the chassis. in the center. On the right side. two 11-position detented gain controls have 2dB steps for the first seven "clicks." These large knobs have a comfortable feel to their rubberized surface. Between these knobs are two vertical rows of four LEDs for audio level metering. A green signal-present LED lights at -30 dB, two vellow LEDs at -20 and -10 dB, and a red LED shows clipping. On the left is a large power switch and LEDs to indicate power (green), standby (yellow) and protect (red). On the rear, a contact closure places the amp in standby, allowing it

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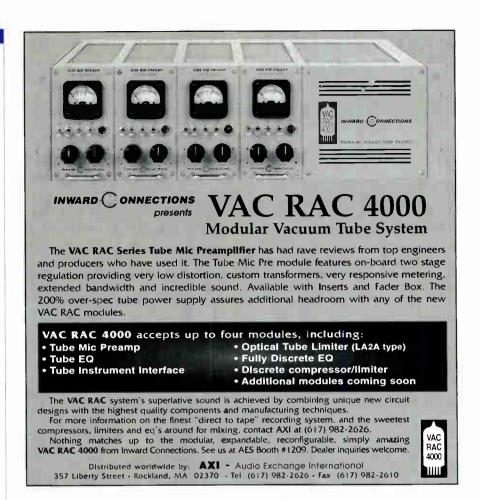
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to be turned on remotely when the power switch is in the "on" position.

Protection includes increased fan speed with higher heat-sink temperatures. Excessive temperature mutes the signal, with quick recovery (about 20 seconds), due to continued high-speed fan ventilation, which was verified by clipping the amp into a 2-ohm load while running pink noise. QSC's self-resetting Output Averaging™ protects the amp from delivering excessive current into shortcircuits. Rather than using a relay, DC faults instantly "collapse" the power supply, eliminating a moving part common to most amps.

The new Neutrik Combo input connectors used on this amp accept either XLR (pin 2 hot, of course) or 4-inch input jacks. The new binding posts on the outputs, now used on QSC's entire line, replace familiar hex-nut binding posts. These allow insertion of up to 7-gauge wire. Beveled edges prevent shearing of wire when tightened, and they are large enough to accept a banana plug directly through, sideways. The slotted head allows tightening with a coin, instead of having to use a hex driver.

Our Field Test included running a small system outdoors-two full-range boxes and two subwoofers on one PowerLight, and four biamped wedges on the other. Even though one channel of each amp was running a 2ohm load up to clip, it was only possible to tell by looking at the blinking red LEDs. The PowerLight uses a Class H design and the same Toshiba 230-volt output devices found in many professional amplifiers. Other than the power supply, there are no major differences between it and traditional professional amplifiers in its power range. What the switching power supply does is change the dynamic behavior of the amp



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the bench, it was possible to confirm that a traditional amp of similar power consumed almost twice as much current. Also, the PowerLight's fan was considerably quieter, and less heat was generated. Standing directly in front of stacks or wedges, it was difficult to tell whether the amp was on by listening to its selfnoise. The measured signal-tonoise ratio was at least 5 dB better than QSC's preliminary spec of 100 dB below full rated output. QSC tells me that the S/N spec is being revised to reflect that.

The constantly changing musical demands placed on a power amp require it to supply varying amounts of current. For average musical requirements, only a fraction of an amp's maximum output is needed, with full power required only for musical peaks. A traditional power supply uses a large, heavy transformer, working at a relatively slow 60 cycles per second, to first step the AC down

to a lower voltage. A full-wave rectifier then converts this lowervoltage AC into a pulsing, positive electrical voltage, charging the large capacitors that act as electrical reservoirs 120 times each second. These storage caps provide the positive and negative DC rails that are drawn on by the output devices. The storage caps charge for about 2 milliseconds during each peak from the rectifier, and then must wait 6 milliseconds for their next charge. Large musical peaks can cause the supply voltage to sag, and there can be a small delay before they are recharged, depleting the stored energy faster than the caps can be recharged.

A switching supply's design is turned around. PowerLight's switching supply *first* rectifies the AC line voltage and charges a capacitor bank to the peak voltage of the AC line. This voltage is then connected to the center tap on the primary of a high-frequency transformer. Electrical storage occurs before the

transformer, rather than after it. and the transformer operates at a much higher frequency. The ability of this pulsing, high-voltage DC supply to deliver current is not limited by the impedance of a large power transformer between it and the wall. Each end of the high-frequency transformer's primary is alternatively switched on and off by a squarewave oscillator running at 114 kHz, creating a very high-voltage, high-frequency AC supply. This transformer can be small. Secondary windings on this high-speed transformer step the voltage down to sets of rectifiers and filter capacitors, creating the DC supply rails that the amp's output devices run on.

The PowerLight's switching power supply operates at a frequency almost 2,000 times higher than the 60 Hz coming out of the wall. Rather than charging multiple reservoirs at a line transformer's speed of 60 Hz, there is a *single* capacitor bank *before* the high-speed

-FROM PAGE 185. THE BLUE NOTE speakers are made by Netherlands-based Stage Accompany, and Peleg swears by them. "It doesn't matter where you sit in the house, you don't get offensive sound anywhere." All six mains and two of the monitors are hung from the ceiling. Two more monitor wedges are on the stage floor. The mains are Blue Box 25 speakers. Internal bi-amplifiers power each enclosure's single-15 and high-frequency SA 8535 Compact Driver-a neodymium ribbon driver that impressively handles frequencies above 1.000 Hz with low distortion. Five of these wrap around the front of the stage, with the sixth placed a bit farther out in the room, facing the bar. The sixth Blue Box and two IBL Monitor 5s located in the bar area are delayed slightly with a Klark-Teknik DN 716. The components in the S.A. L-27 monitors

are identical to the main speakers but use external Stage Accompany amplifiers.

As of this writing, the Blue Note is preparing to expand again (having recently pushed back the far end of the room), including the addition of a recording control room. The current space has accommodated many live recordings, such as Dave Brubeck's Late Night Brubeck: Live From the Blue Note on Telarc Records, which comes with Peleg's recommendation as a definitive Blue Note classic. The club will not close during expansion, and Peleg assures that customers will not even notice the construction.

The Blue Note jazz club has, with the help of Peleg, sailed onto the information highway through "InterJazz," a budding Internet jazz info service



Amit Peleg, Blue Note mix position

(http://www.webcom.com/~ijaz z/bluenote.html), and its own E-mail site there, where one can inspect the artist roster and menu of the club, as well as make reservations (which are recommended) for all the Blue Note's locations, including Tokyo, Osaka and Fukuoka, Japan: and, opening in 1996, Seoul, South Korea. ■

Jazz fan and engineer Adam Blackburn works at Clinton Recording in New York City.



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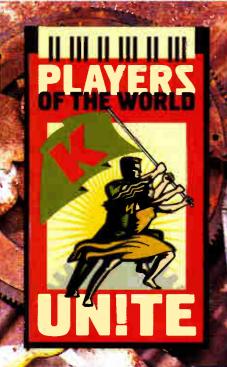
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FURMAN X-SERIES CROSSOVERS

Furman's new X-Series, with four different crossovers, was first shown at last year's AES. The stereo two-way, 24dB/octave X-324 (\$439 list) comes in a singlerackspace chassis. The three-way and four-way stereo models (\$599 and 699 list) come in a two-space chassis. A single-space, low-cost, 12dB/octave two-way model (\$279 list) is stripped down and has none of the extra front panel switches or features found on the X-324. Quarter-inch jacks are standard, and the TRS inputs accept balanced signals. Optional XLR connectors and balanced outputs add \$90 to the list price of the X-324, which is reviewed here. Upon opening the unit (be honest, which do you open first, the manual or the chassis?), it is obvious that an economy of scale is achieved by basing the entire X-Series around a single PC board design.

Linkwitz-Riley or Butterworth crossover slopes can be chosen with a recessed slide switch. Choice of slope affects the amount of power delivered at the crossover region. In the Butterworth position, the outputs are down 3 dB at the crossover point, which is half-power, summing them evenly. At far distances, well-designed speaker systems may sound flatter in the crossover region. Near-field listeners who are on-axis may hear

a "lobe" caused at the crossover. point, where the two drivers combine in-phase. Linkwitz-Rilev slopes, down 6 dB at the crossover point, cause the voltage to sum evenly, achieving a flat on-axis response. Recommended for near-field and timealignment applications, this slope allows less interaction between components and has been popular in live sound for this reason, along with the fact that it offers improved protection for HF drivers, delivering half as much power where their excursion is greatest. Performance of these slope characteristics were verified in the shop.

The front panel is a matte offwhite with black silk-screen labeling, so the controls can be read easily in low-light conditions. Crossover frequency adjustment is made on detented pots with a 4.3-octave range of 35 to 700 Hz. A higher range is accessed using a recessed "X 10" slide switch. The front-panel labels have 3% accuracy, which is quite good. Another professional unit tested was off by 20% to 25% from its front-panel labeling. Finely spaced detents allow careful adjustments to be made accurately and repeatedly.

A useful 12dB/octave lowcut filter on each input starts rolling off at 30 Hz and is down 3 dB at 20 Hz, -12 dB at 10 Hz. Input and output knobs are adjustable from completely off to +6 dB, with "zero" at the 12 o'clock position. Each output has a mute switch, with a bi-color LED glowing red for mute and green for "on."

Internal peak limiters with a 4:1 compression ratio are available on each output band. Threshold is adjustable from -20 to +20 dB on small, recessed pots (threshold indicators are red LEDs). A "greenie" or small jeweler's screwdriver is needed for adjusting the pots. Compression has an 8ms attack characteristic. which only lets transients pass through, and there's a one-second release time. The output control is located at a point before these internal limiters. and adjustment to individual

bands still leaves them protecting the same threshold point, so they can be set with confidence.

The compression driver horn EO on the two "high" outputs is turned on by individual front panel switches to the left of each high-output control. This EO curve is useful and musical, gently lifting the highs to compensate for the HF roll-off associated with contemporary constant-directivity, compression-driver horn designs. A gentle 3dB/octave slope offers +1 dB at 5 k, +3 dB at 10 k, peaking at +6 dB at 18 k and rolling off at a rapid 18dB/octave rate from there, crossing zero at 23 k and down over 12 dB at 40 kHz. Many professional crossovers and processors employ too much HF lift when engaged, and extend it too high.

Features on the unit's rear, clearly not intended to be used regularly, include a ground lift switch, the power switch, and a "Low Sum" switch to mix the low left and right signals, routing the sum to both outputs when engaged.

Much attention has been paid to the recent proliferation of digital process-based crossovers. Offering extensive features, their sound quality is often not significantly better than a well-designed analog counterpart. The Furman X-Series offer professional quality and sound at an attractive price.

Furman Sound, 30 Rich Street, Greenbrae, CA 94904; 415/927-1225; fax: 415/927-4548.

TECH 21 SANSAMP BASS DRIVER DI

Two new direct boxes that you may not be familiar with are both a little out-of-the-ordinary, but each offers solutions that run-of-the-mill DIs cannot. Tech 21 has redefined the active direct box with the SansAmp Bass Driver DI. Using the FET-based tube-amplifier emulation common to the company's other SansAmp products, the Bass Driver DI captures the harmonics and overdrive characteristics of tube amplifiers, even at low volume levels. This is one of the first DIs designed to not sound

LIVE SOUND

transparent. It also can be used as a transparent DI when the effect is bypassed.

The new Bass Driver DI (\$225 list) costs about the same as a good active DI. It's based on the earlier SansAmp Bass DI, with six knobs replacing the previous internal controls. The Level control adjusts the output, with unity at the halfway point. Bass and Treble are shelving EQ, tuned



Tech 21 SansAmp

for bass guitar and turning over at 500 Hz where they meet at full cut or boost. Bass offers 15 dB of cut or boost at 100 Hz, while Treble offers up to 9 dB of boost at 2 kHz and more than 15 dB of cut.

The other three controls provide access to the SansAmp tube amp emulation. "Blend" adjusts the mix of the dry preamp signal against the processed signal. This allows balancing of the sound of a miked tube amp with the preamp's equalized, direct signal. "Drive" controls the amount of overdrive of tube amp emulating circuitry. At low settings, there is still warmth and the emulation of a miked speaker. Finally, a "Presence" control adds upper-harmonic content to the tube amp emulation. This control corresponds to the "Crunch" control on the rackmount SansAmp PSA-1 and the "Presence Drive" control on the classic SansAmp guitar box.

As with any effect, too much can sound quite nasty—although sometimes, "nasty" may be exactly what you want. I preferred settings of unity Blend (12 o'clock) or less. Because of each effect's wide range, I recommend starting with all controls at 12 o'clock. I found that slight changes from this starting point were enough, primarily just adding a little bass and treble.

One benefit is the ability to get the combined sound of a DI and a miked amp into the P.A. down a single XLR cable. In clubs and at festivals with limited inputs, stage space or setup time, this DI can quickly provide a pleasing composite bass sound when operated correctly.

In Bypass mode, the box simply operates as a transparent active DL It also has an additional parallel, unaffected ½-inch output, should players not want their sound affected by the SansAmp circuitry. Some engineers may want to mix the processed signal with the straight signal, and this is the place to connect a regular active DI to do that. This jack can also be used as an extra output for a tuner.

The Bass Driver runs on a 9volt battery, DC power supply or phantom power. Battery life is about 100 hours. In the lowerright-hand corner is a heavy-duty momentary switch that alternately turns the effect on and off, and there's a large, bright red "Active" LED indicator. A recessed "pin one lift" switch. labeled "Phantom & Ground Connect," is a true ground lift and therefore kills phantom power, which needs all three XLR wires to work. The unit powers up with the effect bypassed. This means that if the unit loses and then regains power, the bypass switch needs to be turned back on. With battery or wall-wart backup, loss of phantom power will not put the unit into bypass.

What's not obvious is that the Bass Driver DI also works well on acoustic guitars, giving them a presence, punch and warmth not normally available with active DIs. The tone controls allow players to get a better sound coming out of the stage monitors. Many acoustic players find themselves performing with sound systems where the monitor send is a pre-fader, pre-EQ auxiliary on the console. This

means that any tonal adjustment to the acoustic guitar's sound must take place before the XLR going into the sound system. EQ changes made on the graphic compromise the tone of the entire monitor mix, which has been adjusted for the vocal mics. Acoustic and electric players of both guitar and bass should consider this tool for getting their sound at smaller gigs. For sound companies, the addition of a Bass Driver DI is a way of making friends with musicians.

Tech 21 Inc., 1600 Broadway. New York, NY 10019; 212/315-1116; fax: 212/315-0825.

HUGHES & KETTNER RED BOX

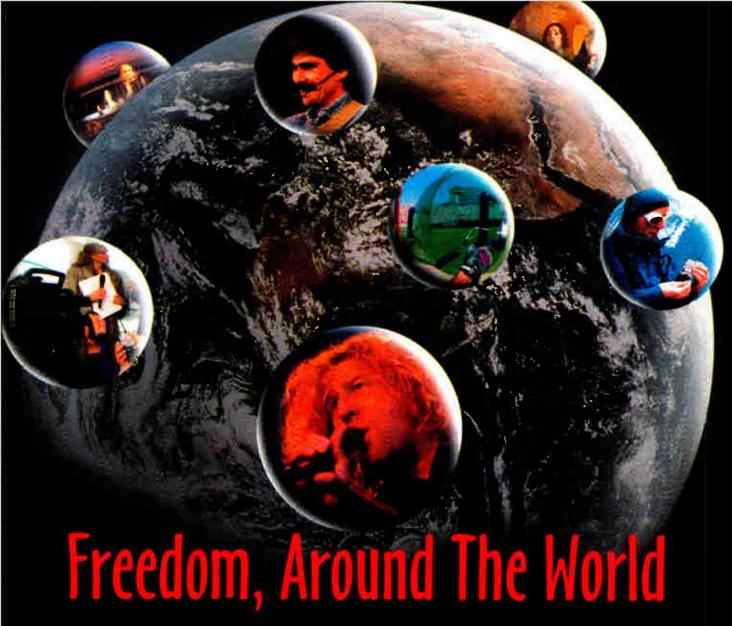
Hughes & Kettner's Red Box DI, introduced eight years ago, converts a guitar amp's signal to a frequency-corrected, balanced signal, directly feeding the emulated sound of an isolated, miked speaker cabinet to the mixing console. This allows the sound of the amp's tubes to go straight to the console without the drawbacks of miking the speaker cabinet.

The new MkIII version (\$129 list) now runs on phantom power, 9V battery or a DC wall wart. As long as there are 10 or more volts of phantom, it doesn't draw down the battery. Without phantom power, it draws 1 mA, and a typical alkaline battery lasts 250 hours. Phantom power,



Hughes & Kettner Red Box

is recommended, giving it headroom to handle signals 14 dB hotter. While the previous Red Box had a fairly hot output, the MkIII version provides a true mic-level signal. It now has a choice of two speaker emulations, either a 4x12 cabinet or a double-12, open-backed combo.



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- Larry Seyer, Engineer, Austin, Texas; 5 time Grammy award winner

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UTILIZING HORIZON'S



Patent Pending

-FROM PAGE 169, TOM PETTY essing rack includes Klark-Teknik graphic EQs. Yamaha SPX-990s, Drawmer gates and an Eventide H3000. There are four wedges on the floor around Petty, and Electrotec also flies five of its Lab Q cabinets on the side of the stage. Because Petty is wearing only one in-ear monitor, Hendry has to watch where Petty is onstage to know what to feed the in-ear monitor mix.

"Tom's getting the stage vibe and ambient sound in the other [open] ear," Hendry explains. "I'm just putting his vocal, the other vocal harmonies, the acoustics and occasional touches of pianos and solos, etc. into the ear monitor. When Tom wanders out to the wings of the stage for his guitar solos, then I feed him a track of his guitar. When you have two ear monitors in, then it's like having real good headphones on. You've got to have ambient mics up for crowd noise, vou've got to have cymbal mics. I found with using only one ear monitor this time, I don't need to add cymbals or ambient crowd noise. I get sufficient ambience through the vocal mic bleed and with the other ear. So it's working really well."

Out front, Robert Scovill also appreciates Petty's back-to-basics approach. "This tour is kind of a change of pace from the tours I've done in the past," says Scovill, who recently mixed Rush and Def Leppard. "It's pretty light on the processing. Really, all I use for the most part is some pitch change and a pretty tight slap on Petty's vocal. If I put anything on it, it's usually a really tight room, or it's really tight ambience program. Typically, I use some of the new ambience programs on the TC Electronic M5000. I have a dualloaded M5000 out there, meaning it's a two-machine unit. So I use one part of it on Petty and the other half of it on drums. The other piece that I've been using for reverb, like on the piano, is the new Alesis QuadraVerb 2. That's a great piece of gear. I use it on piano

and, if guitar solos dictate it, I'll use it there, I might use it on the Leslie every now and then, but it depends on the song."

Scovill says the SPL at mix position is between 103 and 105 dB. A-weighted. "SPL-wise, it wasn't that different from Rush. I think with Rush we were 107, A-weighted. It was just a different intensity. The attack and the style of playing give you the illusion that [Rush] is a lot louder. It's just a more intense, breakless show. Whereas with Petty.



Robert Scovill

there's a complete acoustic set that lasts about a half-hour."

One of the main challenges for Scovill is to make Petty's soft vocals intelligible above a rocking band. "He sings really softly...man. it's a whisper. It's as challenging a vocal as I've ever had to deal with," he says. "I'm using a dual-compression technique. Usually, I have a compressor set up on an initial channel for Petty, and I'll do some real light compression on it---vou know, 1.5 or 2 to 1-and just have it hitting compression when he's really singing loud, and then I'll take a direct out of that—post fader—to a UREI 1176 and run it up; depending on the vocal style. it can either be at 4 to 1 or all the way up to 20 to 1. But you return that on another fader, and you just kind of goose it up under the initial fader when you need it. And it makes the vocal jump out of the mix a little bit. It's something that Chas Sandford had showed me. Then I was speaking with Don Smith lengineer on the Stones' *Voodoo Lounge* album] previous to this tour, because Petty said, 'you oughta call him.

He knows how to get my vocal above the mix.' Don was doing the same thing that I had been doing, but he was using a dbx 160 as the initial compressor on him. So I tried the 160, and I've been pretty successful with it."

The Petty P.A. consists of Electrotec's proprietary Lab Q boxes driven by Crest amps: 48 cabinets on each side of the stage, 12 subwoofers, as well as eight centerfill cabinets, which are Electrotec's MiniOperas. There is no delay tower. For the shows sold 360 degrees around the stage, another 24 cabinets are hung at the corners of the back of the stage for rear-fill. Scovill goes on to detail how he tunes the P.A. at the Shoreline Amphitheater:

"I have the P.A. broken into five components; what we call the onstage six columns, the offstage six columns, the underhungs, the centerfills and the subwoofer system," Scovill explains. "That's five separate amplification units, five separate crossovers. five separate EQs; they all drive off different matrixes at the console. So that gives me the ability to adjust level and tone on any one of those sections. I use Varicurves, and I use a Sound Technologies RTA 4000, and I have reference microphones on a wireless system, a Samson wireless. So, I'll find a reference spot, usually around the mix position, and I'll take a reference curve there. And then I'll move to five or six different locations, including where Petty sings from during the show, and I'll take analysis from all these places. I try to match it up to both the frequency and the SPL at all those locations. I use pink noise, and then I'll play some reference music that I know, and I'll walk around the room with a Varicurve remote on the wireless and go to those same six locations and make sure everything is sorted out to the ear. Then I'll come back and throw the ADATs in and see what it sounds like."

Scovill had the Gamble EX56 FOH console's patchbay modified to accommodate 56 tracks of ADAT. "Actually I'm doing this in a very particular way. I don't

think there are many front-ofhouse engineers doing it this way," he says. "I've dedicated a track of ADAT per channel of the console. And the tape machine sits on the insert point of the channel, and any additional inserts in the chain—i.e., compressors, gates, or whatevercome post tape machine. That gives me the ability to just roll tape for a given night and record on input. So when you come into the next gig, you can put the tapes in, hit play on the tape machine and go back and EQ last night's recordings for tonight's show. You can work on just the sound of the bass drum in the hall, or you can work on the vocal in the hall, or you can work on your inserts, everything. A lot of guys use tune-up music to come in and listen to the room, and this is a more valid way of doing it: You're using the actual source that you're going to be listening to two hours from now."

When it comes to microphone selection, Petty's 20 years' experience in studios and onstage dictate his choices. "Petty is pretty set in certain microphones on certain things," Scovill says, "his vocal being one of them. He does not want to sing into anything but an SM57. Likewise, the other singers [backup singers Howie Epstein, Scott Thurston and Benmont Tench] end up on 57s, as well. For the most part, the guitars [Petty and lead guitarist Mike Campbell] are 57s. Again, that's his prerogative. I think that comes from having success with that mic in the studio. He kind of turned me loose on the rest of it."

Other mic choices on the *Dog With Wings* tour: a combination of an SM91 and a Neumann TLM170 on the bass drum; snare drum is an SM57 on top and an SM81 on the bottom; hi-hat is an AKG 460; ride cymbal is an AKG 460; toms-toms are Sennheiser MD-504s; overheads are a pair of Neumann U87s. For Howie Epstein's bass, Scovill mikes the cabinet with an Electro-Voice RE2000, combined with a Countryman DI. For Benmont Tench's

piano. Scovill uses a combination of AKG 414 TL and Audio-Technica AT851 mics. For the Leslie on Tench's B3 organ, a pair of KM184s on the horn and a pair of SM91s on the bottom. For Petty's acoustic 6- and 12string guitars, a Countryman DI is used. Scovill adds, "What really makes [the acoustic guitars] work is the new Tube Tech LCA2B dual limiter I'm using on it." For audience miking, Scovill uses a pair of Audio-Technica AT 4071a's—"I'm getting spectacular results with those mics," he says. For ambience, Scovill uses two KM140s in their stereo pair at the FOH position.

Because Petty does not use a definite set list, his vast repertoire of songs and cover tunesand his two-and-a-half-hour performances—keep the production crew on their toes. "I gotta tell you, that's very refreshing," Scovill says. "Some of the bands I've been with over the past couple of years, because of the productions they're involved in, you kind of get tied to a set list. If you want to play a different song, you can't really do it because so much of the production is counting on you playing that song. But this show is not like that at all. I love sitting down at the console at night and not really knowing what songs are going to be coming at me. He's gone up there and done songs we never heard in rehearsals.

"This tour has kind of grounded me a little bit," Scovill concludes, "because it's very simplistic out there, and yet you get really good results from it. All the amplifiers are vintage AC30s, vintage Fenders, Fender Bassmans. You hear those sounds, and you go. That's a pretty good sound,' then you listen to it in the context of the mix, and you go, 'That's a really great sound.' As opposed to other artists that I've seen trying so hard to get sounds and trying everything that's new on the market, these guys have really stuck to their roots. They found, something that works for them and they stick to it religiously.

And I tell you, there's some validity there."■

Jeff Forlenza is an S.F. Bay Area freelance writer.

-FROM PAGE 170, ANTEA BAKER ered by UPM-1 near-field speakers. These are also hung under theater balconies to augment HF loss.

At the Radio City Music Hall show in New York, the tour began beta-testing new Meyer speakers, the MSL-4s, which will be released at this month's AES show. This 40-degree, self-powered box has the same footprint as an MSL-3 but is only 36 inches tall and weighs 175 pounds. The internal components are a single 2-inch high-frequency horn, a single 12-inch, horn-loaded speaker and an integral 1kW processor/ amplifier. All other amplifiers are Crest; the MSL-5s are powered by the new Crest 9000.

To gain total control over stage volume for Baker and prevent leakage into the house, the monitor system was designed with no speakers onstage. Additionally, the guitar amp is miked backstage, and the drummer and percussionist's setups are enclosed by Plexiglas booths. Both Baker and saxophonist Everette Harp use Future Sonics wireless earphones; the band and background singers use hard-wired inear headsets or Sony headphones. The Shure Beta-87 main vocal mic is routed directly to a John Hardy preamp in the splitter rack, through a Meyer CP-10 EQ, and then to the monitor console insert return, bypassing all console EQ. Bill Fertig uses two AKG CK-8 shotgun mics hung off the downstage lighting truss, and two Crown PZM PCC-160s on the stage edge, to mike the audience and room ambience back into Baker's headset mix. Before the sound check, all wireless frequencies are scanned with an Avcom RF frequency analyzer.

For the band's headphone monitors, Bob Erickson is using several Aura-Sonics AST-1F-4 Bass Shakers to augment low frequencies. The Bass Shaker is a vibra-

-CONTINUED ON PAGE 357

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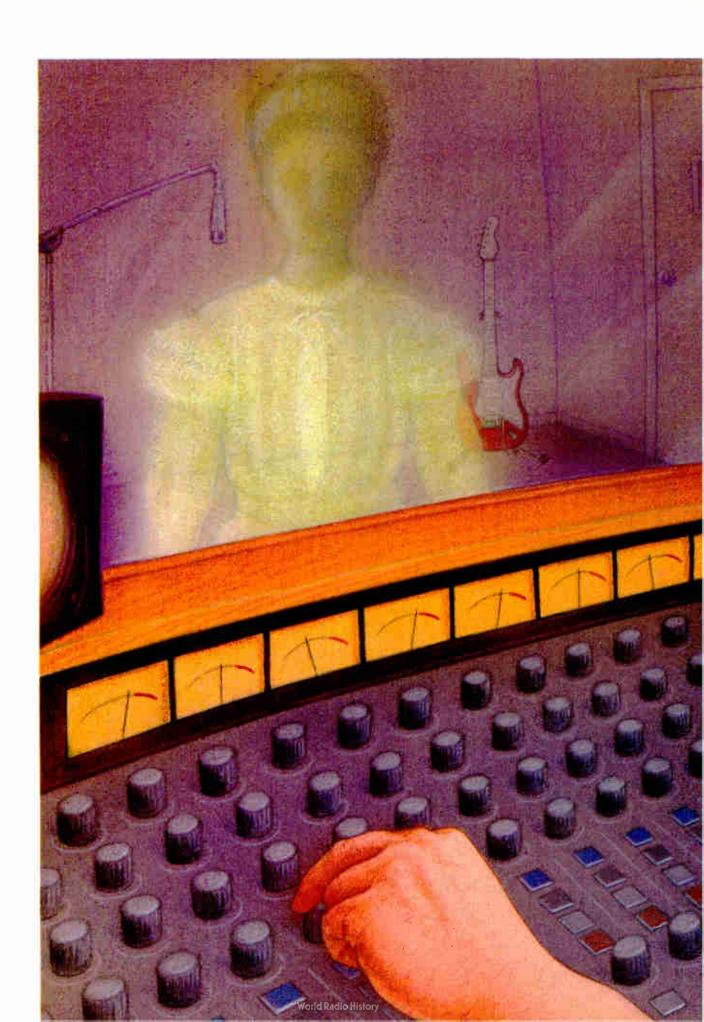


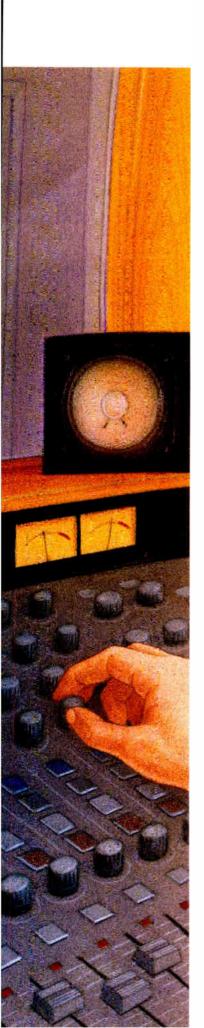
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MIXING ITUP STUDIO GHOSTS

by Rick Clark

t's past midnight, and you've been hammering away on a mix for hours, when suddenly you get a powerful sense that you are not alone in the half-lit control room. There's a sudden chill in the air, and things feel unnaturally heavy and still.

You glance up, and in the reflection of the control room glass you see a person standing behind you. It doesn't look quite like that anxious A&R guy who had threatened to drop in unannounced. So you turn around, only to discover that what you saw seconds earlier has suddenly vanished.

You shake off the involuntary shivers, wondering if you've put in too many hours on this project, and then try to reconcentrate on the mix. Nevertheless, your mind is addled by the interruption, so you shut down and lock up. As goosebumps

continue to pop up on your skin in waves, there is a sense that any minute you're going to come face to face with someone other than that elusive maintenance engineer. Walking towards the rear exit, the door to Studio B creaks open...

The logical mind has always struggled with the idea of things like ghosts and other phantom energies. Whether you are a skeptic or a believer in such matters, one thing is certain: Almost everyone likes a good ghost story. There are the usual haunted house stories, but it also seems that places where creative visions are manifested attract inordinate amounts of hard-to-explain activity. Certainly, the theatrical world is rife with tales of haunted opera houses and auditoriums, and recording studios are no different. If you have been in the music business for any length of time, chances are

ILLUSTRATION BY RUSS ANDO

good that you have experienced, or heard of, spooky studios and sessions, ranging from odd equipment behavior to full-blown spectral visitations.

Mix put out the call for studio ghost stories and received loads of them. We couldn't accommodate more than a small percentage of what came blowing in here, so after going through many hours of interviews and e-mail communiqués on the subject, we narrowed everything down to a handful of studios.

Thanks to the studios and people who participated in this endeavor. As Skip McQuinn (who runs 315 Beale Recording) says, "Hell yeah, we have ghosts! Come on down." On that note, let the stories begin.

KINGSWAY RECORDING, NEW ORLEANS

Mention New Orleans and images of mystery and thick Delta heat come to mind, along with fine music and food. Since the mid-'80s, Kingsway Recording, located on Esplanade Avenue in the famous French Quarter, has made a name for itself as the recording home base for producer Daniel Lanois, who bought the house in 1989. Bob Dylan, Emmylou Harris, the Tragically Hip, Chris Whitley and many others have come from all over to tap into the magical vibe of this large old house, which is allegedly occupied by more than just those cutting the sessions.

Depending on whom you talk to, the house's other resident is either the spirit of flamboyant Crescent City socialite Germaine Wells, or her mother Irma Cazanaze. Then again, it could be Germaine's father, Count Arnaud, the founder of the world-renowned New Orleans restaurant Arnaud's. They all passed away in this house. Maybe it is Germaine's daughter, who allegedly passed out drunk one night and set her bed on fire with a lit cigarette.

"There is definitely a spirit in this house," says Karen Brady, who has run the studio for five years and now owns it. "Germaine loved music, and that is why I think she is very happy we are here and why we have such good luck and such amazing recordings.

"I think she has a great sense of humor. Every now and then, she will do things to keep you on your toes," Brady says. "I was awakened out of a dead sleep this morning at 5



o'clock, hearing my calculator just going to town on my desk with no one there. Those kinds of things happen a lot here. You can be absolutely alone with the doors bolted and the lights are going off and on. Sometimes, you turn on the cold water and it comes out hot. I have used the same bathrooms everyday, so I know which is hot and which is cold. It's very strange, but sometimes it switches on you. There are those little odd experiences."

The spirit's playful tricks seem to be a commonplace occurrence for others who record at Kingsway. "We knew the place was haunted, but it was never anything scary; it was more mischievous," says producer/engineer Don Smith, whose credits include the Rolling Stones, Cracker and the Tragically Hip. "We would record the sax player in the kitchen booth. There was a window there, and he kept shutting and locking it before he played. The lock was inside where he was, but every single time we locked it, it always opened itself back up again when we turned around," Smith says.

While most of the unusual occurrences at Kingsway have dealt with the unseen, sightings of apparitions have also taken place there. Among those witnesses was Karin Bergquist, lead singer for the I.R.S. Records band Over The Rhine. "When we were beginning our work at Kingsway, Karen [Bradyl casually mentioned, during a tour of the place, not to be alarmed if we happened to see Germaine," recalls Bergquist. "I really didn't pay that much attention to it, and I actually had forgotten this advisory.

"It was fairly late in the morning, about a week into the project, and I was in my bedroom. There were lots of windows in my room and high ceilings, and it was very bright," Bergquist says. "I was looking into the old mirror that hangs over the fireplace mantle, when I noticed in

the reflection above my right shoulder behind me a cloud-like apparition hovering and full of motion directly below the ceiling. It had more dimension and thickness than smoke, and it was iridescent. There was no discernible face, but as I turned to actually confront it, it was invisible. I couldn't see it. I then looked back into the mirror and I saw it again, moving and still present. Each time I turned back to look at it, it would be gone, and each time I looked in the mirror, it was there. You do a lot of double takes on something like that. Finally, it was gone completely.

"My first thought was, 'Okay, this is a flaw in the mirror itself,' but it really wasn't. There wasn't any smoke in the room, and it wasn't reflections from car lights or chrome, in the way that chrome can reflect on the sun and cast light on the walls as a car is moving by. It wasn't anything like that. It was very much a presence," Bergquist says. "The odd thing was I didn't feel fear. I was just a little startled."

Berquist went down to the kitchen and told Brady what had happened, and Brady said she had taken a photograph of the same phenomenon in the pool room. Then, minutes later, the band's drummer, Brian Kelley, had his own experience.

"My room and Karin's rooms were somewhat joined together," Kelley says. "I was woken up by two girls in Karin's room who were screaming and laughing, as if they had seen a mouse or cockroach. I got up and went out into the main hallway and knocked on her door, thinking it was Karin and Trina [Shoemaker, the chief engineer], and no one answered. The sound went away after I knocked on the door. I opened the door and there was nobody in there, and nobody else was upstairs. It was pretty wild, because I would've sworn that someone was in Karin's bedroom. But the experience didn't scare me. In fact, the house was great, and I loved being there."

"I have sort of astrange attachment to Kingsway," Bergquist says. "It is a terribly romantic place, and I'd go back there in a heartbeat. I would guess that, if I was someone else reading this, I would be real skeptical about this kind of thing. I certainly was, up until it happened to me, and the experience opened my eyes."

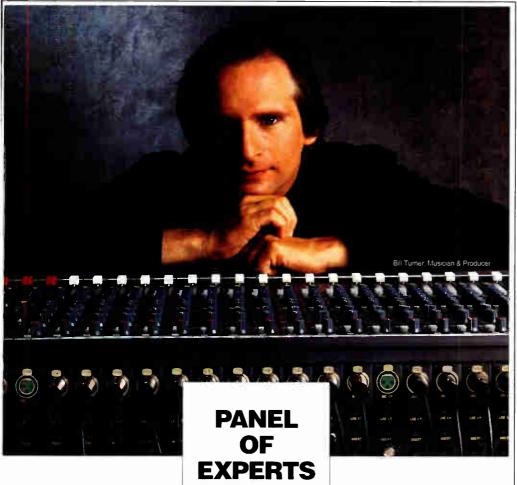


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*Among his noteworthy accomplishments, Bill Turner played lead guitar with Bill Haley, and toured Europe with a revival of the original 1954 Comets band. He performs and records with his own band, Blue Smoke.

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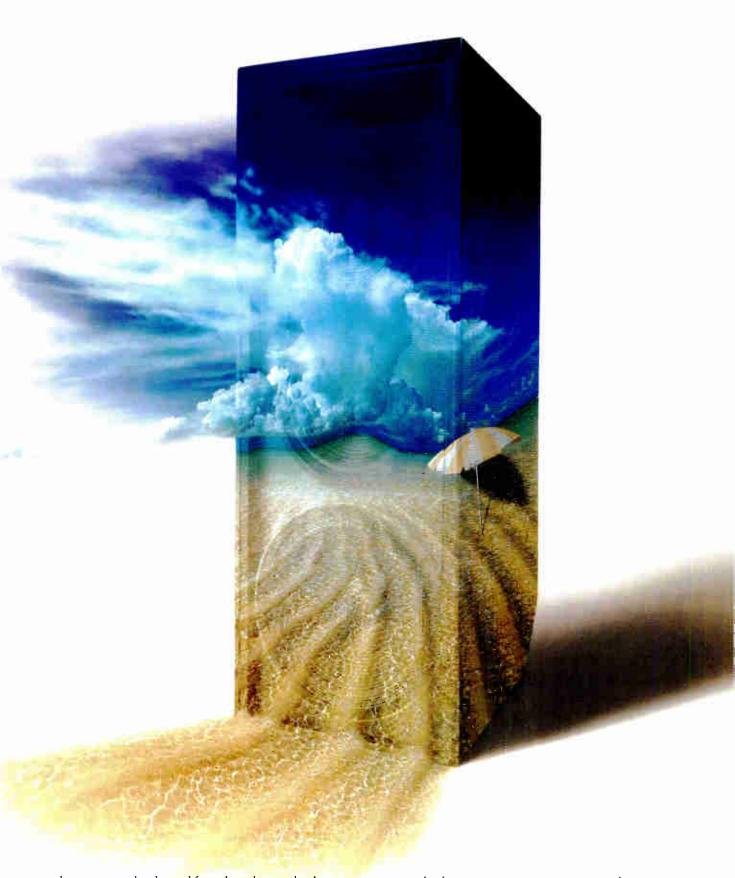
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LONG VIEW FARM STUDIOS, MASS.

On a hill overlooking a beautiful valley in rural Massachusetts sits Long View Farm Studios, a full-service, analog, two-studio residential facility (owned and operated by Bonnie Milner and Camille Barbone) housed in a 130-year-old farm house and 90-year-old barn on 125 acres of land. Since the early '70s, Long View has been popular with artists like the Rolling Stones, Aerosmith, Living Colour, Michael Bolton, Pat Metheny, J. Geils Band, Arlo Guthrie and many others.

Long View's resident spirit is more than your average spook. Ac-



cording to the studio's owners, it is a guardian angel of sorts, protecting the studio and its inhabitants from any harm. Over the years, many stories have been accumulated concerning this presence's helpful and somewhat playful activity.

"It seems what we have is not a

ghost in the truest sense, but an energy force or field called a nature diva, which we have named Emily," says Milner. "We have done quite a bit of research on the subject, and we have been to channelers and psychics to have it identified. It is not a spirit who is trapped between planes, but it's rather like a guardian angel, which is the way it is described to us. Nature divas are drawn to very creative and old environments, and that is what we have here at Long View.

"She seems to like to protect this place," Milner says. "The times when people have experienced her have usually been when something threatening or bad is about to happen—like a musician who might fall asleep in a chair with a cigarette burning.

"One night, a staff member who was staying on the third floor of the farmhouse was awakened by a very loud rapping on his door," Milner says, "He sat right up and went to the door, but no one was there. So he went down the stairs, and coming up from the basement level, where we have a video suite and a lot of other equipment, were footprints that were obviously drenched in water. He went down those stairs and swung the basement door open and, lo and behold, there was probably eight inches of water, because a sump pump system had failed. There was all this electronic equipment down there, and it was arcing, due to all the water. No human being could have walked through that basement and lived. They would've been electrocuted. Of course, the knock on the door was Emily's way of alerting someone to call the emergency people and get everything squared away. It is that sort of thing that she does. It's incredible."

Milner also relates one story of a skeptical employee who would put down the notion that there was a spirit at Long View. "He was up doing rounds at one point, and on South Stage, directly opposite of the performance stage, he was running the flashlight along the galley seats, and there was this tunnel or column of white, as people who have seen [Emily] describe it. There she was, and he literally wet his pants.

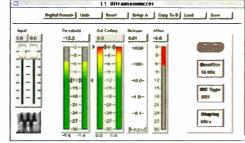
"It's the one instance that we know where she blatantly showed herself to someone. I think it was because he was putting the whole thing down so much, and she want-



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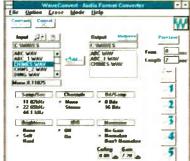
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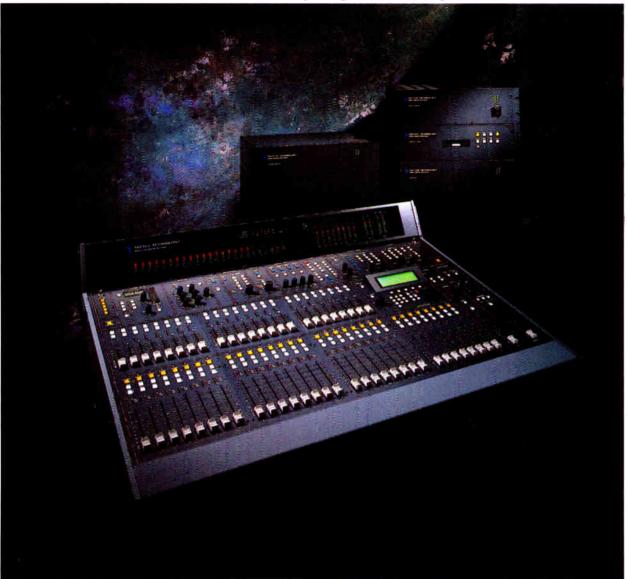


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13855 Bentley Place, Cerritos, CA 90703 Carbon-based lifeforms: 310-802-1500 Fax machines: 310-802-7330 ed him to know she was real," Milner says. "When people are skeptical about Emily at all, he is now the first one to put them in their place."

THE FIRE STATION, SAN MARCOS, TEXAS

San Marcos, Texas, is supposedly where some of the oldest human remains in North America have been discovered. It is also the home of The Fire Station, a studio housed in what was once the San Marcos Community Theater, located on the second floor above the old fire and police stations.

During the mid-'80s, producer/jack-of-many-trades Lucky Tomblin (Texas Tornados, Doug Sahm, Plan 9, Dead Kennedys, Jerry Jeff Walker, Stevie Ray Vaughan), bought the old San Marcos fire house and proceeded to renovate it and install a studio. It became quickly apparent that the old theater company room was still populated by ghostly, playful thespians and music lovers. (Though, maybe the ghost is Jack the dachshund, the fire station mascot who was killed when a fire hose nozzle bonked him on the head. Jack's



tombstone stands at the front corner of the building.)

"Our control room used to be the proscenium stage of the theater," Tomblin says. "I think the spirits of those artists are here, but they are beneficial and like what is going on. They are just enjoying themselves, and they're not bothering anybody right now. When we first got the place, my daughter was up there by herself, helping us out, and heard a lady opera singer. She walked over and looked through the glass window into the iso booth, where the voice was coming from, and no one was in there.

"A good buddy of mine, who is a retired army colonel, came by to visit while I was doing a session," Tomblin continues. "It was about 3 o'clock in the morning when we finished, and he had been falling asleep on the big sofa in our control room. He said he would just stay there alone and crash on the couch, so we turned out the lights and went home. The next day he told me that he was woken by the piano, and the lights were turned back on in the cutting room. He looked over the couch at the piano, and it was playing, but nobody was there.

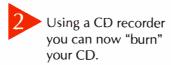
"This is kind of a funny story, but my daughter, the same one who heard the opera singer, gave me some bells. I went around the studio and shook those bells, throughout the building, and I talked to the spirits," Tomblin says. "I told them that they could stay and have a good time, but they had to quit jacking with people. They did, until this band came up from California. who thought they were Guns N' Roses, and started putting cheap graffiti on the walls, destroying the furniture and being bad people around here.



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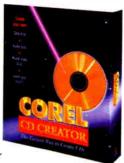
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Then the spirits interfered with the session, and the producer of that group will verify this. That was the last time they expressed themselves."

The session Tomblin mentions took place in 1988, with an MCA Records band called Bang Tango, who were produced by Howard Benson (Motorhead, Wakeland, The Wild Seeds, TSOL). The band roared into San Marcos, but the entities of The Fire Station cooled them out.

"Lucky is a great guy and a pure character," says Benson, who is now an A&R executive and staff producer for Giant Record in Los Angeles. "When we arrived, he told us about these spirits, and we took it with a grain of salt, like 'Yeah, so what.' Over the course of the sessions, the band had totally trashed the place. By the end, the ghosts had had enough of the band destroying the studio, and I don't blame them.

"One day, we were cutting a vocal for this song called Sweet Little Razor.' The singer was out in the booth recording, and we were listening to him in the control room. All of a sudden, I heard another voice singing with him on tape," Benson says. "I turned to the engineer and said, 'Wait a minute! Do you have a Harmonizer on his vocal? What's going on? We soloed the track and played it back, and there was a voice on that tape that wasn't the singer's voice. It sang right with him, same lyrics, not quite in time and a little breathy. The voice appeared on a line about killing somebody. It was really only at that moment that it happened on the tape. It was very late at night when we recorded this song, and it freaked us all out.

"We went home, and I woke up at four in the morning when the clock radio came on playing this song with the weird vocal. I got up and flipped the light on, and the clock radio was *definitely* on, and that song was *definitely* coming out of it," Benson says incredulously. "I reached over to slam my hand down on the clock radio and turn it off, and then I couldn't go back to sleep.

"The next morning, I went in and told Lucky about this, and he just nodded his head like it was to be expected. From then on, we were very careful, because we respected what was going on there." Benson adds that the song went on the record, and the multi that contains the phantom voice is still sitting in the



MCA vaults.

These days, studio manager Mark Erikson, a sound engineering teacher for Southwest Texas State University (the school that also uses the facility), laughs at the idea of spirits and says that the worst thing that happens there now are bats that occasionally get in the building. Maybe Bang Tango gave the spirits a run for their money after all.

PARADISE STUDIOS, TIJUANA, OKLA.

During the early '70s, Leon Russell was riding high on the critical and commercial success of classic releases like his self-titled debut and his LP Shelter People, as well as playing landmark gigs like the Concert for Bangladesh and headlining the Mad Dogs & Englishmen tour. Besides collecting Gold records, Russell also liked building studios. One of the three studios he owned in Northeast Oklahoma was located by a lake 70 miles from Tulsa. It was called Paradise Studios, named after the Tulsa nightclub where Russell got his start. Bob Dylan, Phoebe Snow, Freddie King, Bob Seger and J.J. Cale were among the artists to record there, as well as Russell, who cut his classic Carney album there. The man Leon hired to wire the new building and fly the studio was John LeMay.

Shortly after arriving there, it became apparent to LeMay that Paradise was sitting on a Native American burial mound. "The spirits of this place were just as real as you and I, and I wasn't into believing in stuff like this until I went there," says LeMay, who now works as an engineer at TNN in Nashville. "They either liked you or they hated you. There was no middle ground.

"At first, we had some very serious confrontations in the middle of the night, and I really thought I was going to be dead a couple of times. These things that looked like black clouds would come and drift across the room, and you would get a feeling of pure, raw terror," LeMay says. "They would come within a few feet of you, and it would feel like something was trying to get inside your chest and rip your soul out, just like one of the old science fiction movies. I certainly knew what a deer in front of headlights felt like. I was frozen. Light wouldn't even shine through them. I had never seen or heard of anything like that before."

Around that time, LeMay met a Nigerian percussionist who played with Russell, named Ambrose Campbell. Campbell was in tune with such energy and helped LeMay out. "The studio by the lake was a weird place all right," Campbell explains, "but it was also very beautiful, especially toward sunset and sunrise. There were always some dark things going on at the time. People would see and feel things and tell me about spirits. John [LeMay] was the main man that lived there and was constantly there day and night. I told John quite a lot of things at the time, and he asked many questions, and we got to know each other there.

"I told him that you will have learned how not to be afraid of things like that once you realize it's all a work of God, really," Campbell says. "There is visible and the invisible in everything. One must learn to read them to deal with them, not to run from them and be afraid."

"Bit by bit, for whatever reason, we seemed to work out a truce," LeMay says. "It worked out pretty good, because once they sort of took me in as part of their own family—I don't know what else you would call it—they started looking after me, which was real useful.

"Leon had built this guest house by the lake for all of the artists, who would check in their stuff there and set up. If the spirits didn't like them, the people would be screaming out of there in their cars. These spirits terrorized them," LeMay says. "Sometimes you could walk in that house and it would be freezing cold, just like a bad Hollywood movie. You would literally hear groans and things rattling, and the doors and cupboards would all be slamming."

"I stayed at Paradise Studios by the lake for about a week," remembers Wayne Perkins, Russell's lead guitarist at the time, "and it felt pretty weird. There were noises, like bumping and knocking, and you could walk through cold spots and get goosebumps like you were tripping on acid. The spirits I got there seemed to be pissed off old Indian spirits from the Trail of Tears that wanted us out of there, and they just made themselves known to certain people. There was a sense of an invasion of privacy, when you are around spirits like that. The thing about that place is that it was wrong for that studio to be built there. It was a sacred territory."

"Towards the end, some of us would actually see the spirits as American Indians, walking across the room," LeMay says. "It was usually when we were doing something like gospel records or something that was high in intensity. They looked like a translucent transparency superimposed on the scene."

According to LeMay, the vibe was great "about 80 percent of the time. If the spirits liked you, then you'd have a great time and probably make the best record of your life. Magic would happen, because of it being up there on top of that hill. The place would crackle with electricity, unlike any other place I've worked in since. I was a staff mixer at Capitol and a lot of other places after that, and nothing ever had the magic that that place had when things were right. Nothing was worse when it was wrong. It was very interesting."

315 BEALE, MEMPHIS, TENN.

For many decades, Memphis' Beale Street was one of the social and spiritual centers of African-American culture. By the '60s, urban decay, riots and so-called urban renewal placed Beale at death's door, with blocks of vacant buildings. In time, many of those buildings were condemned, a place called Pee Wee's Saloon among them. This was the place where W.C. Handy wrote his best-known blues compositions, and famous black orchestras like Jimmie Lunceford and Lionel Hampton graced its stage.

In order to make way for the rebuilding of Beale, the city leaders of Memphis had to figure out how to clear out the old structures. In the case of Pee Wee's, they literally bull-dozed the building into its basement and covered it up. Therein lie the roots of the 315 Beale story.

Since the studio's inception in the

mid-'80s, artists such as ZZ Top, Billy Lee Riley, God Street Wine, the Mother Station, Screaming Cheetah Wheelies, and black gospel stars like Jennifer Holiday, Yolanda Adams and O'Landa Draper & The Associates have worked there. There have been many stories of apparitions, shadows, voices, cold spots and other racket, but anyone who has recorded there will swear the place has a powerful vibe for creativity.

"They tore down Pee Wee's and literally pushed the whole building into the basement and sealed it like the Tombs of Egypt. It's no damn wonder you can feel things there. It's like being on top of a battery," laughs legendary producer/sideman



Jim Dickinson, whose credits include Ry Cooder, Big Star, the Rolling Stones, The Replacements and G Love & Special Sauce.

Recording engineer/producer Malcolm Springer probably knows more first-hand about 315's ghosts than anyone. "315 Beale is absolutely haunted. I'm dead serious," says Springer. "I rewired that place, put in the SSL console, and put a lot of heart and soul in there. I spent more time there than anybody ever had. At one time, I was sleeping there a lot. I've seen ghosts there twice, and both times, it was close to the same spot. I had never seen a ghost in my life until I got there.

"One night, I was headed to where the bathrooms are, and as soon as I got to the doorway, I glanced at a picture on the wall and saw a reflection of somebody standing at the top of the stairs. I turned around and looked directly at it. It was a young lady, and she was wearing a long white dress that looked like something from the Civil War period. It was like there was a

shadow over her face, so I couldn't make out her face real well. I had enough time to sit there and look at her for a while. I looked away for a second and looked back, and she was gone. We were the only thing in the building. I wasn't scared of it hurting me, but I left pretty quickly.

"There was this band that I was working with called Tom & Jeremy," Springer continues. "They came down to practice one night, and I was telling them, 'Hey man, this place is spooky.' They were laughing and telling me that I was full of shit. Well Tom, the guitar player, left, so Jeremy, the drummer, and I were alone in the actual studio tracking room.

"I was opening the double doors from the tracking space that go to the stairwell where I saw the first ghost. As I was opening that door I turned around, and across the front of the control room, towards the rear stairwell, I saw this dark apparition slowly moving across the floor. I'm talking real slow.

"I turned around to Jeremy, and he saw it too. He looked at me with this funny expression on his face, hollered as loud as he could, and literally knocked me down running out of the studio. That is the only time anybody ever saw the ghost with me," Springer says.

"About the time Malcolm started to push on the door," Jeremy Silman adds, "the whole room just went completely still. It was like somebody had dropped a huge black sheet over every inch of it. It was completely dead. We saw this black shadow that moved slowly across the floor in front of the control room glass. Every hair on my body just stood up immediately.

"Once I got over the freakiness of it, it was a really cool, warm vibe there, "Silman says. "I love that studio, and I've had so many incredible things happen there. It's drawing me there now, and I eventually plan on doing an album there."

During the debut album sessions for Atlantic/EastWest group the Mother Station, Springer and a group of ten people caught 315 in fine form one night. "We were punching in some drum parts," Springer recounts, "and during a quiet part of the song, this voice came through the speakers shouting, 'Hey! You!' real loud. I stopped the tape machine, after I got

—CONTINUED ON PAGE 354

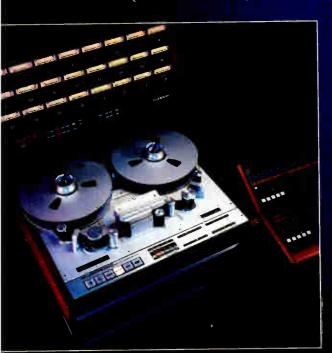
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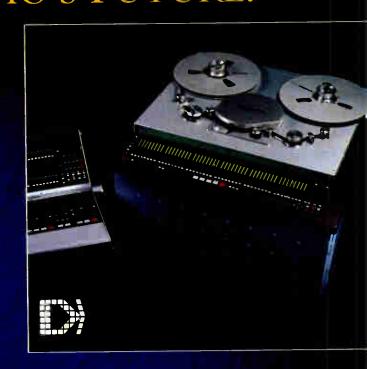
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World "IVET CELEBRATION Liberty Concert

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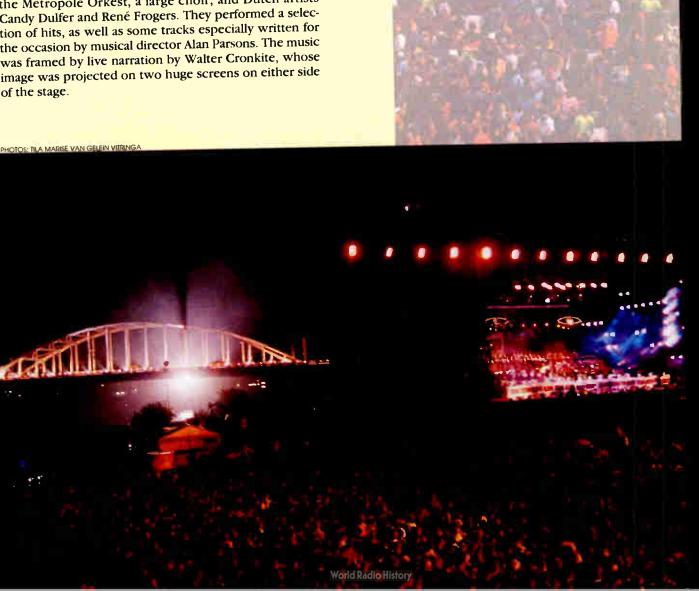
hen is live really live? And how best to synchronize the largest array of special effects ever witnessed, while contending with a multi-artist rock music show being televised live to dozens of countries around the world?

These were just two of the many questions posed by the World Liberty Concert, which was presented on May 8 this year in Arnhem, The Netherlands. The concert was one of the more unusual events staged to celebrate the 50th anniversary of the defeat of Nazism. It was also, perhaps, the most controversial, generating admiration, astonishment and furor in equal measure. The furor was caused by the fact that television viewers and attentive members of the audience noticed that much of the music for the show was mimed to backing tapes. With a 100-musician symphony orchestra onstage, plus a variety of top solo artists and rock bands on hand, this reliance on prerecorded

material struck many as peculiar. Moreover, since 70,000 spectators had forked out around \$50 each for the privilege of witnessing the event in person, some considered it an outrage. After the show, there were a lot of angry voices crying 'foul' and demanding clarification. There was even a post-concert riot, extensively covered in Dutch newspapers and magazines. This is unfortunate because, by most standards, the World Liberty Concert was a spectacular success, and the occasion for many technical "firsts."

MORE THAN A MILE OF EFFECTS

In terms of scale alone, the show was ground-breaking. In format, the World Liberty Concert most resembled "Live Aid," but with the addition of spectacular effects that ranged far beyond the music stage, and with a backdrop that spanned the adjacent Rhine, the Arnhem skyline and the famous John Frost bridge, known to World War II historians and movie-goers as "A Bridge Too Far." Appearing on a specially constructed 200-foot by 100-foot stage on the riverbank were Cindy Lauper, Art Garfunkel, Alan Parsons, Joe Cocker, Wet Wet, UB40, the Metropole Orkest, a large choir, and Dutch artists Candy Dulfer and René Frogers. They performed a selection of hits, as well as some tracks especially written for the occasion by musical director Alan Parsons. The music was framed by live narration by Walter Cronkite, whose image was projected on two huge screens on either side of the stage.



Cronkite told the harrowing story of the battle for the John Frost bridge and also spoke of the post-war founding of the United Nations, and its ideals of liberty, peace and prosperity for all. Cronkite's comments and the music were complemented by a flood of special effects, including flyovers by 1940s airplanes, explosions, and appearances by helicopters, inflatable ships and parachutists. Dutch army soldiers dressed in white and black carried out a symbolic re-enactment of the war and staged a mock gunfight featuring tanks and armored personnel-carriers on the bridge. Visual effects included fireworks, a light show, a laser show emanating from three purpose-built 150-foot towers, 100-foot water fountains, onstage choreography and a flag-waving freedom parade.

NAUGHTY

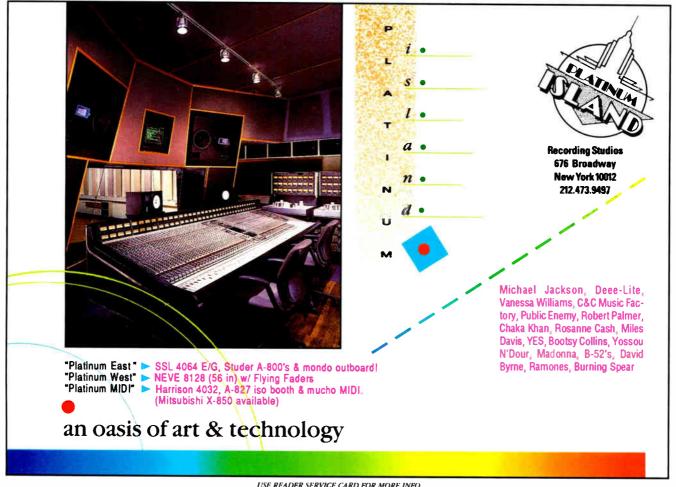
The World Liberty Concert was a technical and organizational tour de force and involved thousands of people. Technical coordination was done by The Production Factory, which in turn contracted Stageco (recently responsible for the European leg of the

Rolling Stones tour) to build the stage. Ampco provided the 150,000watt Martin F2 P.A., which was set up in a long-throw configuration and included Crest 7001 amplification, two Midas XL3 FOH mixing desks and two Ramsa WRS840 desks for onstage monitor mixing. Flashlight supplied lighting equipment for the enormous effects stage, the bridge and the riverbank. Laser Promotions supplied three 7kW Xenon brightlights, which were brought over from Xenotec in Hollywood, and three 45watt Argon lasers.

The original concept for the World Liberty Concert was developed by Arno Geul, the driving force behind the Dutch company responsible for the venture, K&B Events and Television. Artistic direction for the event was divided among three people: show director René van de Water, who oversaw the special effects; TV director Egbert van Hees: and musical director Alan Parsons. It was Geul who was responsible for involving Parsons, who enjoys great popularity as a solo artist on the European continent. Geul clearly reckoned that Parsons' track record as an engineer and producer—on his own records, as well as with artists like The Beatles, Pink Floyd and Al Stewart—combined with his experience working with large orchestras (Parsons recorded and produced The Symphonic Music of Yes in 1994, for example), would make him the ideal man for the job.

A few weeks after the concert, and far away from the slowly receding Dutch debate over the "live or not live" question, Alan Parsons sat in his Sussex Parsonics studio and gave a detailed description of what went on behind the scenes.

"The only thing that was entirely live during the concert was Cyndi Lauper's 'True Colors,'" said Parsons. "Everything else was on tape, apart from all the lead vocals, sections of the backing vocals and Candy Dulfer's saxophone. The only exception to this was UB40, who [mimed] their two contributions to tapes taken from their CDs. The big giveaway in their case was the fact that both tracks faded out. What they did was probably a bit naughty, and we tried hard to get them to at least sing live, but they refused, say-



ing that since it was a TV show, they were going to mime."

The remainder of the music portion of the concert was presented as follows: Having decided that getting the musicians to play to a click track was too risky for such a complex live TV broadcast, Parsons opted to prerecord all the music tracks "live" in the studio and play those recordings as backing tapes during the concert. Parsons made the recordings, which included backing tracks for Joe Cocker, Art Garfunkel and Candy Dulfer, with his own band and the Metropole Orkest.

Cindy Lauper provided her own backing track, recorded specifically for the concert, for her hit "Time After Time." Wet Wet wet mimed two of their songs to backing tapes they had made previously for general TV broadcast purposes. These recordings were identical to the album versions, minus the lead vocal, which they performed live. Because Wet Wet Wet were a last-minute replacement for Simple Minds, who had withdrawn from the event only a couple of weeks before, lack of preparation time precluded the rerecording of the backing tracks in the style of the rest of the show.

NIGHTMARE

All of the other backing tracks were recorded and mixed by Parsons to resemble a true, outdoor live-concert sound. He did an amazingly good job, and explained why and how he fooled scores of people in the audience (who didn't see any of the close-ups that were broadcast to the international TV audience).

"The most obvious reason we chose to prerecord the concert was that with a live TV broadcast and scores of special effects going on, we could not afford to have any timing problems or delays with the music,' said Parsons. "The second reason was that the orchestral and choral arrangements were an integral part of the music, and, frankly, an orchestra and a live rock band together on one live stage are an absolute nightmare. I've never heard a rock band with live orchestra sound good. A rock band is simply too loud onstage, and when orchestra players can't hear themselves, they stop playing. In working with prerecorded backing tapes, everything sounded much better. You could hear the quietest flute, and the orchestra and band were in balance."

Synching Music, Airplanes, Parachutists And Pyrotechnics to Picture

One of the biggest technical challenges for organizers of the World Liberty Concert was synchronizing the array of effects with the music. Fundamental to the process was the timing of the individual music selections, which were prerecorded and played back from a DA-88. The DA-



88's timecode track was striped with 25-frame-per-second (EBU) timecode, which became the key time code for the whole event.

The problem was how to lock all effects securely to the key timecode. In more normal circumstances, this is usually done manually, with some people reading cue sheets, others reading timecode, and lots of communication by intercom, walkie talkie, or mobile phone. K&B had the foresight to realize that, with an event as complex as the WLC, this reliance on human communication could be problematic, so they invited the Dutch company Wow! Control Technology to build a computercentered system to make operations easier and more reliable. The result was a piece of software called SmartCue that runs on an Apple computer platform and that links to the central timecode of the DA-88. SmartCue provided different special effects cue lists that were tailor-made for the people cueing and/or executing them, and supplied a ten second count-in for each cue.

Wow! also built a rack system that was connected to the serial interface of the DA-88, using RS-422. Designer Joshua Newar elaborates: "The rack system enabled us to read Tascam timecode, which we converted to a 10ms code, because it's easier to calculate with, and more precise than the 40 ms of the 25-frames-per-

second system. The system also made it possible for us to stop and start the machine from the control center, where the server computer, a Wordbook 9150, was located, and which was connected with a fiberglass link to the Tascams in the NOB mobile. The server computer contained all cues, and supplied the relevant cues, with timecode, to all slave computers."

In total, there were 25 slave computers, mostly PowerMac 6100 models, linked to the server via Ethernet, and located at strategic positions around the site, from which the cues were read and passed on to the people who executed them. Newar explained that they chose not to make any hard links, because "people have to get used to a new system like this. You shouldn't make too big a step at once. We might link things like the fireworks directly to the computer next time, but this time everything still happened by hand. For example, someone with a walkie talkie had a SmartCue computer and waited for the cue for the airplanes to fly [in the direction of the] stage, or for the parachutists to jump. A ten-second count-in appears onscreen, and at the right moment he or she received the cue and passed the relevant instructions to the traffic control tower, or to the people in the airplane."

Parsons recorded most of the rock backing tracks for the World Liberty Concert in the Parsonics studio, with his regular live band. The sumptuous and highly convincing "live concert" sound of the recordings was achieved as follows: First, the basic tracks—bass, drums, guitar, keyboards—were recorded live in one pass, and in the case of eight or nine of the eleven tracks, without using a click track or metronome.

"We avoided using clicks if we could," explained Parsons. "What was important for the special effects team was that the exact length of each song remained exactly the same, not whether the tempo was 100 percent stable. Thankfully, the action was staged to match the music, rather than the other way around. So, I had a relatively free hand in putting the whole music program together."

The second important factor in achieving a live concert sound was the "subtle use of digital reverb. I had to find a program that sounded like the spread you get on a big stage. I think I ended up using a REV7 program with 0.8s reverb time and a short predelay." Third, Parsons kept overdubs to a minimum and wasn't too precious about mistakes.

"In general, we didn't labor about things too long and didn't bother fixing ragged edges here and there as long as things were basically acceptable. We didn't worry about togetherness on last chords, for example, which gives it more of a live feel." And finally, the 70-track mix for the whole two-hour concert was done in a phenomenal two days, at the Metropole Orkest's NOB Studios in Hilversum, which, Parsons says, "probably added to the live feel."

Parsons arrived at this monumental amount of 70 tracks by filling 32 tracks at Parsonics, and recording orchestra and choir on another 40 tracks. The recordings at Parsonics were made on four Tascam DA-88 machines. Parsons then made an 8-track submix of the 32-track recordings and took these tapes, plus his Tascams, to the NOB studios in Hilversum, where he recorded the orchestra and choir, plus Candy Dulfer's and René Frogers' contributions.

"The 8-track mix was purely for purposes of foldback for the orchestra recordings," explains Parsons. "It meant that I didn't have 32 different things to send out to them. I transferred the 8-track mix to the first eight tracks of a 48-track digital Studer, striping the tape twice with each song so that we could do two successive takes with the orchestra, and recorded orchestra and chorus on the remaining 40 tracks. For the final mix, I reconstituted my original 32-track Parsonics backing tracks, and synched up the Tascams with the Studer."

LIVE IS AN ILLUSION

The final mixdown was onto a fifth DA-88. Parsons mixed two versions of every track, one less anything that was going to be added on the night, and one with lead vocals and Candy Dulfer's saxophone.

"The latter we called the rehearsal tape, and it sounded like the finished product. We used sections of it during the dress-rehearsal the day before, and it was also there as a backup in case anything [went] wrong during the concert itself," said Parsons.

Parsons then used Pro Tools to assemble all of the tracks, which now included Lauper's DA-88 version of "Time After Time" supplied to Parson's specification, and the backing tapes for Wet Wet Wet and UB40.

"We put everything in sequence and created specific gaps for applause, for getting the artists off- and onstage, for Cronkite to speak, and so on," said Parsons. "The whole show was put together in Pro Tools, for which we had six Gigabytes of memory on two drives, and was timed to the second, so that we simply could roll the tape from beginning to end. The Pro Tools version became the bible of the show, the timing anchor from which the whole show was run."

The final Pro Tools version featured the two different stereo mixes of each song, with clicks and countins for miming purposes on a separate track. It was transferred to the two DA-88 8-tracks designated to drive the whole show from the onsite NOB mobile.

"One DA-88 was for backup. They ran independently alongside each other, simply by pressing the play button of each at the same time," said Parsons. On the day, the Tascam performed perfectly, and the backup wasn't needed. Halfway through the concert, the show ran for two minutes without the all-important backing tape when Lauper performed her "True Colors" live, which gave the crew the opportunity to change the DA-88 tapes.

The live mix for television was rel-

atively simple. Only a handful of stage mics, plus the audience mics, were patched through to the NOB mobile, where they were recorded onto a digital Studer 48-track. From there, stereo mixes were fed to the television mobile, where the live sounds of the effects—gunshots, explosions, helicopters, water cannons—were added.

The end result of all these efforts was a flawless and spectacular show, with the aural sleight-of-hand barely noticeable to most of the live audience (with the possible exception of UB40's contribution). It seems reasonable to assume that the largely satisfied audience would probably never have found out they had been duped if the concert hadn't been televised, and if UB40 hadn't mimed so blatantly. The question as to whether Parsons' and K&B's approach was justifiable is one that Parsons has obviously given plenty of thought.

"Of course I expected criticism, because we, strictly speaking, didn't play the game," he explains. "But the whole business of playing live is creating an illusion of something that isn't necessarily happening—and you don't criticize a magician for using mirrors. Whether you succeed in creating the illusion is all that matters. And as long as you have some live mics, as long as there is someone actually communicating with the audience—and with the live vocals there almost always was—the concert is, to all intents and purposes, live."

One might argue that if an event is billed as a concert, as the World Liberty Concert was, it should be a concert. If backing tapes or sequencers are used extensively, then perhaps the audience should be informed and the concert billed as a "show" or an "event." Today, when sampling on records, special effects in movies, and virtual reality applications increasingly blur the line between fact and fiction, perhaps the time is not far off when concert promoters will be required to publish a list of ingredients.

Alan Parsons, for one, is unrepentant. "I think that the results speak for themselves," he asserts. "If you get better results by doing it a certain way, then that's okay, especially if it doesn't make any difference to the audience perception of what was going on."

Paul Tingen is a writer and musician based in England.

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by Dan Daley



Control room of Studio I and II, Wisseloord Studios

Dutch Treat

POST IN THE LOW COUNTRIES

t's not a place we think about often in the grand scheme of post-production; it's more likely to conjure up images of windmills, wooden shoes and dikes than of Scenarias and synchronizers. But Holland, like many countries, has its own audio post industry—a substantial one, with more than 100 professional A/V, television, commercial and film producers, along with 27 post facilities listed in one national guide. And thanks to the Mc-

Donald's-ization of the world in general due to universally available technology, its experience is remarkably similar to that found in the States.

There are a few differences, however, which reflect the U.S./UK leadership in technology, and that should also make us thank our lucky stars that we don't have to read our computer screen menus in Flemish, That's sort of what film and video project manager Ron Haansschoten and his cohorts at NOB (Nederlands Omroepproduktie Bedrijf n.v.), the sprawling, former state-owned production and post facility in the Amsterdam suburb of Hilversum, have to do each time they work on their SSL Scenaria or Avid AudioVision (linked to eight Avid video editing systems) workstations. That's right, the menus are in English, which is the equivalent of us trying to cut and paste in German.

"It sometimes takes awhile to get through the manuals," says Haansschoten, with the kind of lightheartedness that comes from living in a multilingual society. NOB is in a transi-

-CONTINUED ON PAGE 227



At NOB, Tergan Ailers at the Scenaria



Left and below: the refurbished CTS Studio 2

FACILITY SPOTLIGHT

CTS Studios' Eight-Year Facelift

by Barbara Schultz

or 25 years, the four-room CTS Studios in Wemblev, England, has hosted some of the most important film-scoring and album-recording sessions worldwide. (Scoring for films such as Ghandi, Passage to India, Henry V, Four Weddings and a Funeral and Judge Dredd are only the tip of the proverbial iceberg.) It has also seen a number of different owners. Today, CTS is owned and run by veteran recording engineer Adrian Kerridge, who has worked in the industry for more than 40 years, and composer Johnny Pierson. The pair, who also co-own Lansdowne Studios, have quietly been giving the old rooms a substantial facelift

since purchasing the facility in 1987, and this past June, they celebrated the re-opening of Studio 2, which now has a Neve Capricorn digital console with dynamic automation, Dolby Surround capability and ATC custom LCRS monitoring.

"If a place has been established a long time," explains Kerridge, "it can get a bit run down. CTS had a long reputation, particularly in the States, and a lot of West Coast composers—Henry Mancini, for example—had been working regularly in CTS, but it had lost some of that work. People begin to see it as a thing of the past. When we bought CTS, it needed a fresh approach, fresh injections of money. We needed to make a lot of upgrades, and the total spend has just exceeded \$2 million."

The overall renovations were accomplished in two phases, with design by London's Recording Architecture. First came the natural-acoustic Studio 1, which is large enough for up to 130 musicians. "When we bought CTS, Studio 1

still had the first digital recording console in the world, the DSP from Neve," says Kerridge. "It was not, in my view, a good place for the world's first digital recording console. So that came out, and we put a regular Neve console in and subsequently replaced it with a VRP a few years ago." Studio 1 also received acoustical upgrades and Dolby Surround capability, and new ATC monitors and amplifiers were installed.

Also during the first phase, Studio 3 got a new console—a DDA AMR24 44-channel with Optifile automation—and Studio 2's control room was upgraded acoustically. The second phase saw a complete

aesthetic and acoustical redesign of Studio 2's recording area and control room, including the installation of the Capricorn, which Kerridge describes as a "very powerful creative tool. I was working with a lot of pop artists in the '60s and 70s—people like the Dave Clark Five, the Spencer Davis Group, Uriah Heap—and I thought, 'Well, wouldn't it



-CONTINUED ON PAGE 230

SOUND REINFORCEMENT COMPANY PROFILE

Oceania Audio

Auckland, New Zealand

by Mark Frink

recently traveled Down Under with Tony Bennett. I won't attempt to go into the politics of production in Australia, but the investment of several phone calls before going there is recommended. We had the pleasure of using Oceania Audio while in Auckland, New Zealand, and I can comfortably recommend not only the company but the amplifiers that it manufactures.

Oceania was inadvertently founded in 1975 when owner Greg Peacocke was involved in film projects and working on a job in Los Angeles. Being an avid hi-fi nut, he purchased four V-43 full-range boxes from Cerwin Vega (at a time when that manufacturer was making a name for itself by supplying speakers to enhance the soundtrack of a popular disaster film) for use in his home stereo setup. Eighteeninch bass speakers were a bit uncommon in 75, but so were noise-control officers.

Some time later, he was approached to hire them out for a concert by a band called Schtüng. Lead singer Paul Jeffery was working on a degree in electrical engineering, as well as working as an industrial electrical engineer, when he wasn't playing keyboards and singing. Shortly thereafter Peacocke went into the sound-hire business full-time, renting a small building and inviting Jeffery to move his sound equipment repair and fabrication efforts from his home to the new location. The business expanded slowly, until in 1980, a massive loan was raised to buy a large system. Oceania was one of the first Crest international customers, purchasing P-3500s, most of which are still in service.

In 1990, Oceania bought its first Turbosound TMS-3 speaker system. The company now has 64 boxes, and Robert Scovill called it "the world's best-sounding TMS-3 rig." The system was combined with JANDS of Australia's 64 boxes for three Dire Straits and three AC/DC shows in 1991. Recent clients have included Sheryl Crow, Garth Brooks, Pearl Jam, Bryan Adams, Gun N' Roses and R.E.M. Cliff Richard liked their system so much that he brought the Oceania rig over to Australia. Peacocke, currently the company's managing director, is



Greg Peacocke of Oceania Audio of Auckland, New Zealand

quick to suggest that, with the seasons reversed in the southern hemisphere (their winter is North America's summer), he would be glad to ship his new Flashlight/Floodlight system by container.

Providing the sound system for a 1982 production of *Evita* was the company's first venture into theatrical production. Oceania went on to do *My Fair Lady, Grease, The Buddy Holly Story* and *Phantom of the Opera*, to mention but a few. Recent theater tours have included *The New Rocky Horror Show* and *Les Miserables*, with *Cats* out currently and

Phantom going to Australia this spring. The main console has been a Soundcraft Europa with Outboard Electronics VCA moving fader automation and a 16-output automated matrix with moving faders. Other inventory includes Yamaha PM-4000, PM-3000 and M-2000 40-channel consoles, along with Soundcraft 800 and 200B 32-channel boards.

Four years ago, after being in business for a dozen years and with maintenance experience on items ranging from pro audio to highpower industrial electronics, Oceania began building its own amps, for both technical and financial reasons. The company's amplifier inventory had comprised American name brands and, although reasonably reliable, replacement costs were high, due to the weak exchange rate of the New Zealand dollar and a 30% to 40% import duty placed on foreign-manufactured goods.

It was decided to design the amp racks as an entire system, with a common power supply unit (PSU) and modules with enough power and channels to run eight TMS-3 speakers. This number of speakers would require six traditional stereo amps. Their design allows Oceania to almost double the power-toweight ratio over the conventional approach. Each of the four vertical modules is a tri-amplifier, powering two TMS-3 speakers. Using 60-volt supply rails, the output power for the low band is 2,700 watts RMS into 2 ohms, 1,500 into 4 ohms on the mids and 800 into 8 ohms for the highs. Oceania claims to have achieved an amplifier propagation delay of 250 nanoseconds and a slew rate of 120 volts per microsecond in this early design.

By designing the rack as a system, rather than simply stacking stereo amplifiers, which must have

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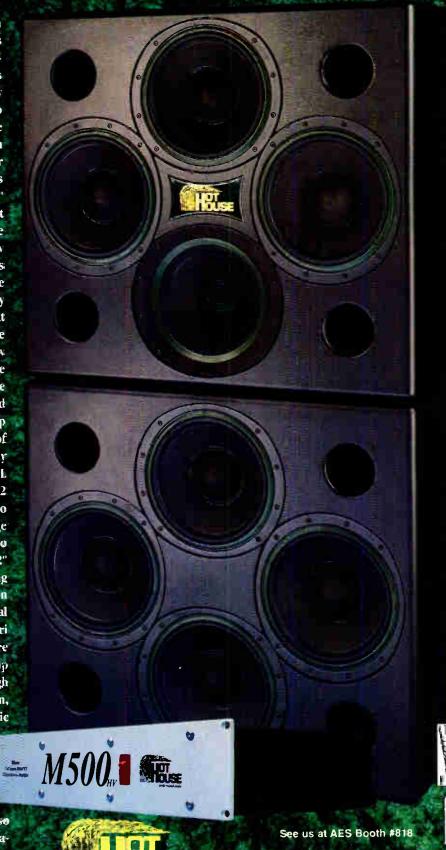
o 3800 watts. To address the needs of very large control rooms or any application requiring even higher SPL and low frequency content, the SB412 High Impact Subwoofer is offered to augment the SD312 (or any large format monitor). Identical in size to the 312 but with four of the 12" woofers and a peak power handling capability of 5000 watts, its addition pushes the system's peak SPL potential o nearly 150 decibels. Available bit tri and quad amplified, packages are provided with a full complement of up to 20 kilowatts of HOT HOUSE high current audiophile amplification,

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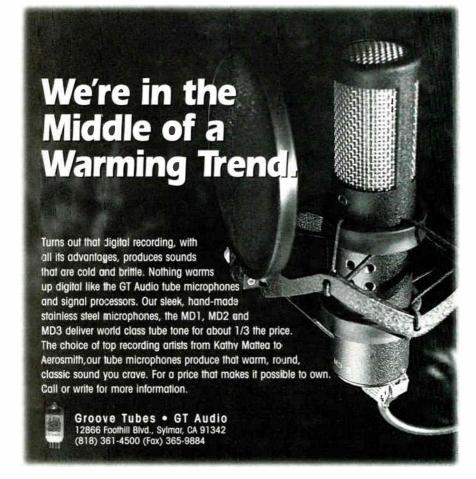


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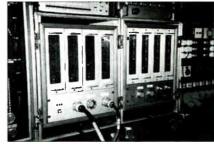
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a rack fabricated for them, it also provides built-in customized power and multipinned input and output connections. These AC, speaker and input connections must be provided for in conventional rack designs and need to be paid for within the budget for fabricating a rack, along with the cost of the amps and rack itself. In a conventional design, the connections provided by the manufacturer on stereo amps become redundant, adding weight, expense and additional points of interconnection.



Oceania Audio amp racks

The PSU is a three-phase design and employs a technique called "reverse slope regulation" to control the primaries of the power transformers. The three PSU transformer primaries are each controlled by large 90-amp back-to-back thyristors, doubling the frequency of the incoming AC mains and reducing the transformer core size. The circuitry that controls the thyristors senses the DC output voltage to control the reverse-slope regulator.

A soft-start turn-on ramp is engaged when power to the amp is switched or when all three phases of the AC connection are interrupted. After the Tony Bennett soundcheck, with the system turned on (to my horror), Peacocke demonstrated this by quickly unplugging and plugging in the AC connection at the power distro several times, commenting, "Try that with your average amp rack." The PSU can be connected to only a single phase of AC and still function, with only a slightly reduced regulation capacity. Peacocke calmly reached over to the distro and clicked off two of the three breakers for that rack and invited me to run the show that way.

Forced-air cooling fans feed air from under the PSU, up into the amplifier modules and out the top. The fans are speed-controlled by a temperature-sensing circuit located in the exhaust airstream above the amp modules. Protection includes DC and short-circuit on the outputs and an over-temperature circuit that opens the speaker protection relays when the heatsink reaches 180° F. Due to the high power output of these amps, a user-adjustable power integrator is included. It is factory-set to 3 dB below full output power and operates with a sustained signal of more than a ½-second duration. All protections, except short-circuit, are self-resetting.

The first revision, completed in 1993, still features a common PSU and four vertical modules but is intended for bi-amp applications. There are two removable crossover cards for each 4-channel module, and limiting and custom EQ are included, allowing one rack to power eight bi-amp mixes. The second revision, completed in late 1994, was another tri-amp system to power their new Flashlight and Floodlight loudspeaker purchase. Peacocke reports that Oceania was able to increase the speed of these new amps significantly over the originals through the use of improved bipolar devices, to provide a slew rate approaching an amazing 400 volts per microsecond in bridge mode.

Each channel on a module has its own stepped level control, a fault LED and a 12-segment LED meter. At the base of the module is a four-LED temperature indicator and a reset push-button. The amp modules and PSU are built into a wooden sleeve that is mounted in high-density foam in a flight case with removable front and wheels. The incoming 16-foot AC cable is captive and stores under the PSU in the air intake. The entire weight of the newest racks is 319 pounds, and they are 3 feet tall (on eastors) by 22 inches square. Next time you're in New Zealand, check this company out, (Phone 64-9-849-3114.)

-FROM PAGE 220, DUTCH TREAT

tional state, technologically and otherwise. Several years ago, the Dutch government started gradually shifting its operations from public to private. The move, says Haansschoten, has been wrenching, causing the sorts of trauma that most industries undergo when transitioning to the private sector and leaving unionized insulation behind; the facility has let more than 1,500 employees go during the peri-

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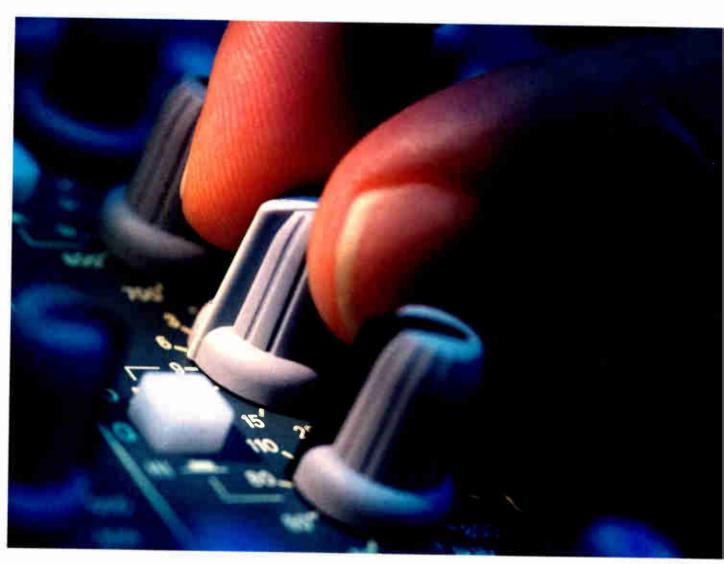
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INTERNATIONAL UPDATE

od, and many of those remaining have taken on multiple responsibilities. But it's also allowed NOB to gear up to become more proficient, efficient and competitive in an increasingly multinational post environment.

Technologically, the Scenaria represents the apex of the facility's transition thus far, with a second one being considered for later this year. It occupies one of five suites that range from a Sonic Solutions system to a 16mm film mag studio with an aging Telefunken broadcast console. What ties them together, says Haansschoten, is that all of the suites are tielined, minimizing physical transfers of data around the huge complex. What's driving all this is more commercial work and a more diverse range of smaller post houses that can make technological transitions faster, he points out. As with its European and North American counterparts, NOB has seen budgets decline in the last two years, says Haansschoten, which puts pressure on increased efficiency.

Another change has been to allow major clients, which include Dutch television production companies, to establish satellite shops on-site at NOB, leasing equipment and space from the post house. "It's been an interesting transition," Haansschoten says over lunch in the facility's cafeteria. "We're a large place, and it's hard to handle both technological and management restructuring at the same time. But the resources here are good, and we now also have a satellite facility in Germany, and we're planning others in Poland and Portugal. As television gets more complex, so does the post business."

Wisseloord Studios, also in Hilversum and probably the Netherlands' best-known music-recording facility, has four main Tom Hidley-designed studios. The facility has hosted Def Leppard, Mick Jagger, Elton John, Metallica, Paul McCartney and other major pop artists, abetted by an infusion of capital several years ago when Dutch record label PolyGram became a majority shareholder. But studio founder and managing director Bart Sloothaak says the most recent trend is toward post-production. "It's now 80 percent music and 20 percent post," he estimates. "A year ago, it was 95 percent music, so you can see it's changing quickly." That ratio has been boosted by a recent agreement with Disney's Buena Vista Films to do all its versioning for Holland at Wisseloord, and post is as much responsible as music for the studio's acquisition of the first SSL 9000 on the continent in April of this year.

The trend to post has not been technologically traumatic for Wisseloord, Sloothaak says. Remarkably, post work there is being carried on in a linear environment; the purchase of a hard disk-based system is being considered, but tape machines have been fine for versioning dialog on the M&E tracks that Buena Vista provides, Sloothaak asserts. Although, he adds with satisfaction, the Disney account is expected to amortize the cost of whatever random access system the studio purchases within a year's time.

Wisseloord is going after the Dutch commercial post industry, Sloothaak says. "There's enough work to go around at the moment. The smaller, cheaper rooms don't really provide the quality that major agencies are looking for." (Although it should be noted that the project studio phenomenon has affected Wisseloord as it has other major music studios. The facility's response has been to establish pre-production rooms on its lower level for in-house work by independent producers, building symbiotic relationships to help ensure the future of music revenues. Wisseloord has also acquired ADATs and DA-88s as an interface with project studios. Again, a scenario very much like that in the States.)

Wisseloord is one of the smaller and more flexible facilities referred to by Haansschoten: Sloothaak knows it and views it as a distinct advantage in light of the fact that he knows he is going up against such large and wellequipped facilities as NOB. "That, along with our expertise in music which is something that's important in post work—and the hard drive system we'll be getting in the near future, is what will give us an edge," Sloothaak says, "I know post is important in the future of a studio like this, because I expect the ratio of music to drop further still in coming years. After all, there are only six major record companies now doing

BITS & PIECES

Livingston Recording Studios (London) were the first in the UK to order Amek's Rembrandt console. The automated, 80-input board will be installed this month in Studio 2, which will also receive acoustical upgrades to the studio and control room and the addition of a private lounge. Recent clients at Livingston include Everything But the Girl, Maxi Priest and George Michael...Airwaves Sound Design in Vancouver added a 56channel DDA QMR console with patchbay for use in a new recording suite designed for standard and Dolby Surround mixing... Axon Studios (Toronto, ON) purchased a DDA DCM224V console for use in soundtrack and jingle production for TV and radio...Atlantis Studios (Tokyo) installed a 32-patchbay Soundtracs Solitaire production console. The board was supplied by the manufacturer's exclusive Japanese distributor, MTC Japan...A Solitaire was also installed by Larking Audio in Nik

Kershaw's home studio in the English countryside...The Corn Exchange (Cambridge, England) installed a Soundtracs Sequel II sound reinforcement console for front-of-house mixing in the main auditorium...Dan Lacksman, producer of ambient dance group Deep Forest, took delivery of a Sony PCM-3348 DASH recorder for his Synsound Studios (Brussels), which opened for business on March 14. The facility, designed by Andy Munro, comprises two studios, a central control room overlooking the studios, and a machine room...Ampex Media Corp. signed an exclusive oneyear agreement with the Egyptian Radio and Television Union (Cairo) wherein the company will provide more than \$1 million of Ampex audio and video recording tape during 1995...Sun Studio (Copenhagen) installed an SSL G Plus console and a ScreenSound editor. Sun Studio's recent work has included foreign-language recording and mixing for feature films such as The Lion King and music-recording for Iceland's Bjork.

INTERNATIONAL UPDATE

about 80 percent of the releases. And maybe 40 acts between them generate most of the income for those record companies. Even as alternative music becomes more mainstream, those acts will just be replacing older, aging ones. So the future demands that we move into post."

In the center of the Dutch post mix are a number of mid-sized facilities that have traditionally had to combine music services with post-production. Artisound, in Amsterdam, has two post rooms. SSL ScreenSound systems handle a variety of post work, although voice-overs and ADR seem to take up much of the facility's bookings. Established 40 years ago, with 25 years in its present location, Artisound rounds itself out with two music studios, the larger of which has evolved into a project-type room for owner Eli Van Tijn's son Erik, who produces local Dutch recording acts, such as Mai Tai, on an SSL E Series console and a Sony 3324 digital multitrack. "It's getting to the point in Holland that you really have to fight to earn money in a music recording studio," observes Erik. "You can get an SSL room in Amsterdam with an engineer for 800 gilders [about \$550] per day. It's the same thing that's going on elsewhere in the world. We read the magazines." The elder Van Tijn, who learned postproduction after a career in radio, compares that with the 450 gilders an hour he says that post grosses. "Post is definitely the story in Holland," he says. "With companies like Amstel and Heineken beer and their agencies that advertise internationally, you have a very good base of clients." (It's also very much a family business; daughter Eline is studio manager and a producer there.)

Nonetheless, Van Tijn notes, competition has become more intense for those clients, "They're not really aware of how the technology itself works, in most cases," he says. "What they're looking for is service—including extra services, such as the voice casting that we do for them, often at no additional charge." Van Tijn says he has traditionally targeted the commercial field as opposed to film and television programming. That, he says, keeps him in Amsterdam proper, closer to the agencies, a situation that many New York and Chicago studios would find familiar. Versioning for Coca-Cola spots and other foreign products is as far afield as Artisound ranges. "But [post] is a good business for Holland," he adds. "It's healthy even though there's little room for new studios in the market. But I tell you..." he leans in and takes a long drag on an ever-present unfiltered cigarette, "It's a good thing the world likes Dutch beer."

-FROM PAGE 221, CTS STUDIOS

be wonderful if I could have a fully automated console. I had this dream. We were using processed sounds then but doing sections at a time and physically cutting the tape together because there weren't enough hands to do it.

"The other beauty of the Capricorn," Kerridge continues, "is, of course, that freelance and guest engineers come in and we can preprogram for their particular setups, whether they want an in-line console or a group console, and we can give them their own configurations to take away on a disk, so when they next come in, they pop the disk in, and it gives them their basic recording configuration. If you try to reset an analog board with 72 channels, you can spend more than half an hour doing that. And we can't charge for that time."

The staff at CTS includes five full-time engineers, five assistant engineers and a three-person, 24-hour maintenance crew. "We do it properly," Kerridge says. "If I've got a 100-piece orchestra on the Studio 1 floor and a piece of equipment breaks down, it's no use if you're going to have to ring up and get the local maintenance guy to fix it. It's too late; you've lost the date by then. You have to be there, and be there all the time."

CTS engineers work cooperatively with their counterparts at Lansdowne in Holland Park, and clients can travel between the two locations to accomplish projects. "When we do work for Paramount Pictures, for example," Kerridge explains, "they often come to CTS 1 and then go back into town to Lansdowne to do the mixing. Now, they have even more choice, as they can also mix in CTS Studio 2 with the Capricorn."

CTS now also offers ISDN lines, which were used recently for an album project by Sir Cliff Richard, and mastering capabilities with the Sonic Solutions Sonic System. Kerridge hopes that all of the money and hard work that he and Pierson

have poured into renovating the facility will re-establish CTS as a cutting-edge studio. "I was talking to a Los Angeles composer a couple of weeks ago," Kerridge says. "He came down to our opening party for Studio 2, and he said, 'The last picture I did here was ten years ago. My God, the place was very tacky and rundown.' I said, 'Well, we're the new owners. This is the new room,' and he said, 'I'll come back.' He had a good time here, this composer, but the last time he was here, it was a little dowdy, and he didn't like the loos...You know, it's very important. It's attention to detail that counts. And CTS has been here so long, people tend to think it's not moved on. The message now is that CTS is still in the forefront of what it does best, and that's music recording, with a warm and friendly atmosphere. In terms of space, choice of studios and technologies, and staff expertise, it offers more than most."

-FROM PAGE 222, BBC REMOTE

than 500 feet from the processor rack and connected via a simple coaxial connection. Because each audio source is digitized at its source gain and other system parameters are implemented remotely, signal degradation can be dramatically reduced. A proprietary A-to-D topology was developed specifically for Axiom and offers a quoted -104.5dB CCIRweighted noise floor. All internal mixing and signal processing within Axiom is to greater than 24-bit precision, according to the company; Axiom features user-selectable 16/20bit recording to hard disk.

Glancy says that the BBC's Digital Sound Vehicle is expected to be available for rental to outside companies on an as-available basis. The daily rental cost of £2,000 per day (around \$3,200) includes a complement of 20 microphones—four B&K 4006s, four 4001s, eight AKG C414-ULS and four Neumann KM84s or KM140s—plus a Sony PCM-3324 DASH-format multitrack. Audio monitoring is provided on BBC-designed LS5/8 units powered by Korg amps.

One of the vehicle's first assignments will be audio production for the upcoming series of annual Promenade Concerts from the Royal Albert Hall, London, in addition to DAB productions that are scheduled to begin in England during October.

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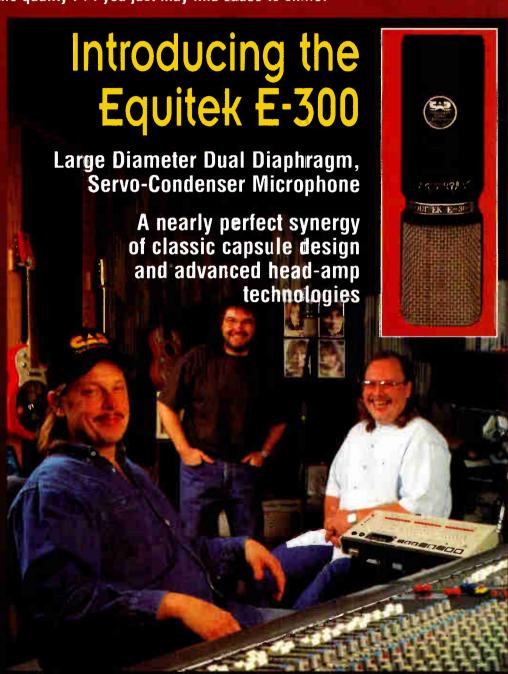
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ILLUSTRATION: DAVE EMBER

The Secrets or Dither

Keeping Your Digital Audio Pure From First Recording to Final Master

BY BOB KATZ

You just bought a new, all-purpose digital audio workstation and now discover that its equalizers sound so edgy they tear the cilia out of your ear canals. You wonder why your digital reverb leeches the ambience out of your music, when it's supposed to be adding ambience. Your do-all digital processor certainly does all—except that what goes in seems to come out veiled, dry and lifeless.

If you've experienced such problems and want to avoid them in the future, then you've come to the right place. We'll explain these strange phenomena and help you avoid mistakes that could irrevocably distort or damage the quality of your hardearned mixes when they're turned into precious masters: There are activities you should *never* perform on your workstation if you want to keep your audio sounding good, and it may be easier, better and cheaper to mix down to high-quality analog

tape than to a 16-bit digital tape.

In fact, you should avoid any digital processing unless you have the money for the kind of workstations and processors that are de rigueur at pro mastering studios. Let's find out why.

A topic ignored by the vast majority of workstation and processor manufacturers is word length. With rare exceptions, marketing departments (and sometimes even engineering departments) have no idea what happens to the integrity of digital words during signal processing These aren't Einsteinian concepts: Sixth-grade arithmetic reveals the limitations of any digital audio mixer, and every salesperson and buyer should have the answers to questions about sample word length and calculation precision. Find out the answers before you buy, and know the limitations of your equipment after you buy. If you don't, you may join the legions of engineers whose final masters have lost stereo separa-



digital console's output to a DAT machine, that only stores 16 bits. Frankly, it's a serious compromise to take your console's 24-bit output word and truncate it to 16 bits. Wait a minute, you say, you've just bought one of those new digital consoles that has a 16-bit output word on its digital output. Well, an awful lot of important bits are being truncated on their way to your final mix. Honestly, you will get more resolution and better audio quality by mixing with a decent analog console to a 30 ips, 1/2inch analog tape than by passing your signal through a digital console that truncates its internal word length to 16 bits. If the console dithers its output to 16 bits instead of truncating (check with the manufacturer), we're a little happier; but dithering has its compromises, too-we'll discuss dither shortly.

As you can see, it takes a lot of expensive processing power and longword storage space to preserve the resolution of your precious digital audio. There's a lot more to those expensive digital consoles than buttons and auto-recall—it's the horsepower under the hood and storage space that really cost.

IN THE MEANTIME

In the future, more digital tape recorders, processors and DAWs will deal with 24 bits. Meanwhile, be very careful with your digital audio.

If you record or mix to digital tape, then what should you do next? The short answer is *nothing*. Do not return to analog. Successive A-to-D and D-to-A conversion is almost as damaging to sonic quality as the above-mentioned truncations (both conversion and processing are quantization processes; changing gain is a re-quantization process).

The next step after producing your mix is mastering. The mastering engineer takes the caffeine-filled mixes you produced at two o'clock in the morning and the tunes you mixed at two in the afternoon. He/she artfully gets them all to work together, perhaps by putting just the right amount of EQ or digital compression to add punch to the mixes. As you can imagine, doing all of this properly requires processors with 24-bit inputs and outputs, workstations with high internal precision (56 to 72 bits) and 24-bit storage media.

What if you want to perform some digital premastering or equalization

(to save money or time) before taking your tape to mastering? I recommend you do not perform digital EQ, compression or other processing. As we have seen, every digital audio calculation increases word length, and if all you have is a 16-bit recorder (or hard disk) to capture the equalizer's output, you're far better off waiting until the mastering stage to perform digital processing.

What about digital editing before mastering? If you start with a DAT, 16-bit digital editing is fine, provided you follow some simple rules. The first rule is to remember that all workstations depend on software. And software is written by human beings, who are subject to human frailties. (Remember this the next time your computer crashes, taking all your work with it!) It is your job to verify that your workstation makes a perfect digital clone of your tape.

GOOD ADVICE

Once you've verified that your workstation makes perfect clones, proceed with editing, with the goal of maintaining the integrity of your 16-bit audio.

- Do not equalize.
- Do not fade in or fade out.
- Do not change gain. (Changing gain deteriorates sound by forcing truncation of extra word lengths in a 16-bit workstation.)
- Do not normalize. (Normalization is just changing gain.)

Just edit. By the way, every edit in a 16-bit workstation involves a gain change during the crossfade (mix) from one segment to another, which creates long word lengths during the calculation period (usually a brief couple of milliseconds). You probably won't notice the brief deterioration if you keep your edits short. Leave the segues and fade-outs for the mastering house, where they can properly handle the long word lengths necessary for smooth fades. (So that's why your last fade-out sounded like it dropped off a cliff!) Follow these simple guidelines, and your digital audio will immediately start sounding better.

UNDERSTANDING DITHER

So far, we've learned that every digital gain change, equalization and mix (even the wet/dry control on some digital reverbs) creates longer word lengths. Either deal with these word lengths properly, or suffer the conse-

quences.

Preserve those word lengths every step of the way. (Easier said than done.) Suppose you start with a 16-bit DAT and want to pass it through a digital compressor. Ask the manufacturer of that compressor about its internal word length (maximum calculation precision) and whether it can produce a 24-bit output word. Insist until they give you a satisfactory answer.

There's only one right way to use a digital compressor: record its 24-bit output onto a 24-bit medium. Sometime soon, expect to see a 24-bit, 2-track recorder at popular prices. Wait until then before fooling with the fancy processors with the long word lengths.

When you send your tape to a mastering house, the word length should be maintained at a practical maximum of 24 bits. If they send you a reference CD-R or DAT, it will be properly *dithered* down to 16 bits. (I'll explain in a minute.) If you request a revision (gain, EQ, compression, etc.), the mastering engineer should go back to your source and reapply the same steps, to avoid cumulative processes.

DITHER EXPLAINED

Let's look at that long sample word. Whether it has 24 bits or 32 bits, we have to find some way to move the important information contained in the lower (least significant) bits into the upper 16 bits for recording to the CD standard. Truncation is very bad. What about rounding? In our digital dollar example, we ended up with an extra half-cent. In grammar school, they taught us to round the numbers up or down according to a rule (we learned "even numbers, round up; odd, round down"). But when we're dealing with more numerical precision and small numbers that are significant, it gets a little more complicated.

The best solution for maintaining the resolution of digital audio is to calculate random numbers and add a different random number to every sample. Then, cut it off at 16 bits. The random numbers must also be different for left and right samples, or stereo separation will undoubtedly be compromised. For example: starting with a 24-bit word (each bit is either a 1 or a 0 in binary notation). See the bit notation chart on the following page.

The result of the addition of the Zs



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-Upper 16 bits--Original 24-bit word MXXX XXXX XXXX XXXW Add random number

-Lower 8-YYYY YYYY ZZZZ ZZZZ

with the Ys gets carried over into the new least significant bit of the 16-bit word (LSB, letter W above). In essence, the random number sequence combines with the original lower bit information, modulating the LSB. Therefore, the LSB, from moment to moment, turns on and off at the rate of the original low-level musical information. The random number is called dither; the process is called redithering, to distinguish from the dithering process used during the original A/D conversion.

Every 16-bit A/D converter incorporates dither to linearize the signal. If you have a 20-bit A/D and 20-bit storage to begin with, then initial dither is not necessary. All 20-bit A/Ds self-dither somewhere around the 18- to 19-bit level due to thermal noise, a basic physical limitation. But if you use a 20-bit A/D to record to a 16-bit medium, then add dither at the 16th-bit level. Some of the newest A/Ds incorporate switchable dither for this purpose; when in doubt, consult the manufacturer.

These random numbers used in dither translate to random noise (hiss) when converted to analog. The amplitude of this noise is around 1 LSB. lying at about 96 dB below full scale. By using dither, ambience and decay in a musical recording can be heard down to about -115 dB, even with a 16-bit word length. Thus, although the quantization steps of a 16-bit word can only theoretically encode 96 dB of range, with dither there is an audible dynamic range of up to 115 dB!

How is this possible? The maximum signal-to-noise ratio of a dithered 16-bit recording is about 96 dB. But the dynamic range is far greater, as much as 115 dB, because we can hear music below the noise. Usually, manufacturers' spec sheets don't reflect these important specifications, often mixing up dynamic range and signal-to-noise ratio. Signal-to-noise ratio (of a linear PCM system) is the RMS level of the noise with no signal applied, expressed in

dB below maximum level (without getting into fancy details such as noise modulation). Ideally, S/N ratio should be the level of the dither noise. Dynamic range is more a subjective judgment than a measurement—you can compare the dynamic range of two systems empirically with identical listening tests. Apply a 1kHz tone and see how low you can make it before it is undetectable. You can actually measure the dynamic range of an A/D converter without an FFT analyzer. All you need is an accurate test tone generator, your ears and a low-noise headphone amp with sufficient gain. Listen to the analog output while dropping the level of the tone and see when it disappears. (Use a quality 16-bit D/A for this test.)

Another important test is to attenuate music in your workstation (about 40 dB) and listen to the output of the system with headphones. Listen for ambience and reverberation; a properly dithered system will still reveal ambience, even at that low level. Also listen to the character of the noise—it's a very educating experience.



OUT CORRUPTION



GURU APPROVED

ike all Spirit products, Absolute 2 is designed and built in the UK. We set an exacting brief for our team of British monitor specialists to create an affordable loudspeaker, capable of delivering the clear, honest sound of Spirit mixers. But before the result could bear the Spirtt name, it had to pass the guru test. Would it measure up to Graham Blyth's standards of excellence? As the designer of many classic mixers over the last 25 years, he knows a thing about accurate monitoring, and he's a hard man to please. Fortunately the design team excelled themselves, turning in a speaker with professional performance at an unb-lievable price: a speaker that Graham, and all the Spirit team, can welcome into the Spirit range.

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THE INSIDE STORY

- * As with Spirit mixers, the electronic design of Absolute 2 uses high quality components, including film capacitors and an air-cored insuctor, in a circuit that embodies classically simple design principles. Termina's allow bi-wired as well as standard connections.
- · Rather than compromise with off-the-shelf components, we use custom hardware built to our specifications - both drivers are exclusive to Absolute 2.
- The ferro-fluid cooled soft-dome tweeter ensures annimal distortion, with excellent heat dispersion. Not only does that mean a more accurate sound, but it puts less strain ou vour ears after long periods of high-voiume monizoring - and don't pretend you don't like it loud!
- · The LF driver features a solid cast chassis and 30mm edge-wound voice coil, for optimum efficiency and cooling. That means you can push Absolute 2 to the limits and still hear music, not
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SOME TESTS FOR LINEARITY

You can verify whether your digital audio workstation truncates digital words, or does other nasty things, with no measurement instrument except your ears. Obtain the disc Best of Chesky Classics and lazz and Audiophile Test Disc, Vol. III, Chesky JD111. (Available at major record chains. high-end stereo stores or through Chesky Records: 212/586-7799.) CBS Labs test disc CD-I track 20 also contains a fade-to-noise test. Track 42 is a fade-to-noise without dither, demonstrating quantization distortion and loss of resolution. Track 43 is a fade-to-noise with white-noise dither. and track 44 uses noise-shaped dither (to be explained). Use Track 43 as your test source; you should be able to hear smooth and distortion-free signal down to about -115 dB. The CD liner notes explain how to use a stopwatch to measure the dB level. Then check out track 44 to see how much better (quieter) digital audio can sound. Try processing track 43 with digital equalization or level changes (both gain and attenuation, with and without dither, if it's available in your workstation) to see what they do to the sound. You'll be shocked.

If you don't have a quiet, high-gain headphone amplifier, send the output of the test from the workstation to a DAT machine, load the DAT back in, and raise the gain of the result 24 to 40 dB to help reveal the low-level problems. The quantization distortion of the 40dB boost will not mask the problems you are trying to hear.

SO LITTLE NOISE—SO MUCH EFFECT

A level of -96 dB seems like so little noise. But strangely, engineers have been able to hear the effect of the dither noise, even at normal listening levels. Dither noise helps us recover ambience, but conversely, it also obscures the same ambience we've been trying to recover! Dither noise can add a slight veil to the sound. Dither: You can't live with it, and you can't live without it.

IMPROVED DITHERING TECHNIQUES

Where there's a will, there's a way. Although the required amplitude of the dither is about -96 dB, it's possible to shape (equalize) the dither to minimize its audibility. Noise-shaping techniques (see page 233) re-equalize the spectrum of the dither while retaining its average power, moving the noise

away from the areas where the ear is most sensitive (circa 3 kHz), and into the high-frequency region (10 to 22 kHz). As you can see, it is a very high-order filter, the result of considerable deliberate calculation; notice that the curve carefully dips where human hearing is most sensitive. The sonic result is an incredibly silent background, even on a 16-bit CD. The 0dB line is around -96 dBFS in this diagram.

There are numerous noise-shaping redithering devices on the market. High-precision (56- to 72-bit) arithmetic is required to calculate the random numbers used in dither. One box uses an entire 32-bit DSP just to calculate dither. The sonic results of these new noise-shaping techniques range from very good to marvelous. The best techniques are virtually inaudible to the ear. With 72-bit arithmetic, all the dither noise has been pushed into the high-frequency region, which at -60 or -70 dB is still inaudible. Critical listeners have complained that the high-frequency rise of the early noise-shaping curves changed the tonality of the sound, adding a bit of brightness due to the shaped hiss. But the best of these curves have moved the hiss into the inaudible frequency range, resulting in true 19- to 20-bit performance on a 16-bit CD.

Noise shapers on the market include dB Technologies Model 3000 Digital Optimizer, Meridian Model 618, Sony Super Bit Mapping, Weiss Advanced Noise Shaping Dither and Waves software plug-ins for Digidesign Systems.

In response to complaints about the sound of earlier noise-shaping systems, Apogee Electronics produces the UV-22 system to improve the performance of 16-bit playback systems. They do not use the word "dither" (because their noise is periodic, they prefer to call it a "signal"), but it smells like dither to me. Instead of noise-shaping, UV-22 adds a carefully calculated signal at around 22 kHz, without altering the noise in the midband.

To compare the sound and resolution of these redithering techniques effectively, perform a low-level listening test. Feed low-level 24-bit music (around -40 dB) into the processor, and listen to the output at high gain in a pair of headphones with a quality 16-bit D/A converter. You will be shocked to hear the sonic differences



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between the systems. Some will be grainy, some noisy and some distorted, indicating improper dithering or poor calculation. The winner of this test should be your choice of dithering processor.

Yet another method of redithering is a process called HDCD (High Definition-Compatible CD), a trademark of Pacific Microsonics, Berkeley, Calif. The makers of HDCD have been very secretive about how their technique works, so I can only speculate. I surmise that HDCD is a subtractive dithering method, which requires a special decoder to play back the CD. Their encoder puts down a pseudorandom number sequence in the LSB that can be recognized by the decoder. The decoder cancels out the input dither, resulting in theoretically perfect 20-bit reproduction from a 16bit CD. HDCD has received some praise in the audiophile press, but it remains to be seen whether it will catch on

DAMAGE, DESTRUCTION OR JUST DETERIORATION?

With the advent of digital audio workstations, people started talking about "nondestructive" editing, and keeping sound digital until the end. But as we have seen, even nondestructive processing may be damaging if word lengths aren't maintained.

There are four levels of DAW sophistication. The first level of DAW has no equalization or mixing capability and is primarily a 16-bit editor. The second level is 16-bit, has equalization and other processing functions available, but in a destructive manner only. Or there is one level of Undo, and you have to make a decision before doing anything else. The third level of DAW sophistication provides one or more simultaneous online processes; each process is probably programmable and undoable—without ever altering the source file-but is 16-bit only and does not have dither available. The fourth level of DAW is the most sophisticated, with internal calculations of 32 to 56 bits, rounding to 24 bits to feed to a "dithering module" for 16bit output or for intermediate storage on a 24-bit sound disk. Some DAWs are hybrids of these characteristics, but you get the idea.

In the second level of DAW, any destructive calculation (gain change, equalization, normalization) is not just destructive, it's also sonically

compromising. The process must be dithered, or audio will be permanently damaged; but with dither. there's always a slight veil. Whitenoise dither puts a blanket on the sound, reducing stereo soundstage, definition and clarity. Noise-shaped dither can cause other problems down the line. The third level of DAW has all those nondestructive equalizers and processors, but every one of them damages the sound because dither is not available. The fourth level of DAW provides the least compromise to the sound, and if used properly, will produce transparent, clean output.

THE BEST APPROACH

To maintain the quality of your digital audio, always store the full output word length of your digital processors and mixers. You could dither it down to a 16-bit word and store the result on a DAT, but only if you're sure your music doesn't need further processing. (But producers always change their minds, don't they?) Avoid cumulative dithering, which not only accumulates noise, but can result in granular noise, or even beat tones (birdies or chirping noises) from the combination of the two dithers! Go back to an earlier source if possible, which means you must have archival 24-bit storage of sources (prior to all processing) and an archive of the EDLs that manipulated those sources. It also means that the common practice of using pressed CDs as compilation masters is a potentially degrading process, because they came from a dithered master (we hope).

If you must use a pressed CD as a source for a new master, then apply dither only to the parts where you change gain or equalize, and the rest of the album will remain a perfect clone.

Going back to the source is a difficult, often economically impossible task. But stick to your guns whenever possible: Use dither once, and use it properly—and everything will sound much better.

Bob Katz recorded virtually every Chesky record and has engineered or mastered hundreds of CDs. His New York-hased company, Digital Domain. offers mastering and CD/CD-ROM replication services, and manufactures digital audio hardware. Its web site is at http://www.panix.com/~bobkatz.



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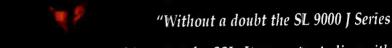
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World Radio History

Ls an engineer and consultant, I have had the opportunity to work in a wide variety of control rooms around the world. In my experience, every control room is unique. Of course, some monitor types are more popular than others, but no single soffitted speaker design dominates the market. Similarly, room sizes, wall treatments and reverb times all vary. But one thing common to 95% of the rooms I have seen is that equalizers are in use for "tuning" the speakers to the room.

Purists may argue that a properly designed control room and speaker system interface does not require equalization. Without getting drawn into that argument, I submit that there is general agreement that an acoustic solution to a room problem is preferable to an EQ-only solution, However, if acoustic solutions are impractical or fail to cure a room's

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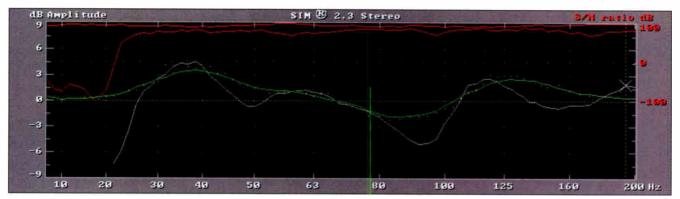
rarely heard today.

THE "FLAT RESPONSE" MYTH

Many audio professionals assume, not unreasonably, that the whole

room has no personality and is no fun to work in. Equally important, working in a flat room does not necessarily ensure a recording that sounds good elsewhere.

Figure 1: %-octave EQ attempt to correct low-end problem (inverse of EQ shown). White trace is frequency response; green trace is EQ inversed.

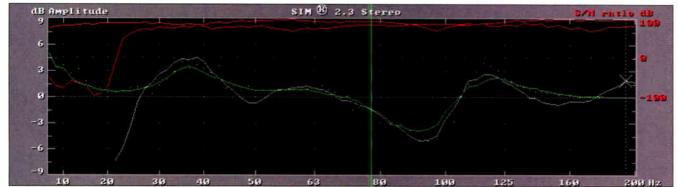


problems, then equalizers are called for. Equalizer technology has come a long way since early designs (which often introduced massive phase shift), and complaints about room EQ sounding "electronic" are

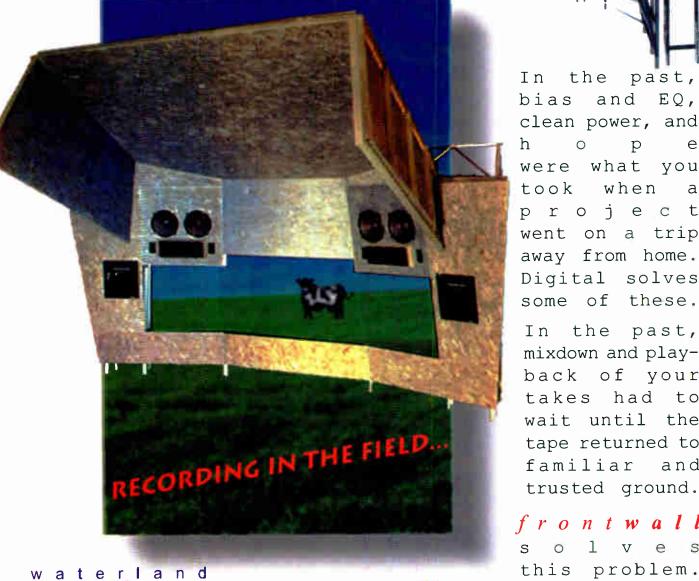
purpose of room tuning, whether acoustically or through EQ, is to make the room "flat." In fact, I have

In general, most rooms conform to what is known as the "analog curve"-a gentle, linear roll-off starting in the upper midrange. Two factors in particular have contributed to the development, or evolution, of this curve. The first factor is the progressive high-frequency loss characteristic of analog tape—high frequencies are

vet to find an engineer or studio owner who actually wanted a "flat" room. Experience shows that a flat Figure 2: Parametric EQ correction of low-end problem (inverse of EQ shown). White trace is frequency response; green trace is EQ inversed.



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gradually erased throughout the overdub and mixing processes as the tape passes over the machine heads again and again. High frequencies are also lost as the magnetic particles on the tape realign themselves to their "at rest" positions. The roll-off adjustment in the speaker system—the analog curve—allows the engineer to compensate for HF loss by putting a brighter sound on the tape initially. Then through the recording process, the extra high end eventually finds the middle ground.

The second factor stems from the human ear's reaction to extended periods of high-volume listening. A slight top-end roll-off can have the effect of reducing high-frequency listening fatigue, helping avoid the problem of mixes ending up too bright.

Many digital room owners want the high end fairly flat, as there is no high-frequency loss (roll-off below 20 kHz) in the digital domain. However, the fatigue factor is still at work, and if any roll-off is applied, it is usually based on the engineer's listening levels. I believe that one of the reasons many of the early digital recordings were harsh is that they were made in rooms originally set up to do analog work. Old habits die hard in the audio trade.

LOW END BUMPS ADD TO THE "FUN FACTOR"

Regarding the low-frequency curve, most people prefer a slight bump in the bottom end. This gives the impression of a larger space, which is associated with a longer reverb time. Most concert halls exhibit this sort of low bump. It seems to equate with the "fun factor" in the room. This curve seems to vary from studio to studio based on the engineer's preference and the music style, but care must be taken not to exaggerate the bump, as recordings may turn out bass-shy. I have only tuned one room where the engineer wanted the bottom flat.

Between the high/low personality filter, the best results throughout the midrange are achieved with a linear, or flat tuning. Looking at rooms with 1/24-octave resolution, a straight line is impossible to achieve, and this stems from a number of factors. First, there are console reflections. I have seen a few well-designed rooms where soffitted speakers interact at a minimum with properly raked console topology, but in

most cases, path length differences between the speaker/listener path and speaker/console/listener path create cancellations at the mixing position, causing holes in the frequency response.

Near-field speakers can also cause console reflection problems. Simply moving the near-fields back a foot or so can minimize this interaction (see November 1994 Mix). Reflections from the ceiling and/or walls that bounce back into the mix position within the Haas window (within 18 ms of the direct signal) are also destructive. These undesirable boundary reflections can often be acoustically treated and minimized in a costeffective manner for the mid-to-high frequencies, but are more problematic on the low side. If not properly angled, equipment racks can bounce first-order reflections to the mix position. Additionally, scurrilous room modes wreak havoc on many rooms' low-end response.

Even small, closely placed monitors are affected by room modes and acoustic problems. I am not recommending that everyone equalize close reference systems, but if a small monitor is your only system, you are probably working in a small room, so some acoustical treatments and, most likely, an equalizer will help. Most important is assembling a creative listening environment that translates to the outside world. If you are finding that more than a dB of EQ is being applied to your mixes in the mastering room, then you need to "tune up" your studio.

NEW COMPONENTS MAY AFFECT SYSTEM LINEARITY

Although most studios understand the need to "tune up," there is quite a bit of confusion about maintaining the system tuning. First, any changes in the physical arrangement of the listening environment will have some effect on the acoustics. For example, if you have changed or added wall treatments or traps, then you have also changed the linearity of the system response and the room's reverb structure. Similarly, the addition of an equipment rack will affect the room's volume and mass, and may effectively change wall angles. If you change consoles, then you have probably changed the angle of the work surface, and because most console upgrades mean additional inputs, the console's mass in the room may be larger. Changing from a console that is closed in front to the floor to one that has an open front can make a huge difference in the way the bass rolls through the room. I have seen major changes in linearity as a result of moving the tape machines from the back of the room to a position beneath the speaker soffitt.

Changing electronic components can also make a big difference in linearity. New amplifiers may handle your speaker impedance or wire capacitance differently and cause changes in linearity. I have witnessed changes of several dB in different parts of the spectrum when clients switched between solid-state and tube amps. Of course, changing the crossover filter order and the crossover point itself will also have an effect on the system.

Check the system response whenever you change a speaker component. I have seen fluctuation by as much as 3 dB across the range of a speaker when an old element was replaced with a new one. Sensitivities will vary, and many manufacturers do not have a tight grip on quality control. As with any equipment changes, it is important to maintain overall system polarity.

GOOD COFFEE IS NO SUBSTITUTE FOR MAINTENANCE

You should schedule regular system tuning even if you do not change equipment. As speakers age, their resonant frequencies change and the room/speaker tuning will "drift" out. How long that takes depends on how often and how loud a system is driven. A few studios tune their system every three to four months. If a really loud alternative or rap group is in your studio for three or four weeks, you can probably count on some damage being done. A moderately driven system can often go six months before changes in linearity occur. Some facilities (often media or post) who work at modest volumes can often go a year before needing attention.

Sadly, the typical response to a proposed regular maintenance tuning schedule is "I can't afford that." So, how important is sound in our business anyway? Most studios spend more money on coffee than on control room monitor maintenance. Even sadder is the following typical scenario: A studio has its room tuned but



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does not follow a maintenance schedule. At some point after the room really needs another tuning, a producer listens to the studio for an upcoming project. Unhappy with the sound, he takes the project elsewhere. If the studio owner had been more concerned about the way the studio sounded, this would not have happened. Ironically, sound takes a back seat to gear in many studios. For most engineers, the latest toys seem to be more important when booking a studio than how good the room sounds.

ATHIRD-OCTAVE EQ IS NO MATCH FOR PARAMETRICS

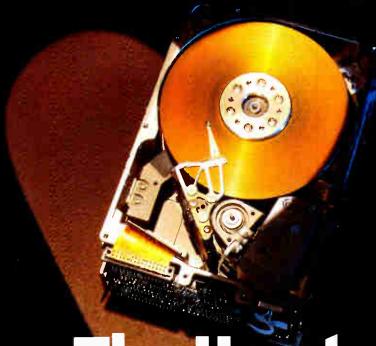
Conversations with studio owners and engineers reveal that there is little awareness of the difference among the types of equalizers commonly used for treating speaker/room interface problems. In my experience, 90% of the equalizers used for tuning control rooms are \%-octave models. These equalizers were originally designed as shapers for the NAB and RIAA curves. They later gained popularity for sound shaping and were then applied to room tuning. However, room acoustics are anything but well-behaved phenomena. Resonant frequencies rarely coincide with the center frequencies of a 1/2-octave graphic EQ and almost never exhibit the same fixed Q. As a result, one often winds up equalizing more than necessary or can't get to the problem at all using 1/2-octave EQ. In my book, 1/2-octave EQ is now "old school,"

A parametric equalizer, on the other hand, allows the user to dial in the exact center frequency and bandwidth curve necessary to address the problem. Figs. 1 and 2 demonstrate the point. (Note that the EQ curve is an inverse of the EQ that is being applied. This simply makes it easy to see how it fits into the room curve.) Fig. 1 shows the low end of a room curve with a 1/2-octave solution applied to it. Notice that you can't quite get to the problem and wind up affecting more frequencies than necessary, especially around 150 Hz. Fig. 2 is the same room with a parametric solution. The parametric allows a much better match.

In the past, parametrics were notorious for introducing extraordinary phase shift. Today, many units have this problem solved, and some room equalizers of modern design even

-- CONTINUED ON PAGE 355

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Sony's New Digital Music Recording Console



BY MEL LAMBERT

Leading Japanese multinational companies rarely perform significant product development outside their island home. Though sales channels in foreign markets are trawled for possible product ideas—which might then be turned into small-scale prototypes at specialist R&D centers within overseas locations most of the major design and development takes place in Japan. Against this background, a new Sony digital music-recording console. currently code-named "APX-R3," is surprising in many respects. An all-digital design with assignable front-panel controls and moving faders, the APX-R3 developed from a longterm collaborative effort between Sony's R&D Center in Atsugi and a group of talented Brits located in Oxford, England. After spending many years prototyping hardware and developing some remarkable ASIC-based software code, Sony will unveil the results of its teamdriven handiwork at the AES convention in New York

Though future versions of the system's processing engine might be configured for other market segments, the first "serving suggestion" is targeted squarely at the music-recording industry for tracking, overdubbing and mixdown. A Multiformat option allows the console to accommodate 8-bus surround formats

during film-sound scoring and related mix-topicture sessions. Future versions will offer expansion beyond 100+ channels, as well as additional onboard signal processing.

The first APX-R3 consoles to emerge from the production line will be configured with up to 120 analog and/or digital inputs, with internal routing to 48 multitrack outs, 24 auxiliary send buses, 16 independent submix stereo outs, four dedicated stereo foldback sends, plus the familiar stereo two-mix bus, studio-plus-control-room monitoring, etc. Said to "compete with high-end analog designs," the APX-R3 to be shown at AES is priced at less than \$800,000 for the 120-input/48-fader version. Initial deliveries are expected in early spring of 1996, with production ramping up next summer. At the time of this writing, a pre-production system was scheduled to be installed for final system evaluations at Sony Music Studios in New York.

Digital control and assignability aside, emphasis has also been placed on ensuring high-grade A/D and D/A conversion. Sony quotes a 110dB SNR spec for the A/D stages, which are based on Crystal ICs wrapped in a proprietary topology that also uses Motorola 56000 DSPs. The patented D/A stages make use of a pair of Burr-Brown ICs per channel, with randomized, nonharmonic error interpolation. All

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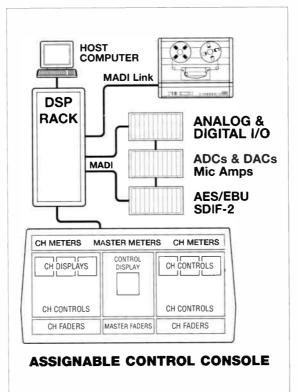
to the left, 24 to the right, and a bank of 16 "group" faders in the center with a master stereo fader. The two left and right input-channel sections are functionally identical, and each features a central assignable panel equipped with rotary control elements and switches for setting and adjusting the built-in EQ, dynamics and related functions. Each fader is also equipped with dedicated pan, AFL, cut and record in/out buttons, plus group/tape monitor switching. A small button located in the center of each fader slider can also be used for single-finger drop in/out.

Dedicated banks of switches between the channel and master sections enable different signal sources to be controlled from the respective section; in the case of input fader sections, they can also be bank-switched to access different channel sets (1 to 24, 25 to 48 and so on). Each set of channel faders can also be selected to control

also be selected to control aux sends, input gains, multitrack sends, group trim or multitrack monitor. The central faders can be selected to serve as group masters—much like a VCA group—or to set the levels of audio subgroups or aux-send masters. All long-throw channel faders are fitted with a proprietary design of servo-controlled linear motor to provide visual feedback of channel/group levels.

According to John Richards, senior manager of Sony's Oxford Group, "The system hardware is based on a flexible and scalable digital signal-processing platform.

The processor rack can be installed remotely; our DSP array is generalpurpose in the sense that it has no fixed relationship with the console signal path. In addition, input/output racks can be installed separately from the processor rack and linked to it via coaxial or fiber-optic cable." The system can accommodate analog inputs and outputs via proprietary 20-bit A/D and D/A conversion stages, as well as AES/EBU, SDIF-2 and MADI format digital I/Os. Links to SMPTE/EBU timecode and video sync are also available. Machine control is currently via Motionworker synchronizers and 9-pin protocols, or direct parallel I/Os for Sony DASH-format transports.



Routing of audio and control signals

In terms of system ergonomics, APX-R3's assignable control surface differs radically from competitive designs, including the AMS Neve Capricorn and SSL Axiom. "Layout and style of the panels offer an approach to ergonomics that is fundamentally different to the 'reluctant assignability' of some designs," says John East, the Oxford Group's design manager. "The functionality, if presented as an analog console, would occupy at least four times the space. The [consolel ergonomics provide all of these facilities within easy reach, [yet] without having to move outside of the acoustic sweet spot. Paging of faders was made an operational priority so that flexible use of faders becomes intuitive." The APX-R3's compact control surface is less than 2.5 meters (8.3 feet) wide.

COLOR-CODED SECTIONS AND VISUAL DISPLAYS

As I discovered during an exclusive hands-on session with a prototype system at the Oxford Group's head-quarters in early August, pattern recognition is used to ensure that an operator instinctively reaches for the correct control. Clear layout shapes are used to differentiate functions and reduce confusion while navigating around the control surface. All

control knobs are large enough to fall easily between your fingers; a circle of LEDs embedded in the skirt displays the control's current position. A bank of fullcolor LCD screens along the top of the console—just below the input and output level meterscan be set, via an array of toggle keys, to display EQ response curves, dynamics envelopes, multitrack routing and subgroup output assignments, plus a variety of other functions. System control and interface with the console's automation system is via dedicated command keys. Useful trackballs are located at each side of the center section to accommodate both right- and left-handed operators. A standard QWERTY keyboard (required solely for labeling mixes and other housekeeping chores) is located centrally in the front buffer; a cover slides forward to provide wrist support. A neat touch.

CHANNEL CONTROLS AND ASSIGNA-BLE EQ/DYNAMICS FUNCTIONS

Two types of channels are featured on the APX-R3: Full Channels and Stereo Return Channels. The number of each channel type within a given console configuration can be selected and defined in software. Full channels will accommodate an input signal and a multitrack return signal; they can be compared, in the context of recording and overdubbing, to a conventional in-line channel. Stereo Return Channels are input only sources to the mix but also feature EQ, dynamics and all output assignments available on a Full Chan-

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nel, apart from multitrack routing. The same controls command both channel types via access buttons at the bottom of each fader and in each of the channel control sets. A frontpanel screen can be selected to display signal flow in diagram form for any channel.

External inputs to the system from analog or digital sources can be assigned to the mic, line or multitrack input of any channel via a routing screen; input configurations are saved as part of the console setup. To optimize the noise performance of analog mic/line input circuitry, all gain controls are operated remotely. A cluster of assignable buttons allow all circuit elements (EQ, dynamics, aux sends, routing, delay, multitrack sends, multitrack returns, etc.) to be interconnected in virtually any sequence. For example, the console might be configured to emulate a conventional in-line topology, where the EQ, inserts, dynamics and delays can be freely moved between the Record and Monitor paths, and set pre/post channel fader. Cue sends can also be individually attached to any point in the channel signal flow.

APX-R3 equalization comprises a 5-band, fully parametric section with overlapping bands. A separate LF filter offers an adjustable center frequency between 20 Hz and 200 Hz; roll-off slope is 0 to 36 dB/octave in 6dB steps. The companion HF filter is identical, apart from a center-frequency adjustment between 2 kHz and 20 kHz. The LF Bell/Shelf filter operates between 20 Hz and 400 Hz; the LMF band between 30 Hz and 600 Hz; the MF band from 100 to 6k Hz; the HMF between 900 and 18k Hz; and the HF Bell/Shelf from 2 kHz to 20 kHz. Bandwidth on all parametric bands is variable from a Q of 0.5 to 16, with ± 20 dB of cut/boost. The LF and HF bands feature a switchable Shelf mode in which an adjustable overshoot or ringing characteristic can be added. Mimicking the effect of certain analog EQ sections, the overshoot can be used to reduce, for example, the perceived harshness of HF gain by subtracting at frequencies just below the nominal shelving frequency.

As I discovered, the controls use real-time computation without lookup tables to provide fully continuous operation—no glitches or zipper noise. During my admittedly limited test period, the EQ sounded sweet and very musical. Each band can be individually switched in/out; an overall in/out switch is also available. Two different EQ settings can be dialed in and then compared using an A/B switch. A user-definable control allows additional EQ features, including blending of the equalized and direct signals.

The dynamics processor offers four independent sidechain processors for Gate, Expander, Compressor and Limiter, any or all of which then act together at a single point in the audio path. Each section, when selected, re-labels the six available rotary controls with the appropriate control function, such as attack or release time, threshold and slope characteristics. Dedicated meters display the amount of gain reduction for each section; an indicator also lights in the corresponding channel meter to alert the engineer. In addition, sidechains can be linked to any other channels or to freely assignable groups for channel ducking and sectional compression, Each compressor employs a very handy Adaptive Soft-knee that can be set in 5dB steps as a second threshold. Finally, a "Free Assign Area" located below the dynamics controls enables up to 500 ms of individual channel delay; a mix control blends the delayed sound with the original.

MULTITRACK ROUTING AND OUTPUT SOURCES

A programmable matrix enables post-fader signals to be routed to a total of 48 multitrack outputs (96track routing is a planned option), with stereo panning between output pairs. A separate monitor bus allows a 2-channel mix to be created while recording a simultaneous multitrack backup, as would be the case during live mix dates. A dedicated trackbounce button simplifies the re-laying of tracks to multitrack while the monitor mix balance and pan settings are retained. As the console's track-record controls tie directly to a Sony PCM-3324/48 transport via the latter's parallel remote, direct punchin from the control surface with source/tape switching is a snap.

Channel output routing is normally fed from a point in the signal flow post-fader and pan; it can also be switched to feed the main stereo output and/or any of the stereo sub-

groups, which, in turn, can be used for mix-minus or submixes. Sony's multiformat option converts the first eight stereo subgroups into multiformat buses; in this mode, a bank of three panner controls come into their own.

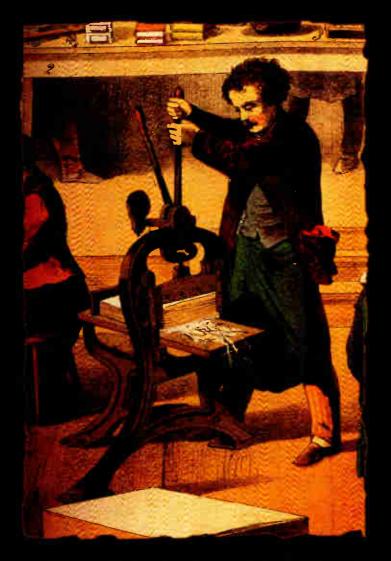
Up to 24 buses are available for aux and cue sends, which can be derived from any part of the channel signal path. Sends can also be linked to provide stereo feeds. Cue logic permits automatic adjustment of levels at the drop-in point. Overall system delay—mic to headphones—is quoted to be less than 2.5 ms with one A/D-D/A conversion cycle. Stereo return channels allow a direct path to be created to the mix bus, and include a 3-band parametric EQ section, dynamics and balance/width controls. Output routing is the same as for input channels except for the lack of direct routing to multitrack buses.

"The APX-R3's automation is in many ways reassuringly familiar," John East offers, "and uses terminology that most engineers will be familiar with." Moving faders can be set to provide read/write/update modes, with ramped return to previous settings after an update sequence. Automation can be set to one of several modes, allowing full dynamic automation of all fader sections, for example, plus snapshot automation of EQ, dynamics and I/O routing. "Of course, all controls can be dynamically automated, and rotary controls [feature] a push-push switch to arm them for this purpose. Faders, outs and the record button are recalled to quarter-frame accuracy, while all other controls are reset within one frame," East says. Master mixes can be created by combining elements from two or more different mixes, by editing of data in terms of timecode locations and/or control elements to create a composite mix.

All in all, Sony's new all-digital music recording console represents a remarkable achievement. Given the firm's extensive experience in both developing and marketing digital audio systems, I'm sure that the new digital design will appeal to a wide cross-section of music recording facilities.

Formerly editor of Recording Engineer-Producer magazine, Mel Lambert now heads up Media&Marketing, a consulting service for proaudio firms and facilities.

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ADAT: The Next Generation The Alesis XT



BY GEORGE PETERSEN

It's here. Slated for unveiling at AES is XT, the next generation of the Alesis ADAT. Priced less than the \$3,995 of the original ADAT, XT incorporates more than 20 new features and functions, including improved transport control with faster locate times.

Though XT may look different, it's essentially an ADAT at heart. The tape format—eight tracks on an S-VHS tape—is unchanged, and XT is fully compatible with tapes recorded on any ADAT system, including both the original ADAT and Fostex RD-8 recorders. And like other ADAT-format modular digital multitracks, XT features sample-accurate sync of up to 16 transports, for up to 128 tracks.

The XT cosmetics are striking. ADAT's flat, black front panel is gone, replaced with a brushed silver-look, extruded aluminum faceplate. Alesis has always been on the forefront of using custom display technologies, such as those used in the Q2, SR-16 and QuadraSynth, but the XT goes much further. On the left side of the unit, a large, multicolored, custom vacuum fluorescent display shows the tape locator data, meters, status indicators and other session data.

This display improves the ADAT interface, with more flexibility in customizing the

deck's display to user preferences. For example, the user now has control over meter functions: The peak hold feature can be set to momentary (two-second hold), infinite (with peak-clear switching) or bypassed entirely. Another option is the selection of hours/mins/secs and hundredths of a second, indicated in absolute or relative time—again, your choice.

Physically, it is still three units high, but it feels beefier, with a shallower depth and two scooped-out sections along each side for lifting. The front panel sub assembly attaches to a heavy, one-piece, die-cast aluminum chassis. The design objective of this central chassis block was to remove any variations in tooling of separate metal pieces by creating a rigid, single-section frame for mounting the power supply, electronics and transport components. Inside, the XT boasts new-generation, delta-sigma A/D converters and oversampled delta-sigma DACs.

XT also increases the intelligent control of transport operations, with digital servo control of the deck and microprocessor monitoring of the braking and motor action. The basic transport is the same but significantly faster in terms of the wind speeds: In Wrapped mode, the original ADAT shuttled at



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approximately 10-times play speed. According to Alesis, the XT shuttles at about 40-times play speed. Applying a little math, this would reduce the wind speed on a 60-second commercial spot from six seconds to approximately 1.5 seconds, a significant improvement. On a threeminute pop tune, the XT's wind time would be in the five-second range. Once you've used an XT, you probably won't want to go back to a standard ADAT.

On the rear panel, the 4-inch, unbalanced, -10dBV connectors have been replaced with RCA jacks, while the 56-pin Elco connector-with eight channels of balanced, +4dBu I/O—is the same as the original. There is one subtle variation with XT's Elco interfacing: The outputs are now servo-balanced, so no level loss occurs when the balanced outs are connected to an unbalanced mixer. In another change, the remote meter bridge connector has been eliminated. With the availability of consoles with expanded metering capabilities, Alesis believed that the remote meter bridge option was unnecessary. Other than these changes (and a cast "Alesis" logo), everything on the back panel is similar to the original ADAT.

Nearly five years ago, when ADAT was first announced to the world, Alesis' intent was to produce a digital multitrack at an affordable \$3,995. With this goal in mind, some of ADAT's more esoteric featuressuch as individual track delay, digital track routing and multimachine offset-were shifted to the BRC controller. Now, with increased manufacturing efficiency, the XT includes these and 20 other new features at a price that's less than the original recorder.

Despite the added features, most of the XT's recording functions are simple and straightforward. Below the meter display are the eight track-arming buttons, but-unlike the first ADAT-the XT allows punching-in/out of any tracks while recording continues on others. This is a welcome improvement on the XT, especially for postproduction applications.

The new machine now offers ten locate points, all settable on-the-fly and editable to 1/100-second accuracy. The ten locate keys also double as a numeric keypad for entering locate

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TECHNOLOGY SPOTLIGHT

or edit points quickly from the front panel. XT's Rehearse mode allows safe, nondestructive previewing of auto-punch recording operations.

The pitch up/down buttons also double as data increment/decrement keys during editing operations, and the XT has front panel keys for se-

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ADAT's blinking decimal point Error Correction indicator has been replaced with a small flashing star on XT's vacuum fluorescent display. For more detailed information, a hidden mode allows monitoring the actual error count of any

tape. This feature also provides the user with a means of running objective comparisons of various tape formulations and brands.

One of the nice things about XT is how it can integrate into an exist-

ing ADAT system. If a user has one ADAT and adds an XT, not only does it provide additional tracks, but by assigning the XT as the master deck and accessing its machine offset feature, the system becomes capable of digital assembly editing. Suddenly, multiple takes of basic tracks (or instrumental/vocal takes) can be combined into one seamless



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With the debut of the XT, Alesis has added significant new performance improvements to its

> line of ADAT-format recorders. But perhaps more importantly, XT makes a strong statement regarding the future of the ADAT format, as well as the company's commitment to maintaining compatibility with tens of thousands of ADAT users worldwide

The Alesis XT will be shown to the public October 6-9, 1995, at the Audio Engineering Society convention in New York City. Initial XT deliveries are scheduled to begin later this month.



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Neumann's New Tube Mic

BY GEORGE PETERSEN

Neumann is not one of those companies that introduces a flood of new microphones each year. In fact, the company has produced only a couple of dozen models since 1928.

But tube microphones are in demand today, and Neumann's classic tube designs—such as the U47, U67, M49 and M50—are among the most sought-after prizes among studio owners, engineers and collectors. Sadly for tube mic fans, Neumann's last tube model—the U67—went out of production in 1981 (although a few were offered in a limited reissue in 1991).

Now, at the 99th AES convention in New York, Neumann will re-enter the tube mic market with the debut of the M149, a high-performance, large-diaphragm studio model. "It's not a revival of any previous mic," says Wolfgang Fraissinet, of Georg Neumann GmbH in Berlin. "This is a totally new development in terms of the electronics in combination with the shape of the microphone."

The M149 is the first microphone to offer a transformerless output combined with vacuum tube electronics. However, in the case of the M149, transformerless doesn't mean solid-state circuitry. This is no mixed-technology or hybrid approach, where a tube circuit is followed by a solid-state output stage. It's essentially an all-

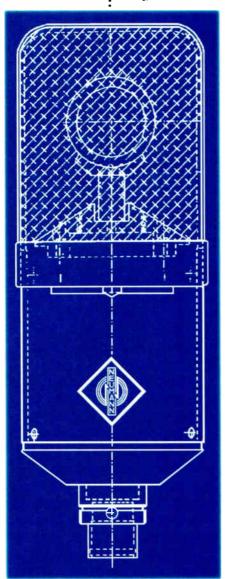
tube design that provides the best of both worlds: The tube front end provides warm, full reproduction, while the absence of a transformer means the avoidance of hysteresis, core saturation and high-frequency phase shifts that can result when using an output transformer.

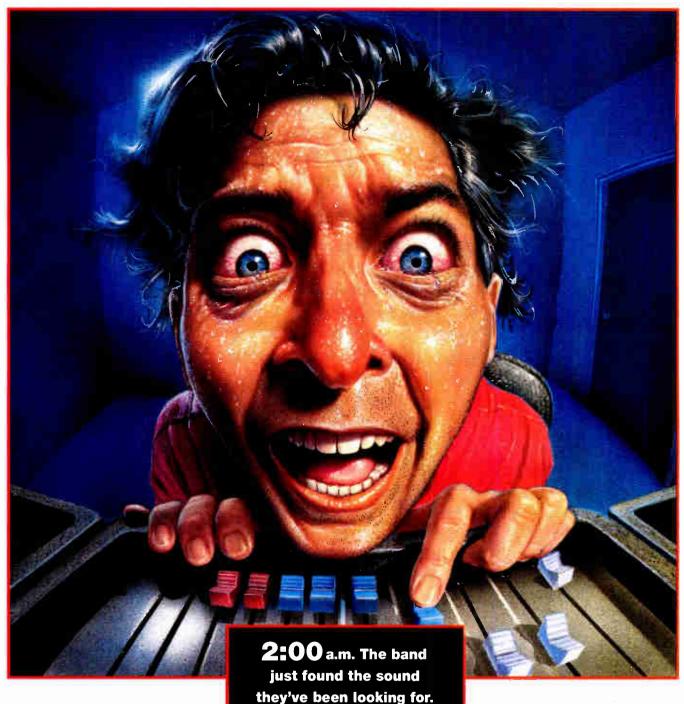
Development of the M149 started a year ago, but discussions on building a new Neu-

mann tube mic go back several years. "This mic came from discussions between our marketing and research staff, as well as input from our customers," Fraissinet says. "If you leave it solely up to the engineering staff, you'll end up with a mic with 800 features that costs tens of thousands of dollars."

So rather than attempt to create an all-purpose, doeseverything mic, Neumann designed the M149 for a single purpose: studio vocal recording, just like the U47 and U87. With that goal, Neumann's design team started implementing the outstanding features of previous models into the M149. One of the secrets of the M149 design is the large volume of air surrounding the capsule—its shape is distinctive, with a large basket in the shape of the M49/M50 head. "There's something almost magical about how that particular grille and basket integrate with a mic capsule," notes Neumann's Uwe Sattler. "It's a combination that shouldn't be tinkered with." And in homage to the M149's lineage, it has a bright chrome grille reminiscent of the U47 "Chrome-Top." All other parts

are in Neumann's distinctive satin finish, including the mic body, which is the same diameter as the M49 but slightly longer in length, due to the complexity of the electronics.





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TECHNOLOGY SPOTLIGHT

The M149's capsule ancestry goes back to the U47, which used the M7 capsule. Unfortunately, the M7 was susceptible to changes in humidity, and its PVC diaphragm had longterm stability problems, becoming harder and more brittle with age. Dealing with these problems in the late 1950s, Neumann engineers experimented with Mylar diaphragms, which were more stable and offered protection from aging. However, no reliable glues were available at the time for attaching a gold-plated Mylar diaphragm to the capsule's highly polished backplate. The solution was to use 12 screws, securing a clamping ring to hold the diaphragm at precisely the proper tension. This new capsule, known as the K47, was used in all U47s built after 1960. The M149 uses the K49 capsule, which is a hand-selected, tighter-tolerance version of the K47.

The M149 offers a choice of nine polar patterns: cardioid, wide cardioid, hypercardioid, omnidirectional and figure-8, with an intermediate step between each. The familiar thumbwheel polar pattern switch used in the U47 and U87 has been replaced with a high-quality, rollerbearing switch with a noticeable "click" when you switch between positions, so there's little chance of inadvertently changing polar patterns.

Also missing is the attenuation pad switch. According to Neumann, this feature is unnecessary with the M149, as its internal electronics cannot be overloaded by musical sound pressure levels.

The mic body terminates in a 7-pin XLR for connection to its outboard power supply, which has a standard 3-pin XLR-F output. The microphone will be delivered as a package, including an elastic suspension, the 7-pin cable, power supply and case. Speaking of the case, Neumann is said to be developing something "extraordinary" for the M149.

Initial deliveries are slated to begin around the end of the year. Meanwhile, Neumann will display a working M149 prototype at AES, so attendees can try it out and give it a listen. Pricing of the package is expected to be in the \$4,000 range.

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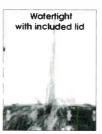


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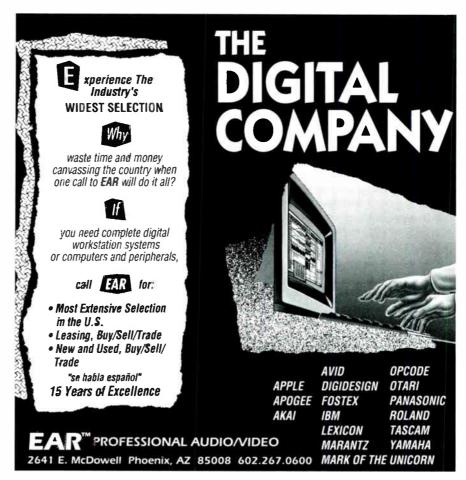








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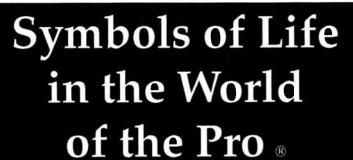


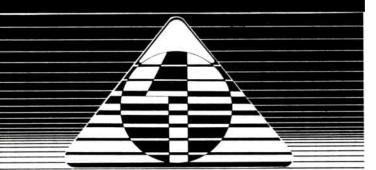




















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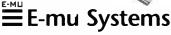


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OKTAVA MK 219 AND MK 012 MICROPHONES

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valuating new microphones is always great sport. Part of the sport is wondering what application the manufacturer had in mind. Then there's trying to tell the difference between a design feature and a disguised limitation. In this case, the evaluation was made even more interesting by the fact that these were Russian microphones manufactured by Oktava.

Unless you've been doing session work on the other side of the Iron Curtain, or maybe in Cuba, you wouldn't have run into Oktava, even though the company has been making microphones since 1947. The factory is in Tula, a few hundred kilometers south of Moscow. The fact that the list price for the MK 219 is \$549, and the MK 012 set is \$649, admittedly made me more than a little

skeptical. In an effort to evaluate as fully as possible the sound of these mics, I tried them in different studios, with different mic pre's and in different applications.

THE MK 219

The MK 219 is a cardioid-only condenser with switchable 10dB pad and LF roll-off. The grille and mesh around the capsule are very sturdy. Although we didn't try, these seem to be tough enough to withstand occasional drumstick hits. Frequency response is quoted at 40 to 16k Hz, with 11mV/Pa sensitivity and 200-ohm output impedance, but it has a peak at 4 kHz that gives it a slightly edgy sound.

The gold-plated diaphragm requires phantom powering from 12 to





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52 volts. The mounting hardware is simple and easily bent. The ring-shaped end slips over the base of the mic and is held in place by a threaded collar. In a trans-Atlantic phone conversation with the distributor, A.S. McKay, I was assured that new, sturdier mounting hardware is in the works. The MK 219 is supplied with mounting hardware and comes in a foam-lined plastic box with a frequency response readout, a thirteen-page manual with circuit diagrams written in Cyrillic and a four-page English translation.

The 10dB pad and highpass switch are easily accessible. In flat position, the response rises 4 dB from 100 Hz to 1 kHz. At 3 kHz, the response rises another 2 dB to a plateau between 3 kHz and 6 kHz. From there, the top end rolls gently off until 15 kHz, crossing 0 dB at about 17 kHz. Low-end response is a bit loopy from 100 Hz down to 50 Hz, and at 40 Hz takes a 9dB/octave ride down to 10 Hz. With the highpass filter switched in, roll-off starts at 600 Hz, crosses 0 dB at 300 Hz and maintains a 6dB/octave slope until 60 Hz.

Using API 512B discrete mic preamps, I compared the MK 219 to an AKG C-414 and a Neumann U87 on a voice-over session. The MK 219 was less open-sounding on top than either of the other two mics. The MK 219 bottom is more like the U87 than the low bottom of the 414, but slightly thinner. The result is a mic that sort of sounds like a U87 but doesn't go as far down or up and has a peakier midrange.

While speaking into the mic with headphones on, I noticed a slight metallic sound. However, when my "read" was recorded into the AMS AudioFile and played back on JBL 4311 monitors, I couldn't hear the metal. Later, at another studio, someone else mentioned that the mic sounded a bit metallic. I began to wonder if this was the result of resonance in the two-part clam shell design of the metal body, the metal mesh wind screen, some artifact created by sound bouncing around inside the capsule or ferric residue from the can of green beans I ingested for dinner.

Another unique property of the MK 219 was its proximity effect. There was none until you got within



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FIELD TEST

four inches of the mic. The difference between backing off of the U87 and the MK 219 was dramatic: As you moved away from the U87, there was a very smooth sense of distance, while at a distance of two or three feet, the MK 219 sounded like it was across the room.

In comparisons with the AKG 414 in cardioid position, I found the MK 219 had a much wider high-frequency polar response, so although the MK 219 didn't have the HF response of the 414, it picked up a lot more of what it did hear.

It occurred to me that, on voice, the MK 219 should sound like a Sennheiser MD-421. Plugging both into a Mackie 1604, and moving the 421 EQ ring one click from "M" to "S," I recorded the same script into my Orban DSE-7000 workstation. Apart from the obvious level adjustments needed to balance the more sensitive MK 219, the voice tracks were sonically indistinguishable.

MK 012

The MK 012 set consists of a body with a threaded removable in-line 10dB pad and three small screw-on condenser capsules featuring cardioid, hypercardioid and omnidirectional characteristics. Frequency response is quoted at 20 to 20k Hz, and all three capsules are extremely flat. Sensitivity is 10mV/Pa. The MK 012 likes 48V phantom power and has an output impedance of 300 ohms. The kit fits in a nice foamlined wooden box. You also get a simple but effective pinch-clamp with standard mounting threads. There's also a C-ring suspension mount, but the rubber bands and mic clip are substandard. Again, distributor A.S. McKay assured me that a new suspension mount is in the works.

The MK 012 system was a major surprise. It is so sensitive to low frequencies that, when pressed to my chest, it picked up my heart and lung sounds quite easily, even with the 10dB pad on. The construction of the body and capsules is sturdy, although the chrome capsule screens appear more fragile. The capsules rely on a single-conductor center pin on their bottom side that fits into a spring-loaded socket on the pad and body to make their connection. The return path is the body itself.

The cardioid and hypercardioid capsules were almost, but not quite, as transparent as the Neumann U87, but with a smaller sweet spot and not quite the high-frequency response. If you imagine a spectrum, on the left end of which is the Neumann U87 and on the right end of which is the AKG 414, the cardioid and hypercardioid capsules of the MK 012 sit just to the left of the U87. I know that's not on the spectrum, but that's where they are. The MK 012 omni capsule was the best. At Flite Three in Baltimore, where part of the test took place, engineer/producers Lou Mills, Frank "Four" Ayd and I could not tell the MK 012 from the U87 in omni pattern.

Although the MK 219 is somewhat susceptible to popping, the MK 012 capsules are extremely sensitive. Even using a pop filter and placing the mics to the side or above is no guarantee of a pop-free recording. Moving the mic in a slow arc ruffled the diaphragms.

I next headed to Oz Recording, where engineer/producer Steve Palmieri and drummer Jim Ralph had a Yamaha Power Recording kit set up. The kick had a 12-inch hole in the front head and 2-inch Sonex covering the bottom of the shell.



DIGIDESIGN POSTVIEW 3.1

PLUG-IN FOR PRO TOOLS

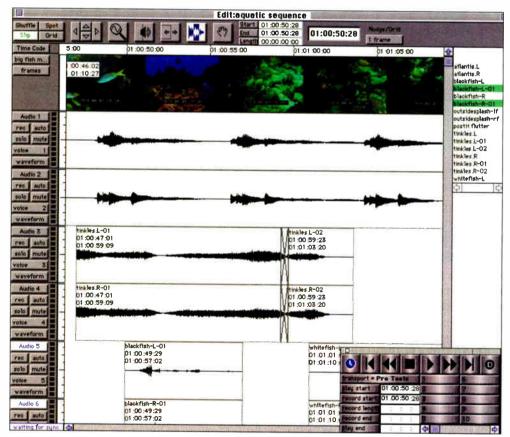
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ur first exposure to PostView (*Mix*, March '94) was a sneak preview of an enhanced version of Digidesign's Pro Tools II digital audio recording and editing system for the Apple Macintosh. Designed for working with audio in the post-production environment, the original PostView was actually sold as a stand-alone application that incorporated its extra features into the standard Pro Tools code. With the development of Pro Tools III (see "Pro Tools III Field Test," *Mix*, April '95), PostView is now offered as a plug-in module for

Digidesign's new TDM mixing and DSP plug-in environment.

INSTALLATION AND CONFIGURATION

The PostView package consists of three components: an installer disk, a Mac-to-Sony 9-pin serial control cable and a user's guide. In order to use PostView, you'll need a Pro Tools III Core System or Pro Tools 442 (I-series) Core System; Pro Tools version 3.1 software or higher; a NuBus-equipped Centris, Quadra, 7100 or 8100 Macintosh with at least 16 MB of RAM; a 12-inch or larger



PostView's edit window, showing the new "picon" track. The transport window (lower right) now lets the user switch between Pro Tools as the master transport and an external device as master.



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color or grayscale monitor; System 7.1 or later; and QuickTime 1.6 or higher (QuickTime 2.0 is highly recommended).

As already mentioned, PostView can be used with digital video or in synchronization with an external video deck. If you plan to use digital video, Digidesign recommends the use of a third-party video capture card—such as Radius VideoVision with a separate color monitor, and a hard disk attached to the Mac SCSI bus for storing QuickTime video. (Pro Tools audio files must be stored on a separate drive attached to the Digidesign bus.) If you wish to use PostView to control an external video deck, you need a SMPTE-to-MIDI converter, the supplied 9-pin cable and a Sony 9-pin or V-LANcompatible external VTR. (A timecode reader card must be installed in VTRs using the 9-pin protocol.) In addition, most audio post facilities use house sync to resolve all their decks and workstations accurately. In such situations, a Digidesign SMPTE Slave Driver and/or VideoSlave Driver is recommended for resolving your PostView system.

For this evaluation, we used an Apple Macintosh Quadra 840AV with 24 MB of RAM, System 7.5 and a 16-channel Pro Tools III system. We did not have access to a third-party video card, but we were able to use the 840AV's internal video abilities to get a good feel for the way PostView handles QuickTime movies. For machine control, we used a Panasonic AG-7750 deck, which uses Sony 9-pin.

The software installation process is pretty automatic—similar to that for Pro Tools. After installation, you are required to authorize your PostView software by inserting the master diskette the first time you open Pro Tools.

DIGITAL VIDEO IMPROVEMENTS

As with the first version of PostView, the new plug-in offers synchronization with digital video via QuickTime movies, as well as machine control of external video/audio transports via Sony 9-pin and Videomedia V-LAN protocols. Although the most obvious change over earlier PostView versions is its integration into existing Pro Tools III systems, there are others. Significant improvements have been made in the way that dig-

ital video is handled. There is now a video "picon" track for session's QuickTime movie. When you zoom in on a video track, the size of each picon remains the same, but there are more picons "per second" displayed. It makes for quick and easy navigation to different scenes in a long video sequence, and frame-accurate viewing of small sections of a sequence. The combination of QuickTime 2.0 and improvements in PostView software have resulted in substantially better video playback performance and editing accuracy than with previous versions of PostView.

Unlike some other applications that provide QuickTime video capture, such as Adobe Premiere, PostView is designed to be a professional level audio editing system. So digital video is imported into your session, and once there, is not editable. However, you can offset your movie track to make the window burn of your video consistent with your session time. You can also scrub on a movie track to achieve results similar to scrubbing an audio track. Scrubbing the movie track does not cause audio to play, but scrubbing on an audio track causes the video to scrub as well.

Another new feature in this version of PostView is "Movie Zoom," which uses pixel doubling of a QuickTime Movie captured at 320x240 pixels blown up to 640x480 on a 640x480-pixel computer monitor (or any NTSC/PAL video monitor that is being driven by your video capture card). Finally, an "Optimize Movie Playback" feature in the Display menu lets the CPU sacrifice updating of the edit and mix windows in favor of smoother video playback.

MACHINE CONTROL

Setting up for machine control is possibly the most complex part of configuring a PostView system. It not only involves setting several parameters in the PostView software (machine control port, protocol, machine online, post-roll and pre-roll amounts), but correctly setting up your external transport to operate in Remote mode using the correct protocol.

Once you are set up, Version 3.1 of PostView lets you easily toggle between offline and online playback, as well as master/slave configurations—all from the PostView trans-

—CONTINUED ON PAGE 356



MEGA

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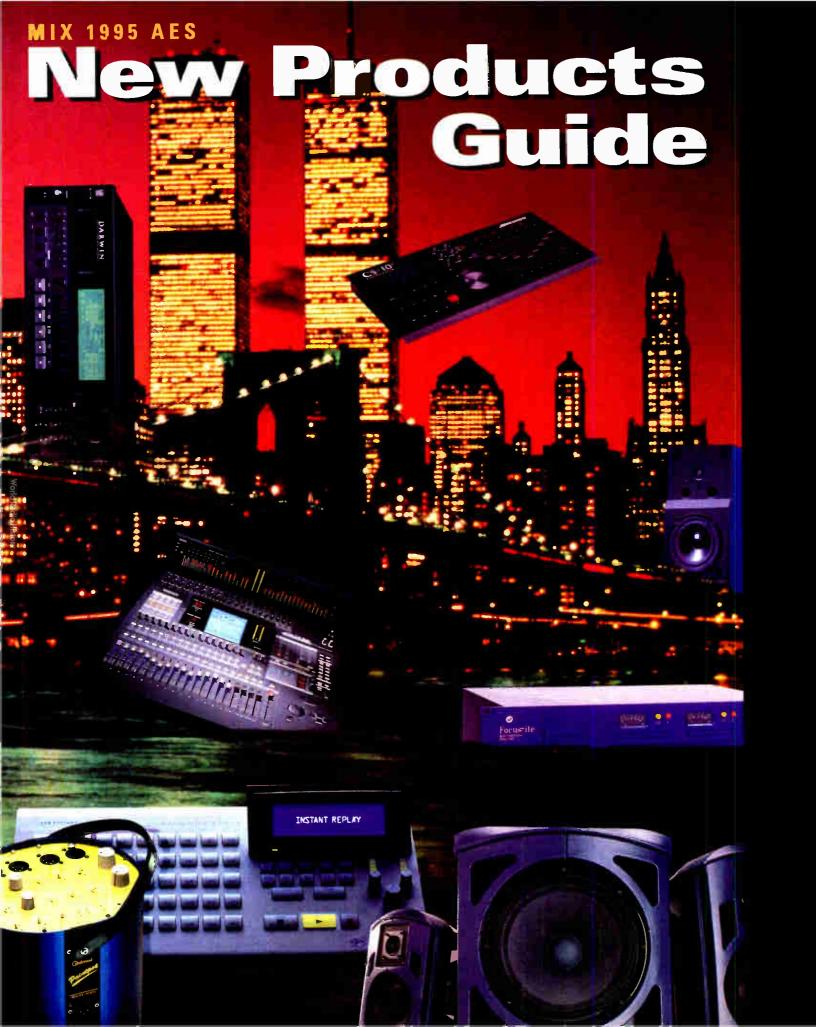
STUDIO CONSOLE TECHNOLOGY WILL

EXPERIENCE A SIMILAR METAMORPHOSIS

DURING 4 DAYS IN OCTOBER.



SONY



THE MIX 1995 AES NEW PRODUCTS GUIDE

Contents

Welcome to Mix's 18th Annual New Products Guide. In this year's edition, we focus on products that were introduced (or were shipping for the first time) in the four months prior to—and including—new introductions at the 99th Audio Engineering Society convention in New York. For those who plan to attend, here's some of the tasty new technology that will be served under the bigtop at Manhattan's Jacob Javits Convention Center from October 6-9, 1995. If you can't make it to AES in person, don't despair: We'll provide complete coverage of all the show highlights in future issues. —George Petersen

All of the product information presented here was supplied by manufacturers. Specs, prices and availability may change, so contact the companies directly for more information.

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COVER PHOTO MANHATTAN SKYLINE MARVIN E NEWMAN/IMAGE BANK PHOTO COLLAGE KAY MARSHALL

AC POWER PRODUCTS

ETA Systems PD10VR/PD10VRS

ETA microprocessor-controlled AC line regulators use incoming voltage from 80V to 150V for a full 15-amp (1800W), 117±3V regulated output. These single-rackspace units are EMI/RFI filtered and spike/surge-protected with a four-function digital voltmeter and remote turn-on access. Models PD10VR and PD10VRS (4-stage sequential) are designed to resolve AC line voltage irregularities by providing clean, stabilized, conditioned power to all sensitive electronic audio/video equipment. Ten other models available.

1532 Enterprise Pkwy. Twinsburg, OH 44087 Phone 216/425-3388; Fax 216/425-9700



Furman PL-PRO

Furman's new 20-amp/2400-watt PRO Series microprocessor-controlled power conditioners provide the industry's most comprehensive protection from AC powerrelated transient voltages, noises, and wiring faults. Flashing LEDs indicate marginally high or low incoming voltages; automatic shutdown occurs before extreme voltages (under 80V or over 140V) can damage your equipment or your PRO. The PL-PRO also features a three-color LED line voltage meter and new, smoother-gliding light tubes. 30 Rich St.

Greenbrae, CA 94904

Phone 415/927-1225: Fax 415/927-4548

Juice Goose Rackpower 320

The only power distribution device designed to eliminate ground loop hum caused by insufficient primary AC ground systems. Ten switches on the front of the unit lift the AC ground on each of ten outlets on the back. A ground fault interrupt circuit terminates operation in the event of unsafe levels of ungrounded electric power. List price: \$279. Includes full AC filtration and spike protection and a BNC connector on the front for a gooseneck work liaht.

7320 Ashcroft, Ste. 104 Houston, TX 77081

Phone 713/772-1404; Fax 713/772-7360

Tripp Lite Isobar Audio-Video

Six-outlet premium surge suppressor features gold-plated "F" connectors to protect televisions, satellite receivers, and cable boxes from spikes and surges present on the coaxial line. Also features diagnostic circuit indicators for protection working, line ok and line fault, an all-metal case. and a lifetime warranty with up to \$25,000 of equipment protection insurance to repair or replace connected equipment if damaged by a surge or direct lightning. 500 N. Orleans

Chicago, IL 60610

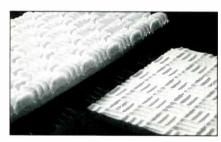
Phone 312/755-5401; fax 312/644-6505 E-mail tripplite@mcimail.com

ACOUSTICAL MATERIALS

RPG Foam SoundWaves

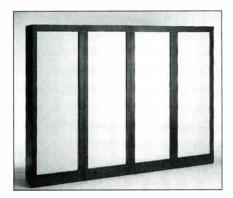
RPG introduces its first acoustical foam products manufactured from Class A Melamine foam, which meets National Life Safety Codes. RPG fire-safe foams will be comparably priced to flammable urethane foams. The initial linear product line, called SoundWaves, is based on patentpending, two-sided, nesting surface topologies that utilize a variable-depth air cavity to minimize foam and optimize sound absorption. SoundWaves offers an aesthetic new look, fire safety, economy and excellent sound absorption. 651-C Commerce Dr.

Upper Marlboro, MD 20772 Phone 301/249-0044; Fax 301/249-3912



Sonex Classic and Valueline

Sonex Valueline and Classic are two new Class 1, fire-rated sound-absorbing acoustic foams. They are fiber-free with NRC-70 to NRC-80. They are available in natural white and painted colors of blue, beige, charcoal and brown. Valueline is available in 2x4-foot sheets in 1.5-, 1%- and 2.5-inch thicknesses. Sonex Classic is available in 2x4-foot sheets in a 2-inch thickness. UPS shippable.
Dist. by: Acoustical Solutions Inc.
2720 Enterprise Pkwy, Ste. 101
Richmond, VA 23294
Phone 804/346-8350 or 800/782-5742; Fax 804/346-8808



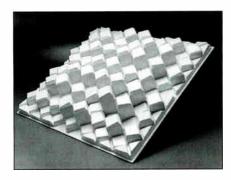
System Analysis SWALS

Studio Wavelength Absorbing Linear Structures (SWALS) absorb on a linear basis and at an exceptionally high dB level, performance achieved through a nine-layered use of materials of different densities. The SWALS are suitable for crosstalk control, isolation "booth," and room resonance control applications. SWALS come standard with durable laminate finishes in black or white Formica and unbleached muslin. Available in 4-, 5-, and 6-foot heights and custom sizes. Prices start at \$750 and include a 5-year warranty.

System Analysis W.A. Bags

Wavelength Absorbing Bags consist of inner layers of 3.5 inches of mineral fiber encased in perforated vinyl bags. Offering near-linear absorption in low-, mid-, and high-frequency spectra, W.A. Bags can be used individually or connected to cover a whole wall. Lightweight and portable, the W.A. Bags' durable construction facilitates temporary and permanent acoustical treatment scenarios. Color options include black, brown, and white. Prices from \$125, five-year warranty included.

PO Box 2246 Tempe, AZ 85280 Phone 602/940-0129; Fax 602/940-0179 E-mail cyn@silicon.com



Systems Development Group Model C

Molded of ¼-inch thermoplastic and weighing under five pounds, Art Diffusor Model C panels are an ideal solution when space is limited, meet a full Class A fire rating, are UPS shippable, and ready to install in a textured white finish. Model C-CM panels may be installed in a 2x2-inch T-bar grid in place of ceiling tiles. Model C-WM panels are easily wall-mounted with construction adhesive.

5744 Industry Lane, Ste. J Frederick, MD 21704

Phone 800/221-8975 or 301/846-7990; Fax 301/698-4683

AMPLIFIERS

Bryston 5B-ST Pro

The 5B-ST Pro is a multichannel amplifier designed for use in 5- or 7-channel surround installations. The 5B-ST can be connected in 2- or 3-channel configurations, for three channels of 120 watts or one 400-watt and one 120-watt channel. Distortion is less than 0.007% (20-20k Hz) and S/N is greater than 108 db below full output. Retail price is \$2,295.

106 W. Lime Ave., Ste. 207 Monrovia, CA 91016 Phone 800/673-7899; Fax 818/359-9672

Crest Power Processing System

CKS Series for low-impedance applications: four models from 50 to 400 WPC at 8 ohms, three additional models rated 800, 1,100, and 1,400 WPC at 2 ohms. CKV Series: five models offering transformerless outputs from 50 to 800 WPC into constant voltage (70.7V) distributed lines. Remote sequential turn-on/off and PowerSave™ are standard. Can be configured as multifunction processors using three rear-panel plug-in module bays and C-Card modules (programmable).

100 Eisenhower Dr. Paramus, NJ 07652 Phone 201/909-8700; Fax 201/909-8744

Fender Pro Audio SPA Series

Fender Pro Audio's SPA Series power amps feature an advanced high-efficiency, multirail, dual-channel design. Including four different models, the SPA Series features a D-sub accessory port option for computer remote control and monitoring. XLR, ¼-inch, and barrier strip inputs, and Speakon®, ¼-inch, and binding post outputs are provided. Other features include an audio insert loop for signal processing, power sequencing, headphone jacks (select models), and switchable Deltacomp™ limiting.

7975 N. Hayden Rd., Ste. C-100 Scottsdaie, AZ 85258 Phone 602/596-9690



Furman HA-6

The single-rackspace HA-6 Stereo Headphone/Monitor Amplifier Power Conditioner/Light Module provides 20 clean watts per channel to six stereo headphone outputs, each with its own volume control. The new HA-6 features Furman's unique toroidal transformer for the quietest possible performance in the studio. It also provides switches for two sets of stereo speakers, overload and signal-present LEDs, groundlift switch, provisions for remotely located volume controls, and automatically switches to mono when the right channel is not used.

Greenbrae, CA 94904 Phone 415/927-1225; Fax 415/927-4548

Hafler Trans-Nova P-7000 DIABLO

Power rating: FTC (20-20kHz less than 0.1% THD) 350 watts/channel into 8 ohms; 500 watts/channel into 4 ohms; 1,000 watts bridged mono into 8 ohms. Frequency Response: ±0.1 dB, 20-20k Hz; +0/-3 dB, 0.2-200k Hz. Input connectors: XLR and ¼-inch. Output connectors: tive-way binding posts (banana). Height 3½ inches (8.9cm). Width 19 inches (48.3 cm). Depth 15 inches (38.1 cm), including XLR connector clearance. Weight: 36 lbs. Price: \$1,799.

546 S. Rockford Dr. Tempe, AZ 85281

Phone 800/366-1619; Fax 602/894-1528



Neva Audio PA 5002 BG

Neva Audio stereo power amplifiers are hand-built in St. Petersburg, Russia. Featuring modular construction and discrete circuitry, they employ passive cooling, a two-level power supply, and zero quiescent current for efficient operation. Continuous average output power, both channels driven, 1kHz 1% THD: into 8 ohms = 350 watts/channel; 4 ohms = 500 watts/channel; ½ridged mono into 8 ohms = 1,000 watts. Frequency range: 5-60k Hz (-3 db, Pout=1W). Retail: \$1.295.

Dist. by Audionet Apartado 5358 36200 Vigo, España.

Phone 34/86/481155; Fax 34/86/482065 or 86/234935

Pacific Innovative Electronics KHS-450(B)

New dual-supply lower feedback version of KHS-450 stereo amplifier. Specifications: 175 watts/channel into 8 ohms, 5% THD, -.5 dB, 16-150k Hz). Product features sixposition balanced input attenuator for exact phase and level tracking between chamnels. Neutrik "combo" XLR-TRS input and "speakon" output connectors. List price: \$2 535.

10840 Vanowen St. North Hollywood, CA 91605 Phone 818/761-8393; Fax 818/761-9139

QSC Powerlight 4.0

Featuring Powerwave Switching Technology, the new Powerlight 4.0 delivers 1,400 W/ch into 4 ohms or 2,000 W/ch into 2 ohms (typical 1sHz/1% THD ratings) from a 3-rackspace chassis weighing only 30 pounds. The amp features ultra-low noise (-105dB unweighted), high efficiency (less than 14-amp draw during normal 4-ohm operation) and excellent bass response below 20 Hz.

1675 MacArthur Blvd. Costa Mesa, CA 92626 Phone 714/754-6175; Fax 714/754-6174 E-mail 76702.2635 @ compuserve.com

Renkus-Heinz P2800

A high-reliability, dual-channel power amplifier, the P2800 delivers 500 watts/channel into 8 ohms, 750 watts/channel into 2 or 4 ohms and features dual toroidal power transformers and a high-linearity, low-feedback design that provides exceptional transient response. Includes plug-in facilities for associated controller modules to reduce rackspace requirements and to lower system cost. Controller modules feature a unique adaptive limiter that provides protection without introducing distortion into the system.

17191 Armstrong Ave. Irvine, CA 92714 Phone 714/250-0166; Fax 714/250-1035

TOA P-1000 Input Modules

The LB-101X and LB-101X-C are two new plug-in input modules for the P-1000 Series amplifiers. Both LB-101X and LB-101X-C can provide electronically balanced input signals, interface with XLR connectors, X-inch jack, and screw terminals, feature send/return insert loops, and can be used with an optional input transformer. Model LB-101X-CA features a 10:1 compressor. Suggested retail price for each module: \$*78.

AES NEW PRODUCTS GUIDE 1995

TOA P-1000 EQ for CD Horns

Two new accessory units for TOA's DF-102 and DF-103 crossover modules provide equalization for the company's entire line of CD horn/driver combinations. Model numbers DF-104-U1 and DF-104-U2 can be quickly attached to either DF crossover module via a plug-in connection. The applicable accessory board is then affixed to the module with two provided screws. Suggested retail price for DF-104-U1 or DF-104-U2 is \$74.

601 Gateway Blvd., Ste. 300 South San Francisco, CA 94080 Phone 415/588-2538: Fax 800/733-9766.

AUTOMATION, SYNC AND CONTROL

Aardvark AardSync

Aardvark introduces its newest digital audio sync generator for Digidesign users. It uniquely combines and exceeds the features of Digidesign's video and SMPTE slave drivers. Works with a variety of video, timecode and audio frequency standards, USA or European. The generator provides video lock, full LTC, VITC and MTC integration, LTC and VITC generation and SMPTE burn-in. Greater stability, lower jitter and supports all pull-ups and pull-downs. Retail: \$1,395.

202 E. Washington Ann Arbor, MI 48104 Phone 313/665-8899; Fax 313/665-0694

Adams-Smith SuperController Update

The SuperController/Machine Controller, a version of the Supercontroller/Editor, integrates all necessary functions to control and synchronize any audio or video transport or workstation. The SuperController/Machine Controller supports all standard industry protocols and provides eight RS-422 serial ports, two MIDI ports for MIDI Machine Control, a bi-phase port for film devices, four GPI outputs for triggered devices and a programmable word-clock output for absolute speed control of digital audio products. 34 Tower St.

Hudson, MA 01749 Phone 508/562-3801; Fax 508/568-0404

Brainstorm SA-1 Timecode Analyzer

The SA-1 is a powerful analyzer designed to quickly and accurately identify timecode problems. It monitors video phase and reports errors such as dropouts or repeated frames. The front panel includes a timecode reader and a four-digit frame rate counter. A comprehensive report can be printed through its serial port. The SA-1 is the same analyzer as the one found in the Brainstorm Distripalyzer, repackaged in a portable enclosure.

Brainstorm SR-3 Timecode Repair Kit

The SR-3 is a regenerator designed to repair bad timecode. Its three main functions are to eliminate dropouts, reduce jitter, and correct video phase. The SR-3 is userfriendly, repairing most problems automatically, without complicated settings. Its front panel includes a large timecode reader display and LEDs to identify format and video phase. The SR-3 can also generate all standard formats, referenced to internal crystal or external video.

Dist. by Audio Intervisual Design 1155 N. La Brea West Hollywood, CA 90038 Phone 213/845-1155; Fax 213/845-1170

George Massenburg Labs Mac Interface

We are now delivering the GML/Macintosh Interface for the GML Console Automation System. Advantages to this new system include superb graphical interface and pull-down menus that are quick and easy to learn and use; command

line interface maintaining traditional access method for longtime GML users; inexpensive, standard Macintosh computer, peripherals and video monitors for automation system control, and mix storage and backup replaces dated components; and a new GML/Motorola 68040 "A" processor increases the speed opf every function—offline editing functions made faster by four to eight times.

Van Nuys, CA 91405 Phone 818/781-1022; Fax 818/781-3828



JL Cooper CS-10²

The CS-10²TM is the definitive control surface for Pro Tools, Spectral, Sonic Solutions, SADIE and other digital audio/video workstations. It provides access to transport, automation and digital signal processing functions. It features controls that look and feel like a tape recorder transport. A jog/shuttle wheel offers precise positioning and efortless scrub editing, while eight, smooth tracking, 100mm long throw faders control automation functions, and six rotary controls provide convenient DSP access.

JL Cooper dataSYNC2

dataSYNC2-MIDI Synchronizer for the Alesis ADAT. The dataSYNC2™ connects to your ADAT and provides time-code to drive sequencers and workstations without wasting a track, dataSYNC2 improves on the original design by including MIDI Clock with Song Position Pointer with variable tempo and meter. Now with bidirectional MIDI communication, you can use MIDI Machine Control to address ADAT's functions right from your computer.

12500 Beatrice St. Los Angeles, CA 90066

Phone 310/306-4131; Fax 310/822-2252

Mackie Ultra Universal Automation System

Big studio quality and capabilities at an affordable price. The package comprises the Ultra-34 (VCA Pack), Ultramix Software (for the Macintosh), and the UltraPilot Fader Pack. Mackie Designs' automation package makes available a high-quality and flexible mixing automation package that is compatible with virtually any mixer and computer. 16220 Wood-Red Rd., N.E.

Woodinville, WA 98072 Phone 206/488-6843; Fax 206/487-4337 E-mail mackoids@aol.com



Midiman Video Syncman

Video Syncman is a universal timecode translator that supports VITC, Longitudinal Time Code, and MIDI Time Code and has a built-in screen burner. Features include built-in MIDI merger and built-in MIDI control port. Longitudinal timecode signal level can be set using trim pot on the back of the unit, which is half-rack size, perfect for rack mounting. Includes M2U remote control software. \$699.95 retail.

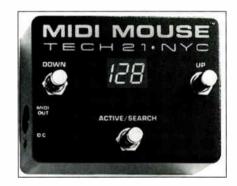
236 W. Mountain St., Ste. 108 Pasadena, CA 91103 Phone 818/449-8838; fax 818/449-9480 E-mail ID#75300-3434



Neve Encore

Based on the Pentium Processor and running under Windows NT, Encore is the world's most powerful console automation system. Encore converges the development paths of the company's various automation packages. User-selectable modes provide instant familiarity for users of other mainstream systems. It is available on new V Series consoles and Logic 2 and can be retrofitted to replace Flying Faders. The icon driven graphical interface can be set up to closely follow Capricorn syntax. Billington Rd.

Burnley, Lancashire BB11 5UB UK Phone 44/1282/457-011; Fax 44/1282/39542



Tech 21 MIDI Mouse

The MIDI Mouse footcontroller is rugged, compact (3.5 x4.5-inches), user-friendly, and powered by a standard adapter or a 9V battery. MIDI masters and novices can easily access 128 patches on any of the 16 selectable MIDI channels. A "stomp-box" format features 3 footswitches: "Active/Search" alternates between two modes; "Up" and "Down" change patches sequentially or scroll to a desired location, depending on mode. Suggested list price: \$125.

New York, NY 10019 Phone 212/315-1116: Fax 212/315-0825

Uptown Automation System One

Uptown's System One is a low-cost, self-contained, full-featured moving-fader automation system that patches easily into the insert points of any mixing console. Available in 8-, 16-, 24-, and 32-channel packages (two systems may be linked for 64-channel automation), each package is equipped with a PC computer and Uptown's successful software-based 990 System. SMPTE/EBU-based and frame accurate, all faders and mutes can be continuously updated each frame.

6205 Lookout Rd., Unit G Boulder, CO 80301 Phone 303/581-0400; Fax 303/581-0114

CABLES AND CONNECTORS



A.P. Audio Patchbay/Cable Tester

The RPM44SC is a 44-point, modular %-inch patchbay. A built-in cable tester checks continuity for both stereo and mono %-inch cables. LEDs confirm separate contact for Tip, Ring, and Sieeve. The patchbay section features the same modules found in the Re'an 48-point RPM48S model. Re'an modules boast solid nickel silver contacts and nylon-fiberglass connectors, rated for over 10,000 insertions. List price: less than \$200 (TBD).

Dist. by Ace Products 1334 C. Ross St. Petaluma, CA 94954 Phone 707/765-6697; Fax 707/765-6682

AudioWorks™ Cables

DataLink™/MicLink™/SpkrLink™/PwrLink™ are balanced and single-ended digital, microphone, speaker and power cables to be used where ultimate sound quality is required. Ultimate topology and assembly techniques, combined with advanced QC, proprietary ElectroScan™ treatment and Wave-Guide™ burn-in and a listening evaluation enable AudioWorks cables to outperform all others. From \$270 pro net.

12440 Moorpark St. #11 Studio City, CA 91604-1260 Phone 818/766-9101; Fax 818/505-0149

Canare AES/EBU Cable

Designed specifically for digital audio transfers, Canare now offers 110-ohm twisted pair cables in 2-, 4- or 8-channel snakes

Canare Impedance Transformer for Digital

Canare now offers high-quality impedance transformers for converting 110-ohm AES/EBU twisted-pair lines to 75-ohm BNC coaxial.

531 5th St. A

San Fernando, CA 91340

Phone 818/365-2446; Fax 818/365-0479

Clark 800 Series Digital Audio Cable

A new series of AES/EBU digital audio cable. Features include 24 AWG shielded twisted pairs and foil bonded to jacket for single strip. Available configurations: 801 single pair, 802 ribbon stereo, 804/808/812/816 superflexible multichannel snakes. All components in snakes color-coded and numbered with overall shield and drain. Matte black PVC master jacket. All 800 Series are UL type CM or CL2 rated.

1355 Armour Blvd.

Mundelein, IL 60060-4401

Phone 800/222-5348; Fax 708/949-9595

Deltron Channel Identification System (CIS)

Deltron has developed the Channel Identification System for easy channel identification and is the first manufacturer to implement this new standard in its XLRs. Like the resistor color-coding system, CIS is based on numbers with complementary colors, allowing for distinctive coding of up to 100 channels. Channel numbers are recognizable at a glance, even at a distance. Each number is engraved in the respective color-coding ring or button.

Dist. by DGS Pro-Audio PO Box 170426 Arlington, TX 76003 Phone 800/292-2834; Fax 817/473-7712



Gotham Cable Multipair Digital Audio Cable

Four multipair AES/EBU 110-ohm digital audio cable types are available: GAC 4, 8, 10, and 12. Based on the GAC-2/1 AES/EBU cable, the new cables feature Gotham's exclusive double "Reussen" shield. Two opposing, spiral-wound, bare copper shields provide cable flexibility and tight electrical performance tolerance. Two nonconducting strands in the core maintain the correct geometrical position of the two conductors even when the cable is bent, ensuring constant impedance.

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Re-engineering Digital Audio

202 F. Washington Ste. 306 Ann Arbor, MI 48104 Phone (313) 665-8899 fax (313) 665-0694

AES NEW PRODUCTS GUIDE 1995

Lightwave Fibox IMS-Tx and IMS-Rx

The IMS is a single-package solution for fiber-optic transmission of digital and analog video, plus a combination of AES digital and analog audio plus data. This is the most flexible Fibox transmission system ever! Compatibility is maintained with the existing modular Fibox series. All parts are shipping by July 15, except the analog video interface; expect delivery on this module by first quarter '96.

Lightwave DATI-SL and DATO-SL

The Data modules are additional interfaces for the Fibox digital fiber-optic transmission systems. These modules are specifically for data and control signals, i.e. RS-422/485, RS232, MIDI, SMPTE timecode, and switch clc sures. The data modules, in conjunction with the Fibox transmission systems, provide fiber-optic transmission of the above signal types.

900 Jackson St., #700 Dallas, TX 75202

Phone 214/741-5142: Fax 214/741-5145

Mosses & Mitchell TT Jacks/Patchbays

Mosses & Mitchell sets the standard of excellence for audio engineers solving intermittent patchbay problems. Self-cleaning contact blades are made of palladium and nickel-silver, and solid brass jack sleeves provide rugged durability for longer life. Mosses & Mitchell TT audio jacks/patchbays will improve your sound and enhance all your broadcasts and recordings. Used by Sony, SSL, Neve, Soundcraft, Record Plant, Ocean Way, Grass Valley, etc.

Dist. by Marshall Electronics 5649 Mesmer Ave./PO Box 2027 Culver City, CA 90230 Phone 310/390-6608; Fax 310/391-8926 E-mail Lmarsgoeix.netcom.com



Neutrik Easy Patch

48-point ¼-inch longframe patch panel featuring removable colored tabs for quick channel identification, programmable normaling (full, half, parallel), and solderless wire hook-up through the use of rear-connecting, spring-force push-terminal blocks.

195 Lehigh Ave., Ste. 1 Lakewood, NJ 08701 Phone 908/901-9488; Fax 908/901-9608

1 110110 3007301 3 100, 14x 3007301

Switchcraft TTP96

Switchcraft's rugged, steel-framed TTP96 Jack Panel comes with corrosion-resistant nickel-plated lacks, a cable



tie bar, and extra-wide labeling strips. Available in three jack configurations: full normal, half normal and open circuit panel. Gold switching contacts for long-term reliability in normal through connections. Fanned solder terminals make soldering connections easier. Offset ground terminal simplifies common ground bus connections. List price is \$297 to \$232, depending on jack configuration.

5555 N. Elston Ave. Chicago, IL 60630

Phone 312/792-2700; Fax 312/792-2129

Whirlwind Active Concert Series

Top-quality multichannel active mic splitter system, available in 32x10, 42x10, 48x10 and 56x10 configurations; custom output configurations available. Each input feeds an active four-way split (1 direct, 3 active isolated) with gain control on one output and 3-LED signal presence metering. Active circuitry eliminates reflective mic loading caused by multiwinding transformers. Level-controlled output is ideal for "direct to digital" recording. Typical outputs are Whirlwind MASS connectors and/or XLR. 99 Ling Rd.

Rochester, NY 14612 Phone 716/663-8820; Fax 716/865-8930

Wright G-2 Terminator Cable System

Wright Microphones and Monitors Inc. has just introduced the G-2 terminator cable system for all pick-up based instruments. The G-2 provides proper termination for guitar pick-ups, etc., as well as allowing very long cable runs, eliminating the need for wireless units. The unit is powered by two 9-volt batteries and will run approximately one year without replacement. The list price is \$64.95.

2091 Faulkner Rd. N.E. Atlanta, GA 30324

Phone 404/321-3886 or 800/478-3886; Fax 404/636-7738

COMPUTER HARDWARE AND SOFTWARE

Applied Concepts Lazer Link III

The Lazer Link III fiber-optic extender allows up to 4,000 feet of SCSI length! Available in single-ended, narrow, these SCSI extenders support a maximum data rate of 10 MB/sec and do not require additional software for installation. Lazer Link III is transparent to your system (no SCSI ID required). Call today for more information.

9130 S.W. Pioneer Ct. Wilsonville, OR 97070 Phone 503/685-9300; Fax 503/685-9099 E-mail aconcepts1@aol.com

Cedar Audio ProDSP/R-20

Recognizing the need for a suite of true 20-bit I/O audio restoration packages, Cedar has developed the ProDSP/R-20 to host all of Cedar's 32-bit De-Scratch, De-Crackle, De-Hiss and azimuth correction processes. The ProDSP/R-20 is an ISA-standard board that fits in a single 16-slot in suitable PCs or compatibles and offers 20-bit AES/EBU and S/PDIF audio I/O. List Price: \$7,425.

Dist. by Independent Audio 43 Deerfield Rd. Portland, ME 04104-1805 Phone 207/773-2424: Fax 207-773-2422

Cool Breeze ProSchool Interactive

The first in a series of interactive CD-ROMs designed to provide basic education in the operation of DAWs. Topics in Volume 1 include the basics: computers, MIDI, digital audio, signal flow, session procedures. In-depth sections on synchronization and system upkeep, featuring Digidesign's Pro Tools, Sound Tools, SampleCell and Development Partners. Extensive glossary of technical terms, and the ability to "launch" example applications. Mac CD-

ROM and 040 processor or better required. PC version forthcoming.

2041 Riverside Dr., Ste. 122 Columbus, OH 43221 Phone 614/481-4000; Fax 614/486-4690 E-mail schmigman@aol.com

Gefen Systems M&E Pro

M&E Pro is an SFX and production music database that organizes, searches for, and locates effects on CDs in only seconds. This new software is fast, PowerPC native codecompatible, and network-compatible. M&E Pro was developed to take advantage of new compilers and new techniques to give you features demanded by emerging technologies for Mac computers. Includes all the SFX and production music databases you own.

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Fifteen easy-to-use audio plug-ins for Adobe Premiere. Add life, uniqueness, and clarity to Premiere soundtracks. Each plug-in comes with multiple templates created by professional audio engineers. Features effects like chamber reverb, small and large hall, shelf and parametric equalizers, compressor, chorus, flange, phaser, delay, multitap delay, pitch shifter, dynamic filter, normalize, and tremolo. Allows you to enhance and customize audio tracks like never before.

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Mark of the Unicorn Digital Performer 1.6

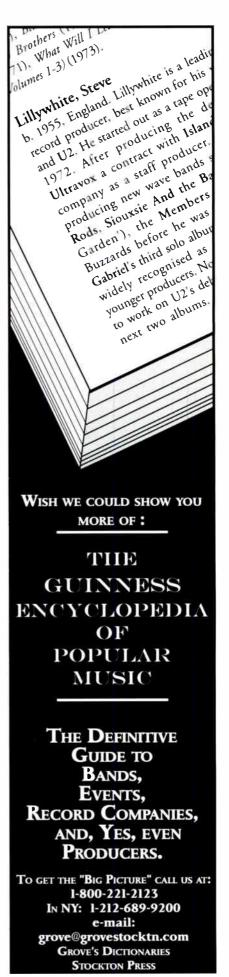
Digital Performer 1.6's new features include Pro Tools III support (up to 48 channels), the Mixing Board™ virtual console for integrated TDM™, MIDI, and digital audio mixing and effects, built-in digital video window, real-time MIDI output processing including velocity compression, MIDI Machine Control, SMPTE synchronization, zoomable waveform display with any number of tracks in one window, and much more. \$895 list, \$295 upgrade from Performer or competing sequencer.

Mark of the Unicorn Unisyn™

Unisyn provides the most comprehensive MIDI editor/librarian features available for Windows. Supports over 212 MIDI devices, including Alesis Quadrasynth, Roland JV-1080 and SC-88, the entire Korg X & i series, Yamaha ProMix O1, E-mu Morpheus and Ultra Proteus, Ensoniq DP-4+, KAT DrumKat 3.5 and more. Generates entire banks of new sounds using Blend & Mingle and Randomize. Includes only the banks and patches you need in studio "snapshots" for fast loading. 1280 Massachusetts Ave.

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OSC Metro 3.0

MIDI sequencing program. New features include groove quantizing, drum grid, 960 pulses per quarter note, variable clock. MIDI bank select messages now supported. List price: \$275.

480 Potrero Ave.

San Francisco, CA 94110

Phone 415/252-0460: Fax 415/252-0560

Pinnacle Apex

Apex magneto-optical (MO) drive offers 4.6 Gigabytes per removable cartridge, a lower cost per megabyte than an equivalent capacity magnetic hard drive. Apex far surpasses the coming industry standard of 2.6GB MO drive capacities at much lower cost. With optical, users enjoy the advantages of removable media, and cost per megabyte continues to decrease as cartridges are added. Apex is compatible with both 2.0GB MO drives and Pinnacle's 4.6GB media.



Pinnacle RCD-1000 V.212E

RCD-1000, the industry's most affordable half-height recordable compact disc system, serves as three drives in one. As a CD recorder, the RCD-1000 records CDs in half the time of previous single-speed systems. As a doublespeed CD-ROM player, it reads thousands of educational, multimedia or audio CDs. And with Pinnacle's backup utility, RCD-1000 replaces tape backup, providing a more reliable solution and fast random-access to your data. 19 Technology

Irvine, CA 92718

Phone 714/789-3000; Fax 714/789-3150

Ricoh RS-1060C CD Recorder

Double-speed compact disc recorder/player has a 512kb data buffer in a compact half-height external unit that supports all recording formats. Reads digital audio directly from audio disc and transfers to workstation. Plays audio CDs. Unique dust-proof design for years of reliable service. Software support from many companies, including Digidesign MasterList CD. List price \$2,395.

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San Jose, CA 95134-2088

Phone 408/432-8800: Fax 408/432-9266

E-mail: 75554.1134@compuserve.com

Sonic Foundry Sound Forge 32-Bit Windows

Sound Forge for 32-bit Windows provides all the features available in the 16-bit version with increased performance provided by 32-bit Windows operating systems. Sound Forge allows you to open over 50 audio windows at once and drag and drop audio sections for fast mixing or creating loops and regions. Sound Forge features include dynamic compression, noise gating, pitch change, envelope editing, EQ, and reverb. Retail list price is \$595.

Sonic Foundry NR Plug-In

The Sonic Foundry noise reduction plug-in is designed to analyze and remove background noise such as tape hiss, electrical hum and machinery rumble from sound recordings. It does so without removing any of the source material by using a "noiseprint" to distinguish between unwanted noise and the desired signal. Also included is a click removal module which detects and removes clicks and pops for use in the restoration of vinyl recordings, Retail price: \$249

100 S. Baldwin St., Ste. 204

Madison, WI 53703 Phone 608/256-3133; Fax 608/256-7300.



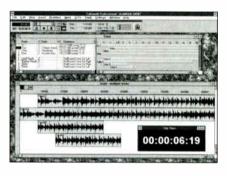
Synclavier EditView 4.0

EditView 4.0 is the high-speed audio editing software for music, sound effects, and dialog that can be mastered quickly and used on a variety of hardware platforms from different manufacturers. Instead of long menus, tiny icons. and screen clutter, EditView presents an intuitive tape-style display for fast one-step edits.

Rivermill Complex Lebanon, NH 03766

Phone 603/448-8887; Fax 603/448-6350

E-mail info@synclavier.com



Twelve Tone Cakewalk Pro 4.0™

The leading professional MIDI sequencer for Windows now includes integrated multitrack digital audio recording and editing, pattern-based sequencing, support for SMPTE/MTC and MIDI Machine Control, the CAL programming language, an improved Piano Roll view, 96 assignable faders for real-time mixing, enhanced notation with guitar chords and dynamic markings, groove quantize with DNA support, a 256-bank system-exclusive librarian, and much more.

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DIGITAL AUDIO WORKSTATIONS

Avid AudioVision/AudioStation V3.5

The AudioVision editing system family introduces V3.5 on the Avid Media Processor, based on Macintosh PowerMac 8100 technology and numerous digital signal processing (EQ) and editing feature enhancements. Avid has also released the AudioVision and AudioStation digital player/recorder models for environments where digital or analog tape recorders or magnetic dubbers are currently used for audio transfers, playback, mixing and dubbing. One Park West, Metropolitan Technology Park

Tewksbury, MA 01921

Phone 508/640-6789; Fax 508/640-1366

Digidesign Pro Tools V3.2/ProControl

Pro Tools V3.2 software supports ProControl, a modular hardware surface that adds high-quality tactile mixing and editing to Pro Tools III. ProControl interacts with Pro Tools via a touch screen and up to 32 assignable moving faders, shaft encoders and LCDs, breaking the barrier between software-based DAWs and dedicated mixing surfaces. Pro Tools V3.2 also supports FDDI networking, stereo file auditioning and background file copying. U.S. list price: \$6,995. 1350 Willow Rd., Ste. 201

Menlo Park, CA 94025

Phone 415/688-0600; Fax 415/327-0777

Digital Audio Labs V8™

The V8 is a multitrack digital audio workstation for the IBM. The V8 can be configured for up to 16 real tracks. The architecture is highly modular. DSP modules can be added for real-time signal processing. I/Os are user-configurable. Analog I/Os are available from two inputs and outputs to 6 inputs and outputs. Digital I/Os include S/PDIF, AES/EBU, and ADAT and DA-88 interfaces.

14505 21st Ave. N., Ste. 202 Plymouth, MN 55447

Phone 612/473-7626; Fax 612/473-7915

E-mu Darwin

Darwin is a stand-alone random-access recorder offering screen-based digital audio workstation (DAW) style recording/editing capabilities, tape-based system ease of use, and a price point competitive with ADAT and DA-88 modular multitrack digital recorders. Darwin features nondestructive playlist-style editing, audition edit mode, tape machinestyle punch in/out with footswitch control, rehearse function, 40 instantly recallable locate points and multiple levels



of Undo/Redo. Suggested retail price: \$3,195. PO Box 660015 Scotts Valley, CA 95067 Phone 408/438-1921; Fax 408-438-8612

Fairlight USA Dali 2T

Fairlight's Dali 2T provides high-quality digital audio processing, working both as a real-time digital signal processor and a digital storage processor. It performs high-quality time compression/expansion, varispeed and varipitch to stored audio, four-band EQ with dynamic range and level processing and nondestructive 2-track editing with crossfades.

3855 Hughes Ave., 2nd Fl. Culver City, CA 90232 Phone 310/287-1400: Fax 310/287-0200

Genex Research Ltd. GX2000

The GX2000 is a 2-track, 24-bit M0 disk recorder using ISO standard optical media and is capable of using loss-less data packing to increase the amount of audio recorded on a disk. A timecode reader/generator is included as standard. Options include 20-bit A/Ds and D/As and SFC. All functions are accessible from the front panel. The product is shipped with Windows-based remote-control software. List price: \$9.750.

Genex Research Ltd. GX5000

The GX5000 is a 5-track, 24-bit MO disk recorder using ISO standard optical media and is capable of using loss-less data packing to increase the amount of audio recorded on a disk. The GX5000 is supplied in a compact 3u, 19-inch rackmounting case. Options include 20-bit A/Ds and D/As and SFC. All functions are accessible from the front panel. The product is shipped with Windows-based remote-control software.

United House, North Rd. Islington, London N7 9DP UK

Phone 44/171/609-6151; Fax 44/171/609-6151 E-mail genex.demon.co.uk

Merging Technologies Pyramix™

The Pyramix Virtual Studio is a PC-based workstation that combines multichannel digital audio mixing, recording, editing, and effects processing. Featuring a multitasking graphical interface running under Windows 95, Pyramix supports the ADAT optical I/O format, Open Media Framework Interchange, 32-bit DSP processing, CD-R mastering, and Lossless Real Time Coding™. Pyramix also allows users to custom design virtual studio routing. An Eventide effects option is slated for release in early 1996.

11440 W. Bernardo Ct., Ste. 250 San Diego, CA 92127-1643 Phone 619/675-9703; Fax 619/675-9704

Micro Technology Unlimited Micro-CD

The optional Micro-CD™ software for the MicroSound workstation comes with a CD recorder cable and terminator. Micro-CD takes a project file created under MicroEditor™ and prepares the segments for CD mastering. Project flags are graphically set in MicroEditor where the track ID is

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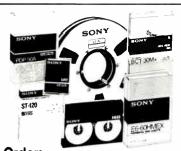
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to increment, overcoming the need to understand PQ coding. Multisession writing is supported, or the disk can be fixated as a master for production or playing in any CD player.

Micro Technology Unlimited MicroEditor 2.4

MicroEditor 2.4 software for MicroSound workstations adds 60 features including: onscreen fader, one-click record and pause, autocreated files, 300 element peak meters and solo view waveform editing, nonlinear fades instantly compute every sample, normalize one segment or all independently or as a project, delete edits, analyze the waveform and adjust to be undetectable and trigger record to timecode while playing. A multimedia driver supports 15 sample rates and AIFF format files. Retail: \$125, free with contract.

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Raleigh, NC 27619-1061

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OSC Deck II Version 2.5

Digital hard disk recording workstation. 24 tracks of playback on a PowerMac 8100. Built-in real-time signal processing technologies. Adobe Premiere plug-in format, allowing you to use third-party signal processing programs, including Q2 from K.5 Waves. List price: \$399.

480 Potrero Ave. San Francisco, CA 94110

Phone 415/252-0460; Fax 415/252-0560

E-mail osc@applelink.apple.com

Philips Digital Workstation

The Digital Workstation is a cost-effective and versatile production tool for the digital recording and editing of music and speech in bit-reduced form. It is available in OEM module form or as a complete system. The complete system includes all the modules integrated into an optimized PC, making it a plug-and-play unit. Software is included.

c/o Mackenzie Laboratories Inc.

1163 Nicole Ct.

Glendora, CA 91740

Phone 800/423-4147; Fax 909/394-9411

Roland DM-800 Accessories

New accessories for the DM-800 8-track recorder/editor include the DIF-800 interface, which allows for digital transfers between ADAT or DA-88 with the DM-800. It also provides RS-422 control, with the DM-800 either as slave or master. Other accessories include a roll-around stand, hard shell travel case, wrist rest and an extensive tutorial training video.

7200 Dominion Circle Los Angeles, CA 90040

Phone 213/685-5141; Fax 213/726-3267



SADIE Octavia

The Octavia modular multitrack and post-production digital audio editing system features 20-bit A/D and D/A converters. The system comprises one or more Octavia units, each providing eight channels of audio input/output and can be expanded for extra storage, processing power, and audio I/O channels. Up to ten Octavias can be chained to provide 80 channels of full digital and analog I/O, and 1.3

Gflops of processing power. 1808 West End Ave., Ste. 1119 Nashville, TN 37203 Phone 615/327-1140; Fax 615/327-1699

Solid State Logic Axiom APS

The Axiom Preparation Station (APS) provides for cost-effective program preparation through shared access to Axiom's DiskTrack. APS features audio recording, editing and prelay for up to 24 hard disk tracks (selected from up to 128 tracks available with DiskTrack); video recording to hard disk; audio conforming and reconforming to standard EDLs; and shared access to Axiom's inputs and outputs. Open media interchange allows for import and export of audio in AIFF and .WAV formats.

320 W. 46th St.

New York, NY 10010-8398

Phone 212/315-1111; Fax 212/315-0251

Sonic Solutions Sonic System V2.3

The Sonic System is the world's leading workstation for high-powered DSP editing, mixing and processing. Configurable from two channels of 24-bit digital I/O up to 96 channels, the Sonic is also the most flexible workstation. Applications include CD mastering, multitrack recording, audio post-production, multimedia and radio broadcast. Options include integrated Quicktime video, high-speed real-time networking between systems and NoNOISE sound restoration. Systems start at \$2,995.

101 Rowland Way, Ste. 110

Novato, CA 94945

Phone 415/893-8000; Fax 415/893-8008

E-mail info@sonic.com

Soundscape SSHDR1

Fully expandable to 128 tracks, this is an 8-track, IBM-based hard disk-recording and editing system. 24-bit processing with true 18-bit outputs (crystal), uses standard I.D.E. drives for data storage, .WAV format file transfers. Hardware options to be released within next six months include direct ADAT, DA-88, Sony interfaces, VITC/LTC/Superclock-Wordclock I/O, 8 I/O 20-bit, 8 I/O 18-bit, full DSP functions.

705A Lakefield Rd. Westlake Village, CA 91361

Phone 805/495-7375; Fax 805/379-2648 E-mail 74774.1337@compuserve.com

Spectral AudioEngine 2.5

Spectral's flagship audio workstation, the AudioEngine 2.5 adds networking, audio file conversion for multimedia authoring, OMF compatibility and cross-platform digital audio production to the AudioEngine's extensive feature set. Also new is machine control via industry-standard Sony nine-pin serial connection for easier and faster editing to picture and operational integration with nonlinear video

18800 142nd Ave. N.E. Woodinville, WA 98072

Phone 206/487-2931; Fax 206/487-3431

Studer Editech VideoMix/CD Press

Editech's VideoMix brings online quality nonlinear video recording and playback into the Dyaxis II family platforms. A Video track in the Edit Desk permits recording and playback of audio and video simultaneously. Synchronizat on is precise and instantaneous. CD Press for Dyaxis enables mastering of Dyaxis projects, including mixer automation, program crossfades and dynamics, directly to writable compact disk via SCSI. An Event editor with full PQ support is added to the Dyaxis Edit Desk.

1370 Willow Rd., Ste. 201 Menlo Park, CA 94025

Phone 415/326-7030; Fax 415/326-7039

TimeLine Studioframe

New software upgrade that adds OMF file compatibility and network sound server capability to the Studioframe digital audio workstation system.

2401 Dogwood Lane Vista, CA 92083 Phone 619/727-3300; Fax 619/727-3620

LOUDSPEAKER AND MONITORING PRODUCTS

Apogee Sound Inc. ACS

The ACS Series sets new standards for the installation/ contractor market. The cabinets are constructed with multiply Baltic birch, contain steel-reinforced rigging points and are finished with a durable polyurethane paint. The ACS Series represent Apogee's debut line of "processor-optional" loudspeakers. When used, the ACS Processor is fully expandable and can operate four separate cabinets from a single unit. Offering a wide range of performance characteristics, the ACS Series can compete effectively where cost/performance issues are sensitive.

1150 Industrial Ave Petaluma, CA 94952 Phone 707/778-8887; Fax 707/778-6923

Bag End ELF-P18

The ELF-P18 self-powered subwoofer offers low-frequency response down to 8 Hz in a 3-cubic-foot enclosure. System accepts Left, Center and Right signal inputs, combines them to drive the built-in ELF integrator and 400watt power amp, and provides an adjustable three-channel highpass line level output for front monitor speakers. Amplifier and driver are optimized for maximum output and low distortion. ELF technology is licensed from Long/Wickersham Labs.

Bag End Sapphire ST-2

Sapphire ST-2 Time-Aligned® P.A. loudspeaker system provides extraordinarily high output and fidelity in a very compact package. Featuring a 1.5-inch high-compression driver with a 40x50-degree high-frequency waveguide and a single 12-inch high-efficiency cone driver, the wedge shaped system includes built-in hardware for flying in arrays and angle cut for floor monitor applications. TimeAlign specification and trademark licensed from E.M. Long Associates.

Box 488 Barrington, IL 60011 Phone 708/382-4550; Fax 708/382-4551

CMCI Oracle MX Wireless Monitors

Circuits Maximus Company Inc. is debuting the Oracle MX wireless monitor system, a stereo Hi-VHF in-ear transmitter/receiver package. The 1U rackmount transmitter and compact belt-clip receiver give the performing artist complete control of the monitor volume anywhere onstage. The Oracle MX tunes to one of 200 channel choices, contains built-in limiter circuitry, operates on 9-volt battery power, and is easy to set up and maintain. List price: \$1,995. 9017-B Mendenhall Ct.

Columbia, MD 21045 Phone 410/381-7970; Fax 410/381-5025

D.A.S. ND-8/K-8 HF Orivers

Developed using Neodymium magnet technology, the ND-8 uses the latest-generation titanium diaphragm that will fit on all 2-inch models. Frequency response extends from 500-20k Hz. Its main features are high magnetic energy, high coercitive force and high temperature resistance. Its sintered neodymium magnet and adjacent pole pieces are chromium-coated to guarantee long life under adverse conditions. The ND-8 driver weighs 4.650 kg and handles 150 watts program.

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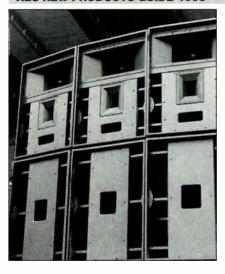
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Hutton Rd., Middlesbrough
Cleveland TS4 2JY, UK
Phone 44/1642/218-133; Fax 44/1642/2*8-144

Professional Audio Systems LT-2

LT-2 is a true coaxial long-throw, mid-high cabinet with a horizontal coverage of 20° and a vertical coverage of 30°. The LT-2 uses a 2-inch compression driver and a new 4-inch voice coil 12-inch co-axial loudspeaker. Requires an LT-2M electronics module for knossover, Time Offset Correction and equalization. Intended for large venues, the LT-2 measures 35 inches H, 25 inches W, 42 incnes D. 2270 Cosmos Ct.

Carlsbad, CA 92009 Phone 619/431-9924; Fax 619/431-9496

Renkus-Heinz Complex Conic Systems

Complex Conic loudspeaker systems offer unprecedented dynamic range and clarity along with exceptional control. These new loudspeakers' Complex Conic Waveguide design overcomes the high-frequency coverage pattern irregularities of conventional rectangular horns, reducing audible distortion and eliminating the horn sound associated with many loudspeaker systems. Nine compact models, including two floor monitors and a miniaturized, wideangle "under-the-balcony" system are available to cover a wide range of applications.

17191 Armstrong Ave. Irvine, CA 92714

Phone 714/250-0166; Fax 714/250-1035

Sennheiser HD580 Jubilee

The HD580 Jubilee is a limited-edition, Open-Aire, dynamic, stereo headphone. True deep bass is replicated by a computer-optimized magnet system; triple-wound aluminum voice coils ensure clear, transparent sound. The HD580 has a 10-foot oxygen-free copper signal cable that terminates in a %-inch to %-inch gold-plated stereo phone



plug. Frequency response: 16-30k Hz; Sensitivity: 97 dB; Impedance: 300 ohms; Weight: 9.2 oz. Retail: \$449. PO Box 987, 6 Vista Dr. Old Lyme, CT 06371 Phone 203/434-9190; Fax 203/434-1759

Stage Accompany Compact Driver

The studio version of this neodymium compact driver is a high-powered ribbon speaker for all frequencies from 1-32 kHz. New mounting plate design from milled aluminum allows for mounting between 12-inch or 15-inch drivers. Stage Accompany will introduce a new studio monitor, the M-59, with the Neodymium ribbon speaker mounted between 2 SA 12-inch and 2 SA 15-inch drivers at this year's AES.

6573 Wyndwatch Dr. Cincinnati, OH 45230 Phone 513/624-9977; Fax 513/232-8709

Studio One Monitoring Systems AM200

The Studio One AM200 is a self-amplified two-way monitor speaker system that can also be used passively. Each monitor is capable of producing 75 watts RMS. The AM200 is finished in a semi-gloss black textured paint. Product is recommended for use in recording sudios, for bands, multimedia, home use, etc. Frequency response: 40-19k Hz Sens. 90 dB ±3 dB. Oim: 29.5-inch Hx14-inch Dx12.75-inch. Weight 24 lbs. ea.

PO Box 420964 San Diego, CA 92142 Phone 619/536-1148; Fax 619/536-1128



Tannoy AMS 10A

The Tannoy AMS 10A is a bi-amplified, fully active, fully powered high-output studio reference monitor. Using a 10-inch dual concentric drive unit and a sophisticated power module, the AMS 10A delivers dynamic, articulate sound with exceptional stereo imaging. The electronics do not utilize compression, ensuring transients are reproduced intact. One interesting feature of this technical marvel is its primo cool blue LED.

Tannoy AMS 210A

The AMS 210A is a fully active subwoofer utilizing two 10inch low-frequency units and a 200-watt MOSFET amplifier. Dimensionally compact, the AMS 210A allows for ease of placement in studio applications. The sub delivers an impressive 114dB maximum output and low-frequency extension rated at 23 Hz. The AMS 210A, like its cousin, the AMS 10A, is outfitted with the most sophisticated electronics section available in the industry today. 300 Gage Ave. #1

Kitchener, Ontario, Canada N2M 2C8 Phone 519/745-1158; Fax 519/745-2364



Turbosound Impact

Impact is a range of passive loudspeakers addressing the requirements of sound contractors. The range comprises three models: the Impact 80, utilizing an 8-inch LF driver and an HF device; the Impact 120, featuring a 12-inch LF driver and a unique 5-inch HF cone driver; and the Impact 180, an 18-inch subwoofer. All speakers are manufactured from 50% recycled materials, using a unique "foam-in-place" rotational molding process that provides an extremely durable finish.

Dist. by Audio Independence 9288 Gorst Rd. Mazomanie, WI 53560 Phone 608/767-3333; Fax 608/767-3360



Westlake Audio Lc6.75

Backed by 25 years of experience, the new Lc6.75 studio reference monitor from Westlake Audio features state-of-the-art technology in a compact two-way system. This rugged cabinet incorporates an aligned dual port design that houses a 6%-inch polypropylene woofer and %-inch soft dome tweeter. Weighing in at 22 lbs. ea., the Lc6.75 delivers unsurpassed sound quality over a bandwidth of 60-18k Hz ± 3 dB.

2696 Lavery Court, Unit 18 Newbury Park, CA 91320-1591 Phone 805/499-3686; Fax 805/498-2571

Woodworx Wave Series WX 12A

The Wave Series WX 12A features professional performance and superior manufacturing quality in a cost-effective enclosure. The high-quality contoured design features a baffle-integral high-frequency conicalized wooden waveguide with a 75° projection pattern. An internal (by-passable for bi-amping) crossover splits the full-range signal between a 12-inch low-frequency, high-power woofer and a full-sized high-performance compression driver. Available versions include trapezoid and slant floor monitors.



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AES NEW PRODUCTS GUIDE 1995

Woodworx MAX Series 8.0

The MAX Series 8.0 low-frequency speaker system complements the MAX 1.5A, 2.5A and 3.5A high-power professional series of full-range trapezoid loudspeakers. It features dual high-excursion 18-inch components, a double-thick baffle board, contoured road-proven enclosure design, and a detachable caster plate for easy mobility. Response linearity is consistent throughout the bottom 2 octave frequency range.

402 Edwardia Dr. Greensboro, NC 27409

Phone 910/855-5600; Fax 910/855-1488



Wright WFM III

Wright Microphones and Monitors Inc. has just introduced the new WFM III 8-inch Near Field Monitors, boasting frequency response from 60-20k Hz, with imaging and phase coherency unmatched in the marketplace. The unique cabinet design minimizes interior and exterior reflections, and the low-loss crossovers are hand-matched. The new semigloss, granite finish blends well with any decor. The list price is \$995 per pair.

2091 Faulkner Rd., N.E. Atlanta, GA 30324

Phone 404/321-3886 or 800/487-3886; Fax 404/636-7738

MICROPHONE PRODUCTS

AKG MicroMic II Series

The MicroMic II Series of miniature condenser microphones will be introduced at AES. From a clip-on sax mic to a new head-worn vocal mic, these new AKG products offer realistic sound, in a package that virtually disappears. 8500 Balboa Blvd.

Northridge, CA 91329

Phone 818/894-8850; Fax 818/830-1220

Allegro Sound 6072M Mic Tube

Plug-in upgrade for vintage and modern tube mics. Three grades available to cover all performance requirements: (1) 6072M tested for microphonics, shorts, Gm + in-mic noise tests, \$50; (2) 6072M/PR tested as above plus curve-trace and listening evaluation, half of the noise of 6072M, \$100; (3) 6072M/PR+ tested as above plus special selection, state-of-the-art, call for price. 12AX7B™, 6DJ8B™, EL-34/HD™, KT-88 and other tubes also available.

12440 Moorpark St., #11 Studio City, CA 91604-1260 Phone 818/766-9101: Fax 818/505-0149



Azden Performance Series 31XT

The Azden 31XT converts any dynamic microphone with an XLR to wireless operation. Adjustable audio level accommodates various microphones. Superb frequency response and wide dynamic range reproduce each mic's true sound without coloration. Power on/off, audio mute, status LED complete the array of onboard controls for operational ease. The 31XT is available on ten different VHF channels, including traveling frequencies. Complete systems come matched with Performance Series receivers and start at \$405 list price.

147 New Hyde Park Rd. Franklin Square, NY 11010 Phone 516/328-7500; Fax 516/328-7506



Beyer MCE 83

The new MCE 83 is a high-quality studio condenser microphone with supercardioid characteristics, giving excellent isolation from off-axis sound sources. The mic's response characteristics provide a clear, sophisticated sound, and it will handle sound pressure levels up to 138 dB, making it suitable for a wide variety of instruments, as well as for vocal applications. The all-metal construction of the MCE 83 provides outstanding durability in the most demanding of environments.

Beyer U600 UHF

The beyerdynamic U600 wireless system is the newest product in a range of advanced UHF radio systems. Incorporating switchable frequency selection, access to 64 channels in one TV channel in 4 groups of 16 makes this the most frequency-agile system available. A unique "grip" tone signalling system eliminates interference by locking channels to associated transmitters. Operating parameters and transmitter battery condition are displayed at the base station and via a Windows-based PC system.

56 Central Ave.

Farmingdale, NY 11735 Phone 516/293-3200; Fax 516/293-3288

Bruel & Kjaer 4033 Compact Omni

Type 4033 uses the same condenser microphone capsule as the types 4004 and 4007 but is fitted with a high-performance thick film preamplifier in an ultrasmall microphone housing, via a small lemo-connector. The cable can be disconnected from the housing. On-axis response from 40-40k Hz ±2 dB.143dB SPL handling capability. Omnidirectional pickup pattern. Flexible connection possibilities.

Bruel & Kjaer 4023 Compact Cardioid

Type 4023 use the same condenser microphone capsule as the types 4011 and 4012, but in an ultracompact housing fitted with a high-performance, thick film preamplifier. The cable can be disconnected from the housing via a handy lemo connector. On-axis response from 40-20k Hz ± 2 dB. 145dB SPL handling capability. First order cardioid pickup pattern with extremely smooth off-axis response. Ultracompact design for all high-quality recordings on-camera. Dist. by TGI North America

300 Gage Ave. #1

Kitchener, Ontario, Canada N2M 2C8 Phone 519/745-1158; Fax 519/745-2364



Curtis Technology AL-1 Tube Mic System

Matched stereo pair of tube condenser microphones with a stereo 19-inch rackmount power supply for \$1,950. The tube in each microphone is a 12AU7 and the diaphragm size is 1½-inch. Each mic comes with a shock-mount holder. These mics outperform more expensive mics for voice and acoustic instrument recording.

1300 Rock St. Rockford, IL 61101 Phone 815/229-8604

Groove Tubes MD3

The Groove Tubes Audio MD3 side address microphone combines a multipattern, large-diaphragm condenser capsule with a high-grade, low-noise dual-stage vacuum tube condenser circuit. The single diaphragm of the MD3 capsule is just three microns thin, is made from gold sputtered Mylar, and is hand-tensioned to exacting specifications. An innovative sensitivity control allows the engineer to reduce the capsule's sensitivity up to 20 dB without changing the sound.

12866 Foothill Blvd. Sylmar, CA 91342

Phone 818/361-4500; Fax 818/365-9884



Microtech Gefell M900/M910

Vocalist's condenser microphone featuring larger diameter pickup capsule of totally new design. Excellent polar pattern control and smooth frequency response, state-of-the-art electronics with active balanced output. 48-volt

phantom powering. Built-in pop suppression filter. Low sensitivity to handling noise. Price: \$995.

Dist. by G Prime Ltd. 1790 Broadway #402 New York, NY 10019

Phone 212/765-3415; Fax 212/581-8938



Middle Atlantic Gob Stop

Easy to use, affordable and effective, the new Gob Stop microphone popscreen from Middle Atlantic/RACK accessories is designed to eliminate extraneous microphone "P-pop." Featuring a double nylon screen, which keeps airborne particulates from using your microphone for a landing zone, the Model GS popscreen is additionally equipped with a slim-line gooseneck and all necessary mounting hardware, including a mic stand mounting clamp outfitted with a non-marring tip. Suggested retail price: \$37.5390 Gabbert Rd.

Moorpark, CA 93021

Phone 805/532-2170; Fax 800/645-7809.

Mikrofon-M MKE 13-H

MKE13M studio condenser microphones provide exceptional performance at an unbelievable cost. The high-quality, wide range cardioid pattern is perfect for use in recording studios, concert halls, and theatres. Frequency range: 31.5-20k Hz; Powering 12-52 V. Size 21mm (giam) x114 mm. Weight 90g.

Dist. by Audionet

Apartado 5358

36200 Vigo, Spain

Phone 34/86/481-155; Fax 34/86/482-065 or 86/234-935.

Oktava

The Oktava MK219 large-diaphragm and MK012 3-capsule condenser from Russia deliver great value in true condenser microphones. The MK219 is a fixed-pattern cardioid mic employing an extremely thin, gold-plated diaphragm, and is eminently suited to everything acoustic, from string instruments to vocal/voice-overs. The MK012 condenser uses interchangeable capsules to provide a choice of cardioid, hypercardioid and omni pickup patterns. Prices way below performance.

Dist. by Harris Allied PO Box 1487 Richmond, IN 47374 Phone 317/962-8596; Fax 317/962-0671

Ramsa WX 400 Wireless

Ramsa's System 400 wireless microphone systems virtually eliminate external noise, interference, dead spots and drop outs via simultaneous multichannel operation of 49 preprogrammed UHF-TV channels. A Phase Lock Loop (PLL) Synthesizer System monitors and adjusts carrier frequency, assuring exacting tolerances. The product line includes: the WX-RP458 microphone and the WX-RP401,

-LISTING CONTINUED ON NEXT PAGE



Switchcraft[®]

TINI Q-G[®] Miniature Connectors

These high-quality audio connectors are miniature versions of the full-size Q-G line. They are ideal for use with miniature microphones, wireless beltpacks, instrument pickups, and anywhere space is too tight for conventional microphone plugs. Features are: positive latch lock, secure cable strain relief, integral flex relief and nickel finish. Available in 3 to 6 contact styles.



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-LISTING CONTINUED FROM PREVIOUS PAGE

402, and 404 receivers (featuring up to four receivers in one rackspace); WX-ZP490 UHF band booster antenna; and WX-ZP490 distributor.

6550 Katella

Cypress, CA 90630

Phone 714/373-7277; Fax 714/373-7903

Sanken CSS-5 Stereo Shotgun

The CSS-5 shotgun stereo combines superb shotgun performance with stereo capability in a lightweight mic under 12 inches long. In Mono mode, the CSS-5 functions as a shotgun microphone with excellent low-frequency definition. In Normal mode, the CSS-5 becomes a "stereo shotgun" the maintains accurate stereo-localization along with precise directional hypercardioid focus. The Wide mode expands the stereo image to 140° for cinematic ambience and SFX. 1155 N. La Brea Ave.

West Hollywood, CA 90038

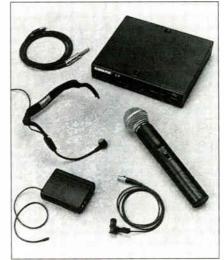
Phone 213/845-1155; Fax 213/845-1170

Sennheiser Drum Set MD504

The Drum Set MD504 is a complete drum-miking kit. Four MD504 compact microphones, ideal for miking snares and toms, and four MZH504 drum clamps are packaged in a compact, rugged case. There are also foam cutouts in the case for the optional MD421-U (kick) and ME64/Kh (cymbal) microphones and their mounting clips. The set is an ideal touring mic system for a complete drum kit. PO Box 987. 6 Vista Dr.

Old Lyme, CT 06371

Phone 203/434-9190; Fax 203/434-1759



Shure LX Wireless System

The LX wireless microphone system is a VHF system that improves upon the contractor-trusted L Series. Occupying only a half-rackspace, the LX4 MARCAD® diversity receiver comes complete with both single and dual rackmounting hardware. The device's proprietary MARCAD (MAximum Ratio Combining Audio Diversity) circuitry maintains a constant vigil over received signals and combines them in optimal proportions. Suggested retail prices for LX Wireless diversity microphone systems begin at less than \$700.

Evanston, IL 60202-3696

Phone 708/866-2542; Fax 708/866-2353

Soundfield SPS 422 Studio System

The new system SoundField SPS 422 Studio System is designed specially for "main microphone" recording studio applications. The competitively priced SPS 422 Studio System consists of a multicapsule array microphone and 1U processor, allowing the engineer total parameter ad-

justment from a control room listening position. List price of the new system SPS 422 will be announced at the AES exhibition in New York.

Dist. in USA by QMI 25 South Street Hopkinton, MA 01748 Phone 508/435-3666; Fax 508/435-4243



Vega SU-620 Wireless

Synthesized UHF wireless microphone system, with Dynex®III audio processing, bodypack and handheld transmitters with 50-milliwatt RF output. Can be factoryset (or set by properly equipped dealer) on any frequency in 524-806 MHz UHF band, with internal adjustments. Suggested list price (T-625 bodypack transmitter, R-622 receiver, LM-206X lapel mic) for SU-620 BPM system: \$2.287.

9900 E. Baldwin Pl. El Monte, CA 91731-2294 Phone 818/442-0782; Fax 818/444-1342 E-mail 73513.1417@compuserve.com

MIXERS

Amek System 9098 RCMA

The Amek/Rupert Neve RCMA remote-controlled microphone amplifier allows Rupert Neve's microphone amplifiers to be located remotely, eliminating the need to send mic level signals over long distances. Parameters are digitally controlled, either from the RCMA front panel or the remote control unit. Each RCU allows up to 64 mic channels (8 RCMA devices) to be operated together to provide a complete microphone input section. An optional 20-bit digital output is available.

10815 Burbank Blvd. North Hollywood, CA 91601 Phone 818/508-9788; Fax 818/508-8619



Cooper CS 104 'ENG' Mixer

Features include four mono input channels (linkable for stereo applications), analog meters with limiter threshold LEDs, channel prefade listen, Jensen transformer coupled inputs and outputs, and multiple balanced and unbalanced output connectors. Powering options: eight internal 'AA' cells or external DC. Frequency response: 20-20k Hz better than ± .05 dB. THD+N: 20-20k Hz better than .01% (.005% typ.). EIN: 20-20k Hz better than -128 dBu (150 ohm source). List price: \$3,500.

31952 Paseo de Tania San Juan Capistrano, CA 92675-3919 Phone 714/248-1361; Fax 714/248-5256



Crest Century Series GTx

Century Series GTx front-of-house mixing console incorporates such features as a comprehensive daylight-view meter bridge, eight discrete aux sends, discrete bus assignment switching, enhanced EQ with mid-frequency bandwidth switching and variable highpass filter control, separate insert send and return connectors on each input with front-panel switching, and selectable true LCR panning.

10-0 Eisenhower Dr. Paramus, NJ 07652 Phone 201/909-8700; Fax 201/909-8744

Crookwood Console Brick

Crookwood's world debut of their Console Brick system, a radical, digitally controlled analog console system, will be of interest to all. Using predefined building blocks, you specify the console architecture and features you require, be it a minimal 8-channel desk for classical work or a 256-channel fully featured mega film desk. The top class analog circuitry offers digital slaying specifications, with analog musicality, controlled as standard by a small assignable control surface.

The Old Police House, Station Hill Cookham, Berkshire, SL6 9BS UK Phone 44/1628/528-026; Fax 44/1628/531-959

D&R Orion LCRS Console

The Orion LCRS in-line format 16-bus console offers fourband sweep EQ on the channel; two-band sweep EQ, aux sends, and automated mute on the monitor section. Aux. sends (8 per module) can be split between channel and monitor. MidiFade automation is optional for \$1,500. D&R's PowerVCA (\$8,500) or PowerFade (\$15,000) moving faders can be installed later. Price: less than \$35,000 for 32x16x32 with 12 stereo returns.

Rt. 3 Box 184-A Montgomery, TX 77356 Phone 409/588-3411; fax 409/588-3299

Euphonix CS 2000F

Digitally controlled audio mixing system for multiformat and multiple stem film/TV post-production. System can be configured for single or multiple operators with four to 48 multiformat mix buses that can handle stereo to 8-channel re-recording. Each fader has full film panning, and the system can be supplied with 8-channel film monitoring system with bus/tape switches for each stem. Joystick panner also available. Prices from \$100,000.

11112 Ventura Blvd. Studio City, CA 91604 Phone 818/766-1666; Fax 818/766-3401

Fender Pro Audio MX-5200 Meterbridge

The MX Meterbridge is an accessory to the popular MX-5200 Series line of mixing consoles. The unit features eight VU meters that monitor four submasters, stereo masters, mono output, and switchable PFL/AFL outputs, including four aux sends and two stage monitor sends. One size meterbridge fits all 5200 Series 16-, 24-, or 32-channel models. The MX-5200 Series family offers sound quality and professional features unique to consoles in this price range. 7975 N. Hayden Rd.

Scottsdale, AZ 85258 Phone 602/596-7121

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Mackie Designs SR 24•4

Features: true 4x2x1 bus with 20 mic/line and 2 stereo line inputs; hi and low shelving and mid sweep EQ on channels 1-20; high and low shelving and high and low mid peaking EQ on stereo chs. 21-24. All channels have DL, -20dB signal present, and mute/solo (PFL/AFL) LEDs. Four subs are balanced, double bussed and pannable. Six independent balanced aux sends with masters; four stereo aux returns. Retail: \$1.599

16220 Wood-Red Rd. N.E. Woodinville, WA 98072 Phone 206/488-6843; Fax 206/487-4337 F-mail mackoids@aol.com

Malcolm Toft Associates Series 990

The Series 990 is an in-line development of the highly popular Series 980 split-monitor console. It features the same 4-band equalizer on each input (switchable to monitor) and is available in frame sizes of 32, 40, 48 and 56 inputs. The console provides 24 balanced group buses (plus direct to tape from each channel), eight aux buses, Penny & Giles faders on monitor and channel, Mosses and Mitchell patchbay, optional moving fader automation.

The Dld Farmhouse, Ash Hill Rd.

Hampshire GU12 6AD UK

Phone 44/25/231-8700; Fax 44/25/234-5546

Midas XL42

The Midas XL42 is a rackmounting, dual-channel creative equalizer incorporating 4-band parametric EQ with mic/line preamplifiers and 48V phantom supply. Each channel has input, output, and pan rotary controls, 10-segment LED metering, plus a switchable insert send and return point. The ability to "daisy chain" multiple units allows the creation of custom mixing consoles.

Walter Nash Rd.

Kidderminster, Worcs DY11 7HJ UK Phone 44/1562/741-515; Fax 44/1562/745-371

Midiman MicroMixer 18

MicroMixer 18 is a quiet, small line mixer that has 12 channels with gain, pan, dual send controls and clipping LED; six additional channels of straight left and right inputs; left and right auxiliary returns; a mono return; stereo headphone jack and level controls, all in a single height, half-rack space. Retail: \$299.95.

236 W. Mountain St., #108 Pasadena, CA 91103

Phone 818/449-8838; Fax 818/449-9480

Millennia Media Mixing Suite

Intended for critical recording applications, such as live-to-stereo acoustic, symphonic music, the Mixing Suite® is a GML-compatible, 4u rackmount line mixer featuring high-accuracy discrete hybrid summing amps and precision Vishay potentiometers, 20x2 architecture with four stereo aux sends, stereo solos, rumble filters, calibration oscillator, and True-Mute® engineer's talkback amplifier. Headroom exceeds +32 dBu, bandwidth -3 dB from 3-350k Hz, THD+N less than ten parts per million. 9624-C Kiefer Blvd.

Sacramento, CA 95827 Phone 916/363-1096; Fax 916/363-9506 E-mail preamps@aol.com

Neotek Multimedia Module

Neotek's Multimedia Module provides multichannel, multiformat monitoring in 6, 3+2, 5.1, LCRS, stereo and mono formats for three loudspeaker systems. It has mute, dim, level and processor insertion across all channels and an integral subwoofer filter. For all Neotek consoles or as a 1U rack unit.

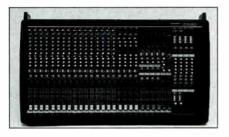
1154 W. Belmont Chicago, IL 60657 Phone 312/929-6699; Fax 312/975-1700 E-mail neotekcorp@aol.com



Otari Status

The Status digitally controlled analog console features dual input architecture, consolewide image recall, fader grouping, snapshot automation and fader and mute automation. Options include moving faders, dynamics, stereo input modules. Track buses, aux sends can be sourced from either the mix or channel path; stereo bus can be sourced from all paths simultaneously. Each path features highpass filter, insert point and direct output. Frame sizes for 24, 32, 40 and 48 dual-input modules available.

378 Vintage Park Dr. Foster City, CA 94404 Phone 415/341-5900; Fax 415/341-7200



Ramsa WR-C4500 Series

Ramsa's WR-C4500 Series consoles include 12-channel WR-C4512 (8 mono/4 stereo inputs) and 24 channel WR-C4520 (16 mono/4 stereo inputs) models. Each 4-bus model offers an additional left and right output, 4x8 matrix and four aux sends with an additional channel direct output. 12-segment/3-color VU meter and LED bar graph. The consoles feature over 20dB headroom and a separate grounding system for minimal crosstalk.

Cypress, CA 90630 Phone 714/373-7277; Fax 714/373-7903

RSP Project X

Digital mixing console featuring complete automation, DSP functions including four-band parametric EQ, HUSH NR, compression, phase reversal, gating, high and lowpass filtering at every input. Direct connection to digital I/O of ADAT or TDIF-type recorders. Expandable, 20-bit conversion with 24-bit processing, 100mm faders, complete metering standard. Internal assignable effect processors. Separate rackhoused mic pre's, power supply, and central processor. 2870 Technology Dr.

Rochester Hills, MI 48309 Phone 810/853-3055: Fax 810/853-5937

Shure SCM810 Automatic Mixer

Built to provide seamless automatic mixing capabilities in an easy-to-use, value-oriented package, the SCM810 automatic mixer is an 8-channel device that is compatible with virtually any professional microphone or line-level signal. To minimize poor audio quality caused by multiple open microphones, the SCM810 is equipped with Shure's patented IntelliMixTM circuitry, which automatically activates only those microphones in use. The SCM810 auto-

matic mixer has a suggested retail price of \$1,650. 222 Hartrey Ave.

Evanston, IL 60202-3696

Phone 708/866-2542; Fax 708/866-2353

SSL Axiom Digital Film Dubbing System

The Axiom film dubbing system is a fully configured, digital dubbing console suitable for work in all formats: DTS, SDDS, Dolby SR*D, HDTV, Dolby Surround, Dolby Stereo, Stereo and Mono. Features include: dynamic automation of surround panning on all channels; flexible routing across four 8-track stem mixes; one, two and three-operator configurations; 96 hard disk audio tracks per operator; comprehensive film dubber/machine control; console/editor networking; support of Open Media Interchange. Springhill Rd.

Begbroke, Oxford, OX5 1RU, UK Phone 44/1865/842-300; Fax 44/1865/842-118



Soundcraft DC2020

DC2020 video post audio console features include: moving fader automation; sync to SMPTE, MTC and video; dedicated machine control of popular audio and video recorders; four-band semi-parametric EQ. DC2020 provides integrated computer control of console configuration snapsnots, mixing functions and overall project management. The DC2020 may be configured in 24-, 32- and 40-input frames; fully integrated cinema surround monitoring and patchbay available as options. Prices begin at \$31,950.



Soundcraft K3 Theatre

Designed specifically for use in live drama productions, the K3 Theatre offers eight module options and five output configurations. Frame sizes from 16 to 48 inputs, with eight aux sends, four stereo returns, semi-parametric EQ, discrete routing and input/output metering, and optional 12x8 matrix. Console control and communication system provides scene-set automation for 128 mute groups. Unique linear datafader manipulates external effects via MIDI. Prices start at \$13,295.

8500 Balboa Blvd. Northridge, CA 91329 Phone 818/894-8850; Fax 818/830-1220

Soundtracs Topaz Macro

Soundtracs Topaz Macro mixer provides 10 mono and two stereo inputs, plus two stereo effects returns into a stereo output. Ideal for touring bands, fixed installation, larger keyboard configuration mixing, and MIDI-based recording, it benefits from 3-band EQ, full PFL facilities, and linear faders on all channels and master outputs. Leading UK publications have already hailed it as a "blissfully simple...no-nonsense piece of hardware" and a "better contender for your money."

Sound Forge Plug-Ins A great "app" just got better.

Sonic Foundry just made the premier sound editor for Windows™ more powerful with the release of two new plug-in modules.

Now there's no need to slave away filtering noisy recordings. Sonic Foundry's Noise Reduction plug-in is designed to automatically remove background noise such as tape hiss and electrical hum. Click Removal is also included, allowing you to eliminate clicks and pops automatically. (\$249)

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For more information call Sonic Foundry at 1 800 57 SONIC (577 6642)

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100 South Baldwin, Suite 204, Madison, W1 53703, Tel: (508) 256 3132 Fax: (608) 256 7300, CompuServe: 74774.1340 or GO SONLO Internet:sales@fsfoundry.com. Sound Forge and Sonie Foundry are trademarks of Sonie Foundry, Inc. Other products mentioned are trademarks of their respective manufacturers.

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Soundtracs Topaz Mini

The Topaz Mini from Soundtracs is a compact and cost-effective mixer ideal for a number of applications, including



small bands and combos, small clubs, conferences, keyboard mixing and stereo recording. It provides four mono and four stereo inputs, plus two stereo effects returns, into a stereo output, no-compromise 3-band EQ as well as PFL is included on this very comprehensive little mixer.

Unit 21-D, Blenheim Rd. Longmead Industrial Estate Epsom, Surrey KT19 9XN UK

Phone 44/181/388-5000; Fax 44/181/388-5050

Spirit Live 4 Mark II

The Spirit Live 4 Mark II provides numerous additional features over its first-generation brother, including 10x2 A/B matrix output derived from four subgroups including Mix, four full-featured mute groups, phase reverse switch on every mono input, "Ultramic Plus™" preamp, which provides improved sound and 66 dB of gain range, custom designed mic preamp pot, 4-band EQ with two sweepable



mids on mono inputs, EQ In/Out, six aux sends and more. 8760 S. Sandy Pkwy. Sandy, UT 84070 Phone 801/566-8800; Fax 801/566-7005



Yamaha 02R Digital Console

The Yamaha 02R offers 24 analog inputs and 16 digital tape returns for a total of 40 inputs. Outputs include eight digital bus outputs, eight digital direct outputs, eight aux sends, and four card slots accommodating ADAT, DA-88, R-DAT, AES/EBU and Yamaha Y2 format signals. Features include: 20-bit A/D converters; real-time automation with instant reset of all console parameters; limiter compressor/gate on every input channel and output bus; and two internal effects processors.

6600 Orangethorpe Ave. Buena Park, CA 90622-6600 Phone 714/522-9011; Fax 714/739-2680



Akai S2000 Sampler

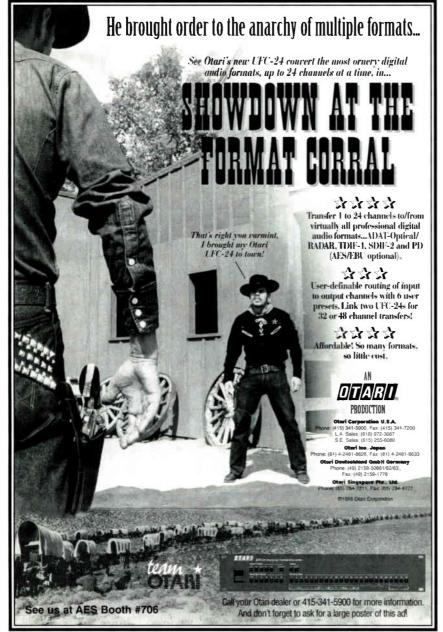
Priced at \$1,195, this pro 16-bit sampler features 32-voice polyphony; 2MB of onboard RAM (expandable via standard SIMMs); SCSI port for attaching hard disks or CD-ROMs; reads \$1000/3000, Roland and E-mu libraries; stereo outputs; and 3.5-inch disk drive. Options include an eight analog output and S/PDIF I/O expansion board \$299; and SampleVerb, a 4-bus assignable processor card for onboard multi-effects.

1315 Lancester Avenue Ft. Worth, TX 76102 Phone 817/336-5114; Fax 817/870-1271



Alesis QS6 64-Voice Expandable Synthesizer

The QS6 is equipped with a 61-note semi-weighted keyboard that provides aftertouch, velocity and release velocity for total control. Its 8 MB of sound ROM are used to produce 640 programs and 500 multitimbral mixes. The



QS6 provides true 64-voice polyphony to reproduce the most complicated musical sequences and thickest synth layers. The QS6 accepts the same PCMCIA expansion cards as Alesis' other synth products, the Quadrasynth Plus Piano and the S4 Plus. Retail price: \$1,099.

3630 Holdrege Ave. Los Angeles, CA 90016

Phone 310/558-4530; Fax 310/836-9192

Fishman Powerbridge

Piezo-equipped stainless-steel replacement bridge for Stratocaster- and Telecaster-style guitars unleashes acoustic spectrum and creates new sound possibilities via blend capabilities. Accessories available. HT-100P "Tele" style hardtail bridge assembly: chrome \$179.95; black or gold \$199.95. VS-100P tremolo bridge assembly: chrome \$249.95; black or gold \$259.95.

340D Fordham Rd. Wilmington, MA 01887 Phone 508/988-9199; Fax 508/988-0770

Gefen EFX Library

The EFX guns sound effects library from France, distributed exclusively by Gefen Systems, features many types of weapons, including pistols, revolvers, shotguns, rifles, carbines, submachine guns, automatic rifles, rocket launchers, and Howitzers. All SFX are digitally recorded in stereo and are guaranteed perfectly monophonically compatible. The EFX catalog also includes a picture of each weapon with the year of release, so you don't have to be "ex-CIA" to find the sounds that fit.

6261 Variel Ave., Ste. C Woodland Hills, CA 91367

Phone 800/545-6900 or 818/884-6294; Fax 818/884-3108

KAT DK10 Studio Kit

The DK10 Studio Kit is KAT's answer to the studio owner looking for an inexpensive and compact, easy-to-use MIDI drum setup. The kit includes the DK10 pad controller (featuring new "Finger Friendly Software" version 1.4 for ultimate sensitivity), the new top KAT bass drum trigger footswitch, KF-1 hi-hat footswitch, and all mounting hardware and stand. Plug this into any MIDI sound module, and you're ready to play.

KAT Trap KAT 2.0 Software

To further KAT's highly acclaimed trap KAT pad controller, KAT has introduced version 2.0 "Studio Software." This new user-installable chip enables the user to name each of the 24 user kits, has new built-in grooves, additional tap tempos, and preset kit setups for the KAT Kits CD-ROM. 53 First Ave.

Chicopee, MA 01020 Phone 413/594-7466; Fax 413/592-7987



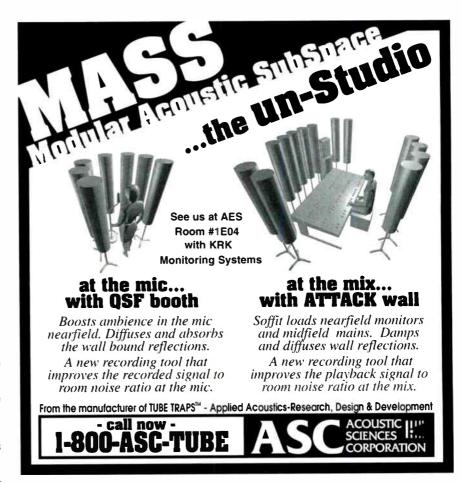
Korg Trinity DRS

The Trinity Music Workstation DRS (Digital Recording System) Series includes four keyboards, each equipped with a 60,000-note, 16-track MIDI sequencer. An optional recording board enables the 61- and 76-note instruments to record directly to an external hard drive and provides S/PDIF I/O, 4-track playback, automated levels and panning, and MIDI sequencer synchronization. ADAT-compatible optical digital and SCSI interfaces are available as field retrofits. Retail is \$3,599.

Korg Prophecy

The Prophecy Solo Synthesizer is capable of creating and combining synthesized models, including physical modeling,

—LISTING CONTINUED ON NEXT PAGE



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-LISTING CONTINUED FROM PREVIOUS PAGE

analog, and Variable Phase Modulation (VPM). This new 37-key solo synthesizer can generate sounds ranging from vintage analog synthesizers through physical models of actual acoustic instruments and has pitch and modulation wheels, a dynamic ribbon controller, an arpeggiator, and dynamic effects with real-time effects control. Retail: \$1,599.

Westbury, NY 11590 Phone 516/333-9100, ext. 245; Fax 516/333-9108 E-mail korgusa.com

Kurzweil DMTi Interface

For use with Kurzweil's K2500 Series instruments or as a stand-alone digital audio converter, the DMTi is designed specifically to interface with non-Kurzweil digital audio systems in their native formats at selectable sample rates and full 16-bit resolution. The 1U rackmount DMTi transfers data between the K2500 and Alesis ADAT and Tascam DA-88 in their native formats, and interfaces to other digital audio equipment via AES/EBU and S/PDIF standards.



Kurzweil K2500 Series

The K2500 Series integrates state-of-the-art synthesis, sampling, effects, sequencing, advanced file management, true 48-note polyphony, and V.A.S.T. processing in one instrument. Available as 3U rackmount modules (K2500R & K2500RS), 76-note semi-weighted keyboards (K2500 & K2500S), and 88-note fully-weighted keyboards (K2500X & 2500XS), the K2500's new soundset, advanced synthesis and sampling, sequencing, and effects help you take a project from concept to completion entirely within the K2500 environment.

1336 Alondra Blvd.
Cerritos, CA 90703-2245
Phone 310/926-3200; Fax 310/404-0748
E-mail kurzweil@aol.com

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Whirlwind Mic Eliminator

The Whirlwind Mic Eliminator accepts an input signal from a guitar, preamp or amplifier "speaker out" and converts it to a balanced, low-level signal. The Mic Eliminator differs from existing speaker emulators by producing the sound of the mic plus speaker, instead of just the speaker, and provides special freqency contouring to replicate the onand off-axis sound of a miked guitar speaker. Heavy extruded aluminum box. Phantom or 9V battery power.

Rochester, NY 14612 Phone 716/663-8820: Fax 716/865-8930

RECORDING DEVICES

Denon Electronics DN-1100F

The DN-1100F is a rackmount MiniDisc recorder that includes ability to hot start up to ten tracks at a time. Great for sound effects.

Denon Electronics DN-610F

This combination CD player and auto-reverse cassette deck fits all of the features of two quality products into one 3-rackspace unit. Infrared remote control is optional. 222 New Rd.

Parsippany, NJ 07054 Phone 201/575-7810; Fax 201/808-1608



DynaTek CDM 4000

DynaTek's CDM 4000 is the top-of-the-line CD-mastering system. Components of the CDM 4000A include a high-performance 4x recorder, combined with a 4x reader, a 1.1GB SCSI multimedia hard drive, and a specially designed controller. DynaTek's CDM 4000 supports all major CD formats, including CD-DA (Digital Audio), Photo-CD, Video-CD, and

all industry-standard ISO 9660 formats. Package includes all cables, a blank disc and DynaTek DiscMaster software.

DynaTek CDM 200

DynaTek's CDM 200 is a low-cost, easy-to-use double-speed CD-recording system. Designed for self-publishing CDs or sound libraries, the CDM 200 comes complete with all necessary cables, a blank disc and DynaTek's easy-to-use, drag-and-drop software for Macintosh or Windows systems. DynaTek's CDM 200 supports all major CD formats, including CD-DA (Digital Audio), PhotoCD, Video CD, and all industry-standard ISO 9660 formats.

200 Bluewater Rd.
Bedford, Nova Scotia
Canada B4B 1G9
Phone 902/832-3000; Fax 902/832-3010
E-mail info@raider.dynatek.ca

Fairlight Digital Dubber System

Fairlight's MFX digital dubber system is designed for play-back of large numbers of tracks, often a requirement during mixdown sessions in film, television and music productions. Multiple 24-track audio dubbers can be controlled simultaneously from a single compact remote control, providing up to 576 tracks. The dubber provides up to 24 simultaneous channels and is able to self-synchronize to timecode at any frame rate in either forward or reverse directions.

3855 Hughes Ave., 2nd Fl. Culver City, CA 90232 Phone 310/287-1400; Fax 310/287-0200



Fostex DMT-8 Digital Multitracker

This compact mixer/disk-based 8-track recorder/editor combo features an internal 540MB hard disk (100-track minutes of CD-quality recording) and beat/bar, absolute time or MIDI Time Code display for synching to sequencers. The 8x4x2 in-line, 4-bus mixer can combine the eight digital tracks and eight external sources, and has two aux sends, two aux returns, dual parametric EQ and optical S/PDIF digital output. Retail: \$2,695.

15431 Blackburn Avenue Norwalk, CA 90650 Phone 310/921-1112; Fax 310/802-1964

Harmonia Mundi Acustica bb104

The bb104 Tonmeister offers an advanced solution for high-resolution recording and mastering. Providing 24-bit resolution in the digital domain and true 20-bit A/D converters, the system uses two 16-bit tracks to record and play one 32-bit signal. The bb104 Tonmeister is packaged in a single 1 HU 19-inch unit that interfaces direct to popular 8-track recorders from Tascam, Sony, ADAT, and Fostex. List price: \$5,000.

D-79115 Freiburg in den Sigristmatten 6, Germany Phone 49/761/491-506: Fax 49/761/491-842

HHB MCA1000 Charger

Heading up an impressive AES New York exhibit is the PortaDAT range of professional portable DAT recorders, now undeniably established as the industry standard for location sound recording. HHB's continued commitment

to supporting and developing the PortaDAT range is further evidenced by the launch of the new HHB MCA1000, a 4-bay fast battery charger to complement the PortaDAT's already impressive range of powering and battery-charging options.

Dist. by HHB/Independent Audio 43 Deerfield Rd. Portland, ME 04101-1805 Phone 207/773-2424: Fax 207/773-2422



Marantz PMD601 DCC Recorder

The Marantz PMD601 portable digital compact cassette recorder is ideal for all types of field applications. The PMD601's stationary-head design assures accurate tapeto-head contact, virtually eliminating audio dropouts, and wow and flutter. Professional features include a balanced stereo XLR mic input, digital inputs, direct telephone/fax input, and record marker functions, speeding playback and editing. The PMD601 ignores SCMS coding and will play back analog compact cassettes. List price: \$1,200.

1000 Corporate Blvd., Ste. D Aurora, IL 60504

Phone 708/820-4800; Fax 708/820-8103



Otari DTR-8

The DTR-8 rackmount DAT recorder features 300x highspeed search, 48/44.1/32 kHz operation, and 1-bit ADCs and DACs. Up to 60 characters can be recorded at the start of each track, and start/end/skip IDs can be written and erased independently. Q-code synchronized starts allows precise writing of start IDs when recording CDs. Analog XLR and digital AES/EBU and S/PDIF I/Os and parallel remote are standard. Pro user price: \$2,000.

378 Vintage Park Dr. Foster City, CA 94404 Phone 415/341-5900; Fax 415/341-341-7200

Pioneer D-9601 Studio DAT

HHB Communications, the world's leading independent supplier of DAT technology, has formed an exciting partnership with Pioneer. HHB will exclusively distribute Pioneer's groundbreaking new 88.2/96 kHz hi-sampling DAT recorders. The Pioneer D-9601 hi-sampling studio DAT recorder will be unveiled at the AES show in New York. Anyone believing that significant developments in digital ---LISTING CONTINUED ON NEXT PAGE

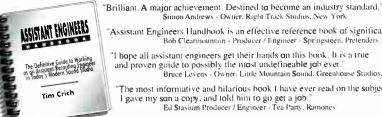
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Studer D424 24-Bit MO Recorder

D424-2 two-track studio recorder for magneto-optical disks (5.25-inch MO drive or similar SCSI-2 device) features basic "tape deck functionality" with front panel control, nondestructive "razor-blade" editing, compatibility with Dyaxis workstations, real-time playback with cross-fades and mixing, individual track recording/playback, selectable 16/20/24-bit linear resolution, digital scrub, serial control via 9-pin RS-422, digital I/Os and SMPTE/EBU timecode reader/generator.

Studer D741 CD-Recorder

The D741 CD-Recorder is a 2U rackmount model that can be used as a standalone CD-recorder using the analog. S/PDIF or AES/EBU digital inputs. In addition, the D741 may be controlled via the SCSI-2 interface and can be used in combination with audio workstations such as Dyaxis, in the new Studer D424-2 MO-Recorder. A SCSI interface allows writing to CD-ROM, CD-I and Photo-CD data formats. 1865 Air Lane Dr.

Nashville, CA 37210

Phone 615/391-3399; Fax 615/391-5974



Tascam DA-P1 Portable DAT

The portable DAT features 1-bit ADC/DAC; 48-, 44.1-, and 32kHz sampling frequencies; XLR inputs balanced; RCA inputs and outputs unbalanced: SCMS-free; 20dB pad; phantom power supply, backlit LCD display and S/PDIF digital I/O.

Tascam DA-20 DAT Recorder

Designed for project studios, this rackmount DAT recorder features 32-, 44.1-, 48-kHz sampling rates (both digital and analog); up to 4 hours recording in long time mode; SCMS-free recording; S/PDIF digital I/O and wireless remote control.

7733 Telegraph Rd. Montebello, CA 90640 Phone 213/726-0303; Fax 213/727-7635

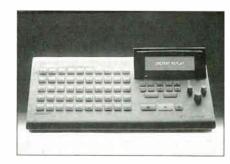
3M Digital Audio Cleaning Cassettes

3M Audio and Video Products Division introduces three new head-cleaning products designed and developed for use in professional digital audio applications. 3M™ ASD HC, 3M AHD HC and 3M DAT HC digital audio head-cleaning cassettes can be used in conjunction with 3M ASD, 3M AHD and 3M DAT digital audio mastering cassettes, respectively. 3M is also introducing additional lengths of all three digital audio mastering cassettes.

3M Center, Bldg. 223-5N-01 St. Paul, MN 55144-1000 Phone 612/736-1747; Fax 612/737-5583

360 Systems Instant Replay

Instant Replay™ is a professional digital audio recorder offering immediate access via 50 Hot-Keys™ to 1,000 stereo cuts of any length, stored on a 4- or 8-hour internal hard



disk. Cuts can be transferred via built-in D-NET™ network at up to 8x real time. Instant Replay features built-in sample rate conversion. GPI, digital and analog I/O, and a printer port. \$2,995 with four hours of storage. 5321 Sterling Center Dr.

Westlake Village, CA 91361

Phone 818/991-0360; Fax 818/991-1360

Telex Copyette EH

The Telex Copyette EH™ Series of cassette duplicators offer four different models: the 1-2-1 Mono and 1-2-1 Stereo for making one duplicate, and the 1-2-3 Mono and 1-2-3 Stereo for making three cassettes from one master. All four models record within 2 dB of the original at 16 times normal speed. Distortion is less than one percent; signal-to-noise ratio is 45 dB. Retail: \$550 to \$2,150.

Telex Replica"

The Replica Copier is a high-performance, quality duplicator. The mono unit is capable of producing one copy from a master cassette at 16x the normal speed with distortion less than 1% and at a record level within 2 dB of the original. Other features include stop, rewind, copy, and interrupt functions, a recessed carrying handle, a removable power ccrd, compact size, and 7lb weight. Retail: \$425.9600 A'dridge Ave. S.

Minneapolis, MN 55420

Phone 612/884-4051; Fax 612/884-0043

RECORDING MEDIA AND TAPE

Ampex Media 488 Hi8

Available in two audio-specific program lengths, Ampex 488 tape is designed for use in the new DTRS Hi8 modular digital multitrack recorders. Ampex 488 features an optimized dual-layered tape formulation that delivers maximum performance. The metal particle layer in the front coat allows for higher output performance, higher packing density and consistent tape-to-scanner contact, resulting in low error rates and consistent performance. Ampex 488 is available in both 60-minute and 113-minute audio program play time configurations.

Ampex Media CDR Disks

Ampex CDR recordable compact disks are conveniently available as either 63-minute/580MB or 74-minute/680MB configurations. Ampex CDRs even come with factory-printed areas for recording user information. Ampex CDRs are incredibly versatile, allowing recording of CD-Audio, CD-ROM, Extended Architecture CD-ROM XA and CD-I interactive titles. 401 Broadway M/S 22-02

Redwood City, CA 94063

Phone 415/367-2149; Fax 415/367-4132

HHB DDS90M Data DAT

HHB's market leading DAT tape, part of the company's advanced media products range, is now complemented by the DDS9DM data DAT tape, which shares many of the proven design innovations first featured in HHB's audio DAT tape. Aimed primarily at the computer market, the DDS90M is on show for the first time at AES, New York.

Dist. by Independent Audio 43 Deerfield Rd. Portland, ME 04101-1805 Phone 207/773-2424; Fax 207/773-2422

KAO OPG DAT CD-R

CD-Recordable discs manufactured to Orange Book Port II standards at 63 minutes and 74 minutes, which have up to 99 tracks allowable or 650 MB of data-storage capacity. DAT tape available in 15-, 30-, 60- and 90-minute lengths. 1857 Colonial Village Lane

Lancaster, PA 17601

Phone 717/392-7840; Fax 717/392-7897

F-mail ceshleman@kaoinfo.com

Metro Magnetics Audio Pancakes

Professional audio duplicating tapes. MD Premium Ferric is ideal for both music and monaural recording. HDX Cobalt Ferric formulation provides high-frequency response necessary to record critical music. Both formulations are IEC-1.

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SIGNAL PROCESSING

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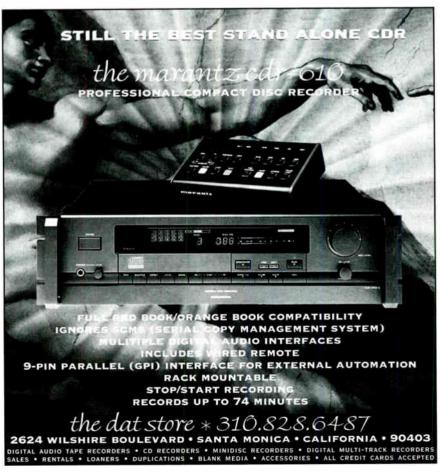
Phone 313/665-8899; Fax 313/665-0694



Alesis QuadraVerb 2 2.0

New version of the already powerful QuadraVerb 2 offers dozens of new effects and operational features including sampling, hard and soft overdrive, triggered panning, phase inverter, triggered flange and a new stereo Leslie effect. 100 user programs have been added, giving the QuadraVerb 2 a total of 300 onboard programs. The retail price of the QuadraVerb 2 remains \$799. Existing owners who purchased their unit before June 1, 1995, can upgrade to version 2.0 for \$30.

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AES NEW PRODUCTS GUIDE 1995

Apogee AD-8000 8-Channel ADC

The AD-8000 is an 8-channel A/D converter featuring Apogee's latest 20-bit resolution technology. Interfaces include AES and optional cards for TDIF, ADAT and other digital formats. Also included is Apogee's proprietary UV22™ coding. UV22 is used by every major mastering facility. The AD-8000 is the first in a range of products from Apogee that integrates numerous digital audio formats into a cohesive studio environment. Prices begin at \$4,400.

Apogee DA2000 DAC

The New York AES is the world debut of Apogee's newest 20-bit D/A converter based on the industry standard DA-1000E-20. Apogee engineers have added new features, flexibility and inputs while maintaining the legendary sound quality that has made Apogee converters the reference standard for many mastering and production facilities. In tandem with Apogee's new AD-1000 A/D converter, 20-bit resolution can be maintained throughout the recording and mastering process.

3145 Donald Douglas Loop S. Santa Monica, CA 90405 Phone 310/915-1000; Fax 310/391-6262



API L200 Rack System

The API Model L200 Series powered rack system is designed to meet the varied needs of the discriminating engineer/producer. Among the available all-discrete modules are 205 Hi-Z direct box, 212L mic pre, 215 highpass/lowpass sweepable filter 6/12dB/oct, 225 compressor (original 525 circuit), 235 noise gate/expander, 245 variable frequency de-esser, plus many more in development. 7655-G Fullerton Rd.

Springfield, VA 22153

Phone 703/455-8188: Fax 703/455-4240

ARX Afterburner Silver Series

Afterburner: dual-channel/mode compressor/limiter, Dual channel operates two independent compressor limiters. "Industry Standard" controls for compression ratio, threshold, stereo link and output. Mono mode operates single-channel, dual-band compressor/limiter. Separate dynamics control low and high frequency compression. Enhance feature restores sagging low and high frequency response of compressed material. Fully balanced in and out with -93dB S/N (A/W) ratio, .03% THD and 108dB of dynamic range. Retail price: \$659.

ARX DDP-1 Silver Series

Dual channel dynamics processor. Each channel features a Noise Gate, 1:1 to infinity compression, peak limiting, and hard-wired bypass. 27 LEDs display all channel functions and controls. Switchable Input/Output level metering, and separate gain reduction display. Stereo link for tracking compressors. Sidechain insert for frequency-sensitive compression or de-essing. Fully balanced in and out with -99dB S/N ratio, .02% THD and 107 dB of dynamic range. Retail price \$859.

9400 Culver Blvd. Culver City, CA 90232

Phone 310/837-1380; Fax 310/837-6615

ATI (Audio Toys, Inc.) Pro6

ATI will show the Pro6 multimode audio processor, an audio processing device with an unprecedented number of audio enhancement features in a single rackspace. Based on the input module found in the Paragon console, the Pro6 contains a high-voltage mic preamp, Hi&Lo pass filters, 4-band parametric EQ, ATI's patented compressor. gate and ducker in one unit. Extensive linking and insert facilities are provided on the rear panel. List price is \$2,399. 9017-C Mendenhall Court

Columbia, MD 21045

Phone 410/381-7879; Fax 410/381-5025



Avalon Class A Direct Box

The Avalon Ultra-Five direct box converts instrument signals and high-level speaker outputs to fully balanced pure Class A line and microphone levels. 100% discrete Class A design, six bank "tone" selector, variable gain to +32dB. Hi-cut filter to eliminate unwanted noise, headphone output, DC coupled high level balanced outputs for deep controlled bass response. -98dB noise, +30dB headroom, toroidal Class A power supply. Price: \$649.

Avalon M4 Mic Preamp

The M4 is a pure Class A, 100% discrete mono microphone and instrument preamp. Options include high voltage 130V B&K 4000 mic power supply, 48V phantom, instrument input, remote control relay selector, 20 2dB gain steps, polarity reverse, variable highpass filter, -20dB Pad, very highperformance, low-noise audio electronics, Jensen balanced +30dB output transformer, separate AC power supply, VU meter, peak level indicator. Price: \$1,590.

1060 Calle Cordillera, #104 San Clemente, CA 92673

Phone 714/492-2000; Fax 714/492-4284

BSS Audio DPR-901II

The DPR-901II is the second generation product, offering four-band parametric EQ feeding discrete compressor/expander sections. Used to add density and definition to instruments, voice and program. New version has dual inputs for split band operation.

BSS Audio FCS-916

The FCS-916 is a single-channel microphone preamplifier/parametric equalizer. Price is \$925.

Dist. by Harman North America 8500 Balboa Blvd.

Northridge, CA 91329

Phone 818/894-8850; Fax 818/830-1220

Cedar DH-1 De-Hisser

On display at AES, the DH-1 De-Hisser removes hiss from a stereo signal without the need for an encoding/decoding process. Like Cedar's DC-1 De-Crackler and AZ-1 Azimuth Corrector (also available for demonstration on the HHB stand), the DH-1 demystifies the audio restoration process by operating in real-time and requiring little or no specialist expertise on the part of the operator.

Dist. by HHB/Independent Audio

43 Deerfield Rd

Portland, MF 04104-1805

Phone 207/773-2424; Fax 207-773-2422

Crookwood Paintpot Recording System

There are now four models in the successful Paintpot high-quality, remote controlled mic amp system: the classic Paintpot; the new High-Voltage Paintpot, which can uniquely power 130V B&K microphones; the new Headless (remote control only) Paintpot; and the comprehen-



sive remote controller, the Control Pot. Specs: 2-ch. audiophile preamps with relay switchable phantom, filters, EQ, input impedance, 1dB gain steps, M-S decoders with full remote control. From \$2,350.

The Old Police House

Station Hill

Cookham, Berkshire, SL6 9BS UK Phone 44/1628/528-026; Fax 44/1628/531-959

dB Technologies AD122

dB Technologies, creator of the dB3000 Digital optimizer, announces the introduction of the AD122 stereophonic analog-to-digital converter. Utilizing proprietary technology, the AD122 converts analog signals to a 22-bit digital audio datastream. The combination of superior linearity, fast and accurate transient response, extremely small quantization steps, and low noise performance enables the AD122 to produce highest-resolution digital audio. Full 22bit operation resolves signals down to -160dB from full scale \$6,495

dB Technologies DA122

The new Model DA122 high-resolution digital-to-analog converter offers superb sonic quality and unmatched resolution and is the only converter able to reproduce completely the sonic capabilities of the company's Model AD122 high-resolution 22-bit analog-to-digital converter. 1155 North La Brea Ave.

West Hollywood, CA 90038

Phone 213/845-1155; Fax 213/845-1170

dbx 1650T

The dbx 1650T high-end mic pre and limiter offers a 154dB dynamic range and is a fully balanced, Class A design from input to output, utilizing no global feedback. Audio travels only through four 6992 tubes, originally designed for Russian radar, and MOSFET output. Output is balanced and floating. Maximum output level: +34dBv into 150Ω. Internal operating headroom: +40 dBv, with limiting done at the +4dB level. Gain (input to output): 117 dB. 8760 S. Sandy Pkwy.

E MAIL 74021.3020@compuserve.com

Fax 914 691.9361

Tel 914 691-9300

Sandy, UT 84070

Phone 801/568-7660; Fax 801/568-7662



Anthony DeMaria Labs ADL 1500

The ADL 1500 stereo tube compressor is a 2-channel, alltube design providing wide dynamic range with a clear, punchy, warm sound. Eight vacuum tubes give the ADL 1500 richness and depth. Features include opto attenuators for "invisible" compression, balanced in and outs, two independent channels and stereo link switch on front panel. 95 DuBois Rd.

New Paltz, NY 12561 Phone 914/256-0032



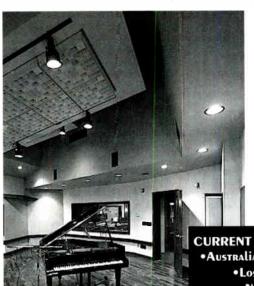
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AES NEW PRODUCTS GUIDE 1995

Demeter H Series

The new H Series of pro audio equipment will consist of an EQ, a compressor/limiter, a mic preamp and a compressor/limiter and mic preamp (all in one). Utilizing tube in an innovative hybrid technology, the H Series performance will rival those of Demeter's current arsenal of pro audio gear and will retail at approximately half its price. Perfect for the project and home studio enthusiasts who long to obtain professional-sounding results.

Demeter VTCL Comp/Limiter

The new version of our dual-channel tube compressor/limiter features new calibrated front panel graphics and input level indicating LEDs for easier operation.

2912 Colorado Ave., Ste. 204 Santa Monica, CA 90405 Phone 310/829-4383: Fax 310/829-3755

DigiTech Digital Vocal I/O

The Digital Vocal I/O is an optional digital I/O plug-in card for DigiTech's Studio Vocalist vocal harmony processor. The card supports standard sampling rates of 32, 44.1, and 48 kHz. AES/EBU and S/PDIF inputs and outputs ensure compatibility. Can be clocked by external source for fully synchronized A-to-D conversion. Easy to install, the 3.75x1.75-inch panel is supplied with Studio Vocalist user interface software updates.

DigiTech MV-5 MIDI Vocalist

The DigiTech MV-5 MIDI Vocalist is a single rackspace processor designed to provide keyboard players and MIDI enthusiasts instant and natural-sounding vocal harmonies without the need for complex programming. Easy to use, up to five-part vocal harmony may be created in chordal and scalic modes with the MV-5, as well as detuning and vocoder functions. The harmony processor's MIDI implementation allows real-time control through MIDI continuous controllers.

8760 S. Sandy Pkwy. Sandy, UT 84070

Phone 801/566-8800; Fax 801/566-7005

Drawmer 1962

First American showing of the Drawmer 1962 digital vacuum tube preamp. The 1962 caters to purists with two channels of minimum signal path and ultra low noise preamps, and can be supplied "analog-only" with the digital facility available as a retrofit slot-in module. Features that may be switched in circuit include variable tube drive for added "tube warmth," dynamic enhancement, variable high-flowpass filters, fine-tune EQ, peak limiter, mixing facilities and many more.

Dist. in USA by QMI 25 South Street Hopkinton, MA 01748 Phone 508/435-3666; Fax 508/435-4243

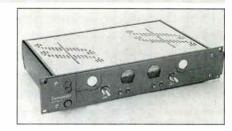


Focusrite Blue 245 A/D Converter

Focusrite's Blue 245 20-bit A/D converter is the company's first digital product. Fundamentally, the Blue 245 extends the superlative performance of Focusrite's analog signal path into the digital domain. The 245 supports AES S/PDIF and optical outputs with AES and wordclock sync. The front panel has peak metering, switchable 16-20-bit conversion at 32/44.1/48 kHz/etc. rates, anticipated price around \$3,800.

Focusrite Red 8

Designed as a high-end dual mono microphone preamplifier for vocals and instruments, the Red 8 is a perfect companion for ribbon, tube and condenser mics, as well as for direct digital recording and workstation applications. Fea-



tures include two VU-type meters, switch-selectable phantom power and phase reverse, 66 dB of input sensitivity, XLR inputs and outputs, integral power supply, incredibly low noise and balanced and floating output. Suggested list price: \$2.295.

Dist. by Group One 14006 Palawan Way #222 Marina Del Ray, CA 90292 Phone 310/306-8823: Fax 310/577-8407

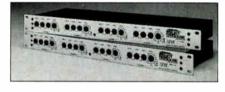


Groove Tubes CL1 Comp/Limiter

The CL1s compressor/limiter couples two CL1 circuits to provide an isolated dual mono unit with optional stereo linking (ST LINK), housed in a single 19-inch RU steel chassis. The CL1 is a mono unit that occupies only one side of the chassis. The other side of the chassis is fitted with a blank face panel and reserved for an EQ1 tube equalizer option, available by the end of 1995. Retail price for CL1: \$1,095. Retail for CL1s (stereo): \$1,595.

12866 Foothill Blvd. Sylmar, CA 91342

Phone 818/361-4500; Fax 818/365-9884



Hot House Electronic Crossover

Designed for the Hot House High Output Series monitors, the high-definition SDX is a versatile 24dB/octave audio-phile crossover affording two- or three-way stereo, four or five-way mono and discrete four-channel bi-amp operation from a single rackspace. With ultra-high frequency or constant directivity compensation circuits and insert points standard, limiters, fully parametric 2-band EQ, low-frequency contour and infrasonic or all-pass filters are available on all individual outputs.

275 Martin Ave. Highland, NY 12528 Phone 914/691-6077; Fax 914/691-6822

Inward Connections VACRAC

VACRAC 4000 is a modular vacuum tube processing system that can hold up to four modules. The chassis incorporates a 200% over-spec tube power supply, assuring extended bandwidth and effortless dynamics. Modules include: tube mic preamplifier, discrete EQ module, tube compressor/limiter, tube EQ module, optal tube limiter, tube instrument interface module, discrete compressor/limiter, 2-channel discrete mic preamp. Price: Chassis, \$1,295 retail; Modules, \$795-\$895 (without options).

Dist. by AXI Audio Interchange International 357 Liberty St.

Rockland, MA 02370

Phone 617/982-2626; Fax 617/982-2610

Junger d05

The digital transmission processor Model d05 is specially designed for the dynamic range processing of transmission signals considering the usual preemphasis curves. The unit has digital and analog (20-bit ADC) inputs and outputs, performs all processing including compressor and limiter in the digital domain and is easy to use. With the new adaptive spectral processing, developed by Junger Audio, one can get more loudness on the output than with conventional fixed preemphasis filters.

Junger CO4 A/D/D Converter

The new A/D/D converter model CO4 is an analog-digital and digital-digital converter. The CO4 converts 20-bit audio signals in a format that only occupies one track of a 16-bit storage medium. The coding is without any loss of information at all and, after being decoded, the original 20-bit audio signal is re-created. This is accomplished by using the ADP-processing (audio data packing) developed by Junger Audio.

Rudower Chaussee 5 (IGZ) D12489 Berlin, Germany

Phone 49/30/6392-6145; Fax 49/30/6392-6146

Klark-Teknik DN3698 Remote

Controls up to 98 channels (49 units) of Klark Teknik DN3600 or DN3601 equalizer. Battery-powered or AC-powered. Optional docking station allows MIDI to RS-232 conversion. Optional wireless radio link. 480x64 pixel backlit display. Full access to all DN3600 functions, including memory store/recall and curve display. 448 Post Rd.

Buchanan, MI 49107 Phone 616/695-4750 or 800/695-1010

Lexicon Dual Algorithm FX Card

Plug this into the PCM80's PCMCIA slot to add 25 new algorithms and 250 new presets. New capabilities include stereo reverb into stereo effects and vice versa; reverb and effects in parallel; dual mono-in/stereo-out processing; and independent processing of two mono signals. A digital submixer controls various effects combinations, allowing changing configurations on-the-fly, such as going from reverb to effects.

100 Beaver Street Waltham, MA 02154

Phone: 617/736-0300: Fax: 617/891-0340

Lighthouse Digital DCA-8/0CA-ES

8x8 router for AES audio signals, expandable to 16x16. Front panel or RS-232 controllable router is a crosspoint switch for AES signals, unit has memory settings. I/O can be 110-ohm XLR or TosLink fiber. The unit is not format-dependent, and bandwidth is available up to 50 mbit/sec.

Lighthouse Digital DCV

8x8 crosspoint router for digital video signals, i.e. serial 601 or SMPTE 259m/A-D. Switching is not format-dependent and bandwidth is available to 400 mbit/sec. The unit has memory and is controllable by either front-panel or an RS-232 interface.

13451 Colfax Hwy. Grass Valley, CA 95945 Phone 916/272-8240; Fax 916/272-8248

Manley EQ500 and EQ500MP

The single-channel EQ500 features a totally passive equalizer allowing 10dB of cut and boost in 2dB steps at 40 or 100 Hz and at 3, 5, 7, 10, or 15K. Only three high-quality passive components are in the signal path simultaneously. The EQ500MP includes a fully differential 45dB micro-

phone preamplifier. Prices are \$2,150 and \$2,850 respectively. A version of the EQ with .75dB steps (or any specified value) is available.

13880 Magnolia Ave.

Chino, CA 91710

Phone 909/627-4256; Fax 909/628-2482

E-mail emanley@netcom.com.



Miles MTI-3 TriSonic™ Imager

The MTI-3 provides a convenient, highly effective way to enhance stereo sound quality through use of three loud-speakers or clusters. The unit's patent-pending imaging process, called TriSonic™ Imaging, takes center-panned sources in the mix and reproduces them in the center channel. Side-panned sounds radiate unmasked from side loudspeakers. The result is a vastly increased optimum stereo listening area. Suggested list price: \$499.

70 N. St. Joseph Niles, MI 49120

Phone 616/683-4400; Fax 616/683-4499 E-mail 74653.2566@compuserve.com

Mytek Digital 8TIMES20BIT

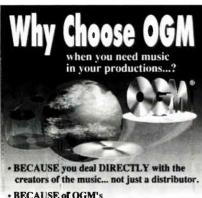
8TIMES20BIT is an 8-channel, 20-bit high-performance analog-to-digital converter. It features standard AES/EBU outputs and ext. wordclock sync. Applications include ADAT, DA-88 or DASH recording, interface for digital audio

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AES NEW PRODUCTS GUIDE 1995

—LISTING CONTINUED FROM PREVIOUS PAGE

workstations and digital consoles. HIBIT16 function squeezes 20-bit onto 16-bit tape. List price: \$2,995.

Mytek Digital Workstation AD/DA

Workstation AD/DA is a high-performance analog-to-digital interface for digital audio workstations. It consists of an analog-to-digital converter, digital-to-analog converter, interface for two DAT machines and for a computer card such as Sonic Solutions, Digital Audio Labs, Turtle Beach, Triple DAT, etc., or any card with digital I/O. Sonic Performance rivals the best outboard converters on the market. Ext. sync is wordclock, Price: \$1,595.

PO Box 1023

New York, NY 10276

Phone 212/388-2677; Fax 212/686-4948

E-mail mytek@soho.ios.com

Neotek MAX

MAX is a dual mic preamp with the most headroom of any on the market. Output is +30dBu and noise is only ½ dB more than a cold 10-ohm resistor. A complex gain network optimizes MAX at all settings. And MAX is very affordable. 1154 W. Belmont

Chicago, IL 60657

Phone 312/929-6699; Fax 312/975-1700

E-mail neotekcorp@aol.com

Night Technologies PreQ3

The PreQ3 microphone preamplifier applies the technology of the famous Night Technologies EQ3. Offering extremely wide-frequency response, low noise, and wide dynamic range, this unit adds the unprecedented feature of selectable frequency Vari-Air™ Air Band™ control. Other features include input polarity reversal, mic/line switch, 48 V Phantom power, 20dB pad. Four independent channels in a standard 19-inch, 1U package with ergonomic layout and function display. Tentative list price: \$2,495.

1680 W. 820 N.

Provo, UT 84601

Phone 801/375-9288; Fax 801/375-9286

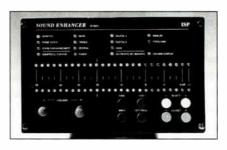
E-mail raventos@itsnet.com

OmniSound SSP-300

The SSP-300 Spatial Sound Processor is an automated (SMPTE lock) multichannel audio signal panner for cinema surround sound. It allows sound positioning within the sound field in real time. The motorized SSP-300 remote control unit gives the sound engineer control over sound position, divergence, elevation and level. One input and up to seven outputs for all surround sound formats. Up to 16 processors may be controlled by a single remote. \$2,495. 2413 Fifth Ave.

San Rafael, CA 94901-1005

Phone 415/457-8114; Fax 415-457-6250



Philips Sound Enhancer Pro

The Sound Enhancer Professional offers a unique combination of audio functions and features, including digital sound processor, sample rate converter, D/A converter and A/D converter. Working in the digital domain, the Sound Enhancer has good ergonomics, is easy to use and is a powerful solution for interfacing with a variety of ana-

log and digital sources and recorders. c/o Mackenzie Laboratories Inc. 1163 Nicole Ct. Glendora, CA 91740. Phone 800/423-4147; Fax 909/394-9411

Rane VP 12

The VP 12 is a mic/line processor designed for broadcast applications and permanent installations. The VP 12 includes high and low cut filters, 2 bands of full parametric EQ, a signal gate, compressor, and de-esser. The VP 12 also offers gain reduction, main and aux out metering, 48 volt phantom power, input trim and dual-concentric output level controls. Inputs for mic and line level include XLR, barrier and X-inch.

Rane RPE 228

The RPE 228 is a computer-controlled 2-channel, %-octave EQ with high and low cut filters, and input and output level controls. The RPE 228 features a relay bypass that automatically switches in upon power failure. Windows-compatible control software will be shipped with the unit at no extra charge. There are 16 non-volatile memories, 8 of which are selectable via contact closure through a terminal block on the rear panel.

10802 47th Ave. W. Mulkiteo, WA 98275

Phone 206/355-6000; Fax 206-347-7757

Ridge Farm Gas Cooker Tube DI

The Ridge Farm's Gas Cooker is a 2-channel impedance converter using custom-designed, dual-element vacuum tubes to transform high-impedance instrument level signals to lower matching impedance for mic or line inputs. It may also be used on line-level inserts during mixing. Carefully designed high voltage tube circuitry enables the user to vary the drive level to the output stage, precisely controlling the amount of tube coloration added to the signal. \$649.

Dist. by Tula Audio International 73 Hemenway St., Ste. 502

Boston, MA 02115

Phone 617/859-0992; Fax 617/859-0992

Rocksonics PM-4 Patchmaker

The PM-4 Patchmaker™ is a programmable audio signal router and level control. Up to 100 user-defined programs can be stored in the PM-4 and recalled via MIDI program change commands. The PM-4 has four independent digital VCAs operating on balanced -10dBv/+4dBm inputs and outputs arranged to route 1 to 4 buffered inputs to 1 to 4 buffered outputs. 1U rack chassis. Suggested list: \$399.

Rocksonics MB-3X

The MB-3X Multi-Band stereo compressor with peak limiter provides variable compression and peak limiting on three separate frequency bands for extremely transparent operation. This unit is ideal for use in broadcast, cassette duplication, CD mastering and other high-quality stage and studio applications. Switchable -10dBV/+4dBM balanced operation; tri-level gain reduction meter; variable gain, ratio, threshold, EQ, release and peak limit settings. 1U rack chassis. Suggested list: \$599.

PO Box 442

Los Alamitos, CA 90720

Phone 714/229-0840; Fax 714/229-0840

Rolls RP282 Tube Compressor/Limiter

The RP282 is a 2-channel tube compressor/limiter that provides smooth, natural compression. The unit is housed in a steel, 2-rackspace chassis with a silver anodized front panel. Each channel features an output level control, threshold, ratio, attack and release controls for the compression. The analog meters may be switched in the circuit path from the input signal path to metering the amount of gain reduction. Retail price: only \$600.

5143 South Main St.

Salt Lake City, UT 84107

Phone 801/263-9053; Fax 801/263-9068



SigTech AEC 1020 Time Domain Processor

The AEC 1020 corrects the greatest remaining source of error in the audio monitoring chain-room acoustic effects-by compensating for coloration and poor imaging caused by reflections from room surfaces and equipment. Enables engineer to evaluate actual mix, free of room response problems, assures accurate monitoring, eliminates "tweaking" to compensate for acoustic errors; saves time and architectural work-with results proved in advance. Two-channel models begin in the \$4,000 range.

24 Thorndike St. Cambridge, MA 02141 Phone 617/491-8890; Fax 617/491-9066

Spectral Translator Plus™

Translator Plus adds four pairs of stereo AES/EBU I/O to the digital audio formats supported by the Translator. The Translator Plus is capable of real-time bidirectional digital audio translation between eight channels of any two of the following formats: ADAT, DA-88, Yamaha D2, Spectral SMDAI and AES/EBU. This gives users the opportunity to connect any of these formats to a DAT machine or external signal processor.

18800 142nd Ave. N.E. Woodinville, WA 98072 Phone 206/487-2931; Fax 206/487-3431

SPL ProMike Preamp

This dual-channel mic preamp features servodrive technology for minimum DC-offset and a double groundshielded PCB for pure and natural sound. ProMike offers phantom power, phase reversal, padding, two 20-digit PPM displays, highpass and lowpass filtering, 7-pin XLR connector for stereo mics, illuminated switches, 0.1% + 1% metal film resistors, and RF-proof chassis, Maximum preamplification is +72 dB. EIN is 127.5 dBu. Balanced and 2x unbalanced outputs are provided for parallel use (mic splitter).

SPL MikeMan Preamp

The MikeMan high-quality, dual-channel mic preamp features 48V phantom power, phase reversal, padding, two 10-digit PPM displays, toroidal power supply, illuminated switches, 0.1% + 1% metalfilm resistors and RF-proof chassis. Maximum preamplification is +72 dB. EIN is 126.6 dBu. Accepts input values up to +25.72 dB. Balanced and unbalanced outputs offer parallel use (mic splitter). Critical parts are factory-selected. Transformers are optional.

Dist. by Beyerdynamic 56 Central Ave. Farmingdale, NY 11735 Phone 516/293-3200; Fax 516/293-3288

Summit DPC-200 Dual Comp/Preamp

A 2-channel mic, line, hi-z input vacuum tube preamp with a 2-channel "soft knee," vacuum tube leveling amplifier. A link switch is provided for stereo operation, with insert points between all sections. Jensen mic transformers are now a Summit standard. Robust Summit construction in a

-LISTING CONTINUED ON NEXT PAGE

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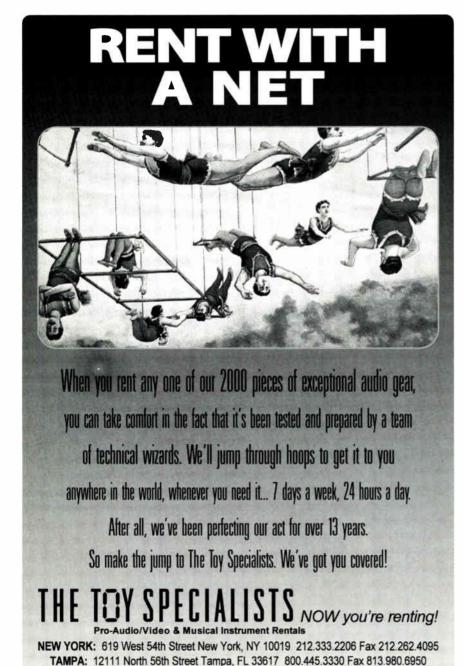
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22 Brides: (L to R) John Skehen. Libby Johnson, Ned Stroh. Carrie Johnson

Indies on the Rise: **PRODUCER ADAM LASUS AND** 22 BRIDES

by Blair Jackson

Led by sisters Libby and Carrie Johnson, the New York City band 22 Brides has been making waves on the East Coast for a couple of years now on the basis of their strong, genre-crossing songs, delicious vocal blend and high-energy live perfor-

mances. Their eponymous 1994 debut album was largely an acoustic affair-sort of a darker, heavier Indigo Girls—though with clear alternative influences and leanings. Since that record came out, though, 22 Brides have been touring almost constantly and, in the process, turned into a real band.

Besides Carrie on electric and acoustic guitar and vocals, and Libby on bass, keyboards and vocals, guitarist John Skehen and drummer Ned Stroh have become an integral part of

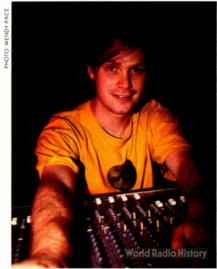
> the group's harder, edgier sound, adding immeasurably to the power of the Johnson sisters' already well-crafted songs. Their just-released second album, Beaker (again on the burgeoning NY indie label Zero Hour). is a real revelation-an eclectic set of songs populated by interesting, offbeat charac

ters (no doubt often the ladies themselves), delivered in a number of different styles, from bright. melodic, folk strumming to punkoid buzzsaw guitar numbers. I hear echoes of Patti Smith, X, the Indigos and The Pretenders in their music, but it's all filtered through Libby's and Carrie's unique perspective as sisters who've led full, interesting lives (including formative years spent in Kenya; the band's name is derived from an African story).

To help realize their ever-broadening artistic vision, 22 Brides recorded this sophomore effort with another up-and-coming talent, producer/engineer Adam "Red" Lasus, whose work includes albums by Helium, Juliana Hatfield, Madder Rose, the Gigolo Aunts and Yo La Tengo. Working out of his own simply equipped Studio Red in Philadelphia, Lasus has managed to capture the many different facets of 22 Brides' sound, making a record that is challenging, sonically interest-

-- CONTINUED ON PAGE 320

Producer Adam Lasus



Recording at Home With Warren Zevon

by Eric Rudolph

Warren Zevon has a few basic guidelines for determining the direction of a new record. "I think one should only make records one would want to hear. and one should try to make them different" from their predecessors, he says. Zevon's done both with his latest recording, Mutineer (Giant/Warners), most of which was recorded in his Los Angeles apartment with a well-traveled broadcast board and a couple of ADATs.

Zevon says *Mutineer* is the record he has always wanted to make; it is also the quietest Zevon record so far. While it opens on familiar ground, with the rocking "Seminole Bingo," about a fugitive junk-bond king, it immediately turns markedly quiet, downbeat and introspective for the next five songs.

"Contrary to some perceptions of my having reached a quiet and meditative midlife turning point, the quieter sound of Mutineer has more to do with the nature of the at-home recording process than with a philosophical intention," he says by phone from a Cleveland hotel room, "My little apartment studio simply lends itself to quietude. However, when I saw that this was becoming the guietest record I'd ever made, it struck me that making a quiet record was the most mutinous thing I could do at this point." He is seven dates into a tour on which he laid to rest any doubts about middleaged doldrums, rocking hard for two hours night



after night, backed by the energetic Irish pop-rock band Something Happens. (Zevon is considering making his next record with Something Happens, in a regular studio setting, perhaps in Dublin.)

After making records in state-of-the-art studios

with various perfectionist producers and associates (from ad jingles and his first sides as an artist with Bones Howe, to Jackson Browne, various members of the Eagles and Waddy Wachtel) for most of the last 25 years, Zevon decid—CONTINUED ON PAGE 322

CLASSIC TRACKS

"Groovin'" by The Young Rascals

by Blair Jackson

I've always had a soft spot in my heart for The Rascals because Felix Cavaliere, the group's lead singer, keyboardist and co-writer of all their best songs, grew up in my hometown of Pelham, N.Y. (a suburb of NYC). When the Young Rascals (as they were known their first three years) first hit the Big Time in early '66 with their peppy reworking of The Olympics' "Good Lovin'," this was big news in Pel-



L to R: Felix Cavaliere, Dino Danelli, Gene Cornish, Eddie Brigatti

ham! Even though Cavaliere had left Pelham a few years earlier, his parents still lived across the street from Pelham High School, and occasionally there would even be Felix sight-

ings, like when our hometown hero would pull up to his folks' house in a some fancy sports car. "Wow, there he is!"

The Rascals were always somewhat of an

anomaly in the pop music world. They emerged in the wake of the British Invasion, but their sound was closer to Wilson Pickett and Smokey Robinson than to The Beatles or Dave Clark Five. They were soulful white kids: in fact, the term "blue-eyed soul" was originally coined to refer to The Rascals (though none of the bandmembers had blue eyes). All four members had experience playing R&B, and three of the four members-Cavaliere, Canadianborn singer Gene Cornish and Eddie Brigati were latter-day members of the popular New York act Joey Dee & the Starlighters

-CONTINUED ON PAGE 324



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King Biscuit Flowers Again on CD

by Blair Jackson

There was a time—not so long ago, actually-when rock in roll fans couldn't just turn on MTV or VH-1 or Showtime or HBO to see concerts by the hot touring bands of the day. Radio was still king, and a syndicated program called The King Biscuit Flower Hour was the main source each week for millions of people nationwide to hear live music. It was a boon to music lovers, and both bands and record companies recognized that playing The Biscuit (as it was fondly called) was an excellent promotional tool. Sound quality was always excellent, and if you were quick-fingered enough with your reelto-reel or (later) cassette recorder, vou could avoid the commercials and assemble thrilling live tapes of your favorite bands.

The show debuted on February 18, 1973, with an amazing triple-bill of Blood Sweat & Tears, fusion giants Mahavishnu Orchestra and a little-known artist named Bruce Springsteen. Twenty-two years and more than 1,000 broadcast hours of nearly 500 artists later, The Biscuit has a new home; on compact disc. While the show is still heard on some 170 stations (down from a peak of more than 300), it has been airing reruns since 1991 (though that may change soon), and now the company is looking to the new King Biscuit CD series as a fresh way to capitalize on their incredible archive of more than 16,000 tapes.

"We're hoping to put out six or eight CDs a quarter," says King Biscuit label manager and archivist Barry Ehrmann. "Whenever possible, we're going to put out the whole concert, not just what was broadcast. and we're going back to the original multitracks and remixing, rather than just releasing whatever the radio version of the show was." The first batch of CDs, released mid-summer, includes a 1976 Deep Purple concert, America from 1982, Greg Lake (of the original King Crimson) with Gary Moore from 1981, Kingfish (featuring the Grateful Dead's Bob Weir) from 1976, and Canned Heat from 1979. Under consideration for the second batch, due in October, are concerts by 10cc from 1975.

Steve Forbert from '79, The Fixx from 1982. Robin Trower from '74 and a couple of others that were still being finalized at presstime. "This is just the tip of the iceberg," Ehrmann says. "There's amazing stuff here, and we're going to do whatever we can to get the rights to release it. Some acts we're never going to get, of course. But so far, managers and labels have been very receptive to what we're doing, because they know the quality is going to be good."

King Biscuit hired veteran producer engineer/studio owner Gary Lyons (Foreigner, Aerosmith, Grateful Dead, etc.) to handle the technical end of the re-release operation. which began with baking the master reels and transferring them to new digital or analog tapes. "They'd been kept very professionally," Lyons comments. "They're all 16- and 24tracks done by the top trucks of the day-Record Plant, Wally Heider's, Effanel, Fanta Professional Services out of Nashville, various others. Usually, I preferred the analog sound [for the transferl, because as the vears pass, you pick up a little bit of second or third harmonic distortion on tape, and transferring to analog sounded more pleasant.

"We used the Ampex recipe for baking the tapes," Ehrmann adds with a chuckle. "Put them in a convection oven for eight hours at 120 degrees. Then you let them sit at studio temperature for 24 hours while the tape restabilizes. They're fine for about 30 days, and then they tend to revert to their original condition. We found that it wasn't the age of the tape that determined its condition. Eve played tapes from 1973 that are fine and ones from 1978 that are shot. But I haven't come across a tape that's completely ruined. Everything has been recoverable, and I think that's because they were stored so well. Probably a month after recording them, they were shipped to a climate-controlled environment called Iron Mountain in upstate New York. This place is like something out of James Bond movie-it's a complete underground city. You go through this humongous steel door, and then there are about 25 buildings underground. I think people used to farm mushrooms down there, and then in the '50s, the guy

AMERICA IN CONCERT In Concert who built it started renting out

space to corporations to have underground offices in case of a nuclear war or something. After that, it became a storage facility."

Lyons has been doing his sonic work at a facility in Germany known as Dolphin Studios, which is equipped with an SSL G Series and Neve consoles, Genelec monitors, a SADiE digital workstation and whatever outboard gear he might require. "My goal is just to capture the excitement of the original performance," he says. "When I worked on the Kingfish [two-CD| set, I worked with [band coleader] Matthew Kelly to help me understand what the concert sounded like in the hall at the time, and he was very helpful. I didn't want to go and make it sound modern. In fact, in general. I've tried to keep the outboard equipment as authentic as possible. If I have to use a compressor or something on a mid-70s show, I'll use



Barry Ehrmann and some of the 16,000 King Biscuit tapes.

tube gear and try to keep it as much in that period as possible.'

Still, Lyons says that preparing the tapes for release has been a painstaking job. On Kingfish, for example, "I went through every song and marked down where there was singing and where there wasn't, and then, using the computer, I'd kill that mic when it wasn't being used for vocals, to get rid of buzzes and hums and crosstalk and spillage from the guitars and drums. At the same time, I'm not going to go through and take out every click and pop I hear. It's a live show, and you want to keep the musical integrity. If there was a noise, well, that's what was there. I don't want it to sound like a studio record, although that's easy to do with today's technology.

Wherever possible, King Biscuit is involving the original recording engineers and/or bandmembers in the process of mixing the tapes, and as Ehrmann jokes, "We're not going to start screwing around with Bob Clearmountain's original mixes of Bowie and Bryan Adams shows if it comes to that." Greg Lake produced the release of his disc himself, and the Canned Heat project was overseen by the group's drummer, Fito de la Parra. Ehrmann says he hopes to release entire concerts rather than just selected cuts, and he doesn't envision making compilation CDs. Many of the tracks on the original tapes were never aired due to to time constraints, and there are even a fair number of concerts that were not broadcast at all for one reason or another.

Obtaining the rights to release the vintage concerts is probably the biggest hurdle Ehrmann faces with the new label. Generally speaking, the performances are controlled by the

groups and the record companies for whom they recorded at the time the tapes were made. Complicating the situation are such factors as whether the band exists anymore, whether they now record for another label, and, most importantly, whether the musicians want the material released. Some artists are notoriously protective of their

work, and others may have already released live material from the year(s) covered by the King Biscuit material. King Biscuit tapes already have been tapped by the Rolling Stones for their Still Life LP, and Ehrmann says that some of their Eric Clapton material may turn up on a second Clapton Crossroads box that is in the works.

"There's so much great stuff here it's hard to know where to begin," Ehrmann says. "We recorded three nights of Genesis in 1976—we have 45 reels of 24-track tape on that. We've got Peter Gabriel at the Bottom Line with Robert Fripp on guitar. It goes on and on.'

Indeed it does—from the guitar gods of the mid-'70s, to nearly every major new wave band, to the established giants of two decades. "I just want to get this music out to people," Ehrmann says excitedly, "King Biscuit is a name a lot of people grew up on. These CDs are going to bring back a lot of good memories for people, and hopefully also introduce new people to some great music."

-FROM PAGE 316, 22 BRIDES

ing and—dare we speak the word? commercial at the same time. Lasus may have alternative-world recording credentials in spades, but he clearly knows how to work with singers and songwriters, too.

What has become a successful career for the 26-year-old Lasus "started out as a hobby in my basement with a Tascam 38 and an Allen & Heath board," he says, "I'd played in bands and was into recording demos, and I started doing other bands' demos for free just as a hobby for fun. I got my start at Studio 4 [in Philadelphia] as an intern, and my band got a spec deal there. While we were doing our music there, it dawned on me that I was maybe more interested in the recording end of it than playing in a band. I continued my little hobby studio, and then—I don't know if it's fate or what-but a lot of the little bands I did demos with for free ended up getting signed: Chris Hartford got signed to Elektra, Madder Rose got signed to Atlantic, Helium got signed to Matador, the Gigolo Aunts got signed to RCA. And a bunch of them came back and said, Hey, we want to do our album with you in your basement, because we like the vibe."

As his business increased, Lasus moved from 8-track to a 16-track MS-16 and a Soundcraft board. Then, a year-and-a-half ago, disaster struck: "A four-foot water main in front of my house broke and flooded my entire basement, so all my gear and a lot of tapes, about 15 guitars and a couple of drum kits...everything I owned was under water for 12 hours. I was in a state of shock, wandering around my basement trying to save the master tapes, because you can always get more equipment, but the tapes were irreplaceable. I had about 300 there, and I managed to save all except four." Then, in a scene straight out of It's a Wonderful Life, a bunch of the bands Lasus had worked with threw benefit concerts for him in Boston, Philadelphia and Providence, raising nearly \$10,000 toward the resuscitation of their beloved Studio Red, "It made me feel good because I'd just been in my basement working all those years and hadn't paid that much attention to the fact that Fd helped a lot of people and was actually starting to become a figure in this East Coast indie rock alternative scene," he says.

Lasus' luck continued when he learned that "right down the street there was a studio called Babylon Sound that had just folded, so I went in there and they rented the space to me—and it's been great. It's a huge space with a window, a beautiful drum room, a control room that was based on a John Storyk design. It's quite a contrast from my basement, but I still think it has a nice, relaxed vibe. It's still basically just a home studio that went wild.'

These days, Studio Red is equipped with a Soundcraft Spirit console, "which is probably bottom-

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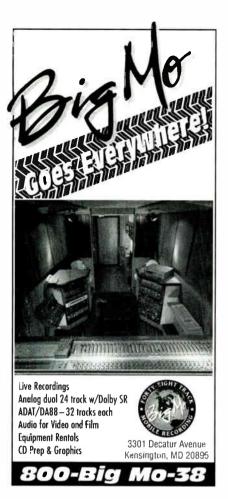


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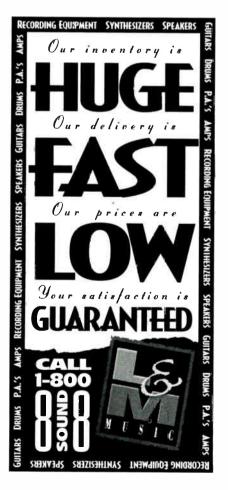
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of-the-line," Lasus admits, "but I've worked on it so long I've gotten real good at it, and I actually like a it a lot. I'm still using the Tascam MS-16 at 30 ips. I mix everything down to an Otari 5050 2-track at 15 with [Ampex] 499, which kind of smooths out the bottom end, and also to a Panasonic 3700 [DAT]. 1 go back and forth between analog and digital for my mixes. Probably the main thing that makes the studio sound warm is I have a thing called a Purkhiser CA2. Purkhiser is this genius in Ohio who's the brother of the singer in The Cramps [Lux Interior], and he makes the most incredible tube preamp compressors I've ever used. He built me this deluxe model that's two preamps and two compressors, kind of like a stereo unit or dual mono. Soundwise, it's kind of like a combination between a Fairchild and an old LA-2. On the Brides record, all the vocals were done through it, and all the acoustic guitars. I just go through that and right to tape. The unit is incredible, and it's in red aluminum with red backlighting, so it looks really cool, too!"

Sessions for Beaker (named after guitarist Skehan's cat) stretched over a month at Studio Red, with about ten days each devoted to basic tracks, overdubs and mixing. (Additionally, two songs were recorded and produced by Daniel Wise at Network Studios in New York City.) The total budget was about \$20,000—not a huge amount by major label standards, but a decent figure for an indie record. Helping Lasus with the engineering and mixing was Jason Cox, who has worked at Studio Red for more than a year, "He's amazing, with really good instincts," Lasus says of Cox. "He's a Full Sail graduate, which is a big help, because I'm completely untrained; I didn't even really read the manuals to this stuff. So he's shown me things I didn't even know about.'

Lasus says the basic tracks were recorded live, "and we kept all the bass and rhythm guitar where possible and built up from there. There aren't too many overdubs; we tried to keep things simple—but still have some variety and sound interesting." To that end, Lasus encouraged Skehan to use a number of different guitars and effects. "I have a collection of about 25 vintage guitars and about 20 amps, ranging from little Ampeg Rockets up to Marshalls and Bass-

man. I think we used about 15 different guitars. I'm a big fan of \$100 guitars that sound cool. Plus I have about 50 effects pedals, so all my production is pretty guitar-oriented." Typically, he miked the amps "with a 421 up close and then a 414 in the room. I'll usually use one, the other or both." Bass mainly went through an Ampeg V4 cabinet miked with a Beyer M88 and then also captured direct with a Countryman.

For Stroh's drums, Lasus and Cox used an RE20 on the kick, a 57 on the snare, Beta 57s on the toms, 451s as overheads, and a PZM placed on the studio window "to liven up the sound a bit." In addition to the 414 for the room, Lasus also found the CAD Equitek E100 to be very effective: "We used it right close to the ground, about ten feet from the kick, and it sounded great. We also used the E100 on some of the vocals." The primary vocal mic, though, was "a 414 that I just love," Lasus says, "It seems a little brighter and a little warmer than most. For a second mic, I used either the Equitek or a Sony C-38, which is a cool old 70s transistor mic." Besides the aforeraved-about Purkhiser compressor, Lasus also used quite a bit of Roland Space Echo on the sisters' vocals he says "it blows away any other vocal effect I've ever heard."

Working on the 22 Brides record was "really satisfying all the way around," Lasus says. "Carrie and Libby have a great dynamic going, and they're really open to trying different things. It was all very smooth. They were looking for a departure from their acoustic folk sound, so we just went in and tried a lot of different sounds. I'm really happy with how it came out, and I think they were, too."

-FROM PAGE 317, WARREN ZEVON

ed that he would finally work alone and unsupervised. Inspired by the low-tech approach employed on his previous recording, the direct-to-DAT acoustic solo world tour record Learning to Flinch (Giant), Zevon decided that his next studio record would be cut primarily in the 6x8foot pitched-roof loft of his L.A. apartment.

The loft is equipped with two stock Alesis ADATs, an Amek/TAC Bullet console (the same 10x4x2) broadcast board used to record





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DIGITAL SOLY

Zevon live-to-DAT during 96 shows around the world), a Zoom box, a couple of AKG 414 ULS microphones, Sony Pro headphones, Tannoy PBM-8 monitors, an ancient Macintosh Plus computer with memory upgrades and Mark of the Unicorn 4.2 software, Alesis drum machine, custom drum samples and a Yamaha KX88 keyboard. Zevon composed music and laid down sequences, vocals and guitar tracks, starting at around midnight (his preferred time to record) each night.

"One of the big advantages of this approach is that it eliminates demos. I dislike making demos because I'm lazy, and because we always think the studio vocal is never as good as the demo. Also, the demo process stops the compositional process dead. It's, 'Get it on tape so you can play it for the guys, then throw the demo away,'" Zevon explains. At home, Zevon continued to compose the songs on *Mutineer* as he recorded them.

Zevon claims that he is not at all technically adept. "ADATs are pretty simple; my engineer Duncan Aldrich set up the studio and showed me how it worked, and I wrote it down and tacked it on the wall. I said, 'Look, Duncan, you might as well not even try to explain the route to me, just make it so it happens.' When Duncan heard tracks, either over the phone or in person, he was always saying, 'Stop using the compressor, stop fooling around, don't do anything I can't undo!" Having decided to make an uncluttered record, Zevon used only seven of his 16 available ADAT tracks for music; an eighth was used for a SMPTE stripe. He used his second ADAT machine only to make safeties.

Zevon was determined not to spend "all day singing the same thing until I lost my voice. There's a risk of losing whatever personality I have as a vocalist by attempting to record vocals in a more perfectionist way like other singers. All this maximizing the vocal tracks is a wonderful thing for technically better singers. If I knew that I could fix bar 47 like [Don] Henley could, I certainly would; I can hear that triplet, but I can't sing it. So rather than worry about bar 47, I thought, 'What will happen if I just go for performances?'"

"The vocals are very relaxed, and we both think they're his best yet," says *Mutineer* engineer and frequent Zevon collaborator Aldrich. "He wasn't under the gun for the big hourly studio rate and didn't have people telling him he wasn't singing right. Vocal sessions can often be quite grizzly, but he was having the time of his life. The whole philosophy of this project was to let the art overcome the technology. Most of the vocals on the record are from the home studio; whatever punching-in there is on those vocals, Warren did himself at home."

Long thought of as primarily a pianist, Zevon's guitar leads, rarely heard on record, are some of the best elements on Mutineer. They burst out of quiet songs about love gone horribly wrong, snarling with suddenly released tension and fury. Zevon says the lead parts were in many ways "the most expressive part of the record, so being able to play them at home with the least amount of inhibition was very important." Mutineer's electric guitar parts were recorded direct from Zevon's Steinberger through a Zoom box; the acoustic parts were both miked and recorded direct.

The completed ADAT cassettes were transferred to 24-track analog at Devonshire Studios in Los Angeles, which has an old Neve 8128 board with Flying Faders, and a Studer 827. In keeping with the desire to make an uncluttered record, Aldrich limited Zevon to seven tracks of overdubs for everything, including guest musicians such as bassist Larry Klein, Bruce Hornsby and Zevon stalwart David Lindley. The bass, drum and keyboard parts were regenerated using the SMPTE stripe. "The notes were there; we just re-did the parts under the superior sonic conditions at Devonshire," says Aldrich.

Aldrich says he did as little processing to the ADAT material as possible. "With synthesizers, you do what you can to make them not sound so lame, and my philosophy on this record was less is more. I did some light EQ and made some tender use of digital sound environments with a Lexicon 480, and we used a live reverb chamber on some tracks. But I tried to do the processing so that you would only notice it if it wasn't there—like putting the shine on a freshly painted car."

Simplicity being the order of the day, the sound of a toy piano on "Piano Fighter" (which recounts Zevon's history from a would-be

prodigy to his crisis with alcoholism following his initial success) was produced by Zevon actually playing a toy piano "just like ["Peanuts" character] Schroeder!" Aldrich says. "A sampled toy piano would never sound like that. It belongs to my neighbor's daughter, and it was in tune." The toy piano was recorded live with a Neumann 47 FET at Devonshire.

Zevon encountered many challenges recording at home in an apartment, starting at midnight, but fortunately noise complaints from the neighbors were not among them. He monitored his raucous guitar leads with headphones and noted that there is no neighbor on the other side of the wall of his loft studio. "That's one of the charms of my apartment, that this sort of thing is possible," he notes. "I'm always telling people that they could buy a house, and, if they tried to record at home, the sound could still travel perfectly across the Valley to annoy the neighbors."

-FROM PAGE 317, YOUNG RASCALS

before hooking up with young jazz and R&B drummer Dino Danelli to form the Young Rascals in early 1965. They were signed by Atlantic Records—considered a "black" label at the time—and began their five-year string of hits with "I Ain't Gonna Eat Out My Heart Anymore" in December 1965.

Around the same time the Young Rascals were picking up steam, a young Liverpudlian named Chris Huston had crossed "the pond" and was starting to get involved with studio work. He had been a member of the group The Undertakers and even done some road time with Joey Dee, whom he knew from the Starlighters' days at the Star Club in Hamburg, where The Undertakers occasionally gigged, following in the footsteps of you-know-who. The Undertakers' American manager, Bob Gallo, also co-owned (with Bob Harvey) a small Manhattan recording studio called Talentmasters, and Huston quickly learned that he was more intrigued with recording than with playing. At Gallo's urging, Huston turned down an offer to join Paul Revere & the Raiders to work as an engineer at Talentmasters. "I guess I was one of the first of a class of musicians who went into the studio and basically

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said, 'Let me have at it," Huston says.

"Talentmasters was this little place on 42nd Street," he continues, "The actual control room was no more than 12-foot-square, and it had a Presto lathe in the back. It had four Ampex MX10 mixers, with a little mic/line switch on the last one. four Pultec equalizers and four Hammond K10 spring reverbs. So it was pretty simple, but so much great music happened there. My engineering didn't really involve much, though. It was basically just turning a few knobs to capture a performance. There was not a lot of sophistication in engineering. In those days, we were documenting a performance, whereas today engineers help create a performance.'

Atlantic Records used the room so much that they bought the studios from Harvey and Gallo, changed the name to Incredible Sounds, and then essentially turned over the operation to producer Bert Berns, who briefly ran an Atlantic custom label (BANG) until his sudden death in December 1967, "Atlantic had the place going night and day," Huston remembers, "We did Ben E. King there, The Drifters, Solomon Burke, Patti LaBelle, Mary Wells, Question-Mark & the Mysterians, Van Morrison. The Rascals...'

Huston already knew The Rascals through his association with Joey Dee, "so when I finally got to work with them [in early 1967], we didn't have to go through that sometimes awkward period of breaking the ice. They were a little different from the setups I'd been working with normally, because usually at Talentmasters we were working with sessionmen for the big artists, and in those days, people would rehearse until they got it right, even with the string section in there playing along with them. We only had 12 inputs, because the MX10s had three mics on each. But sometimes we'd have 28 people—like when we did James Brown, we had 12 inputs for 28 people live. So it was not unusual to find the musicians rehearsing for hours to get it right. I'd be circling the room, listening, getting a feel, because as an engineer then, your job was to take the energy of the room and add to it if you could."

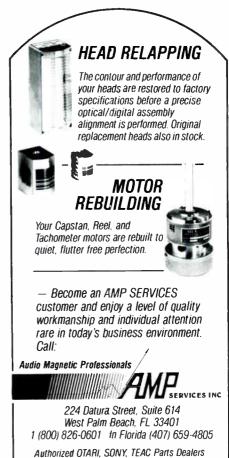
For The Rascals, though, "The tracks were built," Huston says. "You recorded on four tracks of a 4-track machine, submixed down to two tracks of another 4-track and proceeded from there. The piano we had wasn't very good, but it worked well enough, I guess. The mics were fine. The esoteric mics that everyone bows down to today were our everyday tools. We had a 47 that we used on vocals, and I remember we had a lot of 56s. I made a little platform for Eddie [Brigati] to stand on around the microphone, because he's so short. Also, we brought in Davey Brigati. Eddie's brother, who also played with Joey Dee, to help out with the background vocals. They all had those wonderful Italian voices; so sweet. That's what was most amazing to me about The Rascals-those voices. And it wasn't just the notes they hit, but their choice of notes.

"By the time I worked with The Rascals, we were starting to work out parts more in the studio, because the ability to ping-pong opened up a lot of doors, and sometimes you wouldn't know exactly where a track was headed until you'd heard some of that [layering]," he says. "Still, it usually came down to the rhythm section on one track—that was mono drums and bass; horns and strings on one track; lead vocal on another; and then background vocals on the other. On The Rascals, we'd usually use eight or nine tracks total; no more than that.

"Groovin" was written by Cavaliere and Eddie Brigati and recorded March 27, 1967. It marked something of a departure for the band in that it featured a very relaxed, vaguely Latin groove laid down by Danelli's congas, rather than conventional rock n' roll trap drums. Gene Cornish usually played bass, but for this session, "without really thinking of the politics of such a move, I brought in Chuck Rainey [from King Curtis' band], and that was literally his first job as a session player," Huston says, "There was no looking back for Chuck after that—he ended up playing on a lot of Aretha Franklin's best stuff, and so much more, of course." The track is also notable for Cavaliere's soulful lead vocal, the distinctive high harmonica line (played, Huston says, by the studio's janitor, Michael Wienstein), and the cheesy, but effective, bird noises contributed by Huston and Brigati. The Rascals produced their own sessions—a rarity in those days—but with plenty of input from Huston, the group's manager Sid Bernstein, and Atlantic staff producers

-CONTINUED ON PAGE 347





Tape & Disc News

T

ELEMETRICS OFFERS DIGITAL BIN

High-speed cassette duplication equipment manufacturer Versadyne has branched into the digital bin market with the founding of Telemetrics, a new affiliate company specializing in digital master reproducers for duplication lines. The company's first product will be the DBS-1000 system, which includes a mastering station

the price of currently available systems." The economy is achieved by designing the bin around two RAID (Redundant Array of Independent Disks) hard disk arrays (one for each side of the cassette), rather than using the more costly RAM storage approach favored by Telemetrics' competitors. Hard disks were used in the original bins offered by industry

pioneer Concept Designs some eight years ago, but RAM-based systems were found to offer better reliability. Telemetrics appears to be banking on the idea that the substantial evolution in hard disk technology over the past few years now makes the disk-based approach feasible.

The DBS-1000 uses Pentium-based computers as CPUs for both mastering and duplication stations. The system has 16-bit linear converters, selectable output bus configurations. slave recorder control, cue tone generation and a built-in "production totalizer" for monitoring up to 24 slaves. The mastering station uses simultaneous real-time loading of A- and B-side programs from DAT via an AES/EBU bus, with the B-side reversed during

download. Program data and format commands (including EQ, record level and bias information) may be stored along with the program.



and a hard disk-based digital bin. The system offers 64:1 and 80:1 duplication ratios at a 44.1kHz sampling rate, as well as 128:1 at 32 kHz.

The DBS-1000 is aimed at the low end of the price spectrum in digital bins, which generally have been within reach of only the most prosperous duplicators. Telemetrics says the system will sell for "less than half

VHS BLOOMS AS DVD WAR LOOMS

Rival groups of digital video disc (DVD) proponents may be staking their claims to the future of the CD as a video and multimedia format, but $\left\{\begin{array}{c} \text{Bottom Line:} \\ \text{If sound really matters, there's just no other choice.} \end{array}\right\}$

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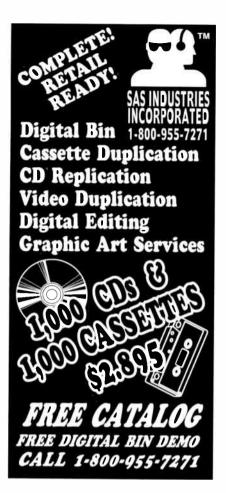


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consumers are showing little dissatisfaction with the product that the new high-density CDs are designed to replace: videotape. According to figures released by the ITA, U.S. unit shipments of blank VHS cassettes rose 11% in 1994, while sales of VHS pancakes jumped a whopping 30%. (Blank audio cassettes, meanwhile, showed a mere .3% rise in unit volume, with a 4.1% drop in dollar volume.)

Unless (and even if) agreement can be reached between backers of the MMCD (Sony/Philips) and SD (Time Warner/Toshiba) versions of DVD, high-density CD is likely to have a hard time competing against the near universal VHS format, especially since the discs are not recordable. Commenting on the probable effects of a format war at the Replitech conference in Santa Clara, Calif., industry watcher Ted Pine of Infotech said he foresees an adoption rate that "will underperform the initial adoption rate of CD-Audio." In computing applications such as multimedia, Pine expects that in the "worst case...the high-density format war will prolong the life of normaldensity CD-ROM."

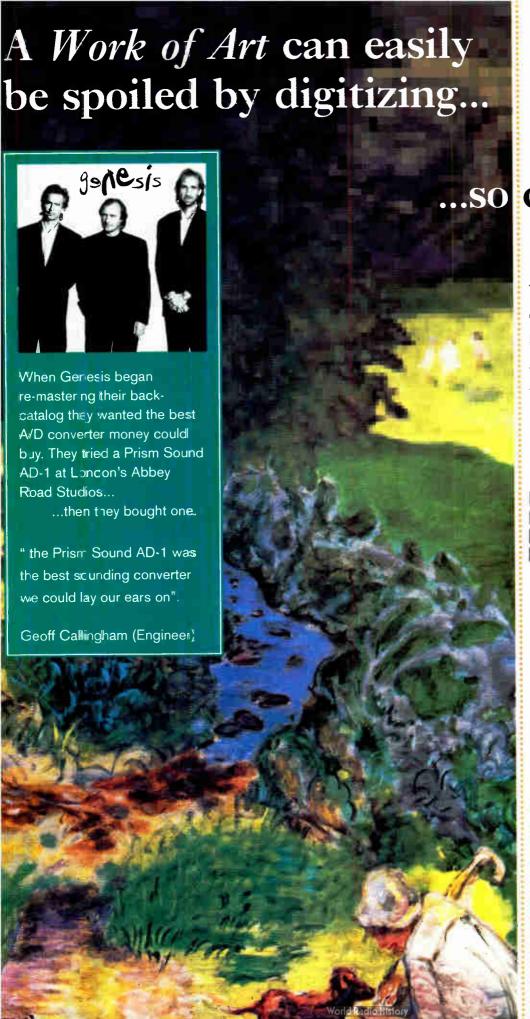
SONIC ADDS CD-PLUS SOLUTIONS

Sonic Solutions has announced plans to debut a new set of tools designed to enable users of its audio workstations to write CDs in the multisession "CD-Plus" format, with audio tracks in the first session and multimedia data in the second. Sonic Solutions has also announced that it is cooperating with REV Entertainment to provide tools for building a series of CD-Plus titles for major labels including Warner Bros., Sony, Atlantic and Elektra.

SPLICES

JRF Magnetic Sciences (Greendell, NJ) supplied T-bar head mounts to two high-speed duplicators. National Tape (Nashville, TN) installed the mounts on 19 ES-8000 slaves, with an additional 35 slated for upgrade soon, while Michelle Audio (Messena, NY) upgraded 20 ES-8000s and 50 Gauss 1200s, as well as two Electro Sound loop bins. The mounts improve azimuth alignment by replacing shims with a tapered set screw... Novato, CA's KABA Research & Development is offering Saki ferrite recording heads as original equipment in its real-time and double-time in-

cassette duplication systems. Saki (Calabasas, CA) also reports the sale of ferrite heads to Russian duplicator RONEeS for installation in Electro Sound high-speed slaves...Electro Sound (Sun Valley, CA) sold Series 9000 high-speed audio dupe systems to Marsal Productions (San Antonio, TX), The Teaching Company (Springfield, VA), Digital International Corp. (North Hollywood, CA) and Cold Call Cowboy Productions (Palm Desert, CA). Sister company Gauss, meanwhile, made duplication sales to Jackson Sound Productions (Englewood, CO), which added slaves, and Northwestern (Portland, OR), which purchased a MAX digital bin...Versadyne (Campbell, CA) delivered a turnkey high-speed audio duplication system built around a 1/4inch 1000 Series master to KASA in Phoenix, AZ. Also in Phoenix, Versadyne sold Series 1000 and Series 1500 slaves to Global Cassette. In international sales, a 1000 Series system went to SonoTec in Bogota, Colombia and a 1500 Series system to Shunde Jixin Industry in China... Greencorp Magnetics (Sydney, Australia) purchased coating, slitting, milling and test equipment to expand its cassette tape manufacturing operations...Rank Video Services America began operations at a new 235,000-square-foot, \$36 million manufacturing center in North Little Rock, AR. The plant will have an annual duplication capacity of 74 million feature-length video cassettes...At CMS Digital (Pasadena, CA), engineer Robert Vosgien mastered the new Van Halen single for Warner Bros...Digital Domain (New York City) mastered the new Toulouse Engelhardt CD for Sierra Records, as well as remastered a 1973 concert album from Gram Parsons...Rykodisc remastered the Frank Zappa album Strictly Commercial at SAE Mastering in Phoenix, AZ. Other labels working at the facility recently include Blind Pig, Flying Fish, Sub Pop, Touch & Go and RCA...San Francisco's Rocket Lab was the scene of mastering work by Paul Stubblebine on new albums by Harvey Mandel and Henry Kaiser, as well as mastering by Ken Lee of a new album from the Drifters...Phil Austin of Trutone (Hackensack, NJ) wrestled with mastering the new Hulk Hogan album, while colleague David Radin handled new releases from Matador and Ichiban Records.



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SPOTLIGHTS SESSION A D A M BEYDA

Tonic, Andora Studios

Soon after L.A. alternative four-piece Tonic signed to Polydor Atlas, the label put out a producer's cattle call. After meeting with several candidates. the band chose to work with formidable producer engineer Jack Joseph Puig, whose voluminous discography includes credits with bands such as Belly, the Black Crowes and Jellyfish.



Tonic mixed their upcoming Polydor/Atlas debut at Andora Studios In Hollywood, Posed in front of the Wall O' Outboard in Studio B are (L to R) producer/engineer Jack Joseph Pulg, bassist Dan Rothchild, vocalist Emerson Hart and guitarist Jeff Russo.

Puig tracked Tonic at Ocean Way and tracked and overdubbed at Sound City and Sunset Sound Factory. Come mix time. Puig chose to work in Studio B at Andora Studios in Hollywood, where he has mixed several other albums. The room -CONTINUED ON PAGE 338

Weapon of Choice, NRG Recording

When funkmeisters Weapon of Choice went into North Hollywood's NRG Recording Services this summer, they were only planning on cutting a remix of a single. Maybe it had something to do with the vibe at the commodious, studio bau:tondesigned facility, but creative mayhem ensued. and the funk just wouldn't stop: After three weeks, the band emerged with an album's worth of new material.

The LP, Hoorasion of the Body Hatchers, is slated for a January '96 release and will be the band's second album for the Loosegroove label, headed by Pearl Jam guitarist Stone Gossard. Gossard produced, working with producer/engineer Matt Wallace (known for his work with Faith No More, -CONTINUED ON PAGE 344

Loosegroove Records recording artists Weapon of Choice at NRG Recording Services: front (L to R) are Regan Hagar (Loosegroove co-owner), Mark (backing vox), Finn (guitar), John Ewing Jr. (second engineer) and producer/Loosegroove chief Stone Gossard. In the back are Audra (backing vox), band manager Von, Lonnie (bass, vox) Tom-Bone (trombone), engineer Matt Wallace and Keefus (keyboards).





SESSIONS & STUDIO NEWS

by Adam Beyda

NORTHEAST

Richard Stoltzman was in BearTracks in Suffern. NY, recording for the BMG Classics label. Jeremy Wall produced the session, with Larry Swist engineering and Steve Regina assisting...The Fun Lovin' Criminals tracked their self-produced EMI debut at New York's Magic Shop. Tim Latham engineered with Juan Garcia assisting. Producer John Agnello was also in mixing the new Triple Fast Action release on Capitol...TAANG! recording artists The Swirlies mixed their latest material with engineer producer Rich Costey at Boston's Sound Techniques. Dave Kirkpatrick assisted...Phil Greene mixed the new Roomful of Blucs album on Rounder Records' Bullseye Blues label at Normandy Sound Studios in Warren, Rl. Roomful leader and trombonist Carl -CONTINUED ON PAGE 334 New York session: At tube gear Mecca Sear Sound (on the West Side), the lads took a break from recording the forthcoming debut release of new Geffen band Hunk. Shown are (L to R) engineer Bil Emmons, assistant Tom Schick and producer Don Fleming.

NY METRO REPORT

by Dan Daley, Georgie Jessel & Charlie Callas

Howard Schwartz—you know, of Howard Schwartz Recording—is celebrating his 20th year in showbiz this year. He figures success is just around the corner. Any day now, But seriously folks, Howard is a New York institution. In fact, he's been institutionalized numerous times. But you know, Howard has done very well for himself. Howard made his first money in real estate—his thighs went condo in 1977. The height of the market, no less! One thing you can say for -CONTINUED ON PAGE 344

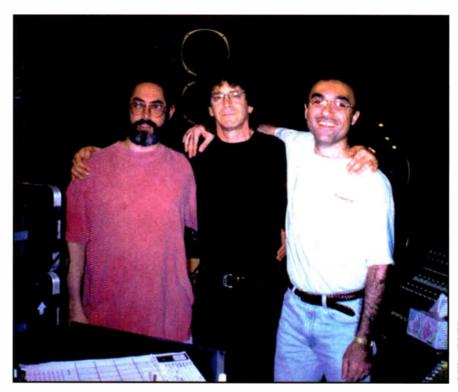
Howard Schwartz at Howard Schwartz Recording



New York session: Lou Reed was in at SoHo facility The Magic Shop cutting tracks for a self-produced future Warner Bros. release. Pictured in front of the studio's vintage custom Neve wrap-around, Reed is flanked by Steve Rosenthal (L), studio owner and engineer for the project, and Joe Warda, assistant engineer.

-FROM PAGE 333, SESSIONS

Querfurth produced, assisted by guitarist Chris Vachon...Matt Johnson (a.k.a. The The) was in at Sear Sound (NYC) recording for Sony UK with engineer Bruce Lampcov. Sear staffer Bil Emmons engineered for Geffen behemoths Boss Hog, produced by Steve Fisk, with assistants Tom Schick and Fred Kevorkian. Mixdown was done on the studio's rebuilt Ampex 300 ½inch tube recorder...Smoothie Michael Franks was in at the Make Believe Ballroom in West Shokan, NY, working on a new project for Warner Bros, with producer Matt Pierson and producers Russell Ferrante and Jimmy Haslip of the Yellowjackets. Tom Mark engineered...Tom Dowd was at Sheffield in Phoenix, MD, working on a televison special for the Allman Brothers Band, with Fred Derby engineering. Sheffield's remote truck was recently working on a jazz and a gospel series

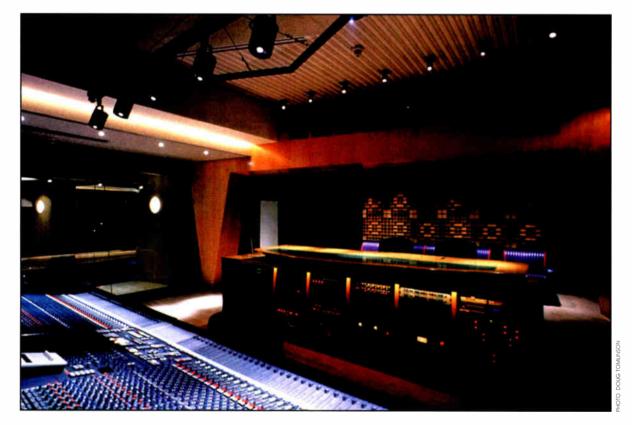


for Black Entertainment Television at Washington, DC, locations. Bill Mueller and Robert Jackson engineered...

SOUTHERN CALIFORNIA

Heart-melting chanteuse k.d. lang completed her latest Warner Bros. re-

lease at Encore Studios in Burbank with Ben Mink producing and Marc Ramaer mixing. David Betancourt assisted. Quincy Jones was also in mixing his new Warners album with engineer TomVicari and assistant Carlos Warlick...311 was at NRG Recording



This is the control room at Whitney Houston's new personal studio in Mendham, N.J., designed by the Russ Berger Design Group. The room is based around an SSL 9000 console and features 48-track digital and 24-track analog Studer recorders and a custom Quested monitoring system. The facility also includes a tracking room and a piano room.

in North Hollywood with producer Ron St. Germain, engineer Scott Ralston and assistant John Ewing Jr. working on their latest project for Capricorn Records...Red Five were in Sound City in Van Nuys cutting their Interscope debut with producer Matt Wallace and engineer Tony Phillips. Jeff Sheehan and Billy Bowers assisted...At Skip Saylor Recording in L.A., legendary modern-rockers Love & Rockets were in tracking and mixing their upcoming self-produced American Recordings release with engineer Sylvia Massey. Atlantic act Brandy was in mixing her single "Broken Hearted." Soul Shock & Karlin produced with Jay Lean engineering. Erin McInnes assisted on both sessions...Songwriters Robin and Judithe Randall recorded a new number for the show Baywatch at Tutt & Babe Music in Santa Monica. Guy Marshall produced...

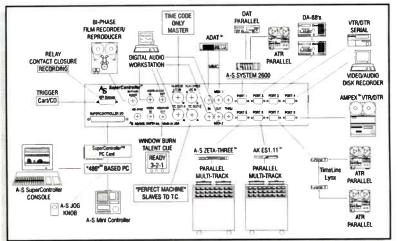
NORTHWEST

Producer Dennis Herring tracked the Restless Records debut of the Penny Dreadfuls on the API in Studio B at Bad Animals/Seattle. Chris Furhman engineered, and John Burton assisted...Jazzman Mark Murphy recorded his latest LP at Triad Studios in Redmond, WA, with engineer Mark Yeend...

NORTH CENTRAL

Producers Chad Elliott and Big Jimmy Wright and engineer Jeff Tay-Ior cut vocals with Stokely (lead singer of Mint Condition) at Flyte Tyme Studios in Minneapolis on a remake of the Isley Brothers' "Make Me Say It Again Girl" for the Dead Presidents soundtrack...Irascible recordist Steve Albini tracked indie darlings Silkworm at The Chicago Recording Co. CRC also had the Freddy Jones band in recording their second Capricorn LP with producer/engineer Justin Niebank...Doug Olson was at Smart Studios (Madison, WI) mixing a Warner Bros./ Canada debut release for Weeping Tile...Marshall Vente mixed his new Southport CD Tropicale at Chicago's Sparrow Sound Design with engineers Jim Massoth, Joanie Pallatto and Patrick Halliwell. Halliwell was also mixing Native American artist James Yellowbank for a Northport release...Peace Tree spent three weeks at Spiral Studios in Cleveland recording a ten-song CD for Fish Face Records. The sessions were en-





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Records' artist Albita Rodriquez was also in the studio completing her new LP, No Se Parece a Nada, with executive producer Emilio Estefan Jr., coproducer Juan R. Marquez, and engineers Scott Perry and Freddy Piñero Jr...Atlantic Records artist Tracy Lawrence was in Criteria Studios (Miami) to work on vocals for his next release with producer Don Cook, engineer Mike Bradley and assistant Steve Robillard. Metro Blue/Capitol act Nil Lara was also in finishing up his label debut with co-producer/engineer Susan Rodgers and staffer Chris Carroll in Criteria's Augspurger-designed Neve 8078 room...

SOUTHWEST

Recent sessions at Arlyn Studios in Austin, TX, included Steven Doster (produced by Jav Aaron and engineered by Stuart Sullivan and Larry Greenhill) and Guy Forsthe for Antones Records (produced and engineered by Sullivan). Meanwhile, at Arlyn's sister studio Pedernales in nearby Spicewood, Ruben Ramos was in working on a Bobwire Records release with producer Joel Guzman and engineer Spencer Starnes, while Todd Snyder was produced by Mike Utley and engineered by Sullivan for Margaritaville/MCA...

(R) wviking audio Most-loudspeaker systems cost a lot more than the price of their individual components. Only Viking Audio offers an extensive line of high quality enclosures without drivers. Save thousands of dollars by installing the drivers yourself - a simple task taking less than one hour per cabinet. Consider the MCW-2. It is a medium to long- throw

STUDIO NEWS

New York's EastSide Sound opened a new mixing room, moving their fully automated Harrison Series 10B over from the tracking room. Installed in place of the Harrison was a pre-80 Series Neve console that the studio acquired recently, which features David Manley tube modifications by Craig "Hutch" Hutchison, 24 Neve 1064 modules and Flying Faders automation. The console also houses two rare Neve 2252 and 2253 compressor/limiters...Nashville facility Masterfonics is completing work on a new 8,500-square-foot building featuring a Tom Hidley-designed, Infrasound-ready control room, scheduled to open this month. The room will be equipped with a newly purchased Solid State Logic SL 9080 J Series console...Two-year-old Room One Recording in Tacoma, WA, is expanding, adding office space and a new Pro Tools III editing/mastering suite. Recent music sessions include The Rhino Humpers and Happy Socks...Five Towns College in Dix Hills, NY, expanded its music video facility, adding Sony 7-inch A/B roll editing equipment and a Grass Valley switcher.

-FROM PAGE 332, TONIC, ANDORA STUDIOS has been heavily booked of late—in the past year, artists ranging from Tom Petty (Wildflowers) to the Red Hot Chili Peppers (the new One Hot *Minute*) have mixed there—and its popularity is no fluke.

Studio B is equipped with Genelec 1035A mains and a Studer A800 recorder, and it features a hot-rodded Neve 8078 with GML automation that Puig says sounds amazing. He adds that Andora is a great place to mix because "you walk in and throw the faders up and the room doesn't lie to you, but it allows you to manipulate what you want to very comfortably. It's only a function of the fact that the signal chain is so clean and the monitoring is so accurate that you're really able to manipulate it the way you need to, if necessary.

Although the studio has plenty of outboard gear, for the Tonic mix Puig brought in some 130 pieces from his personal stash. "It's a wideranging collection of all different kinds of stuff," he says. "I have old tube compressors that were made in

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TANYOY System 6 NFM

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The PBM II Series is the industry standard for reference monitors. They feature advanced technologies such as variable thickness, injection molded cones with nitrite rubber surrounds and the highest quality components including polypropylene capacitors and carefully selected indicators. With a Tannoy monitor system you are assured of absolute fidelity to the source, true dynamic capability and most important, real world accuracy



PBM 5 II

- Custom 5" injection-molded bass driver with a nitrite rubbes surround for extended linearity and accurate low frequency reproduction. They are better damped for reduced distortion and exhibit more naturally open and detailed midrance. Wooter blends seamlessly with the "polymade soft dome terro-fluid cooled tweeler providing extended bandwidth for extremely precise sonically-balanced monitoring.

 Designed for nearfield use, the PBM 5 II cabinets are produced from high density medite for mirm all resonance and leatures an anti-diffraction radiused front baffle design.

PBM 6.5 II

- Transportable and extremely powerful, the PBM 6.5 II is the ideal monitor for almost any project production environment. 6.5 "lowfrequency divier and 5/4" tweeter are fed by a completely redesigned hardwired hand selected crossover providing uncompromised detail, precise spectral resolution and flat response.
- Fully radiused and ported cabinet design reduces resonance and diffraction while providing deep linear extended bass.

PBM 8 II

- High tech 1" soft dome tweeter with unmatched pattern control and enormous dynamic capability, 8" driver is capable of powerful bass extension under extreme SPL demands. Hard wired crossover leatures true b- wire capability and utilizes the finest high power polypropylene capacitors and components available
 Full cross-braced matrix medite structure virtually eliminates cabinet resonance as a factor.
 Insures precise low frequency tuning by incorporating 3 large dameter port featuring laminar air flow at higher port velocities.

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- Power Amplifers

 High frequency switch mode power supply fully charges 120,000 times per second (1000 times faster than conventional power supplies) requiring far less capacitance for filtering and storage.

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 They produce smooth and uncolored sound, while offering very full detailed low end response and tons of horsepower.

 They each carry a 5 year warranty on parts and labor.

 PA-1000 weighs 9 lbs. is 15" deep and occupies one standard.

PA-1000 weighs 9 lbs, is 15° deep and occupies one standard rack space. Delivers 1000 waits into 442 when bridged to mono. PA-1400 weighs 16 lbs, is 15° deep and laces 2 standard rack spaces. Delivers 1400 waits into 42 when bridged to mono. PA-1800 weighs 17 lbs, is 15° deep and laces 16 who rack spaces. Delivers 1800 waits into 42 when bridged to mono. Delivers 1800 waits into 42 when bridged to mono.

TASCAM

M-2600 Series 16/24/32 Channel Eight Channel Mixers

- LOW NOISE CIRCUITRY

 Combining completely redesigned, low noise circuitry with Absolute South Transparency** the M-2600 delivers high-quality extremely clean sound. No matter how many times your signal goes through the M-2600, it won; be colored or aftered. The signal remains as close to the onginal as possible The only coloring you hear is what you add with creative EQ and your outboard signal processing peace. signal processing gear
- Double reinforced grounding system eliminates any hum.
 World-class power supply provides higher voltage output for better headroom and higher SiN ratio

- oetter neadroom an onger sin ratio

 PREMIUN OUALITY MIC PRE-AMPS

 The M-2600's mic pre-amps yield an extremely low noise floor, enormous headroom and an extremely flat frequency response. This lowers distortion and widens dynamic range It also increases gain control to an amazing 51dB. Plus, you get phan-
- tom power on each channel.

 The M-2600 accepts balanced or unbalanced 1/4" inputs, and low-impedance XLR jacks. Better still, the TRIM controls oper ate over a 51dB input range. For the hottest incoming signals, all it takes is a press of the -20 dB PAD button atop each chanan index s a press of the 200 by Ab Union and peach chain elstip to bring any signal down to manageable levels. Plug anything into it—keyboards, guitars, basses, active or passive microphones, samplers and more. No matter what you put into it, you can be confident that signal can be placed at optimum levels without a lot of fuss.

THE BEST AUX SECTION IN THE BUSINESS

The most versatile AUX section in its class, rivaling expensive high-end consoles 8 sends total 2 in stereo. Send signal in stereo or mono, pre-or post-fader. Available all at once. Return signal through any of 6 stereo paths.



FLEXIBLE EQ SECTION

You'll find both shelving and split-EQ sections on some mid-level consoles. But that's where the similarit es with the M-2600 end. The M-2600's bi-directional split EQ means you can use either or both EQ sections in the Monitor or Channel path... or defeat the effect altogether with one bypass button. Most other comparably-pricedimizers will lock the shelving mix into the Monitor path only, limiting your EQ application.

ADVANCED SIGNAL ROUTING OPTIONS

Direct channel input switching, Assign to one of eight busses, or direct to tape or disk, or to the master stere bus, Because the group and direct-out jacks are one and the same, you can select either without repatching. You won't find this kind of speed or llexibility in 3-noe-size-this-aft* Beard

Itexibility in a "one-size-fits-all" beard **ERGONOMIC DESIGN**The M-2600 has a big studio | All buttons are tightly spring loaded, lock into place with confidence and are large enough to accomodate even the biggest fingers. The taders and knobs have a light, smooth "expensive" feel and are easy to see, easy to reach and a pleasure to manipulate. Center detents assure zero positions for **EQ** and **PAN** knobs. Smooth long throw 100mm taders gidle nucley yet still confidently allow you to position them securely without fear of accidentally slipping to another position.

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With today's audio systems stretching the limits of program cynamics it's become critical for engineers to obtain maximum toudness with the minimum of distortion components, to fully utilize the dynamic range available. It is of equal importance that they have a method of monitoring and establishing the maximum safe level at which a system can operate. That's why every Dorrough Audio Level Meter simultaneously shows three dimensions of program material content. Peak, Average Power and Compression are displayed on a color-coded 40-segment LED scale. The meters are easily viewed while providing high precision indications of program energy content.

Loudiness Meter Model 40-A
The model 40-A has a scale allowing 1489 of headroom in 1d8
steps. A stand-alone unit, it measures 88° x 22° x 66° and has
an internal power supply. Model 40-AP has a peak-hold option
as well.

as well.

Loudness Meter Model 40-B

The Model 40-B provides metering of relative loudness to peak modulation. The 40-B is a scale differentiation of the 40-A and its calibrated in general (%) modulation, with the lower scale in d8 from +3 dB to -3 dB. Model 40-BP has a peak-hold option as we

BEHRINGER

MDX 1000 Autocom **Automatic Compressor/Limiter**



Incorporates an interactive auto processor for intelligent program detection. With the auto processor, the attack and release limes are derived automatically from the respective program material—preventing common adjustment errors.

The auto processor also allows you to compress the signal heavily and "musically" in dynamic range without any audible "pumping" "breathing" or other side ettects.

Provides both Attack and Release controls allowing for deliberate and variable sound processing.

Switchable soft knee/hard knee characteristics. Soft knee is the basis of the "inaudible" and "musical" compression of the material.

basis of the "inaudible" and "musical" compression of the material. Hard knee is a prerequisite for creative and effective dynamics processing and for limiting signal peaks reliably and precisely.

· Master section includes two stereo aux returns, a separate

MDX2000 Composer Interactive Dynamics Processor

- Powerful and versatile signal processing tool provides 4 most commonly dynamic control sections: fully automatic compressor, manually controlled compressor, expander and peak limiter. Innovative IKA (Interactive Knee Adaptation) circuit combines the "musicality" of the "soft knee "function with the precision of the "hard knee" characteristics. Provides subtle and "inaudible" compression of the sound allows creative dynamics processing. Auto processor provides fully automatic control of attack and release times. There is also manual control. Interactive Batic Control (IRC) expander eliminates "chatter" on cr around the threshold point. Interactive Batic Control (IRC) expander eliminates "chatter" on cr around the organic control (IGC) Peak Limiter combines a clipper and program limiter. This allows for "zero" attack, distortion-free limitation of signal peaks.

 IGC is invaluable in live applications. Servobalanced inputs and outputs. Operating level switchable from -10dB to -4dB.

PEQ305 Studio Parametric The Musical Equalizer

Five independent, switchable bands. The quality of each band can be modified gradually from notch to broadband characteristics. This offers more flexibility than any graphic equalizer can provide. Bands 1 and 5 are switchable between shell and peak This is

extremely useful, since acoustic problems usually occur in the upper and lower frequencies Litilizes the "Consistent Q" principle to eliminate Interaction of the

parametrics frequency, bandwidth and amplitude. The same applies to interaction between the individual frequency bands.

Parallel arrangement of the individual filters reduces phase shift-

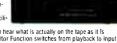
ing and associated delays to a minimum.

Potentiometer response follows human hearing characteristics.

Relay-controlled hard bypass with auto-bypass function during

TASCAM 103 Mastering Cassette Deck

Cost effective three head stereo mixdown cassette deck, appro-



cassette deck, appro-priate for audio and video production facili-ties. With its three head design you can hear what is actually on the tape as it Is recorded. Aud Monitor Function switches from playback to input automatically while in record/pause mode, allowing you to set record levels or match tape levels Dolby HX PRO circuitry pro-vides extended high frequency performance while keeping distor-tion and noise to a minimum Tape type is automatically sensed and adjusted for by the Auto Tape Selection feature.

MICRO SERIES 1202

12-Channel Ultra-Compact Mic/Line Mixer

Usually the performance and durability of smaller mixers drops in direct proportion to their price. Fortunately, Mackie's fanalical approach to pro sound engineering has resulted in the Mirro Series 1202, an affordable small mixer with studio specifica-tions and rugged construction. The 1202 is a no-compromise, professional quality ultra-compact mixer designed for professional duty in broadcast studios, permanent PA applications and editing suites where nothing must ever go wrong

- BIG CONSOLE FEATURES

 Working S/N ratio of 90dB, distortion below 0.025% across the entire audio spectrum, swirchable +48 ovlt phantom power and +28 dBu balanced line drivers.

 Real switchable phantom-powered mic inputs with discrete,
- balanced mic preamps as good as those found in big consoles. Has 4 mono channels, each with discrete front end mic pre-amp/line input and four stereo channels, each with separate left
- anymine input and now steleo chamiles, each win separate left.
 Every input channel has a gain control with unity at the center
 detent for easy setup Also a pan pot, low frequency EQ at 80Hz,
 high frequency EQ at 12.5 KHz, and two aux sends with up to
- Main outputs operate either balanced/unbalanced, as required.
 Switchable three-way 12-LED peak meter displays.

headphone level control, metering and two stered aux returns. - Line inputs and outputs are designed to work with any line level from instrument level, to semi-prc -10dB, to professional +4dB.

- HEAYY OUTY CONSTRUCTION

 Designed for non-slop, 24-hour-a-day professional duty in permanent PA applications, 17 vand radio station, etc.

 Sealed rotary controls instead of open frame phenolic poten-
- tioneters that suffer from dust and contamination.

 Has steel chassis rugged fiberglass circuit boards and a built-in power supply. Also has exceptional RF protection.

MULTIPLE APPLICATIONS
Ideal Tentry level "mixer for those just starting a MIDI suite
Ideal as headphone or cue mixer, level matching pro audio "tool
kit", drum or effects sends submixer, 8-track monitor mixer.

CR-1604 16-Channel Mic-LineMixer

The hands-down choice for major touring groups and studio session players, as well as for broadcast, sound contracting and recording studio users, the Mackie CR-1604 is the industry standard for compact 16-channel mixers. The ER-1604 offers features, specs, and day-in-day-out reliability that rival lar larger boards. It features 24 usable line inputs with special headroom/ utra-low noise furthyplus circuity, seven AUX sends, 3-band equalization, constant power pan controls, 10-segment LED output metering, discrete front end phantom-powered mic inputs and much more

front end phantom-powered mic inputs and much more.

LOWEST NOISE, HIGHEST HEADROOM

With the CR-1604, having the lowest noise and highest headroom [90 dB working S/N and 108 dB dynamic range] at its
same time are not mitually exclusive. It is free of commonly
encountered headroom restrictions, and is able to handle the
occasional pegged input with ease. In fact, many drummers
consider if the only mixer capable of handling the attack and
transients of acoustic and electronic drums.

CONSTANT POWER PAN POTS

Only with constant power pan pots will a source panned hard
left or hard right have the same loudness as when it is sittle
dead center. While most small mixers pass simple balance controls for pain pots, the CR-1604's carefully optimized constant
power pan circuitry make it a professional tool with the kind of
performance necessary for CD mastering, video posting and
other critical audio production.

performance necessary for CD mastering, video posting and other critical audio production.

*Network in Judes 1 solo allows not only the monitoring of level and EQ, but also stereo perspective Usually found in very expensive mixers, stereo solo allows you to critically scrutinize and carefully build a mix using all the channels with their respective sends and AUX returns.

UNITYPLUS GAIN STRUCTURE

Proper gain settings are facilitated by proper gain labeling, along with center-click detents on the faders, clearly understandable input frim controls and output meters that read channel levels in solo mode. With properly set levels you achieve very high headroom and low noise at the same time.

FEFERTS SEND WITH BAILS.

very migh nearroom and low hoise at the same time. EFFECTS SEND WITH GAIN

Unusual circuit design that provides two different "zones" that reflect real world use; send from each channel can vary in level from off to unity gain, which is the normal range of effects sends in other mixers. Since you also get another whole zone from the center detent to +15 dB of gain, the channel fader can be pulled down and the effects send can be boosted above unity when more effect is needed.

INTELLIGENT EQ POINTS

• Low Trequency & D is at 80 Hz
where it has more depth and less
hollow midbass "bonk". Midrange is centered at 2.5 KHz, providing for more control of vocal and instrumental harmonics. A
specially-shaped HF curve that shelves at 12 KHz creates more
sizzle and less aural fatigue.

REAL MIC PREAMPS
The CR-1604 has genuine studio-grade phantom powered, balanced input mic preamps on channels 1 through 6. All CR-1604 (and XLR10) discrete input mic preamp stages incorporate four conjugate-pair, large-emitter geometry transistors just like the big mixers use. So, when recording nature sound effects to heavy metal or mixing flutes or kick drums, you get the quineasy metal or mixing nuties or kick dru'ns, you get the qui-etest, cleaner results possible.

• The CR-1604 is designed for non-stop, 24-hours-a-day profes-sional duty – even for tours that log 100,000 miles in three months. It has sealed rotary potentiometers that are resistant to airborne contamination like dust, moke, liquids, and even the oxidizing effects of air itself.

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Add when connected to the MIDI port of your computer (PC, Mac, Amiga or Atari), each one of the 16 input channels can be programmed to change g

While the standard CR-1604 comes with 6 high performance mic inputs, there are times when you need more. Enter the XLR10. This simple-to-install accessory adds 10 more (for a total of 16) mic inputs, with the same quality, performance and features as those in the CR-1604

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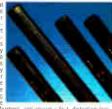
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Low distortion push-pull element transformers. RF con-denser flat frequency, response diffusioned field respunse switch (6 dB boost at 10 KHz), switchable 10 dB paid to pre-vent overmodulation. Handles 142 dB SPL high output level ideal for concert. Mid-Simir kM-SI, acoustic sirings brass and wind instrument has ching.

MKH 40 P48U3 Cardioid

Highly versatile "I a new high ere ent transformer-less RF condenser, high output "I transpirent response authable proximity equalization to 8 at 30 Hz) and pre-attenuation of 10 dB to pre-ent overmodulation. In vocal appli-cations excellent results have been at never with the use of a pop screen. Recommended for most situations: including digilal recording, overdubbing vocals, percussive sound acoustic guitars, piano, brass and string instruments. Mid-Side (M-S) stereo, and conventional X Y storeo.

MKH 60 P48U3 Short Shotgun

Short interference tube RF in the sight in the first transformerless low make the sight in the s

MKH 70 P48U3 Shotaun

Extremely lightweight RF condenser rugges long shotgun low distortion push-pull element transformeriess low noise switchable presence (+5 dB at 10 kHz) low cut lifter (+5 dB at 50 Hz) and 10 dB prattenuation Handles (33 dB SPL with excellent sensitivity and injoin output like) lidad for vice of time studios theater sporting events and nature recordings.

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Symetrix

Signai Processing Products 601 Digital Voice Processor

Accepts mic or line level analog signals, con verts them to digital (13 bits) and then performs 24-bit digital domain signal pricessing
• Pro essing includes



shelving EQ notch filtering, dynamic fil-tering (noise reduc-tion, de-essing delay chorusing gathio expansion compression AGC and DC removal • Combination of 128

Combination of 128 factory presets and programs guarantee predictable and repeatable effects from session to session performance to perform nice. Has XLR-balanced fanalogy monaural mice nice interinguish and XLR-balanced stereo output XLR-balanced and SyPO/F (RCA) inputs and outputs. MID imput surplut supports connection to virtually any type of MIDI centrol device for programming or controlling the 601 in real time. Ideal for a variety of recording, broadcast, like sound, and post production applications.

post production applications

488 Dyna-Squeeze 8-Channel Compressor/In erface

- Can easily increase average per ording levels on your digital or analog tape recorder by 10dB with no side effects.
 Tracks processed by Dyna-Sqeeze have prevence and increased articulation. Subtle sounds become more up front.
 Many professional mixing consoles have output feves that ch hotter than digital recorder inputs. The 488 match es any console to most any digital recorde

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TASCAM DA-88 Digital Multi-Track Recorder

The ATF system ensures that there will be no tracking errors or loss of synchronization. The DA-88 doesn't even have (or needy a tracking adjustment. All eight tracks of audio are per fectly synchronized. What's more, this system guarantees per fect tracking and synchronization between all audio tracks on

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to 128 (Facks) incoming audio is digitated to the on-board 16-bit D.A. at either 44.1 or 48KHz (user color table). The frequent, imponse is flat from 20Hz to 20KH. In dynamic range exceed, 92tB. As you would expert the air and 0.0 qualities order the air and



fectly synchronized. What's more this system guaranees per feet tracking and synchronization between all audio tracks on all cascaded decks - whether you have one deck or sixteen (up to 128 tracks!).

One of the best features of the DE-88 is the ability to execute scamless Punch-ins and Punch-outs. This feature offers pro-grammable digital rosstades as well as the ability to insert and a control of the best features of the DE-88 is the ability to execute scamless Punch-ins and Punch-outs. This feature offers pro-grammable digital rosstades as well as the ability to insert and the best features of the DE-88 is the ability to execute scamless Punch-ins and Punch-outs. This feature offers pro-grammable digital rosstades as well as the ability to insert and the best features of the DE-88 is the ability to execute scamless Punch-ins and Punch-outs. This feature offers pro-grammable digital rosstades as well as the ability to insert and the best features of the DE-88 is the ability to execute scamless Punch-ins and Punch-outs. This feature offers pro-grammable digital rosstades as well as the ability to insert.

FOSTEX RD-8 Multi-Track Recorder



Fostex has long been a leader in synchronization, and the RD-8 redefines that commitment. With its built-in SMPTE. EBU reader generator, the RD-8 can stripe read and jain sync, time code - even convert to MIDI time code. In a sync environment, the RD-8 can be either Master or Shave. In a MIDI environment will integrate snamessly into the most complex particles to the stripe particles and the stripe of the support control is a subject of the unit model. The support of the support of

Panasonic.

SV-3700/SV-4100 **Professional DAT Player/Recorders**

Panasonic's SV-3700 and SV-4100 are designed for professional applica-tions. They have highly accorded and relabilities or displayment with search speeds up to 400 times now in plus speed. The assi leature advanced high-quality analog-to-digital (A-D) and or (D-A) converters and input output circuity, designed to interface with the widest variety of devices.

- When recording waithe analog inputs a front panel switch per mits selection of the sampling rate (141 kHz or 48kHz). When recording through the digital inputs 1 aludinatically clocks to incoming frequencies of 32kHz 43 tHz or 48kHz.

 Amped record mite and unmule with three seconds fade-in and five seconds fade-out provides automatic level changes at the start and end of a recording.

 High speed transport enables searching up to 250 normal speed High-speed search processing the seconds fade-in provides automatic level changes at the start and end of a recording.
- speed. High speed search up to 400x normal speed is possible once the tape has been standed in Play. Fast-Fire and ur. Review mode.
- Butti-in shuftle wheel has two variable spied ranges 3 to 15x normal speed in Play mode and *2 to 3xnormal speed in Play mode and *2 to 3xnormal speed in Play mode and *3 to 3xnormal speed in Plays mode —a nideal way to find tape (logations).

 Comprehensive insplay includes program numbers absolute time program time remaining time and Table of Contests which displays total recorded time and total PMO count for commercial prescorded DAT Tapes.

 Has XLR-balanced and unbalanced (phono) digital inputs and outside the speed program of putsides and outside speed pages of the speed program of outside speed program of the speed program of
- outputs. Also has XLR-balani ed analog stereo inputs and outputs. Output level is selectable between #4db and -10db. The

SV-4100 Has All the Features of the SV-3700 PLUS:

Offers enhanced performance regi-nal sync capability, additional digit ems Featur s instant start exter-

QUICK START WITH TRIM AND REHEARSAL

- With 8MB of memory holding five seconds of audio data. In Duick Start function provides sound almost instantly after a play command is executed. Other DAT recorders lag about
- play commands executed other UAT recorders rag anour 7 and making them un visible for professional 45 in the 1-5 styr adjust the Our 45 in the strong and specified 11. A Time Strint ID or PNO Re 20uck Start is also 1 silon ing two SV-41 in 1 are do for frame-accurate purchase unified and as which string 9 in unabout the Our 1 string 1 strong and 1 string 1 or an adjust the Our 1 string 1
- You're adjust the Outer Institute of the State of the Sta

FRAME ACCURATE INDEXING AND EDITING

- Using the frim and selected flow bone, you can accurately
 determine point to large stand of key IDS. These IDS can
 written rewritten or and at an inpinif in the recording and
 automatically renumbered.
 With two SV-4100s owners to disable 8-pin parallel remute fer
 minal synchronized frainer in cettle stating can be performed.
 Continuity of edit points can but the ked by rehearsal playbank. By entering and editing end position in one of the Locate but tons, you can determine a punch out point as well

- FLEXIBLE SEARCH

 Easily and accurately access your A-Time. You can specify hour immute search and and frame in most modes the currently displayed A-Time can be assigned to one of the Locate buttons. Then from 3top, Pause or Play you can rapidly cue to any of these four addresses by pressing its Lurate ke. In addition, Locate Last taxes you to the most recent Duck Start A-Time position.

 Search is als _possible by Start ID or program number

5-MODE EXTERNAL SYNC

Einternal sync is essential for applications such as video postpro-duction and steree submix recording it as ures uniformity of turning balween different equipment so the audio data consistent-ly matches up with the target media. Select from 3 video external sync modes (25, 29.97 and 30 frames per second) or use the word sync or Digital. Data modes (which lock to the input sam-plian frameures). h as video postpro pling frequency

MULTIPLE DIGITAL INTERFACES

- · Has XI R-batan Has XLR-balan •d do to mput of nutput plus unbalanced il Loaxial and doji il ngut and utputs Analog inputs uts are XLR-ba anced and output •e is switchable betwee •4dB and •104B grootding computition with other equipme
 - 3-WAY REMOTE CONTROL
- GPI input allows simple triggering of Duisk-Start Play 8-pin parallel remote terminal connects to another DAT deck, computer or wired remote. Includes wireless semote control.

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ductive and more profitable. A full function workstation, the DM-800 performs all digital mixing operations from audio

track-bouncing to find mixing operations from additional track-bouncing to find mixing in It full supports SMPTE and MIDI time codes and also features a built-in Sample Rate Resolver to sum lock to any time code



TASCAM DA-P1 **Portable DAT Recorder**

- With rotary two head design a two direct drive motors the DA-P1 offers one of the best transport in its class
 XLR-balanced mic/line inputs (with phantom power)
- accept a broad range of signal levels from -60dB to +4dB
- Analog line inputs and outputs (unbalanced) pluis S/PDIF (RCA) digital inputs and outputs enables direct digital transfers

 Uses next generation A/D and D/A converters for amazing quality

 Supports multiple sample rates (48, 44.1 and 32 kHz) and SCMS

- Supports multiple sample rates (46, 44 i and 32 km2) and some-free recording to sample included in its design is a MIC limiter and 20dB paid to achieve the best possible sound without outside disturbances
 To monitor your sound there is a TRS jack and level control for use with any headphones
 Built tough, the 0A-P1 is housed in a solid, well-constructed hard case. It includes a shoulder belt, AC adapter and one battery

SONY TCD-D7

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Long Play (LP) mode allows up to 4 hours of record/playback of 12-bit au dio on a single DAT cassette Equipped with digital coaxial

and optical input connector Maintains the highest signal purity for recording and play back of digital sources with a

back of digital sources with all information retained in the digital Also has analog Mic and Line inputs for recording from analog

- sources without external adapters
 High-speed Automatic Music Sensor (AMS) search function
 finds and plays tracks, skips forward or back up to 99 tracks, all
- at 100x normal speed. Has a Digital Volume Limiter System (DVLS) that increases lis

- Has a Digital Volume Limiter System (DVLS) that increases listening comfort and sound quality by automatedity adjusting for sudden level changes of the recording. It also helps prevent sound leaks through headphones
 Two-speed cue-review lets you hear sound while player is in last-wind modes up to 3x or 25x normal speed
 Compact and portable it has an anti-shock mechanism that permits accurate recording nad playback even while in motion
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 Cptional RM-DSK System Adapter Kit for complete digital interface. The kit is equipped with the input/output connectors for both the optical cable and the coaxial cable. Therefore you can use it as a relay between the TCD-D7 and other digital equip-

TCD-D10 PRO II Portable DAT Recorder



(+4dB) inputs. A 12-pin digital connector provides interfacing with AES/EBU digital signals of 32.0, 44.1, or 48.0 KHz sampling rate. This means that compatibility with other digital sys. intertacing tems is assured. It also provides the convenience of digital dub-

ping rate. This means that compatibility with other digital systems is assured. If also provides the convenience of digital diubing and editing without any degradation.

Equipped with a comprehensive self-diagnostics function that constantly monitors the rotation of the head drum, capstan and reels. The lape transport mode and load/unload time are continuously checked as well. Upon detection of trouble, the tape is brought to a forced slop and unloaded automatically to protect the tape and the recorder.

Up to 99 start IDs can be recorded in the subcode area. When the record button is pressed the start ID is recorded automatically of 9 seconds During recording, it can also be added manually to any position of the tape. Search for these start IDs is performed in two modes at 100 times normal speed.

Offers a maximum isponding hime of 140 x normal speed. A two hour tape can be rewound or fast flowarded in under a mixed to the start of the search of the search of the search of this continuous continu

time of 300ms. The imcrophone attenuator prevents distortion by suppressing the signal level 20 dB.

Immediate playback is possible through a built-in speaker. A wred remote controller is supplied to controller the record, play, stop, and pause functions of the recorder. The lop end of the controller is designed to accept a microphone holder. Two microphone stand screw adapters are also supplied. The supplied NP-22H rechargeable battery pack provides 1.5 hours of continuous operation. The optional NPA-010 battery adapter enables 1 hour of continuous operation on AA-size batteries. With the use of the supplied ACP-88 AC power adapter, it can also be operated on 100-240 VAC, 50-60 Hz.

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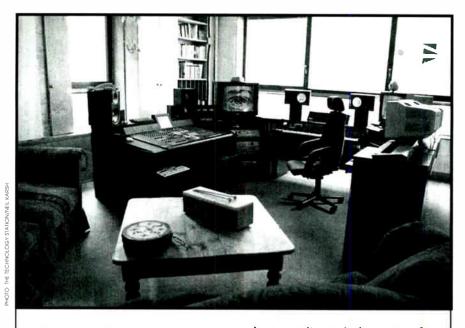
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the late '50s, and in the same rack I have an SSL compressor; I have a Pultec, and next to it a Spectrasonics compressor that was built in the '70s; I have an old GE compressor that came from a radio station, which is all-tube and very thick and fat, and I have eight modules that came out of the Beatle board,"

Puig judiciously employs his haul in an effort to embrace the best factors from the past 30 years of recording (an aesthetic perhaps most audible to date in his work for Jellyfish). "I'm trying to fuse all those elements," he says, "and the reason why I have all the gear is that's the only way that you can really do it. You have to have the different pieces that were used in those times to make those sounds,"

Though Puig by no means takes all his racks with him wherever he goes, he likes to have his palette on hand when possible, and the Tonic mix benefited from a full spectrum of his hues, Andora staffer Kenji Nakai assisted on the mixing sessions, and the album is scheduled for an early '96 release.



New York Facility Spotlight

New York-based audio/video support company The Technology Station Inc. designed and constructed this new, multisuite audio facility for New York-based film and television composer Michael Whalen,

whose credits include scoring for the PBS series Nature. The studio includes two composing suites and a machine room/dubbing room and features a Euphonix CSII console with DSC option, a 16-output Synclavier sampler, PostPro 16track editor and a full complement of MIDI gear.



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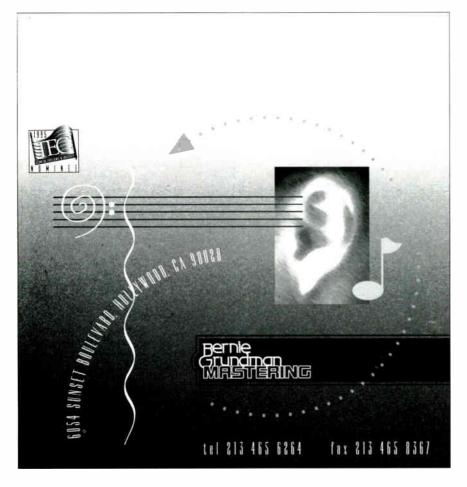
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-FROM PAGE 332, WEAPON OF CHOICE, NRG BoDeans and The Replacements).

Because the sessions happened so spontaneously, they were pretty unorthodox. There was no pre-production, of course, but a lot of communal creativity, with everybody throwing in ideas. (No one involved had previously known Wallace, but by all accounts the collaboration worked out incredibly well.) The bandmembers were writing songs while recording them, says assistant and NRG staffer John Ewing Jr., who was amazed watching them come up with stuff on the spot.

With so much jamming going on (members of Fishbone and Spearhead dropped by to lay down some grooves), Ewing says they "mostly tracked live, with six monitors blaring in the room. We goboed the drums off and had everybody facing each other." In fact, a lot of the bands who have recorded at NRG have tracked live, attracted by the studio's big room. "It seems to work out better," Ewing says. "Everybody's more comfortable that way."

Now in its third year at its present location, NRG has been enjoying a successful run, boasting recent sessions ranging from Hootie & the Blowfish to White Zombie. Equipment includes a 64-input Neve 8068, two Studer A827 multitracks, a large selection of tube mics, custom TAD mains, and Genelec, Yamaha and Tannoy near-fields. NRG is currently constructing a second large, bau:tondesigned tracking and control room (to be equipped with a one-of-akind Neve 8078 purchased from Allen Sides of Ocean Way), which will open later this year.

-FROM PAGE 333, NY METRO

Howard, he's been on the cutting edge of pro audio technology right from the start, and he's picked winners. But can he pick up a lunch check? Oy!

But seriously, Howard is a funny guy. So funny that I'm turning over the column so that he can, on the 20th anniversary of Howard Schwartz Recording, share with us...

HOWARD SCHWARTZ'S FAVORITE JOKES

"A couple of quick one-liners to warm up: I'm not getting married again—I'm just going to find a woman who hates me and buy her a house.

"Two older Jewish musicians are sitting on a park bench in Miami. One says to the other, 'Oy!' The other one replies, 'I'm hip!' Here's one you haven't heard in a while: 'Is that the viola player's Porsche?'

"Two songwriters are walking down the street when they see a man fall off the roof of a 30-story building. He picks up speed as he gets closer to the ground, but his fall is slowed by a large tree. He is then thrown onto a second-floor awning where he is again bounced up into the air and finally lands on a mattress that is being delivered to the building. The first songwriter says, 'Boy, that guy is lucky!' The second songwriter responds. 'He's not lucky. Andrew Lloyd Webber is lucky!'

"There was a man of ill health. His business was failing, his wife had left him, and his children wouldn't talk to him. Nothing was working. Finally, he went to the rabbi and told him of his plight. The rabbi said, I have just the thing for you. You must go home and get a good night's rest. When you wake in the morning, I want you to pray all day long. Pray, pray, pray. Until you fall asleep. On the second day. I want you to fast, fast, fast, until you go to bed. Repeat this six times and on the seventh day, I want you to take out the Talmud and put your thumbs into the center of the book. Then open the book, and the first two words you see will be your guide." The man is puzzled, but he agrees to try it and leaves.

"Six months later the Rabbi is walking down the street, and a Rolls Royce screeches to a halt at the curb. A very tan and slender man in a dark blue Armani suit with a gold Rolex and slicked-back hair jumps from the car, runs up to the rabbi and gives him a great big hug. He says, 'Rabbi, I never got a chance to thank you for the advice you gave me!' The rabbi looks at him, puzzled. The man says. You remember: pray, pray, pray; fast, fast, fast? The rabbi says, 'Ah, yes. And what were the two words from the Talmud that you saw when you opened it? The man's face lights up. He looks into the rabbi's eyes and says, 'Chapter 11!'

Thank you, Howie, thank you! That was great. Wasn't he great, folks? He kills me! And thank you, ladies and gentlemen. You were a tough crowd, but you stuck it out. Mort will be out here in a moment. But in the meantime: Try the yea!!



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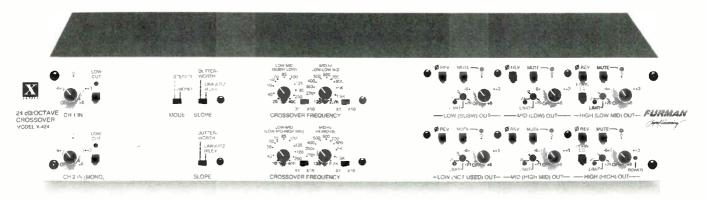
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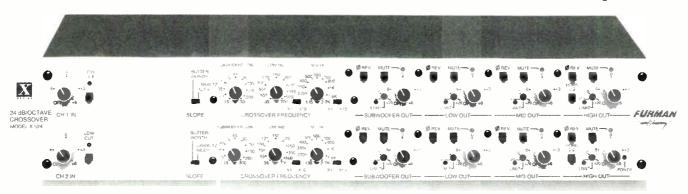
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-FROM PAGE 167, NEW YORK POST TALES

was terror-stricken. 'You must come,' he said in a harsh whisper, 'but quietly, please!' We followed him down the hall to the waiting room. There, was our star, purring away, each of her arms draped across the back of the overstuffed sofa. Nothing unusual here, we thought. But there, on the back of the hideous, overstuffed relic (the sofa, not the star, who was quite slender), scampered a little gray mouse. He was running from one end of the sofa to the other, traversing Ms. Swanson's outstretched arms with each lap of the furniture.

"The implications of this situation were clear to all those assembled. Two of the more enterprising members of the crowd tiptoed into the room and stationed themselves on either side of the sofa, attempting to lure the mouse down from his Hollywood Matterhorn. This only served to terrify the little thing and cause him to increase the pace of his round trips across Ms. Swanson, sometimes detouring over her head.

"With a glottal snort, she began to stir, causing all those present to freeze, not daring even to breathe, lest she awaken. Naked fear coursed through the room. It was left to the studio manager to devise a solution. A trip to the employee lounge produced a Hostess Twinkie, which in due course was removed from its cellophane wrappings and crumbled into useful bits. Approaching the sofa with utmost caution, the manager began to lay a trail of Twinkie crumbs that began at Ms. Swanson's shoulder and continued along the cushions and onto the floor. From there, the trail was blazed to the employee lounge, where it was thought the minuscule critter might be trapped.

"This having been done, all retreated from the star's sanctum to await the well-baited mouse. Mice, of course being mice, are wise to the ways of man. This particular fellow proved himself even wiser. As we watched from the relative safety of the corridor, our rodent prey appeared at the doorway of the waiting room, took one look at the huddled mass awaiting him, fled in the opposite direction, never to be seen again.

"The chauffeur dutifully roused his employer, and as she was being escorted back to the dubbing stage, she was heard to say, 'Nigel, can you believe how filthy this place is? Just look at all these crumbs."

-FROM PAGE 327, YOUNG RASCALS such as Arif Mardin and Tom Dowd.

"While we were recording 'Groovin,' Sid Bernstein brought [famed NY DJ] Murray the K up to the studio, and he annointed it a hit," Huston says. "He said it was going to be the biggest hit of the summer, and it was." Actually, it was the biggest hit of that spring: It came out at the end of April, and by early May it had hit Number One (and Number Three on the R&B charts!). It held the top slot for a month and then remained popular all through the summer. The Rascals' third album, also called Groovin', was released in August and included two other charting songs, "A Girl Like You" and "How Can I Be Sure?" The album itself made it to Number Five on the Billboard charts. The following year, The Rascals scored with "A Beautiful Morning" and their anthemic Number One hit "People Got to Be Free," but their move into jazzier, more ambitious music in 69 and 70 (as well as a label change) led to the group's slow decline. They disbanded in 1972. A reunion in 1988 failed to arouse much interest from the recordbuying public. But Cavaliere has made a couple of fine solo albums, and this past summer he landed a spot on Ringo Starr's third All-Star Revue, which gave him the opportunity to sing his old Rascals hits one more time.

After Bert Berns' death, Huston relocated to the West Coast, where he engineered and produced records for many years before moving into recording studio design and commercial production. He remains friends with Cavaliere and still recalls his days with The Rascals with great fondness. "They had an airiness about them that I really liked," Huston says. "They were part of that moving generation—one part of the generation was heading toward regurgitating rock n' roll one more time, and the other part was heading toward the peace-andlove thing. The Rascals were right down the middle in a lot of ways. They were a pop band, but they also did things like 'People Got to Be Free,' and Felix got into Transcendental Meditation later [actually he followed Swami Satchidanandal.

"We were all on a ship, and we didn't know where it was going. I think it's true to say that in popmusic in those days, we were all just winging it and doing the best we could."



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API/Neve consoles, Ampex ATR-124, Fairchild, Pultecs, LA-2As. ELAM, C-12. U4Ts Focusrite. Massenberg, Trident, Lang, Telefunken. Need we say more? With dozens of exotic tube mics, compressors and EQs. White Room contains your wish list of well-maintained vintage and modern gear. All in a vibrant atmosphere with large, ambient rooms, natural outside lighting, vintage instruments, and a friendly, professional staff. Call for bargain block rates.



Allgood Productions

458 Plasmour Dr. NE Atlanta, GA 30324 (404) 892-7111 Fax: (404) 892-7115

We offer one of Atlanta's largest live studios. 55' x 65' x 16'. Control room A offers the Otari Concept 1 Console with 96 automated inputs. Dolby Surround Sound, 24 tracks of Tascam DA-88, Otari MTR90 analog with full lock to our video suite are available in the A & B control rooms. We are specialists in classical music, jazz, audio for video, and music mastering.



Brooklyn Recording Studio

8000 Beverly Blvd. Los Angeles, €A 90048 (213) 655-9200; Fax (213) 852-1505

Owned by music industry veteran Freddy DeMann and run by Chief Engineer Bill Dooley, Brooklyn Recording Studio has developed a reputation for first-class service and sound. Featured equipment includes "the classic" Neve 8078 console with GML Automation, as well as the finest tape machines, mics, and outboard gear available. Recent developments include the addition of a state-of-the-art digital mastering suite.



Millennium

Denver, Colorado 800-2-STUDIO (800-278-8346) Denver area 303-466-9896

Complementing the growth of the entertainment industry in Denver, Colorado, Millennium is a commercial production facility that houses high-end audio equipment and the most talented staff in the area, for all post-production and audio applications. Please contact Ralph T. Dickerson, VP/Director of Marketing, Midwest Region; Talbert Bartholomew, Director of Marketing, Western Region; Joe. Clemmons, Account executive: Winston Ford, Creative Director; Mike Hupfer, Chief Engineer: Steve Weis, First Engineer/Composer.



EastSide Sound

98 Allen Street New York, NY 10002 (212) 226-6365; Fax (212) 226-0788

EastSide Sound has been satisfying clients for 24 years. Our tracking room boasts a vintage Neve with David Manley tube modifications and Flying Faders. Our mixing room houses the Harrison Series Ten B—the ultimate in automation. Both rooms include Studer and Sony tape decks, a wide selection of both vintage and modern mics and outboard gear, as well as computer workstations. Located in Manhattan, private and very comfortable. Call for further information.



Gabriel Productions

Wayne "TEX" Gabriel & Sondra Furton Gabriel 10 Addison Boyce Drive New City, NY 10956-1261 (914) 356-5501; Fax: (914) 352-6122

A unique creative environment near NYC. The Gabriels are Emmy-nominated Platinum and Gold recipients. Wayne has performed, recorded, produced, and/or engineered with John Lennon, Stevie Wonder, Mick Jagger, Chuck Berry and Randy Travis. Sandra has over 15 years TV production with David Letterman, Joan Rivers, ABC. Services include: Write and record TV/film themes, commercials, songwriting demos, arranging, music publishing and video TV productions.



Reelsound Recording

2304 Sheri Oak Lane Austin, TX 78748 (512) 282-0713; Fax (512) 282-8767

For 25 years, Reelsound Recording has provided the quality of a sound studio when you're recording on location. Our 42-foot Hidley-designed mobile unit offers the very best 24- and 48-track equipment available, and clients such as Paul Simon, Neil Young, Stevie Ray Vaughan, Genesis and Material Issue can testify to the Gold and Platinum results of our experienced staff.



Rumbo Recorders

20215 Saticay Street Canoga Park, CA 91306 (818) 709-8080; Fax: (818) 709-4072

Known for Platinum-award-winning records from Guns & Roses, Smashing Pumpkins, Stone Temple Pilots and Tom Petty to name a few. Our newly redesigned studio A features a large tracking room with five large isolation booths, and like studio B and C has a spacious lounge adjacent to the control room. Rumbo Recorders offers three studios with a wide range of recording environments to meet any need.



Coyote Recording Studios

100 North 6th St, Brooklyn, NY 11211 (718) 387-7958; Fax (718) 388-3898

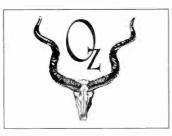
A studio born from years of hard work by two brothers; one an engineer, the other a musician, both with an ear for music and a dream of making it their business. The control room glows with the power of outboard gear and the studio boasts vintage amps and premium mics. Notable artists include: Bottle Rockets, Del lords, Eric Ambel, Blood Oranges, Ramones, Guided by Voices, Mojo Nixon and other musical luminaries. The studio rocks. Pure and simple.



Pajama Recording Studio

247 4th St., Ste. 407; Oakland, CA 94607 (510) 832-JAMM

Pajama Studios is Oakland, California's first world-class 48-track recording studio. Pajama features an Otari Series 54 46x40 80-channel w/DiskMix III automation, Sony/MCI JH-24 24-track and Alesis ADAT 24-track w/BRC remote. Pajama was designed by Dennis Rice for producer Jim Gardiner, whose credits include Tony Toni Toné, En Vogue. Vanessa Williams, Kenny G, Michael Cooper, Lucasfilms, Too \$hort, Spice L... WHEN PAJAMA JAMMS, LABELS LISTEN!



Oz Recording Studio

310 East Biddle St. Baltimore, MD 21202 Phone (410) 234-0046 E-mail oz studios @ool.com

Oz features such recognized, trusted names as Studer, Trident and Genelec on its roster of vintage and state-of-the-art equipment. The studio was designed to meet a beautifully unique aesthetic while ensuring a dynamic sound. For comfort and convenience, we have indoor parking, separate lounges, kitchen and shower. Accommodations and catering available. While we offer few luxuries, we accept no compromise. Contact Laura for details.



Different Fur

3470 19th St. San Francisco, CA 94110 (415) 864-1967

Different Fur offers custom service in a private atmosphere, featuring a Solid State Logic 4056 E/G console w/TR, Sonic Solutions digital editing and a large selection of echo, reverb, delay and microphones. Clients include Bobby McFerrin, Faith No More, Suede, George Winston, Primus, Windham Hill, Phil Collins, Kronos Quartet, Digital Underground and TV/film soundtracks. Brochure available.



The ClubHouse

Box 373 Germantown, NY 12526 (518) 537-6305; Fax (518) 537-5829

The ClubHouse recently installed a Neve 8058 MkII mixing desk. Vintage Neumann tube microphones and Telefunken preamplifiers have been added to the collection. Our large studio is 50'x25'x20', and the smaller room is a more intimate 19'x16'x8'. Located on the scenic Hudson River only two hours north of New York City, The ClubHouse provides a large selection of fine equipment in a relaxed country setting.



Giant Recording Studios

1776 Broadway, NY, NY 10019 (212) 247-1160; Fax (212) 247-2081

Sound Giant!



Dolphin Recording Studios

29-G Hunter Rd. Hilton Head Island, SC 29926 (803) 689-6001; Fax (803) 689-2239

Dolphin is the newest state-ofthe-art studio located on beautiful Hilton Head Island, South Carolina. Record in a relaxing atmosphere, and enjoy golf, tennis, fishing and the best beaches anywhere. Dolphin Recording Studio offers a Yamaha C-7 concert piano, 54-input Mackie 8-bus console, 32-track digital and Neve outboard gear. Contact Lew Carey Conetta, President. -FROM PAGE 25, SECRET STRIFE

concentrated on the feelings and on the plants, leaned toward the plants and stared at them (but stayed far enough away to avoid breathing on them), all the time listening to oscillators on both the raw continuous CV feed and the quantized final feed.

Risking any credibility that I might have with you, I will say this: They definitely responded. We (the plants and I) only needed one day to get good enough to record the score that Stevie wanted, and so we did, and so it is in the album and on the film. I sat there and conducted with my thoughts, and the plants played. Now, I was not reading score, I was controlling rough voltage excursions, their timing, and note gate durations and speed. The DS-2 was cleaning them up, and Stevie was generally late or busy with his new Votrax speech synthesizer. A good time was had by all, until a nonbeliever brought a lighter into the room with the intent of threatening the plants. They screamed when he entered and maxed everything out when he pulled out the lighter, even though he never made it to the plants themselves, as we all heard the results on the studio monitors and ran in to see what was up.

Interesting, Alive is alive, it seems. Bad news for vegetarians.

So now I remember how sensitive and interactive those Boogalusa begonias were as I watch my Maryland marginata drop leaves after every scifi-screening. Are these plants trying to tell us something that we can't hear because the music's too loud? Is mother nature concerned about her children's hearing? Will our hero escape the evil of Rap as he once did with Disco? Some questions (like who is our hero, anyway?) can only be answered by each of you for yourselves. I am just here to remind you that the questions exist, perhaps to point out possible connections that you may have once felt and now lost. I am here to serve. By the way, how are the plants in your studio doing?

Warning, Will Robinson, Stop the Press! Those who read my July column, "And Now the Rest of the Story," may find TDK's advertisement on pages 6-7 interesting. Next month, my column will be the response TDK asks for Fun will be bad by all. —St.Croix

-FROM PAGE 31, THE END OF THE WORLD

deal with replication, and the very problematic question of promotion and distribution. Today, a musician no longer needs mass replication; by setting up a Web site, artists can make music available to anyone in the world, the very day the master tape is completed. Free samples of the work can be offered, or people can be charged to download work to their computers. It is not fantasy to imagine the day when a big-name group lets their contract expire and decides to release their next album on the Internet. Skeptical? Consider that id Software released a demo shareware version of a new video game on the Internet, where it was widely downloaded and copied. That game's name was Doom.

Similarly, downloadable shareware is now a key marketing element throughout the software industry. In addition, the ability to monitor Web hits provides an artist and record company with valuable instant feedback on the popularity of new material. The Internet Underground Music Archive (http://www.iuma.com) is one example of a Web site that specializes in offering samples of music recorded by independent artists and possibly is the prototype of the future of music distribution. The possibilities are endless.

A few years ago, the Web began by weakly mimicking traditional media. Now it has begun to find a unique role and is developing creative muscle with virtual 3D chat spaces and other innovations not possible with traditional media. Every major corporation has taken notice and is either on the Web or joining it. Whether you're enthused or repulsed by the Internet, it is fast changing the world we live in and the industry that employs us. The world has changed; to compete and participate, each of us must change as well. The sword has been withdrawn from its sheath; the blade glitters in the flickering light. Position the sword carefully. Now, fall upon it. Your rebirth awaits you.

Ken Poblmann (bttp://www.music.miami.edu/music/poblmann) bas completed the long-awaited third edition of Principles of Digital Audio (McGraw-Hill). Dave Lampton (bttp: //www.arc.miami.edu/dawe) is a multimedia development engineer for the School of Architecture at U. Miami. -FROM PAGE 108, HANS ZIMMER

I think I can live with it. When Ennio's good, he's really good—he's better than anybody else. All the spaghetti western stuff is quirky, it's funny, it's insane, but at the same time you can always hear the person. His stuff is very personal, and it's very uncompromising. I like that, and I don't think he's ever tried to do what anybody else does. He does Ennio, and if you don't like it, hire somebody else.

Bonzai: Have you met him?

Zimmer: I met him a couple of times, but I really never wanted to. When I first started as a session synth programmer, I started working with a lot of people who were my heroes, and most of them turned out to be complete assholes. So, I made it a rule that I never wanted to meet any of my heroes anymore.

Barry Levinson knew this, and one evening he said, "Why don't you come over for dinner on Sunday?" I got there and Ennio was there. Barry had done it on purpose, and I was completely intimidated by the man. And he is intimidating. He instantly asked me if I did my own orchestrations and arrangements. When I answered "yes," I was all right in his book. And we met again while he was doing Wolf in New York. We both share the same agents, Sam Schwartz and Mike Gorfaine, so I went to the sessions in New York, I'm still a fan, I go to the cinema, and I don't sit there and analyze what somebody else did. I just sit there, and if it's a great movie, it knocks my socks off, my mouth is open, and I'm having a great time.

Bonzai: How did you break into film? **Zimmer**: It came about because I was writing commercials for a company that belonged to George Martin. George actually gave me my first job. There's a woman there named Maggie Rodford, still there, and she still looks after my publishing.

I was doing demos, and one day she said she'd heard that I programmed synths. She said they did commercials, and she would give me a ring on Monday. I wasn't holding my breath, but she did call and asked what I was doing the rest of the week. I was in a band at the time, endlessly touring, we never had a record deal, playing every shithole in the universe. When I got that call, I was out of that band so fast!

One of the composers she had for commercials was Stanley Myers, who had written Deerhunter and hundreds of films. If you think I work hard, well, Stanley never stopped. He must have been about 50 at that time and knew everything there was to know about orchestra but didn't know how to switch on his television. Electronics, new technology—a drum machine? Forget it. But he was interested. He had an incredibly inquisitive mind, and he thought all this electronic stuff was interesting as a sound, not as something you actually get involved in. Up to the day he died, he still didn't know how to switch his television on properly or change channels on his VCR.

So he phoned me up one day and asked if I would do movies with him as his assistant. The conversation was the shortest conversation I ever had. Stanley said, "Hans, would you like to work with me on movies?" I said yes, and he hung up. He didn't even say goodbye.

And in a way, that was how our style carried on. We never really discussed things. He threw me right in at the deep end. There were certain cues he just didn't want to write. He loved writing the pretty melodies and love themes and hated car chases and anything like that. He'd tell me to do certain cues, and he never asked if I could do it or not. On the first lot, I failed miserably.

We would write together, which meant I'd go into the studio when Stanley was away and hear what he'd done and go. "Oh, that bit's really boring." I'd just wipe it and put something of mine in, without discussing it with him. And he would do the same with me. It was totally egoless. All we were trying to do was show each other within our own disciplines that we could make something good happen.

When we did My Beautiful Launderette, I slaved for three days on the opening titles. We were hardly ever in the studio at the same time and I went out for a bit, and when I came back, he had obviously been there. What had been a tune over three chords was now a tune over two chords. He wiped every second chord. At first I went, "Oh, I worked on it so hard," but after listening I thought, "Bloody hell, he's right, It's better."

Whenever I fell over and broke my nose in front of a director for doing something totally ludicrous and inappropriate, Stanley would steer me back into something that made sense. And I learned pretty much anything I know about music and orchestra, and how to deal with film, from Stanley. I figured out the math of how to hit every cut in sight. One day, Stanley said gently, "Sometimes a reaction is even better." He was right. He wasn't dictatorial—he was always interested in you doing something completely

How many scores sound like Aaron Copland?
Right now everyone is ripping off Copland, and has done so since Randy Newman did

The Natural.

off the wall and would defend you, too. We worked with all those very tricky European directors, who would encourage you to go way out there on that ledge. But sometimes you went out a little too far.

Stanley would find instant solutions as well. I learned that in film you need to find instant solutions, and you need to really listen to people. You need to find out what they say, not with words, but what is behind the words and what they have forgotten from being on the movie for two years. What was the original idea?

Bonzai: Do you get involved early on, even before the film is in production?

Zimmer: Sure. And I do films more and more by the director than the script. You form these small families on film that last a certain amount of time, and you have to be very good friends for a very long time. And then the film is over, and you don't see each other for years. These families are very intense, because the film is the boss. I don't work for the director or the producer; I work for the film, just as the director does. You hang on for dear life, and the film is dictating what it requires itself.

Bonzai: Are you continuing this tradition you had with Stanley?

Zimmer: That's the idea here at Media Ventures. I was more excited at the *Speed* premiere that Mark Mancina wrote than at any of my own films. It was like, "Hey—we showed those bastards who never hire anybody who doesn't have a name." And he did a good job, and he's got a hit movie, and he got through it without falling over. That's what this whole company is about.

Bonzai: Who else is working with you here?

Zimmer: Well, we have Jeff Rona, who does a lot of television at the moment: *Homicide*, *Chicago Hope*. Our friend John Van Tongeren is doing *Outer Limits*.

Bonzai: Pretty good show...

Zimmer: Yes, but it's a shitload of music each week. I never see him leave before four in the morning. And also, we just started working with Wendy & Lisa, and they just did their first film.

Bonzai: What's your next big project? Zimmer: A John Woo film, *Broken Arrow*, which is going to be fun. Once a year I need to go crazy, and John is such a delightful gentleman. You would never imagine all that violence coming from such a softspoken intellectual. But then he's a big fan of all the '60s avant-garde directors. Those are the films they won't let you make over here, but he found a way of making them. You disguise it with lots of excitement, and it's really how you tell it, you know?

Bonzai: Is there any director you'd like to work with?

Zimmer: I'd love to work with Clint Eastwood, but he's totally loyal to Lenny Neihaus and has a strong working relationship with him. They are a team, and I respect that. There are many directors I haven't worked with. I would never assume to work with Spielberg because he works with John Williams. And I actually like going to those films with his music. Once you work on a movie, you can never have that joy of seeing it untainted.

Bonzai: How has changing technology, automation and that sort of thing affected your work?

Zimmer: Well, I wouldn't have a career without it, being a really bad player. But you have to remember that I started when this stuff first came out. Back in the late '70s, my first sequencer was the Roland MC-8, where you had to type numbers in for notes. Middle C was a 24, there-

LUNCHING WITH BONZAI

fore D was a 26. Then I had the Fairlight Series 1, and I could play eight notes at the same time! Things have changed, but it hasn't made it any quicker. It's just given us more possibilities to get confused and to try things and be indecisive.

And my counterpoint writing was much better when I only had eight or 16 notes available at any one time. By playing a chord I would waste all that. It's certainly easier now to be mediocre. On the other hand, what I really do like about all the new technology is that it's no longer an elitist thing to make great noise. You don't have to have a big budget to go into a recording studio. You can do it at home, and either you write good music or you don't.

Bonzai: Is it easier now for a young person to get into the business?

Zimmer: No, I think most films are done by five composers these days, and I'm one of them. And it's really tedious. I want to hear other people's ideas or things won't progress. How many scores sound like Aaron Copland? Right now everyone is ripping

off Aaron Copland, and has done so since Randy Newman did The Natural. Being uneducated is helpful, because you don't know who to steal from. My influences aren't Copland. I'm not an American for starters. How can I escape my culture? I write about America, but I don't know what America is. Thelma and Louise, Rainman, Driving Miss Daisy, Backdraft —all intensely American films. The only point of view I can write from is that they are people like you and me. If this happens to them, then they must be feeling this way.

And there are the African films I've done, and everyone says the music is so African. I've never done any research; I just carry on writing my European stuff. But I love going to Africa, taking my European melodies down there and seeing what happens when you get another culture to interpret it.

I hate cultural imperialism, where you do the research and steal the bits that are appropriate. Everybody thinks *Lion King* has lots of African things in it. It doesn't. It has that one shout right at the beginning of the movie, and that's the trick of film

composing. By doing something so overtly foreign, you know you're not in Kansas anymore when you hear that chant at the beginning. You buy yourself license, and you don't have to do it time and time again. It's actually a very European score. I was just writing from the heart, and occasionally when I felt we were leaving our world too much, we would put some African choirs back in. But the impression is quite different.

Bonzai: So here you are at the top. Where do you go from here?

Zimmer: Well, I'm thinking of chucking it all in and doing something completely different. Every once in a while you need to go and say, "Okay, we've done that." I don't know what it will be for me next.

Bonzai: Could it be nonmusical? **Zimmer**: I don't know if it could be nonmusical. There's too much love involved there. I'm married to the music, but it doesn't mean I can't have a mistress somewhere else.

Roving editor Mr. Bonzai's brief career in film scoring ended with the 1960 high school hygiene flick, Blindness or Hairy Palms? The Choice Is Yours.

-FROM PAGE 212, GHOST STORIES

the punch, and said to the drummer, 'Rick, don't be hollering while we're recording.' He said, 'Man, I didn't say a word.' I said, 'Did you hear that?' He said, 'No, I didn't hear anything.' So we rewound the tape and, sure enough, in that spot you could hear the voice.

"Everybody was freaking out and laughing about it being the ghost, when suddenly the machine went into rewind on its own, and I never could stop it, no matter what I tried. I reeled it back up, and it was just fine and nothing went wrong after that."

"The voice that came through the speakers had an alien tonality, and it printed to tape," adds Gwin Spencer, who was in the Mother Station at the time and now has a solo deal with Elektra. "It was the song 'Heart Without a Home.' If you put on the headphones, you can hear a lot of weird noises in the mix that we didn't do on that album. I think it is cool that 315 is the way it is, because you feel that the building is alive."

Guitarist Wayne Perkins shares Spencer's sentiments. "I tried two or three different studios out here in California for my latest album," he says, "and I couldn't get that dog to



hunt, so I got on a plane and went to Memphis. I believe that one can be indwelt by different spirits when playing. If you are in tune enough, you can let something take you over, close your eyes and play the real stuff. That is what happened to me at 315 Beale Street. I stood out there, and the spirits came up through the floor and got all over me.

"I've worked at 315 Beale a lot, and I've written three songs in there in one night, so I know what kind of spirit is in the place. You can walk through the studio, and the air is so thick, it's syrupy. I know that the place is haunted, but it is haunted with some great musicians."

"I think studios are full of all kinds of residual energy," producer Dickinson says. "Anyone who walks into a studio and doesn't feel something ought to get into another line of work. You can't walk into a studio and not feel a vibe, if you are a professional.

"It is the attempt to capture and reorganize the unretainable nature of the moment that I think makes man seek to record. A studio is a place where you repeat the same activity. No matter who you are, you are doing the same thing that the person before you did. Because you exposed yourself creatively in this space, you have literally left behind part of your soul. It is because the essence of the moment is the performance, and it equals the soul, whatever it is, musical or theatrical. It is a spark, and it is what I think you feel.

"I think a ghost may have more to do with those who perceive it than it does with whom it may have once been," Dickinson concludes. "I think your seeing it is creating it, but I think that the ghost, per se, may be unaware of where it is. I certainly don't think it is a whole being. It is something left over."

Got any good studio ghost stories? We want to bear them! Contact Rick Clark at blurgeboy@aol.com.

—FROM PAGE 248, LISTENING ENVIRONMENT use minimum phase filters. Minimum phase filters allow for more latitude to boost or cut without hearing excess phase shift. I would like to see more parametric manufacturers use second order filters in their high/lowpass filter sections. Second-order filters are much more applicable to room tuning than third- and fourth-order filters, which are designed mainly for noise removal.

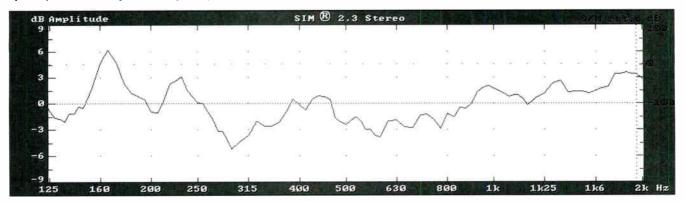
Equalizable room/speaker interaction is a minimum phase, secondorder phenomenon exhibiting constant bandwidth and linear frequency spacing. Minimum phase frequency-

ment. Combs rarely occur exactly at fixed ISO standard frequencies. Once again, parametrics offer the versatility to use a single filter to correct an overall trend in the response. With ½-octave EQ, several filters must interact to address this same issue.

Part of the reason for using 1/2-oc-

Figure 3: Effects of 1 ms delay on signal.

EQ'd. The ½-octave analyzer averaged this section out in a broad stroke. This is a simplified picture, but it is accurate and is the rule rather than the exception. I strongly suggest that you look at your rooms



response anomalies occur when speakers are placed in proximity to boundaries such as walls, ceilings or soffitts. At best, 1/2-octave equalizers are constant-percentage bandwidth with logarithmic frequency spacing. Fig. 3 demonstrates the type of frequency response comb filtering caused by a 1ms echo, typical of a console reflection. Note that the combing is not logarithmically spaced (e.g. 1/2-octave) but rather a constant bandwidth of 1 kHz. The frequency centers of the comb are an octave wide from 1 to 2 kHz and 1/6-octavewide from 10 to 20 kHz, meaning that a device with fixed 1/2-octave bandwidth can not create a comple-

Figure 4: Midrange response viewed in %-octave resolution.

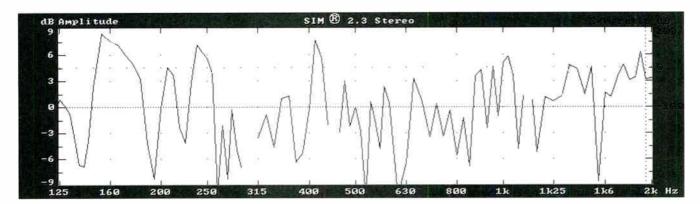
tave equalizers for so long is due to the fact that until recently most analyzers were ½-octave. But ½-octave analysis does not offer enough resolution to actually see the whole story. Fig. 4 shows a ½-octave mid-band shot of a control room. Notice the hole from about 500 to 800 Hz. This would lead one to believe that some boost centered at 630 Hz on your ½-octave EQ would fix the problem. In actuality, viewing the ½-octave resolution in Fig. 5, we see that this is not a wide-band hole but a series of tight combs that should probably not be

with effective resolution if you really want to solve the problems.

There are now better solutions available to address room/speaker interactions than are currently in use. Without a huge investment, the quality of studio monitoring environments can be upgraded significantly, which is supposed to be one of the advantages to working in a "recording studio." If you don't agree, just make mine a double espresso with a twist, please.

Berkeley, Calif.-based Bob Hodas travels throughout the country tuning studios. He will be demonstrating lots of colorful squiggly room curves with his SIM* System II at the studio bau:ton booth during AES.

Figure 5: Midrange response viewed in 1/2-octave resolution (same as Figure 4).



—FROM PAGE 277. DIGIDESIGN POSTVIEW port window. To play Pro Tools independent of a video deck, select Transport = Pro Tools in the Transport pop-up menu, and make sure the online button is off. To control your video deck independent of Pro Tools, simply switch to Transport = Machine. In an online situation, you can use the transport to make either Pro Tools slave to your videodeck or vice versa.

The two scenarios cause slightly different results: when "Transport = Pro Tools," clicking a Pro Tools autolocate point, selecting a region with the Grabber tool, and using the Selector tool in the Mix window all cause the machine to chase to the selected start location. When "Transport = Machine," the machine will not follow selections made with the Selector tool in the Edit window. In addition, when Auto Spot Regions is selected in the Options menu, regions can be spotted to the current machine time, and the trimmer tool will cut to the current machine time. Very nice.

I found that though I could use the Panasonic to control Pro Tools, 1 couldn't consistently get the deck to slave to Pro Tools. When I pushed Play, it would always chase to the correct location but once there, the deck usually simply stopped. No playback followed, and the dialog told me that that the machine was still cueing. And at one point, the system locked up when I hit play using the Panasonic to control Pro Tools. I also found that machine control was sluggish when I chose Pro Tools as master—especially when I wanted to stop playback. Digidesign's technical support personnel were generally helpful (when I could get through), but despite the company's success, tech support continues to be understaffed and overworked. It was only after a Digidesign support person came out to our facility and spent more than five hours trying to diagnose this machine control problem that the mystery was unraveled. We had assigned machine control to the printer port and MIDI to the modem port. Switching machine control to the modem port and MIDI to the printer

port completely solved the problems—including sluggish transport response—on our 840AV. We did verify that this serial port problem was not present on a Quadra 650, and Digidesign assured us that it is indeed unique to the 840AV.

CONCLUSION

With a retail price of \$1,495, PostView is an elegant solution for audio post work using a Pro Tools system. Unquestionably, synchronized randomaccess audio and video is a technology whose time has come, and Digidesign has a winner of an application for random-access junkies. And once the company works out minor kinks with machine control, it promises to be an even better value for professional audio post production facilities that have a substantial investment in standard video playback technology.

Digidesign, 1360 Willow Rd., Menlo Park, CA 94025; 415 688-0600.

Paul Potyen is a Mix contributing editor, a producer at ESCAtech media in Half Moon Bay, Calif., and a random-access junkie.

In Session With PostView

With credits on films like *Speed*, *Desperado*, *Immortal Beloved* and *Apollo 13*, Dean Beville is no amateur when it comes to digital post-production. He recently started up a "very digital-picture-integrated" production facility called Creative Cafe, with recent Academy Award winner Steve Flick. Mix caught up with Beville at Todd-AO in Studio City, Calif., where he took a moment during mixing for the Paul Verhoeven feature *Showgirls* to share his thoughts on PostView:

"I actually used an early version of PostView a long time ago, and cut two things with it—a *Congo* trailer and one of the polar bear spots for the national Coke campaign," Beville recalls. "The first thing I really liked about it was the fact that I was able to scrub sound effects and have the picture chase, which is PostView's single most powerful feature. The first teaser trailer for *Congo* showed the POV of the camcorder, the man walking

through the jungle. You saw the camera moving around, and you saw a lot of video glitches, interference and static start to build up on this image, and it eventually goes to black. If I had cut that on videotape, I would have driven myself nuts because, frame by frame, I would have seen nothing but video noise. Finding the frames to cut the video static hits and the weird little sound effects that we did for it would have been difficult on videotape, just by the nature of the material.

"Before, your video would always be pretty jerky. Playback was dreadful unless you digitized a very small, postage-stamp-sized image, and you had to apply heavy compression. With the new PostView, you don't really need to. I've used the updated DAE system with earlier versions of Pro Tools, and I didn't have the type of control with scrubbing that I do now—I would say that in combination with Pro Tools 3.1, it's a great feature.

"We use PostView mostly to do Foley. With videotape, you would always have to preroll a couple of seconds and then wait for your system to lock up, and with Foley that's not really good because it's subframe-accurate editing. With multiple edits per foot, if I'm checking sync on a section of footsteps and I have to preroll three seconds, I've lost my orientation, and have to listen to 40 footsteps to finally listen to the four I really want to hear. What's really good about PostView is being able to zoom right in and hear the sound effect that you need to listen to against picture.

"PostView is a new piece of software, and I've managed to make it crash a few times by using modifier key shortcuts, but it's really robust. I spend less time rewinding tapes, less time pre-roll and post-roll. It's only a couple seconds here and there, but if you're constantly rolling a couple seconds...I still take the same amount of time to cut material, but I spend more time editing, being creative, and less time dealing with the machinery."

—Sarah Jones

-FROM PAGE 198, ANITA BAKER tion transducer that gives the musicians the sensation of subbass without having subwoofers onstage. The bass and kick drum channels are sent to a separate sub mix, feeding the combined signal to these devices that are mounted to the underside of stools or under riser platforms.

To augment the Yamaha PM-4000 at FOH. Ken Newman is using the MIDI-controllable Yamaha ProMix 01 console to return the seven stereo keyboard modules, allowing their balance and effects to be set up as a preset for each song. To control the ProMix and all the other effects' program changes, Newman uses a Yamaha MPC-1 MIDI kevpad. "Something they don't make anymore that I wish they did," he comments. A Lexicon PCM70, a PCM+2, an Ensoniq DP-+ and an Alesis QuadraVerb are used as floating effects. Dedicated effects include a Yamaha SPX-990 for toms, an SPX-1000 for background vocals, and an Eventide H3000SE for doubling and chorusing BGs.

A Lexicon 480 is used for Baker's vocal, with the other side for drums, and the 480's vocal reverb return has a Meyer CP-10 on it for critical equalization. Baker's vocal, fed to the FOH from the Hardy preamp onstage, is routed to a BSS 901 for frequency-dependent compression, a Summit EQF-100 tube EQ for wide-band tonal adjustment, a Sabine ADF-2400 Workstation for narrow band EO and a Summit TLA-100A limiter before entering the console's channel insert return. The background singers are bused to a stereo group with a Summit EQF-100 and TLA-100 combination inserted. Other compressors are various dbx models. including a 165 as a stereo system compressor. Also used is an Aphex Type C Aural Exciter as an overall send-and-return effect, and a Type III Aural Exciter inserted on the channels for the piano pick-ups, which are Lawler-modified Helpinstills.

The addition of SIM means

that the usual FOH engineer's responsibilities are split, and the mix position has become two distinct workstations. With a pair of delayed Meyer HD-1 studio monitors (which were used for mixing the album) placed on the console meter bridge, Newman finds he can concentrate more on the house mix without having to concern himself with the room EQ. "It doesn't really matter where the mix position is," he comments. "I can turn up the HD-1s so they are louder than the P.A. and mix critically on them." At Oakland, Calif.'s Paramount Theatre, the mix position ended up way at the back. between the last row of seating and the rear wall, under the balconv. "Without those HD-1s, I would have ended up listening to an imbalance, due to the bass trap back there." Newman explains, "Because the HD-1 mix at the console so closely resembles what the audience is hearing from the P.A., and because of the in-ear monitoring's benefit of having almost no sound coming off the stage. I could practically mix in another room, although I haven't tried that yet."

This project is breaking new ground by using SIM on a tour without any specific time set aside for this daily process. In the past, it has not been uncommon for shows of this scope to have anywhere from four hours to a whole day allocated for SIM time. This can be very expensive over the length of a tour, and incorporating it into a traditional setup schedule is challenging. After purchasing the SIM system for this tour. A-1 Audio also built a BSS Variourve 900 Series EQ rack to speed up the EQ process, as opposed to using standard parametric EQ. The zones can track coupled together, or they can be EQ'd discretely, and several memory configurations were stored for different styles of venues. The numerical readout on the Varicurve 900 remote screen can be matched to the numerical cursor readout on the SIM screen quickly and accurately. Along with the BSS TCS-804 system delays, there is

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also a Sabine ADF-2400 Workstation in the rack to assist in locating and adjusting frequencies to 1Hz resolution.

Some members of the audio world have misconceptions about SIM's role and functions. The machine itself is an analysis tool and does not automatically EQ the room or time-align the system. To quote John Mever, "It is an X-ray machine, not a doctor." The SIM machine receives linelevel feeds from the console outputs (system EQ inputs), the EQ outputs and from the room at various mic locations. It compares the output of the console to the response of the room. The system is then physically adjusted, time-aligned, and/or EQ'd by a human operator, with the goal of making the room response identical to the output of the console for every seat in the house. By dividing the FOH system into eight zones and analyzing them each in four to five locations, we are able to EQ and

time-align all the zones separately and then analyze the combined response, all with ½-octave resolution. On the screen, we can see the room trace before and after EQ, and time correction at any of the mic locations, as well as the actual EQ curve.

After using the SIM system for even a short while, it becomes increasingly obvious just how critical speaker placement is. No amount of EQ is going to fix the acoustical problems generated by incorrect speaker placement. Radio City Music Hall was built 60 years ago and, like many older venues, was not designed to be used for amplified music. As anyone who's played there knows, there is a 250-millisecond slap off the parabolic rear wall, which focuses sound back (you guessed it) at center stage. The narrow dispersion pattern of the MSL-4 and MSL-5, along with a downward tilt on all clusters, is very helpful in keeping reflections off the walls and getting more direct than reverberant

energy to all seats. The system design of eight zones allows us to place and EQ speakers that cover usually hard-to-reach areas—especially balconies—with genuine fidelity and critical accuracy in the time domain.

SIM, however, is much more than a device for setting sound system EO. The SIM system was used on this tour as an in-thefield bench tool for phase, frequency and distortion analysis of individual electronic components—including wireless receivers and headsets. Calculating speaker delay times can be performed with extreme accuracy, as can the uncovering of room reflections and combs. Because this analysis is a comparative study, this task can be performed using pink noise, music or any source with full frequency content.

Dave Lawler, formerly with the Vancouver Mafia, has also worked with k.d. lang, Phish and Barry Manilow.

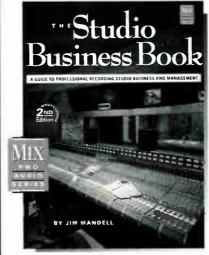
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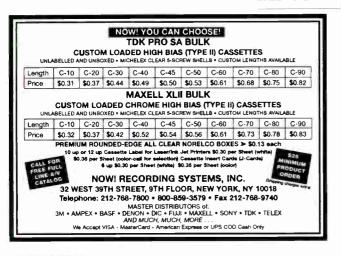








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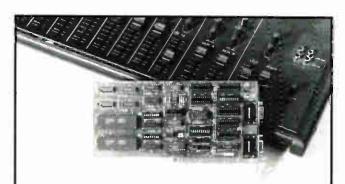
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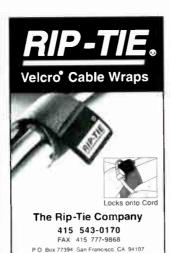
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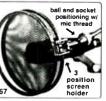
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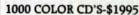
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FEEDBACK

SOMEDAY, SOME WAY

Right now, my favorite feature in your magazine is the "Classic Tracks" column, and I loved the piece on "Papa Was a Rolling Stone" a few months ago. Motown was, of course, the MGM and Paramount Pictures of American music, and I think that anyone interested in record production should learn all they can about Motown. So thanks for the details.

I hope that you'll continue this column, and would like to see some pieces about influential recordings that predate the multitrack era. How about a "Classic Tracks" essay about "My Babe" by Little Walter or some other great Chess Records production from the '50s? Those tracks continue to be a huge inspiration, and very little has been written about the recording sessions themselves. Likewise, for stuff like Johnny Mathis' '50s hits and other classic nonrock/pop productions.

Marsball Crensbau Woodstock, N.Y.

BI Replies:

Whoa—not only does Marshall make great records, he's psychic! See next issue's "Classic Tracks" for the lowdown on cutting Howlin' Wolf's "Wang Dang Doodle" at Chess.

WATCH YOUR SPEED

The debris of those who couldn't hack the speed leaves the fast lane littered with some pretty crazy trash—like Dan Quayle's report cards and Woody Allen's Polaroids. I'm worried that it's time to ask Steve St.Croix to go back to wearing a helmet. I'm amazed that in "Dualing Subs" ("Fast Lane," August '95), Steve let those subwoofer manuals get away with the claim that "It's pretty hard to get two subwoofers physically far enough apart to lose coupling gain." In my old Manhattan apartment, maybe. Between the inverse square law and the lowering of the cut-off frequency for coupling, increasing the distance is a "pretty easy" way to affect coupling, even at long wavelengths.

But the slip that tells me that Steve has hit and had too much unprotected intimacy with high-output VLF is crediting "Funk 49" to Grand Funk. Check for pupil response, ask "How many fingers?" and check out one of those quiet upstate New York yoga farms (and hope that the James Gang aren't there, too!).

Joseph Jurchak Dalton, Pa.

HARD TRUTHS

In response to the "Hard Drives" feature in the July 1995 Mix, "Access time" is the time it takes to move the disk read/write head over the desired data. Access times published by disk drive manufacturers are often "average" access times—usually the time for the head to move over onethird of the disk surface, but some manufacturers use different values. The 8- to 15ms values quoted would be average values and would not include rotational delays (the time for the data to spin under the head). In a 3,600 rpm drive, the rotational delay may be as much as 16.6 ms (again, average times are commonly quoted, usually half of the maximum, or in this example, 8.3 ms).

"Throughput" is not an "ability...to coordinate"; it is the rate at which data can be "put through"—the data transfer rate with access (seek) and rotational delays factored in.

RAID is not simply a system where "more than one drive stores identical information to avoid data loss." RAID is an array of drives accessed in parallel (e.g., if there were four drives, data would be simultaneously accessed from all of them). This means that RAID provides very high throughput. Also, RAID does not usually store identical information. More commonly, extra parity information would be stored (e.g., in an array of eight disks, seven would contain the actual data, while the eighth would contain the parity in-

formation. Then, if any one of the seven disks fails, the parity information could be used to reconstruct it). There are different kinds of RAID arrays using different strategies for avoiding data loss.

In the article, it is stated that "less than 7,200 revolutions per minute are not fast enough to provide highquality video and multitrack audio... the higher the spindle speed, the higher the data throughput." Actually, throughput is related to several factors including seek times, data placement, etc. The author probably means the data transfer rate (the speed at which data is transferred once the disk head is over it), but even then, the statement is not true. The data transfer rate depends on spindle speed and data intensity. A disk spinning at 3,600 rpm with twice the data density (i.e., twice as much data accessed during a single revolution) will have the same transfer rate as a 7,200 rpm disk. Lots of multitrack audio has been done on 3,600 rpm disks!

For the most part, A/V is an addon to computer systems, not something that is supported at the very heart of the operating systems. Therefore, rather than having proper support in the operating system, which would allow efficient A/V use of hard disks, A/V data is stored just like any other text or graphics, and the user is advised to throw costly hardware at the problem to make up the difference. However, researchers (including myself) have established methods that could make the use of much cheaper hardware possible. Once these methods find their way into conventional operating systems, digital A/V work will be more economical.

D. James Gemmell, Pb.D. Torvue Computing Ltd. Langley, B.C.

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