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ALESIS

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Nippon Columbia, Tokyo

"It was important that the new console met our sound quality requirements and provided enhanced operational use. The St. 9000 easily did so."

Mr Yamamoto, General Manager, Recording & Engineering Department



Phil Ramone & Brian Setzer

"Those of us who have used the SSL 4000, 6000 and 8000 console know what we're looking for. The SL 9000 sounds great, and that's the key."

Phil Ramone, Producer



Mega West, Paris

"The St. 9000 is the only console able to deliver our high standards, and sounds 'magnifique'."

Thierry Rogen, Owner



Kevin Mills & Dave Bianco, Larrabee North, LA

"The \$t. 9000 sounds tantastic! Obviously there are a let of console manufacturers out there – but for my money it's 100% \$SL."

Kevin Mills, Owner



Masterfonics, Nashville

"We needed a 'no compromise' console in 'The Tracking Roum' to achieve our ambitious goals. The St. 9000 became the only logical choice."

Glenn Meadows, Owner



Studio Guillaume Tell, Paris

"The St. 9000 delivers excellent sonic quality and impressive automation teatures, yet is familiar to most users."

Roland Guillotel, Owner



Ocean Way, Hollywood

"Great low end impact, etfortless open top end and exceptional overall clarity are not qualities I normally associate with modera consoles. The SI 9000 exhibits all these attributes."

Allen Sides, Owner



Gary Paczosa, Dolly Parton & Steve Buckingham

"We found the St. 9000 to be a superb complement to the digital recording process. It uses state-of-the-art technology to create that wonderful sound associated with classic consoles,"

Steve Buckingham, Producer

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The Dynamic Duo

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Tannoy's PBM 8 LM - we'll let the experts speak for us!

I was impressed by the whole package, both its looks and sound. Not only is working with these speakers a real pleasure, but guess what – they don't sound very different from their twice the price competitor. When I found out the price for the Tannoy PBM 8 LM's, my socks blew clear across the room!

Peter Horvath, Professional Sound Magazine

Tannoy is one of the most respected manufacturers of studio monitors. After reviewing the PBM 8 LM nearfield monitor I can see why. The monitor is remarkably neutral and has a wide range, and its resolution of time and space is superb. The Tannoy PBM 8 LM is a winner as a professional monitor. With its first rate amp and neutral response, you can trust it to tell you the truth about your mixes.

Bruce and Jenny Bartlett, Pro Audio Review There was something else that really appealed to me with these babies: the low end. I mean real honest to God low frequencies. PBM 8 LM's are absolutely perfect for the major project studio that can afford only one set of monitors.

Bobby Owsinski – EQ Magazine

Tannoy's PBM 8 LM's offer superior balance and frequency response at all monitoring levels, amazing low end, and excellent stereo imaging. The dark Tyner-esque midrange from the acoustic piano was so accurately reproduced and the highs from the cymbals and vibes were so clear that I was almost convinced that the "quartet" was performing in my home studio.

Steve Wilke, Electronic Musician

Though the Tannoy's bass response was very beefy all the way down to 50Hz, it was not overbearing in musical contexts. Its sound was very smooth across the entire spectrum. The midrange exhibited fantastic detail. We felt the Tannoys were the best of any speakers at reproducing solo piano, as a result of this definition in the midrange. Listening to these monitors gave us a feeling of being in the same room as the musicians.

Keyboard Magazine



I found the horizontal dispersion to be quite a bit wider than most. On and off axis imaging is well above average. This is where the PBM 8 LM's shine – they're absolutely trustworthy at all volume levels, and certainly among the best speakers we've ever heard in their price range.

Nick Batzdorf - Recording



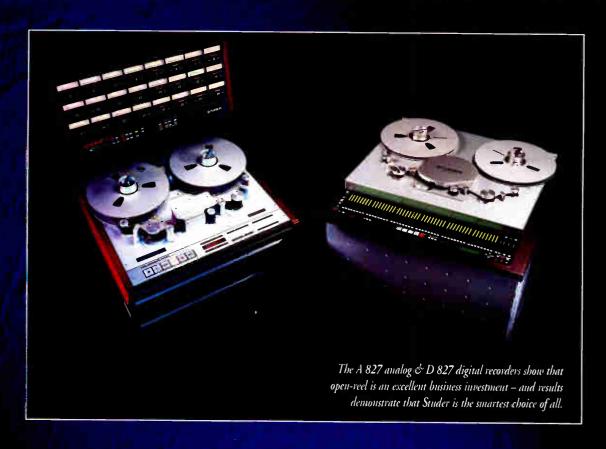
One advantage of the Limpet's monoblock approach is that there are no shared electronics. This really pays off in terms of stereo imaging, punchy, clear, bright, with well defined bass and just the right amount of midrange. Tannoy Limpets are an excellent choice. offering a formidable combination of flat, wide ranging response in a compact high power package.

George Peterson - Mix Magazine

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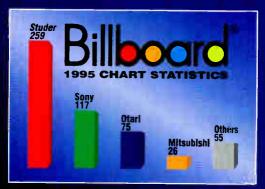
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AKE A LOOK at the production credits for *Billboard's*No. 1 singles, almost any week of the year, and you'll see the same story: *more hits are produced on Studer tape machines than on all other open-reel recorders combined**.

Perhaps it's hardly surprising. For almost 50 years, Studer machines have been a vital part of literally thousands of hits. And today, when more



Based on an analysis of Billboard's Production Credits charts for 1995, Studer machines are used on many more hit records than any other open-reel recorder (*Others' includes both open reel, MDMs and disk-based systems).

than ever before, quality, reliability and compatibility count, Studer 827 Series tape machines are more in demand than ever. Analog or digital, there's a Studer recorder for your hits.

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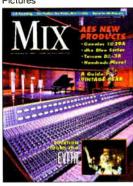
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Check out Mix Online http://www.mixmag.com

Cover: Studio 1 at Ocean Way in Hollywood has hosted sessions since the '60s for artists such as Frank Sinatra, the Beach Boys, Bob Dylan, Bruce Springsteen, R.E.M. and U2. The studio, which was originally designed and built by Bill Putnam and Jack Edwards, was remodeled this year by owner Allen Sides. As part of the redesign, a new consolle was installed: a custom Neve 8078 with GML moving fader automation, 32 additional monitor mix inputs, 4-band 8078 EQ and 64channel metering. Microphones pictured are (L to R) Telefunken ELAM 270 (circa 1962), AKG C-12 (circa 1962), Neumann U47P (1963-64) and a Neumann M50 (1960), Photo: Ed Freeman Inset Photo: Bill Kaye/© Cinergi

Pictures







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FROM THE EDITOR

ESCAPE TO L.A.

Sure signs of autumn: Birds fly south. Trees show their colors and drop their leaves. The weight of *Mix*'s November issue strains the backs of thousands of postal employees. And legions of audio pros flock to the Audio Engineering Society convention.

I last walked the floor of a Los Angeles AES show in 1990. Leaving the cavernous convention center, I snagged a souvenir provided by those lovable crazies from L.A.'s AES chapter: cardboard spinners with tongue-incheek markings for selecting pin 2 or pin 3 hot. They're irresistibly cool, I have one on the wall in my office, and anyone walking by seems compelled to give it a twirl. Now, six years later, the lure of California's Southland magically compels the audio community to return to Los Angeles for the 101st AES convention. And my sources say it's gonna be great.

The papers/workshops schedule is superb. Forget the lofty, pie-in-the-sky approach. This time, the emphasis is on real-world solutions—sessions include project studio design, audio for the Internet and digital multitracking. The technical tours take you inside some of the world's leading facilities. And both the TEC Awards at the Regal Biltmore and the AES party at the Petersen Automotive Museum (no relation) should provide spectacular backdrops for networking, schmoozing and good ol' circuit designing on rum-stained cocktail napkins. (Why else do we go to AES anyway?)

After hours, if you tire of the hotel bar action, cab up to Olvera Street (eight Mexican restaurants in one block) for *flautas calientes y Coronas frios*. Afterward, cross the street and check out Union Station, an art deco masterpiece used in hundreds of train movies.

Back to the show: Must-see highlights on the convention floor include low-cost digital consoles (RSP Project-X, Soundtracs Virtua and Yamaha's 02R and 03D); a couple not-so-low-cost new digital consoles (Amek DMS and AMS Libra); and 4-track MiniDisc studios from Sony, Tascam and Yamaha. Analog buffs seeking a challenge should try to see all of the 137 new mic preamps and tube microphones in one day!

Whether you're bound for AES or not, you can get a sneak preview of what's to come by checking out this issue's AES New Products Guide, featuring nearly 400 recent equipment debuts, along with "Technology Spotlights" on Genelec's low-cost 1029A monitors and dbx's red-hot Blue Series (are you ready for 27-bit DACs?). Giving equal time to older gear, audio raconteur Fletcher offers a guide to vintage outboard devices, while Greg DeTogne recounts the half-century history of Shure's Unidyne dynamic mic.

Keeping with our Los Angeles AES theme, this issue includes a look at the state of the local recording scene, a picto-history of Capitol Studios, maintenance tips from L.A. studio techs, an interview with producer Geza X, a salute to 50 years of JBL and a Bonzai lunch with the founders of Rhino Records.

So 1'm heading down (Highway) 101 to AES 101. If you're in town, drop by booth ± 1422 and say hello.

We'll be there...

(/ George Petersen





ABP

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CURRENT

WELCOME TO AES!

This month, the Audio Engineering Society convention returns to Los Angeles for the first time in six years. The show will take place at the renovated Los Angeles Convention Center from November 8-11, featuring more than 350 exhibits and a diverse program of workshops, papers, technical tours and special events.

The theme for the 101st AES show, "Head Out on the Highway," is intended to convey the dynamic movement of the audio industry. The schedule of seminars is designed for a wide range of skill levels and interests, including workshops focusing on audio in Latin America, women in audio and a day of activities devoted to students and education. For more information, visit the AES Web site at www.aes.org.

TEC AWARDS TICKETS AVAILABLE

A limited number of tickets are available for the Twelfth Annual Technical Excellence & Creativity Awards, which take place on Saturday, November 9, at the Regal Biltmore Hotel in Los Angeles. Tickets may be purchased prior to the AES convention by calling 510/939-6149: at the show, they may be purchased at the Mixbooth, number 1422. The partially tax-deductible ticket price of \$100 includes dinner and the awards ceremony.

HARMAN PRO **RELOCATES TO NASHVILLE**

Harman recently completed its move to a new 30,000-square-foot facility in Nashville, Harman companies AKG, BSS, Soundcraft and Studer are at the new headquarters, under the newly formed management team of Marc Leveridge, Doug MacCallum, Ridge Nye, Joe Bean and Paul Freudenberg. The new corporate address is 1449 Donelson Pike, Airpark Business Center 12, Nashville, TN 37217. Phone 615/399-2199; fax 615/367-9046.

BRAMANTE RUNS FOR GOVERNOR

New Hampshire voters will decide this month if Fred Bramante, founder, president and CEO of the Daddy's Junky Music retail chain, will become governor, "The Bramante Plan" calls for edu-

MIX CO-SPONSORS FILM SOUND FORUM AT AES

Mix magazine, along with Digital Theater Systems, Sony Dynamic Digital Sound and Dolby Laboratories, is sponsoring "Film Sound in the Next Millennium," an AES Convention special event taking place on Friday, November 8, at the Academy of Motion Picture Arts and Sciences' Samuel Goldwyn Theater. A panel of top film sound professionals will discuss changes in the world of film sound and demonstrate their work with a selection of clips. The session, moderated by Mix film sound columnist Larry Blake, will feature re-recording mixer Michael Minkler (The Doors, Altered States, Die Hard With a Vengeance), sound designer/re-recording mixer Randy Thom (The Right Stuff, Forrest

Gump) and production mixer Jeff Wexler (Independence Day, Get Shorty).

The event is taking place from 6-8 p.m. and is free of charge to AES attendees with badges. No parking is permitted at the Academy Theater. Shuttle bus service from the L.A. Convention Center begins at 5 p.m. Those wishing to drive may park their cars at the Petersen Automotive Museum, site of the AES party that evening, on Wilshire Blvd. (at Fairfax), with bus service to the Academy beginning at 5:30 p.m. Round-trip shuttle service from both locations is \$10. For more information, contact the Audio Engineering Society at 800/541-7299 or 818/357-1289,

cation reform that includes increased support of the music curriculum, "Music plays a tremendous role in education reform," says Bramante, "as long as we give students an opportunity to listen and play the music they love."

LIQUID AUDIO, DOLBY TEAM ON INTERNET AUDIO

Liquid Audio, a new, Silicon Valleybased start-up, is teaming up with San Francisco-based Dolby Laboratories to develop CD-quality audio for the Internet. The collaboration will involve combining Liquid Audio's Internet technologies with Dolby's audio compression technology to address the music industry's need for high sound quality, copyright and copy protection online.

VISIT THESE WEB SITES

The Guitar Center Web page features more than 500 pages of entertainment

CHECK OUT THIS MONTH'S MIX ONLINE!

http://www.mixmag.com

and services. At www.musician.com.

LFCI, a lender for audio/video businesses, has a Web site at www.lfci.net that offers detailed information about the lease process.

Rhythm Net's home page offers an interactive band showcase/networking service. Visit www.rhythmnet.com.

The SIA Software page is at www. siasoft.com. There, find company information and downloadable demos of IBL-Smaart."

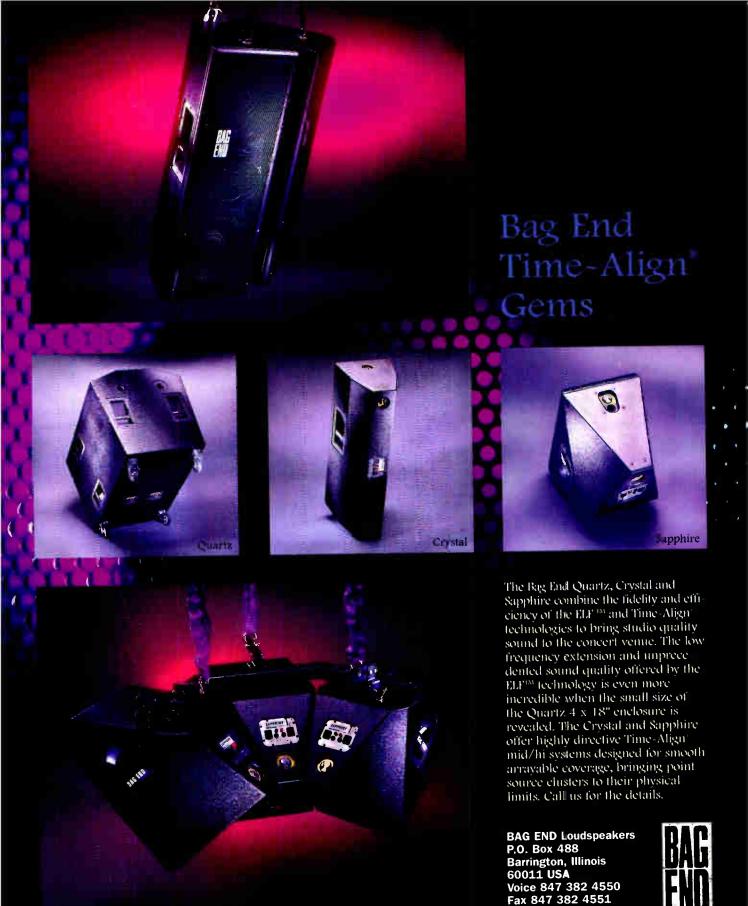
TUBEtronix's new Web site, at www. tubetronix.com, promotes its products and service department.

UPCOMING SHOWS

The International Recording Media Association (ITA) is holding its annual Forecast & Update Seminar on November 26 at the Plaza Hotel in New York City. Also, ITA announced next year's REPLItech dates: REPLItech Europe will be held in Barcelona from March 13-15, and REPLItech International will be in San Jose, Calif., from June 3-5. Phone 609/279-1700 for details.

The first Religious Audio Video Computer Equipment Security (RAVCES) convention happens this month, on No-

-- CONTINUED ON PAGE 14



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REALITY FOR \$1500 A PAIR. INTRODUCING

f you've been trusting the quality of your creative product to passive monitors costing \$400-\$600 a pair, there's an astonishing revelation waiting for you at your Mackie dealer. In our opinion, the active,



Mackie acoustic engineer David Bie uses scanning laser vibrometry to map HR824 tweeter dome vibrations. Film at II.

biamplified HR824 is the most accurate near-field monitor available. So accurate that it essentially

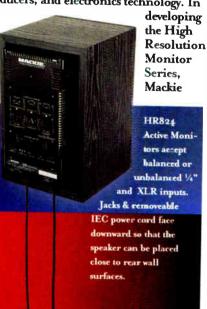
HIGH RESOLUTION has no SERIES "sound"

own. Rather, the Mackie Designs High Resolution HR824 is the first small monitor with power response so flat that it can serve as a completely neutral conductor for whatever signal you send it.

You'll hear the precise attack, texture and quality of individual bass notes exactly as they're being recorded. On instrumental and vocal tracks, you'll discern details of pitch, timbre and harmonics that passive monitors simply don't resolve.

SCIENCE, NOT SNAKE OIL.

Internally-biamplified, servo-controlled speakers aren't a new concept. But to keep the cost of such monitors reasonable, it's taken advances in measurement instrumentation, transducers, and electronics technology. In



Designs sought out the most talented acoustic engineers (being able to live in perpetual drizzle was a plus) and then made an enormous commitment to exotic technology such as scanning laser Doppler vibrometry, analyzers, time delay spectrometers and machines that go "ping." The High Resolution Series HR824 is the

result of painstaking research and money-is-no-object components. Not to mention thousands of hours of listening tests and tens of thousands of dollars in tooling.

FLAT RESPONSE...ON OR OFF-AXIS.

One of the first things you notice about the HR824 is the gigantic "sweet spot." The detailed sound field stays with you as you move back

and forth across the console
— and extends far enough
behind you that musicians,
producers and your mom can
hear the same accurate playback.

The reason is our proprietary exponential high frequency wave guide. Without it, a monitor speaker tends to project critical high frequencies in a narrow beam (Fig. A) — while creating undesirable edge diffraction as sound waves interact with the edges of the speaker (red lines in Fig. A). Imaging and definition are compromised.

The "sweet spot" gets very small.

Like biamped speakers, wave guides aren't a new concept. But it takes optimized, internal electronics and a systems approach to make them work in near-field applications.

The HR824's wave guide (Fig. B) maximizes dispersion, time aligns the acoustic center of the HF transducer to the LF transducer's center, and avoids enclosure diffraction (notice that the face of the speaker is perfectly smooth.) The exponential guide also increases low treble sensitivity, enabling the HF transducer to

CLEAN, ARTICULATED BASS.

When seasoned recording engineers heard the HR824 at a recent tradeshow, they couldn't believe the controlled low bass extension — several snooped around for a hidden subwoofer. They heard low frequency



The Mackie HR824 Active Monitor. ±1.5dB from 42 to 20kHz.

accuracy that simply can't be achieved with passive speakers using external amplifiers. There are many reasons.

First, the HR824's FR Series 150-watt bass amplifier is directly coupled in a servo loop to the 8.75-inch mineral-filled polypropylene low frequency transducer.

It constantly monitors the LF unit's motional parameters and applies appropriate control and damping. An oversized magnet structure and extra-long voice coil lets the woofer achieve over 16 millimeters of cone excursion. Bass notes start and stop instantly, without overhang, distortion or "tubbiness."

Second, instead of relying on ports or slots, the HR824's low frequency driver is coupled to a pair of aluminum mass-loaded, acousticinsulated 6.5-inch passive drivers. While typical, undersized ports cause vent noise, power compression and low frequency distortion, our ultrarigid drivers eliminate these problems and couple much more

handle more power and produce flat

response at high SPLs.

THE HR824 ACTIVE MONITOR.

effectively with the control room's air mass. They achieve the equivalent radiating area of a 12-inch woofer cone, allowing the HR824 to deliver FLAT response to 42Hz with a 38Hz, 3dB-down point.

Third, the woofer enclosure is airdisplaced with high-density adiabatic foam. It damps internal midrange

reflections so they can't bleed back through the LF transducer cone and reach your ears. The typical problem of small-monitor midrange

precisely match each transducer's actual output via electronic adjustments. During final assembly, each HR824 is carefully hand-trimmed to ±1.5dB, 42Hz-20kHz. As proof, each monitor comes certified with its own serialized, guaranteed frequency response printout.

The HR824's front board is I-inch thick with "radiused" edges to further eliminate diffraction. An "H" brace bisects the enclosure for extra rigidity.

Mackie is the only active monitor manufacturer that also has

Below: The HR824 Development Team. L to R. clockwise: Terry Wetherbee, Cal Perkins, Greg Mackie, David Bie, Paul Brengle, Jeff Hammerstrom. Dan Bonilla and Mats Jarlstrom holding P.D., our Over-20kHz Specialist.

Fig. C: Uneven faoric distorts high frequencies.

> Fig. D: HR824 alloy ome's uniform, accurate pistonic motion.

The High Resolution transitional wave guide. Film at II unavailable.

"boxiness" is eliminated.

A TRUE PISTONIC HIGH-FREQUENCY RADIATOR.

We scoured the earth for the finest high frequency transducers and then subjected the likely candidates to rigorous evaluation. One test, scanning laser vibrometry, gives a true picture of surface vibration patterns. Two test results are shown in the upper right hand corner of this ad. Figure C is a conventional fabric dome tweeter in motion. You

needn't be an acoustic engineer to see that the dome is NOT behaving as a true piston.

Figure D shows our High Resolution metal alloy dome at the same

frequency. It acts as a rigid piston up to 22kHz, delivering pristine, uncolored treble output that reproduces exactly what you're recording.

INDIVIDUALLY OPTIMIZED.

You won't hear it from other manufacturers, but individual low and high frequency drivers can vary more than 10% in sensitivity due to production variations. Because our monitor is active, we can

experience building stand-alone professional power amps. The HR824 employs two smaller versions of our FR Series M·1200 power amplifier - 100 watts (with 150W bursts) for high frequencies, and 150 watts (200W peak output) for low



high-speed, latch-proof Fast Recovery design using extremely low negative feedback.

TAILOR THEM TO YOUR SPACE.

Because control rooms come in all shapes, sizes and cubic volumes, each HR824 has a three-position Low Frequency Acoustic Space control. It maintains flat bass response whether you place your monitors away from walls (whole space), against the wall (half space) or in corners (quarter space). A low frequency Roll-

Off switch at 80Hz lets you emulate small home stereo speakers or popular small studio monitors.

CONFRONT REALITY AT YOUR MACKIE DESIGNS DEALER.

We've made some pretty audacious claims in this ad. But hearing is believing. So bring your favorite demo material and put our High Resolution Series monitors through their paces.

If you've never experienced an active monitor before, you're going

to love the unflinching accuracy of Mackie Designs' HR824s.

If you've priced other 2-way active monitors.

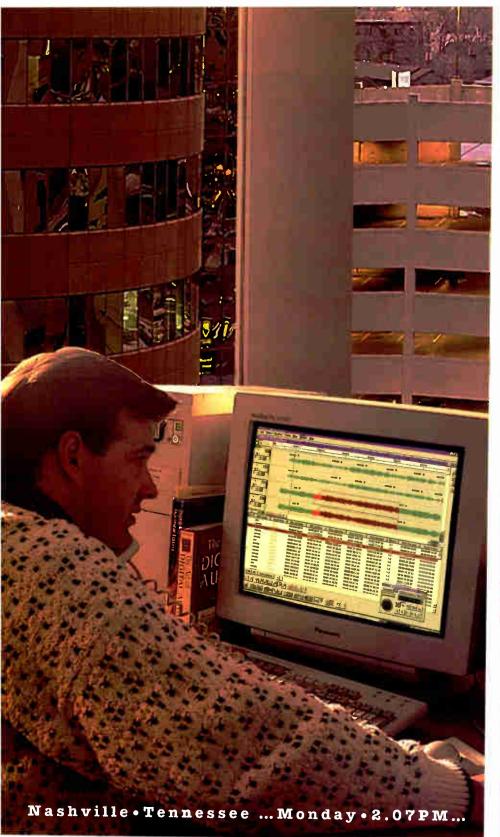
you're going to love

the HR824's \$1498/pair price* AND its accuracy.

*\$1498 suggested U.S. retail price per pair. © 1996 Mackie Designs Inc. All rights reserved.

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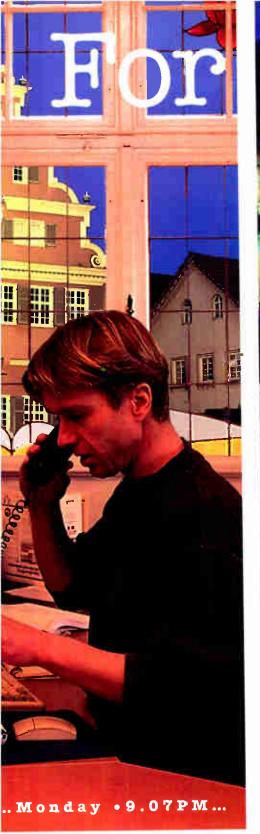


Studio Audio Digital Equipment Inc 1808 West End Avenue, Suite 1119, Nashville, TN 37203.

Tel: 615 327-1140 Fax: 615 327-1699

Esslingen · German Studio Audio Distribution in Europe GmbH Villa Leinen, Kollwitzstraße 16. 73728 Esslingen, Germany.





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Studio Audio & Video Ltd

The Old School, Stretham. Ely, Cambridge. CB6 3LD. UK.

Tel: +44 (0)1353 648888 Fax: +44 (0)1353 648867



USE READER SERVICE GARD FOR MORE INFO

ABC

THEY SHOWED ME



ILLUSTRATION NATHAN CITA

n August 19 I found myself sitting in a metal box under water down behind the bleachers at a Dolphins-Vikings game in Joe Robbie Stadium, just north of Miami. Actually, there were a lot of guys in metal boxes, some under water like me, some under the bleachers, and all connected by lots of wires. Then there were lots more wires going out to the field.

This night I underwent two totally new experiences: I saw the first football game of my life, and I looked straight into the face of true audio hell.

First the game. As I was a guest of ABC Sports, and as they gave me one of those magic TV Press badges that lets you go anywhere, I did just that. I watched from the

dugout, from the field, from the tunnel, from the video trucks, from everywhere. Here is my professional assessment of the game. Don't stand around in the tunnel!

Cheerleaders are real small and don't seem to inflict that much damage when they run into you, though it does seem to break their stride a bit. Security appears in raucous waves somewhere behind you. This interesting mix of creatures seem to have the unique skill of running very, very close to you without actually touching at alf, though their antennae might slap you in the face a bit. Players. Ah, the players. They magically appear behind, in front of, around and on

BY STEPHEN ST.CROIX

you, and then are gone, sort of projected directly onto the field, where they enjoy an instant bath of 125dB cheers (unless they are not the home team—they got an ambivalent silence).

The players are larger than my 185 lbs. of 6' 2", yet each is somewhat smaller than an 18-wheeler semi. Somewhat smaller. Their cars cost more than 18-wheelers. Espent a lot of time looking at their cars. It's amazing what a car dealer will let you do to a perfectly good Mercedes 12-cylinder sports coupe if you are bigger than them and have bucks leaking out of every seam in your uniform.

Anyway, on to the technical aspects of the program. Here I had —CONTINUED ON PAGE 348



FLEXIBLE INPUTS & OUTPUTS

XLR + bolanced 1/4 inputs and independent outputs for each voice



EXTERNAL LOOP
For use with your favor

For use with your favorite compressor, de-esser or other effects



FOOTSWITCH
For live use - programs
up/down/byposs

NO PROBLEMS, ONLY SOLUTIONS

You've had a great session, you've captured some great vocal performances but the track cries out for something more. Some big, fat vocal harmonies would really make this cut kick, but it's the next day and your singer is back on the

road. So you simply run the lead vocal into the Studio Vocalist, select one of 99 presets and suddenly you've found just what you've been looking for; spectacular group harmonies.

You've also fixed that one flat note in the best vocal take using the pitch correct feature. It's almost magic. Your cut is starting to sound like a hit! The Studio Vocalist is so easy to use, you decide to try it for

yourself, "live" at the gig. This box is absolutely amazing. The Studio Vocalist, another Vocal Solution from DigiTech.

Available at your nearest dealer.



real-time MIDI vocalist.

STUDIO Vocalist

5 PART VOCAL HARMONY PROCESSOR WITH PITCH CORRECTION FOR LIVE AND STUDIO USE



A Harman International Company

Heoring is believing! Phone 1-800-999-9363 to order the FREE Studio Vocalist Demonstration (D. Visit us online at www.digitech.com
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The 168RC is the first truly affordable, fully digital, 8 bus recording console. Use it with your ADAT or other digital recorder equipped with the **ADAT** optical interface to create the best sounding recordings you've ever made.

168RC Digital Recording Console The heart of a new, component-based Digital Recording System from Soundlink

The 168RC is the first

digital console to feature two ADAT optical interfaces (yielding 16 channels of digital input) and eight analog inputs as standard equipment. It makes the creative control and sound quality of an all digital, fully automated recording system an affordable reality.

Powered by Korg's proprietary MSP processor, our SoundLink DRS 168RC offers instantaneous control, processing and routing of all 24 inputs, 16 channels of mixing and 8 bus outputs.

With its combination of analog, ADAT optical and S/PDIF I/Os, the 168RC easily functions as the heart of a fully digital recording system while interfacing with any of your existing analog gear.

The 168RC is equipped with three-band EQs



SoundLink DRS brings the reality of all digital, fully automated, component d recording to everyna. For more 168RC Recording Console or any of the SoundLink DRS components, just call (516) 333-8737.

featuring semi-parametric high and low bands, fully parametric mid bands and 30 memories for EQ setups.

The 168RC also boasts two internal effects processors that run some of the finest algorithms available. Choose from 32 effects types and 50 preset programs.

The 168RC even provides automation functionality that lets you save and recall console settings or record and playback dynamic parameter changes.

Affordable, fully integrated digital recording is finally here. So check out SoundLink DRS and the 168RC today. You can't beat this system.











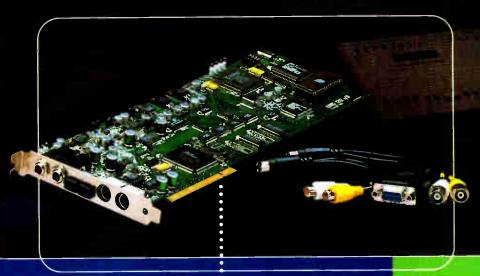








SoundLink DRS 1212 I/O Multi-Channel Audio Interface



The SoundLink DRS 1212 I/O. along with Deck II software, brings the price of full-function, multi-channel computer based recording to a point that just about anyone can afford. And since the 1212 VO conforms to the new PCI format, your investment will last longer than just a few months!

With the power of advanced

personal computers, full-function multi-channel recording and edizing is possible without the addition of cestly, specialized nardware. The only true limitation has been in the area of multi-channel I/O. With the introduction of the SoundLink DRS 1212 I/O Multi-Channel Audio Interface, that limitation no longer exists.

The 1212 I/O features 12 inputs and 12 outputs zonfigured as two analog I/Os, an S/PDIF I/O and an eight channel ADAT optical I/O. All the I/Os can be used simultaneously. For even more control and flexibility, the 1212 I/O connects to Korg's 168RC Recording Console, or to the Korg 880A/D and 880D/A interfaces.

The new 1212 I/O even offers a Word Clock input and output, plus an ADAT time code input, for system synchronization. Between the 1212 I/O with Deck II



software, the 168RC Recording Cot sole, an ADAT and a Trinity Music Workstation DRS, the combinations and configurations can meet the needs of just about any music production application.

All of the devices will interface with your existing analog equipment and form the basis for a completely ciginal system that will give you sound and creative control that simply isn't possible in the analog world.

Down to a System. SoundLinkDRS

See us at AES Booth 835

VINTAGE? YOU DON'T KNOW VINTAGE!

AUDIO'S TIMELESS TREASURES

have missed: Tortola Time AnTicipator (manufactured 1974-76). A predelay unit that produces single or

🐧 ome "vintage gear" you may

multiple iterations of a sound a specified period of time before it actually occurs. The design is based on research done by the late, discredited, Dr. I. Asimov into the endochronic properties of resublimated thiotimoline (USP), a substance which dissolves 1.12 seconds before being put into water. Thiotimoline has been used (mostly unsuccessfully)

in military, space travel and communications applications, but the An Ticipator is its only known application in the creative arts.

Using "bucket brigade" devices made from real buckets-i.e., a tiny series of 16 water pails inside the unit attached to a small motorized cam, which continuously dumps

the contents of each one into the next—predelays of up to 18 seconds can be produced. This makes it possible, for example, to move a laggard snare beat forward.

BY PAUL D. LEHRMAN

to compensate for a late entrance in the horn section or perhaps to insert a chorus in front of a verse, before the singer has gotten around to actually singing it. The unit must be used in a horizontal position, because attempting to use it vertically would cause quite a mess.

The Time AnTicipator was very popular among unscrupulous producers who found they could stack several of them together and use them to record a session player's tracks before he or she showed up. When the player did come around, the producer could say, "Oh, we already got that," and



ILLUSTRATION CHARLES STUBBS



Great Sound Begins With Akg

KG large diaphragm condenser microphones all share one common denominator; the complete linear transfer of all transmission parameters. What you hear is what you get. From the legendary C414 to the vintage tube C 12 VR and the versatile C3000, AKG professional studio microphones are optimized for ary vocal or instrument application. Engineered

for uncompromising quality, it's pure AKG.

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H A Harman International Company

INSIDER AUDIO

send them home without paying them. This shameful practice ended, however, after the players caught on and stopped coming to sessions they had contracted for, thus causing the predelayed tracks to come out blank. It is now primarily used by club DJs to do dance remixes of Top-40 records before they are finished.

The AnTicipator was made in New Jersey, but the inventor named it after a tropical island that he thought sounded pretty cool, even though he had never been within a thousand miles of it. Original price \$2,000; street price today \$400, water and thiotimoline refills extra.

Sputnik 1017 All Glory to Marx, Lenin, Etc. Mikrofon (1954-6). This large-diaphragm unit was the glory of the Soviet space effort and was used on newsreel soundtracks throughout the Cold War. Its 12-foot diaphragms were remanufactured from the hulls of decommissioned WWII icebreakers. and weigh approximately 14 tons each. The 3-billion volt electret charge is provided by a van de Graff generator, which is cooled by a system containing pure alcohol derived from potatoes.

The 60-pound amplifier tube, the 3000000000DCXTGT, contains elements made from Uzbek vak hair and pure plutonium, smuggled in from the

The Anticipator is now primarily used by club DJs to do dance remixes of Top-40 records before they are finished.

West inside pumpkins and Rosemary Clooney records. The power supply capacitors were manufactured from slightly used atomic bomb casings.

The 1017 has a dynamic range in excess of 200 dB, but its unique power supply creates a self-noise figure of nearly 92 dB, which has restricted its use to close-miking of ICBM lift-offs, interplanetary visitations, bomb tests and political conventions, but also makes it particularly suited today for radio talkshow hosts. All known units are currently in storage near a former power plant in Ukraine, making them very "hot" items.

Original price 250,000 rubles; street price \$250 plus freight (FOB Chernobyl), and appropriate permits.

The John Dearie 704 Acoustical Compressor (1907-9). The Dearie company developed this device as part of a diversification effort to open up new markets for their best-selling Model 704 9,000-cubic-inch, longthrow, 2-cylinder agricultural and tractor motor, capable of developing 108 horsepower at 725 rpm. Since the full dynamic range of a symphony orchestra could hardly be contained on the cylinders and wax discs used by the recording industry at the time (38 dB, max), acoustical compression was seen to be a practical technique for reducing that dynamic range. Although no record of complementary expansion has been found, this device could serve

For Musicians

Who Bought

The Other

Digital

Multitrack

SORRY!



equally well as an expander, thereby permitting the development of companding noise reduction systems as early as 1908.

The technology of the Dearie 704 bears a striking resemblance to today's "active" noise-cancellation processors: The air pressure output of the doubleacting pistons serves to cancel the detected pressure-fronts of the acoustical sound wave. Threshold is established by a pair of low-inertia, fast-acting mercury barometers (one inverted), which close and open relief valves for the pistons. While the signal level is below the threshold, the valves remain open throughout the engine cycle, so the sound passes unchanged, but when the threshold is reached, the valves partially or completely close (depending on the "ratio" setting), causing the 9,000 cubic inches of displacement to modulate the air, in a kind of negative acoustic feedback, thus reducing the output level.

The threshold is adjustable from 8 to 25 microbars, or approximately 92 to 102 dB SPL—the high SPL numbers being necessitated by the incredible racket the device makes. The motor speed is modulated by (and phaselocked to) the mechanical output of the two barometers. Eliminating the intertial flywheel of the motor allows it to accommodate rapid changes in frequency.

Attack and release times are a bit dicey, since the hysteresis of the barometer pairs is somewhat erratic. Use in an air-conditioned environment is mandatory, since high humidity can cause a change of state during loud positive excursions of the waveform. causing an intermittent spray of water and crankcase oil, modulating at the frequency of the signal, to get all over everything. Even with no flywheel, the motor has too much inertia to detect or compress signals greater than about 175 Hz (10,500 rpm), and so a steep lowpass filter must be used at the input, or the unit's attempts to process higher-pitched signals will quickly tear it to shreds.

The most serious problem of the 704, which eventually caused it to be pulled off the market, is its erratic pressure output, which occasionally lags in phase by as much as 150 degrees, causing expansion instead of expression. This, of course, would severely overtax the recording system. In one notorious incident, during an attempt to record the Boston Pops' Independence Day concert, seven gramophone diaphragms exploded simultaneously, injuring several Dearie engineers and catapulting most of the cello section into the Charles River. After this episode, the company went back to agricultural implements exclusively, closing the door on a most interesting, if idiotic, experiment in audio history.

Original price, \$499.95; street price (a few remaining units can be found in abandoned equipment sheds and bomb shelters), \$1,500. Your mileage may vary.

Unterfunkengesellschaft USB1 Sub-Sub Woofer (1908-14, remanufactured 1938-41). This cylindrically shaped very very low-frequency driver, affectionately known as "The Boot," represents the best in early 20thcentury German metallurgical engineering. It was designed on orders from the Kaiser's public-relations machine, who were desperately trying to convince England and France that all of the frantic activity in the Krupp shipvards was actually devoted to goods for peaceful, civilian use.

-CONTINUED ON PAGE 34"



And Other Truths About 8-Bus Recording Consoles

Get Back Jack. Get Real.

Have you ever seen a pro-studio recording engineer mess with the cables on a console? Of course not. That's why true recording consoles have their jacks in back. Look at any console in any serious studio. Truth is, once the console is installed there's no need to change the setup. Like the TASCAM M2600мкII — the next-generation 8-bus. Available in 16, 24 and 32 input models, it looks clean, sounds sweet and works the way you want it to.

All Your AUXes. All The Time.

With 6 AUXes (2 are stereo), the TASCAM M2600mkII has more AUXes than any other console in its class. But the best part is - you can use all six - all the time. No other console in its price range can make that claim. That means you can use more effects, set up multiple independent stereo headphone mixes and have more flexibility. No limitations. And no repatching.

Get Out! Direct or With The Group.

A true sign of a recording console is direct/group switching. That's what makes recording with the TASCAM M2600mkII so smooth. Think about it. Send any signal direct to tape or disk by pressing one button. Or, send a group of signals direct to tape or disk just as easily - no patching here! You'll never have to crawl around or mess with your cables again. Spend more time recording and less time figuring out how.

The Features Demanded by Pros.

The M2600mkII has everything a great recording console should have — and more. It's an In Line configuration with flip switches. And you get your choice of balanced (+4dBm) and unbalanced tape ins and outs. Phantom power (48V) switchable in banks of 8 channels. And an optional multi-process meter bridge so you can keep your eyes on the board — and not your recorder. Plus, a semiparametric split EQ on every channel and it's ready for automation using any of a number of third party packages.







Double Reinforced **Dual-Ground System**

Wider ground line patterns on the PCB, extremely heavy gauge wiring, and enhanced electronics yields greater headroom and improved sound quality

Watch it. Do Those Switches and Knobs Wiggle?

Before you buy an 8-bus console check out the quality. Knobs and switches that wiggle are going to be a problem. For example, check out the controls and faders of the M2600MKII. No play, no wiggling. You can feel the quality. Feel those smooth long throw 100mm faders. Clean. And check out the ergonomics. Even the largest fingers will fit between the knobs. Try that on others!

Use A Solid Heavyweight.

TASCAM has built more recording consoles than any other manufacturer in the world. We know how to build a quality product that will last. The M2600mkII is a solid console. You can feel the difference just trying to lift it. Just compare it to the less serious lightweights on the market. Plus it comes with an extra heavy external power supply that delivers more headroom than anything else in its class. Just what you expect from the leader in multitrack recording.

Get Smart. SmartSwitches™

The difference is in the design. This is a serious console. Take a look and you'll notice the design touches that distinguish the M2600mkII as the next-generation 8-bus console. Like TASCAM's exclusive self canceling and two-tone SmartSwitches — for protection from redundant operations and visual confirmation of all button positions at a

Great Sound. The Next-Generation 8-Bus.

glance. Quite a hassle on others!

The real truth about a recording console is sound. With Absolute Sound Transparency™, high-end mic pre-amps. ultra low-noise circuitry, and high-output op amps, the M2600mxII is amazingly quiet, absolutely transparent and perhaps the best sounding console under \$20,000. And starting at only \$3,199, it's truly the sound decision for a next-generation 8-bus recording console. Put it on your shopping list today.



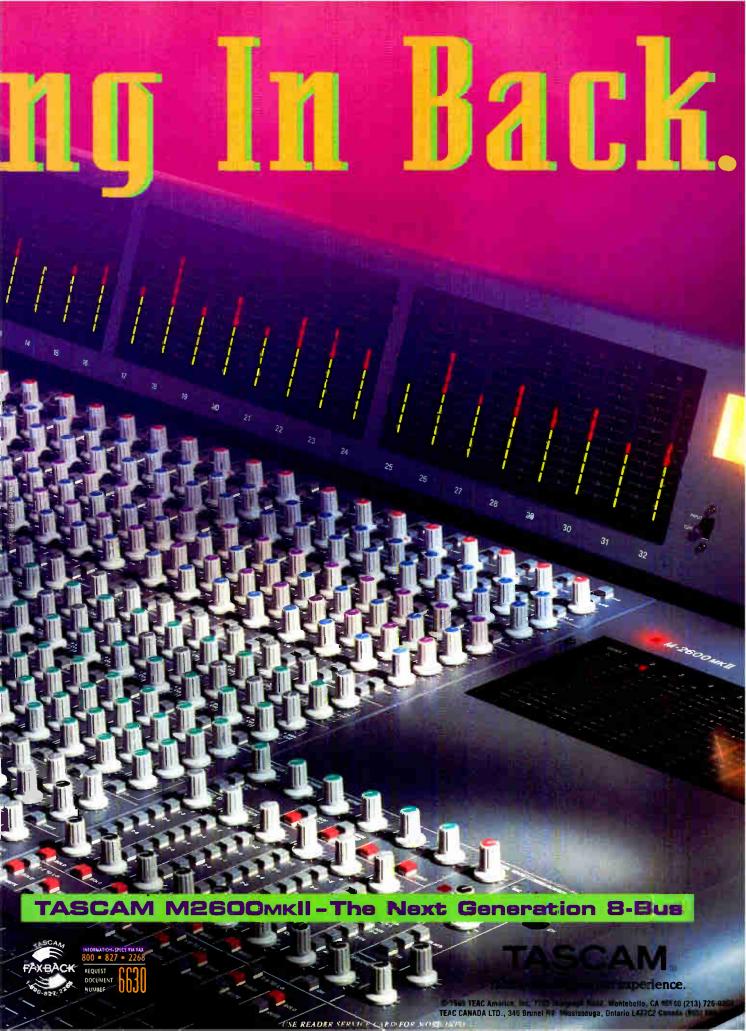
Dedicated Indicator Lights

Each SOLO and MUTE switch includes individual indicator lights so you are assured of their postion at all times. No second guessing.



Semi Modular Component Construction

A more expensive, higher quality semimodular design with 8-channel modular sections makes the M-2600mkII easier to service.



THE RHINO BROTHERS

RICHARD FOOS AND HAROLD BRONSON

ould that be the droll and distinguished voice of Stan Freberg with some new shtick after a hiatus of 30 years? "Rama Lama Ding Dong" by The Edsels? Leonard Nimoy's "I Walk The Line?" Richard Nixon's "Concession Speech?" Howlin' Wolf's "Smokestack Lightnin?" Yes, the great legacy of America is all here in glorious Rhino vision!

Rhino founder Richard Foos grew up in the '50s as a fan of New York R&B radio and the loopy DJs who ruled the airwayes. An avid collector, he relocated to L.A. and began selling used records from the trunk of his car. In 1973, he opened the first Rhino Records retail store in West Los Angeles. Rhino shopper and rock critic Harold Bronson had a band called

> Mogan David & His Winos at nearby UCLA, and the



Above: Richard Foos (L) and Harold Bronson. Below left: some of Rhino's Golden Throats.

time trip through the music, but also a comprehensive study of the evolution of recording itself.

> A browse through the current Rhino catalog yields priceless R&B, blues, doo wop, disco, surf, jazz, and lounge music, Beat poets, comedy and a sagging video shelf filled with everything from The Lone Ranger to Bambi Meets Godzilla, The legends are respectfully presented, as in The Heavyweight Champion, the seven-CD, Grammynominated Coltrane collection of everything he

recorded for Atlantic. And stark nuttiness is forever enshrined, as in the Golden Throats collection featuring William Shatner's compelling "Lucy In the Sky With Diamonds," Rhino also thrives off of an alliance with Turner Classic Movies, releasing beautifully remastered soundtracks from golden-age films. And the company's Forward label exposes a variety of new/alternative artists.

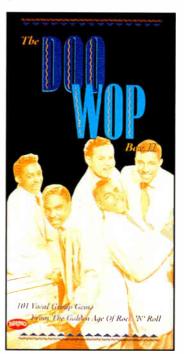
While lounging in the fover at Rhino I bumped into Dr. Demento,

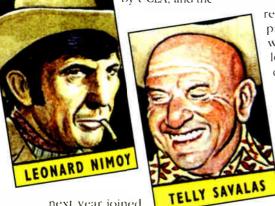
The good Doctor served up a goulash of Rhino stories while I awaited my visit with the Brothers Rhino... Bonzai: What's the latest and

a true-life character who embodies

much of what Rhino is known for.

greatest here at Rhino?



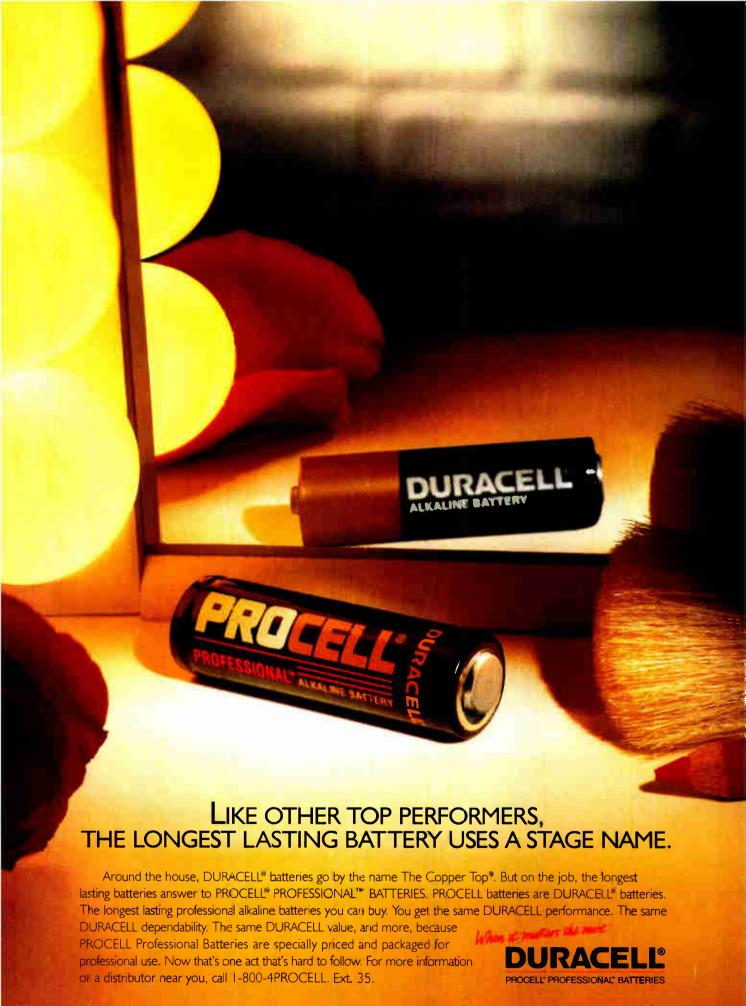


next year joined Rhino to help bal-

ance the books. Today, Foos is president and Bronson is managing director of the very successful Rhino Entertainment. (Watch out for their first feature film, Phumb Fiction)

Starting out producing mainly novelty artists and esoteric re-releases, Rhino is now known worldwide for its impeccable compilations and reissues by artists who might otherwise have ended up as footnotes in the music history books. The records are not only a

BY MR. BONZAI



Actual Size



ntroducing the new Alesis

NanoVerb 18 Bit Digital Effects Processor.

We packed sixteen of the best sounding,

most usable effects into a compact, one-third rack space package.

NanoVerb offers lush reverbs,

powerful delay, shimmering chorus and flange,
stunning rotary speaker simulation and big,
fat multieffects.

Plus, you can tweak each program to perfection with the front-panel Adjust knob.

Oh yeah...NanoVerb costs \$179*,
so it's actually the most
affordable Alesis digital effects
processor ever made.

To get *your* hands on a NanoVerb, see your Authorized Alesis Dealer today.

For more information about NanoVerb, see your Authorized Alesis Dealer or call 310-841-2272 *U.S. Suggested retail. NanoVerb is a trademark of Alesis Corporation

ALESIS

LUNCHING WITH BONZAL

Bronson: We're celebrating the 30th anniversary of The Monkees, and the big news is our new album with all four of them recording together—the first time since the '60s. The title is *Justus*, which refers to the fact that it is just them, playing and singing everything—they wrote all the songs and produced it themselves. The Monkees were prevented from expressing themselves, and now they've done it all and done it the way they wanted to.

Bonzai: They did have some great session players on their albums, though, didn't they?

Bronson: Sure, and they had guests like Neil Young, Stephen Stills and Buddy Miles. It's interesting that when they were actually allowed to play—on the third and fourth albums primarily—when they did record as a self-contained unit, they created some quality work

Bonzai: Who got them back together? **Bronson:** I think of myself as the catalyst, but as far as what they wanted to do in the studio, it's really them.

Bonzai: Have you heard any of it? **Bronson:** I've heard rough mixes, and



The Monkees with Rhino's Harold Bronson

it sounds really good. But more to the point, it doesn't necessarily sound like The Monkees. It's accomplished musicians, compared to what you might expect The Monkees to sound like. Basically, it reflects 25 years or more of growth as musicians. It's not like it doesn't sound like The Monkees, though—it's The Monkees sound, but a bit harder. At the time of the first al-

burns, The Monkees sound had to be lighter to appeal to the younger kids and the television audience. As an example, the only old Monkees' song that they cover on this album is "Circle Sky," from the *Head* movie.

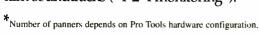
Bonzai: Since Rhino was founded, how many new acts have appeared on the label?

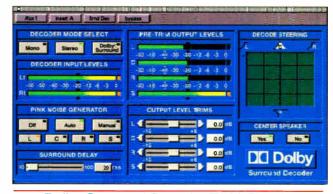
Foos: Around forty.

Surround them! with new Dolby Surround

- Digital implementations of Dolby Surround encoder and Dolby Pro Logic decoder processes
- Surround panners*
- Surround video game encoder and positioner functions
- Mono, stereo and Dolby Surround monitor modes
- Encoder and decoder TDM Plug-Ins available separately or bundled together

With Dolby Surround Encoder and Decoder TDM Plug-Ins, you can now produce surround mixes for videos, ad spots, multimedia, video games, and TV shows entirely within the Digidesign® Pro Tools® TDM environment. You can also preview the results of matrix encoding on four-channel material destined for use on film soundtracks ("4-2-4 monitoring").





Dolby Surround Decoder TDM Plug-In

Dolby Surround TDM Plug-Ins provide all the functionality of Dolby's hardware products, plus additional features including surround panners and modes for video game developers. For example, surround game encoder and positioner not only make it possible to create sound effects for video games that players can move interactively, but for the first time allow for confidence monitoring of these effects.

Bonzai: Isn't it curious that a retro, remastering company would be launching new acts?

Foos: No, we actually started with new acts, mostly novelty artists. We just haven't been that successful with new artists, which is why you haven't heard much about it. The emphasis is on reissues, but we still release new acts when they really interest us.

Bonzai: Richard, weren't you previously a musician in a former life—bass player in a band with Harold?

Foos: Yes, we made one record, and Harold would attest 1 was the world's worst bass player. Wanting to be a musician came from the passion of how much I loved music.

Bonzai: Have you lost any of that passion?

Foos: No, not at all.

Bonzai: First a collector, you then opened a little used-record shop, and now you're an executive in a very well-respected recording organization. What did you learn from your scuffling days?

Foos: Just the basics of business. When I started, it was something to do and see what happened. I didn't have a clue about business, and Harold came in

and helped to organize it and started paying bills, which I didn't have any interest in doing. It was too much of a hassle to write checks,

Also, we got a feeling for the limitations of the record industry. We saw what all the labels were doing, and that's how we discovered the niches

Just because
something charted
doesn't necessarily mean
that it was good,
or should be reissued.

-Harold Bronson

that we could be successful in. We realized that none of the major labels were doing quality reissues or compilations, so the field was totally wide-open for us. From people coming into the record store, we learned a lot about what they were interested in and where the holes were in the industry.

Bonzai: Do you think of yourselves as archetypal eccentrics who connect with a vast and silent fringe that couldn't find its records?

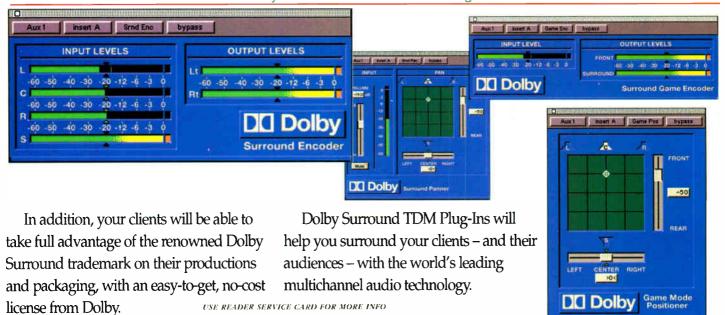
Foos: I don't think it's a fringe. I think we both connected with different parts of our generation, and the next generation, in terms of what their passions were and how they wanted their music presented. We were kind of typical and felt that the records we liked would connect with other people and they would like them also.

Bonzai: To me, it's like an oral tradition that might have been lost. To be able to share these records with the kids—"Gee, Dad's a nut!"

Foos: A lot of it would have been lost if we hadn't reissued these albums. And I think that Harold and myself are among the few doing this that weren't record executives in the '50s and '60s. We were passionate fans, and we lived through the era as fans. There are music fans who were born later that know a lot more about the music of the '50s and '60s than we do. But they're ten years younger, and they didn't live it. If they're working for Sony, they might put out a reissue of a band called The —CONTINUED ON PAGE 338

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STATE

BY MAUREEN DRONEY

Here in the City of the Angels,

we are getting reports that our battered real estate market is improving and that unemployment levels are inching downward. New retail businesses abound, and construction sites seem to be everywhere. So, is the economy of Southern California finally really improving? Or are these positive reports merely what one studio owner described as "the media just blowing smoke." We've paid more dues than most cities, from the 1992 riots to the 1993 fires and the 1994 earthquake, all the while fighting the effects of a nationwide recession that changed how we looked at our lifestyles and our ways of making a living. By 1995, things did seem to be getting better, to the point where some recording studios claimed to have had their best year ever.

1996 has brought the closing of several long-established facilities and the opening of no new major ones. In a search for trends, Mix's survey of an admittedly small cross-section of the industry uncovered a theme that can best be summed up in one word; stabilization. As in, "Those of us who have made it this far feel that the worst is probably over, but, even if it isn't, we can handle it." For right now, for most studios, business is

Ellis Sorkin runs Studio Referral Services, "I've been in business for 16 years," he says, "and this is the busiest it's been that I can recall. We've done more business up into August than we did all together in '94, the year of the earthquake. It's been nonstop. We've worked on Depeche Mode, Metallica, Tool, Social Distortion, one after another; we usually wouldn't, by August, have done 14 or 15 records. The majority of our business is in L.A. There are just so many good rooms here, and you get much better rooms for the money. I find New

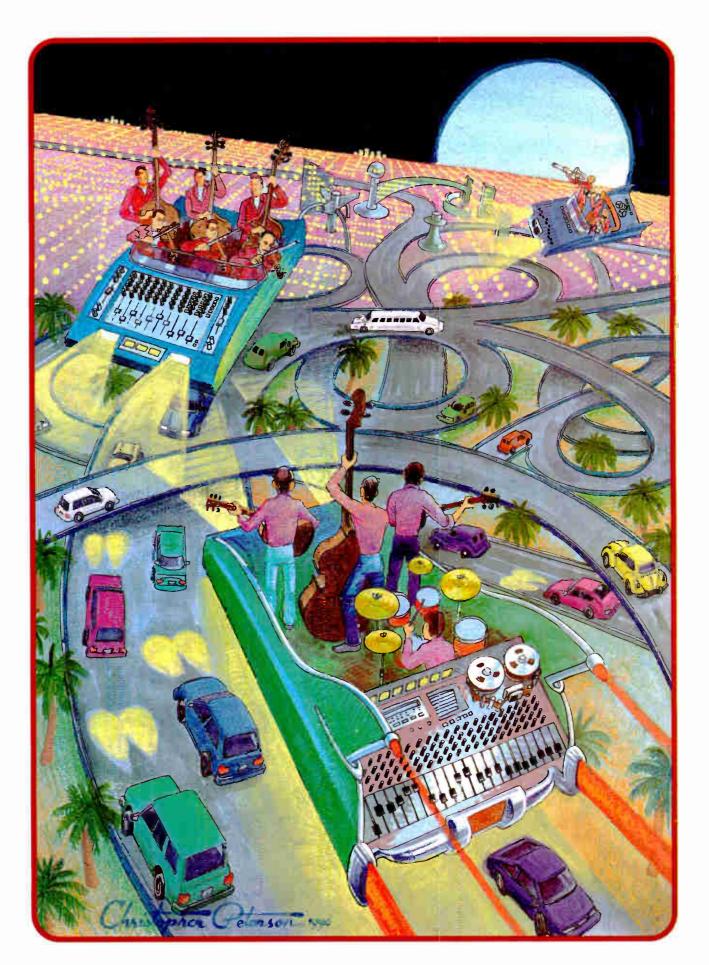
ILLUSTRATION BY CHRIS PETERSON

THE 1996

York and Nashville rates to be higher, even though rates are now holding pretty stable here in L.A. The quake and the fires were long enough ago that things have settled out and people don't think about that stuff anymore; they are coming to L.A. again. And the fact that we've lost a few studios in the last year or twoeven if they weren't the high-end places, they were large, and it had an impact. Devonshire, Milagro, Group IV and Hit City West are all gone. Devonshire alone had five rooms, and Group IV was, in its time, a major entity. Milagro was a strong, mid-level room, with a physically big tracking room, and its demise opened up business for other places.

"So, there is the combination of rooms closing and people being ready to come back to L.A.," continues Sorkin, "Then we have the rap scene that is promulgating a lot of music. Death Row Records is sometimes running five rooms at a time for different projects, often at least two or three at a time. There's also a lot of live music being recorded—most of the groups that we've been working with this year have been bands. The alternative market, beefed up by Alanis Morissette and other alternative acts doing so well at the Grammys, has really had an effect. The good live tracking rooms are very busy.

"And, maybe labels are starting to spend more money. There's still a lot of low-end stuff happening, but there are so many rooms that can accommodate them that it works. But we are also getting a fair amount of healthy budget stuff. People aren't paying what they were back in the premium days, \$2,800 or \$3,500 a day, but there are a fair amount of projects out there paying \$2,000 to \$2,500 a day. I still get small labels asking for silly things, like \$500 a day to make a record, and they



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want to book it three months in advance! But nobody wants to do a deal like that, except rooms that are worth that. Or they want to spend \$800 a day and want me to book them into serious places! I have to tell them, it's busy out there, none of the studios are interested. I think a lot of people still have the residual thinking, from when it was slow, that they can get a great room for \$1,000. That's not happening anymore. There was a period of time, for six months to a year after the earthquake. in that year of nothingness, that big rooms were cutting wild deals. But they've gotten the rates back up. That's the other good part of this year-the prices are back up."

One of the studios that has benefited from the revival of live music is Sound City in Van Nuys, "We are having a very good year," says studio manager Shivaun O'Brien, "And last year was incredible—we were booked 11 months out of the year, I'd say the economy is healthy. Every studio is different, but for us, our clients are old Neve Studer 800

fanatics. They do not like the digital world, and they don't like the new consoles, although *Mix* advertisers may not want to hear that. It's also made a difference that there are fewer studios—the market here was crowded with too many studios.

"At Sound City, we do pretty much all live music, with a couple of soundtracks, like the one Tom Petty did for She's The One and one we did for a movie with Michael Penn, But the trend in music has gone back to bands, with a lot more live drums and live tracking. This year we've had in Johnny Cash, Carl Perkins, Tom Petty, Weezer, Michael Penn, L.T. The older studios, like A&M. Oceanway, Village and us, with the bigger tracking rooms, have come back. Whereas, in the late '80s we almost died. Rates are much more stable now. They really dropped down the last few years and studios were screaming, but now they've leveled off, it's true that \$2,400 a day is unrealistic for most places today, but I've run Sound City for five years, and I've raised the rates three times, and we're considered moderate. It was rough for a while, and some studios sat open rather than drop their rates. That's painful, But it helped to get

the rates back up, and now it's getting healthy again."

Everyone knows that home recording has changed the scene, and all studios have adapted in their own way to deal with those changes, "Almost everything we do has some home recording element," says Skip Saylor, owner of Hollywood's two-room Skip Saylor Recording, "Based on that, we purchased three ADATs with BRC, and are locking them regularly with 48-track 2inch. All my vintage gear in both rooms comes in pretty handy, because transferring through our Neve 1073s puts some life back into those ADAT recordings. One of our regular clients, who mixes on the SSL, patches 15 Neves and eight APIs straight across his 2+ channels of DA-88.

"You make decisions based on what your clients need," Saylor continues, "When I paid \$6,000 in 60 days for rentals of ADATs it wasn't hard to figure out that I should buy some. Actually, I'd already bought them: I just didn't have them! Now, I may not personally think they are the best, most high-fidelity thing to come down the pike, but that's not the issue. Customer service is the issue. I got a cappuccino machine be-



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cause people wanted caps and I was spending too much time sending runners out to Starbucks! We're a service business, and we give clients what they want. And then, we try to make it sound good too.

"My reason for having all the old Neve gear is not because the client asked for it, but because I know it sounds great. You marry the two equations, and you end up buying way too much gear for the amount of money you can charge, so you don't make as much money as you'd like, but you make better records. And if you are buying the right gear, you might not get buried in it. Meaning, to me, as much as possible, buy what they don't make any more. To me. 1073s are like land; there's only so much available. The old Neve gear doesn't help me get business, but it helps me keep business. Overall," he comments, "I say things are better. I'm making a living, a better living than two years ago. Money is changing hands again in L.A."

Along with running the studios, in the last year Saylor has found himself managing some up-and-coming engineers. "My theory," he explains, only semi-facetiously, "is that the music recording industry is no longer controlled by artists, producers or record companies. The flow of sessions comes directly from the engineer. Record companies rarely book time. And often the engineer has even more power than the producer. You see, the record company signs an artist and says 'Make me a hit.' The artist turns on his heels and says to the producer, 'Make me a hit.' The producer looks at the engineer, 'Okay, make me a hit.' The engineer turns and has nobody—the buck stops with the engineer. The only thing the engineer can blame is the studio.

"Therefore, I'm now managing engineers. It's something I understand. I used to be an engineer, I know what they need to do their job. I know how to get them paid, I know their strengths and weaknesses so I can tailor them to projects, and I know how to be their psychologist because I know their anguish. I've been in that room too long many times myself. Really, I've been managing them unofficially for years, but now I'm actually calling it a profession."

Buddy Brundo, owner of Conway Recording Studios, has come to terms with the home studio issue also. Not long ago he was known as one of the founders of HARP, and as a leader in that association's battle against home studios. He now says on the subject, "I don't really care anymore. Everything has stabilized now. If people want to record on ADATs, fine. And when they record on so many ADATs that they can't mix at their house, they come around. It still bothers me that lhome studios] are not paying their fair share, and it still bothers me that I have city inspectors come in here and give me grief about the angle of the shower floor because somebody in a wheelchair might need to use it. But, from a business point of view, I don't really care, because I think that the quality is not there. There's a certain amount of people that are going to want to work in their homes, and the vast majority of legitimate people are going to want to work in real studios. It's a dead issue. We did our bit at a time when it was important, and it slowed it down a bit, but I think the limitations of what you can do at your house are apparent to people."

Ironically, Brundo now faces the matter in a different way, with a busy project studio operating close to his



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own home. "I have a major rapper two doors from me in the Hollywood Hills. He's a nice guy, but the traffic, and the noise-but what am I gonna do? I don't like the fact that I have people going in and out of this guy's house all hours of the day and night, and totally blocking the street up with cars. But it's like, Hey, you want to do that in your house? Beautiful, do it.'

"It's annoying as a neighbor, but, as I said, from the business point of view I don't really care because we're doing great. Rates are still not where they should be, but I can't complain. It's just a matter of how long it lasts and to be prepared for the next whatever. In California, you write a business plan and you never know, because how can you ever figure in an earthquake and a riot? But we're past that and doing well: there is a constant flow of people working. We are seeing more high-profile clients, more people from Europe and more people from Nashville, Right now we are doing Stone Temple Pilots, Lisa Stansfield, and we've also been doing

some new records for Dreamworks,"

Brundo points out that technical requirements have grown in terms of expertise as well as hardware for studios. "We have to be able to provide the support to sync up anything to anything. We could be running %-inch video with a 48 and a couple of ADATs, slaving off a DA-88. Lionel Richie was in and had two 48s, a 24, a bunch of ADATs and two RADARs all working at the same time, and switching back and forth. You have to have people who understand how to do that. The demands of late on a full-service studio have gotten much harder. You have to really be technically astute to keep it all together."

Gary Ladinsky, as owner of both the equipment rental company Design FX Audio and Design FX Remote Recording, and member of the SPARS board of directors, sees the studio scene from many different angles. About his own companies, he says, "We're doing fairly well, staying busy. We do have our ups and our downs, but our mainstay in rentals are 48-track machines, DA-88s, Dolbys, all those things, and some of the workstations are doing pretty well. We get a lot of people transferring to 48-track, because they are bumping up

from digital 8-tracks to sweeten or repair stuff. As for the other businesses I deal with, I hear some people say they are having the best year they ever had. and other people say, 'I'm dying,' What the difference is, I can't say, I know our truck has been slow, whether because there isn't that much live remote recording, or because people are doing it with DA-88's and a Mackie; I don't know.

"We had better months last year, It was a bit busier, but we are keeping up this year, although we did just recently reduce our staff. It's difficult, because we never raise our rates. We can never get more money for our rentals, and it's expensive to keep things going. So we have to come up with other ways to make money, which usually means making people work longer hours, or a little harder. But we're hanging in there. The majority of our work is in L.A., and the majority of our work is music recording studios. We have a lot of individual guys, home guys, that are clients, but that's not necessarily cost-effective. They may rent \$50 items, and we have to deliver it, pick it up, bill itsometimes it's almost not worth it.

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done, because I can't go out and buy every single piece of gear that comes out on the market. I wait for guys to call up and say. Hey, do you have the TC2000, or get this or get that.' When I know guys who have some ears and know what they are doing like to use a piece of gear, I'll purchase it. And we are working on expanding into film and post. We have two locations now, Culver City and our Burbank location, which is working out well. Currently I'd say half our business is in Hollywood.

25 percent in Burbank, 25 percent on the Westside.

The migration to East of Doheny that's taken place in the past few years has left The Village Recorder one of the very few Westside music recording studios. CEO Jeff Greenberg and studio manager Robin Bulla have been instrumental in reviving the three-room facility over the past two years, and they report a major increase in bookings.

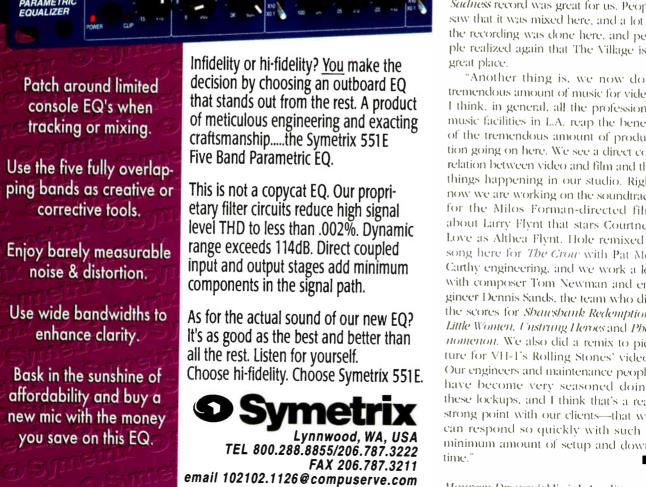
We've been busy almost to the point of burn-out," says Greenberg. "We've had a lot of album projects, tracking and mixing, and a lot of remixes-we just had in Babyface working with LL Cool J. One major change we

made is to put into Studio A, the old Steely Dan room, where there was previously an SSL, an unbelievably beautiful Neve 8048 with 72 channels of Flying Faders. It's an exquisite board, and it's become an instant hit—almost solidly booked. We also have ISDN capability through EDnet now-we just did a project with Amy Grant for her new album where she sent her mixes back to Nashville."

Village's concession to the project studio revolution has been the purchase of three ADATs, "We have our own ADATs, and we rent DA-88s," comments Bulla, "We do have a fair number of clients who are bringing stuff in and transferring up to complete their projects." Asked to explain the increase in bookings, she says, "I think for us it's been a word-of-mouth snowball effect. And, of course, we get a lot of the Westside business.

"We took over two years ago and recreated The Village as a top professional facility," adds Greenberg, "now the word is getting out. People who in the past thought it was funky here have seen that we've completely redone the studios. Also, having the Smashing Pumpkins' Mellon Collie and the Infinite Sadness record was great for us. People saw that it was mixed here, and a lot of the recording was done here, and people realized again that The Village is a

"Another thing is, we now do a tremendous amount of music for video, I think, in general, all the professional music facilities in L.A. reap the benefit of the tremendous amount of production going on here. We see a direct correlation between video and film and the things happening in our studio. Right now we are working on the soundtrack for the Milos Forman-directed film about Larry Flynt that stars Courtney Love as Althea Flynt. Hole remixed a song here for The Crow with Pat Mc-Carthy engineering, and we work a lot with composer Tom Newman and engineer Dennis Sands, the team who did the scores for Shawshank Redemption, Little Women, Unstrung Heroes and Phenomenon. We also did a remix to picture for VH-1's Rolling Stones' video. Our engineers and maintenance people have become very seasoned doing these lockups, and I think that's a real strong point with our clients-that we can respond so quickly with such a minimum amount of setup and down



Maureen Droney is Mix's L.A. editor.

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BY CHRIS MICHIE

Quick-name the most critical component in the recording chain! Is it the console? Monitors? Microphones? Tape

machines? Espresso machines? Whichever device tops your list, you probably assume that the device or system is working—we're talking about professional equipment here. But, as the laws of entropy decree, things tend to fall apart, and audio equipment is no exception.

However impressive its specifications when new, high-performance audio equipment that is no longer functioning properly

can cause all kinds of unpleasantness. For the purposes of this article. then, the answer to the question "Which is the most critical component in the recording chain?" is thorough and continuing studio maintenance and repair.

To explore the world of studio maintenance. we spoke to a number of top maintenance engineers in Los Angeles. Our panel of expens includes Fred Boya, director of technical services at A&M Studios; John Musgrave, long associated with Conway and now owner of Musgrave Design Labs (MDL); Tom Herzer at Studio 56; Dave Hecht, chief maintenance engineer at the Record Plant; and Mike Morongell, vice president of engineering for the Record Plant and EFX.

Not surprisingly, changes in the recording in-PUNCH THE CLOCK dustry-new technologies, new production methods, new business priorities—have all had an effect on studio maintenance operations. The proliferation of modular digital multitracks (MDMs), in particular, brought repercussions in

at least two areas: studios that once had to cope with the occasional rented tape machine or extra piece of outboard gear are now constantly interfacing clients' and rented MDMs with the studio's core equipment. And the new generation of digital machines presents maintenance challenges and repair choices that did not exist a few years ago.

Interfacing outsiders' gear is no longer just a matter of hunting up the right cables and adapters. A thorough knowledge of clock and synchronization technology, which may have once seemed

merely useful, is now essential. "In the earliest days lof analogl, if you were 'deep' you knew the Studer TLS

2000 synchronizer or the Audio Kinetics," says John Musgrave, "Nowadays not deep' is knowing the Lynx, the 24-tracks, etcetera. Deep cats know-intimately-all the submenus of the ADATs and DA-88s and all of the submenus of the 48-track and how they lock. So there's a whole new level that's beyond just electronics and fixing, to be a tech person."

Dave Hecht notes that by using MDMs, producers and musicians "are getting a lot more work done at home, land bringing projects inl on ADATs or DA-88s, which often necessitates a more difficult, involved lockup. Unfortunately the knowledge of the proper way to use these devices doesn't come with the purchase. A lot of clients using them at home really don't fully understand some of the technical side of it. Things that are intended for video use [but] that were never video referenced create lockup headaches in the studio."

ILLUSTRATION BY WES GRISWOLD



THIS YEAR'S MODEL

Hecht also points out that clients who want to mix on an SSL typically don't want to use MDMs in the final mix session, and the necessary transfer to a 3348, for example, necessitates a format conversion, "The lowering of the cost of digital has actually created a lot of extra work," he says, "A lot of times the first thing we do in a session is transfers. We do what we have to do to get these things to lock. There's no set procedure." John Musgrave describes an increasingly common seenario. "At Conway...they're all coming in bringing these multiformat projects," he says. "Lionel Richie had RADARs. ADATs, 48-track, 24-track and a Pro-Tools in there from time to time. So you have to know how to clock everything."

"And then you gotta be able to fix it all," adds Musgrave, who notes that the broadening responsibilities of the maintenance engineer have led to a two-tier system in some studios, "A lot of studios are having just one bench cat, real deep on the bench. and then system-level cats," he explains, "Because a deep cat costs a lot of money—getting up in the \$20-anhour range and then some. A lot of places just have cats who are just sharp, in the \$15-an-hour-range, who can do the synchronizing and the hookups and can walk into the room and suss the problems when the tapes aren't locking up and that type of stuff. And it's really becoming more and more required to be able to do that type of stuff—automation bugs. synchronization-and less and less 'why doesn't this sound right?' or there's a channel missing in the console. It used to be you had to suss out where you were losing the audio, patch around it, and get the session going. Now you have to come in and save the session and get the synchronizers to work."

Fortunately, the growing complexity of equipment interconnection possibilities has been matched by a new generation of more knowledgeable studio engineers, "The engineers who come in know so much more than they ever did before," says Fred Boya, attributing the trend to the rise of af-

fordable digital and the expansion of the consumer or semi-pro market. "They've got a real jump on it. It's not just a Tascam Portacassette or 4-track reel-to-reel in their living room that they've been playing around with. By the time they get into a studio and work their way up, they've already done some pretty serious stuff. A lot more people are rolling in their own computers...and doing Pro Tools or whatever—stuff that before was left to hired guns," Boya notes that even the second engineers and the runners are much better prepared for life in a professional studio, "They've got a really good hold on what it takes."

WELCOME TO THE WORKING WEEK

Based on Hecht and Musgrave's comments, one might predict rosy future career prospects for maintenance engineers who can both fix and interface equipment with multiple clock formats. But there are other factors to consider. Mike Morongell has been observing the scene at close hand since 1986, when he moved to California from Atlantic Studios N.Y. "Tye

they'll still work some ten-hour days. and six days sometimes, in the old days it was just insane. You were there all day and all night, and that's how it was; and you didn't get paid for it. When I was a young man the guy would pull out a drawer full of resumes and go Look, do you want the job, or dontcha? Now, because quality people are harder to find, you don't find that. The level of awareness and understanding of the owners has improved greatly. It's no longer a bunch of cigar-chewing old boys with a drug habit, it's people out to make money. Before the rooms were going for two, three thousand dollars a day and it didn't cost anything. Now, they're only going for \$1,800 a day and it takes a lot more equipment, so the profit margin is a lot less, and the only people getting into it are either the crazies or the people who know how to run a business. Whereas, before it was strictly the crazies."

CLEAN MONEY

Musgrave notes that while economic realities may have modified the personality profile of studio owners, busi-

IN MANY WAYS, BENCH WORK REMAINS UNCHANGED, BUT THE **CURRENT ENTHUSIASM FOR** VINTAGE GEAR BRINGS ITS OWN MAINTENANCE HEADACHES.

noticed that as...the business has changed due to the record company budgets and policies changing, a lot of studios have gone out of business," he says, "Having a big technical staff has become a thing of the past. A lot of the bigger facilities have smaller technical departments, a lot of the smaller facilities use outside people-more and more studio people are now independent, the majority of them have moved to post, and a lot have moved out of the area."

Several of the interviewees commented on the difficulty of finding good people to hire for maintenance positions. Musgrave points out that this has improved working conditions. "It's becoming a lot more humane for the techs," says Musgrave, "While ness decisions in the MTV era have tended to emphasize the disparities in working conditions and salaries between audio maintenance engineers and their peers in post.

"There's no money for a record anymore, it's all for the video," says Musgrave, "They probably spend as much for three or four videos of a good album as they did for the album. With all the record companies being bought up by conglomerates and all the money being kind of pulled out of the bottom end of the record business and because of the proliferation of home studios, there's just no big money to be made in music anymore. So people are squeezed a little harder. and it's just creating a thing where you've got to treat the techs with re-

George Duke No Time To Waste

Working on projects with artists such as Natalie Cole and Al Jarreau,

George Duke has built a reputation for producing superior sounding recordings. Now George uses his Euphonix CS2000's digital control to produce faster than ever, moving between projects and tracks quickly and accurately. Euphonix instant reset and dynamic automation maximize his creativity eliminating repetitive set up and remixing that slows the creative process.

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spect or they go over to post. Post pays, and post has benefits, and post has sane hours, and you can actually go mountain biking on the weekends, you can go out at night and stuff like that. They're sucking off the good blood. Music people have to be a lot more competitive [to retain good techsl." Mike Morongell confirms this view. "I had a hard, hard time finding people for positions here at the Record Plant and EFX," he says. "Good help is hard to find."

Fred Bova concurs. "To find someone exceptional in any field is difficult," he says, "Sometimes what you need is a real good tech, and you have to offer them hours that are not necessarily desirable. Not a lot of people like to work nights or weekends, but we find that offering a four-day work week can put the work-to-personal life ratio back in balance."

HIGH FIDELITY

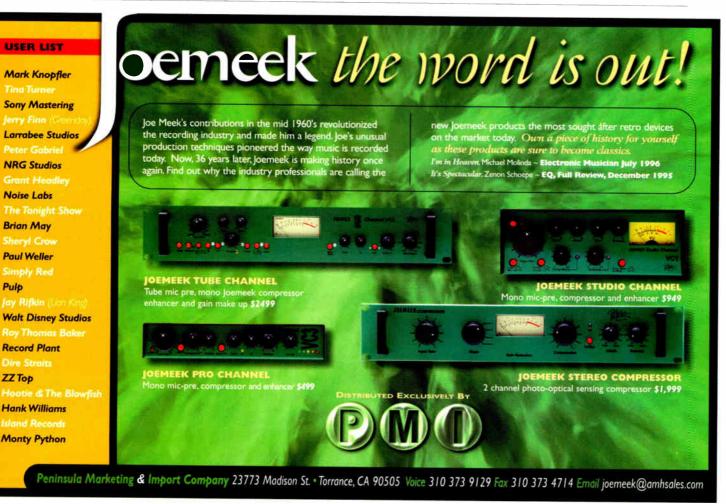
In general, the interviewees confirmed the stereotypical image of the maintenance engineer's job; when not problem solving for clients and less technically gifted engineers, they spend much of their time "at the bench." In many ways, bench work remains unchanged, but the current (and undiminishing) enthusiasm for vintage gear brings its own maintenance headaches. Not only does older equipment tend to have a shorter mean period between failures, but it is often used in more critical environments than existed when it was first designed, which can prompt requests for modifications and performance upgrades. With so many pieces of new, middle-aged and positively antique gear in use today, maintenance engineers face quite a challenge when deciding how best to deal with a device that is malfunctioning-or just plain noisy.

Lack of documentation—schematics in particular—is a common complaint. Musgrave, whose company MDL specializes in Neve VR upgrades, notes that there is an increasing demand for service and repair on older digital devices. "Everyone loves the Eventide 2016 they won't let it die-and they're as in-

termittent as hell," says Musgrave. "At Conway we've reconnectorized with more modern connectors—the whole thing." Older AMS products are also popular, says Musgrave, but he notes that "Neve doesn't give out any of the schematics for the AMS products, and it's low on their priority list to repair those. Most people are left to fend for themselves, and that's a major pain because there's no documentation. At least the Eventide and other people give out documents. But you still can't find all the chips."

Musgrave points out that one of the reasons that maintenance and repair of vintage gear takes up such a large portion of his time is that current equipment is, in general, much more reliable. "The Sonys never break, and if the DA-88s break it's always the timecode card," he says,

However, thanks to the market success of MDMs, a whole new service industry is growing up to service, repair and upgrade these machines. As Tom-Herzer says, "I've experimented with mods for ADATs and DA-88s but there are a couple of companies that do that so much better that I recommend them." And, as Hecht points out,



USER LIST

Peter Gabriel **NRG Studios**

Noise Labs

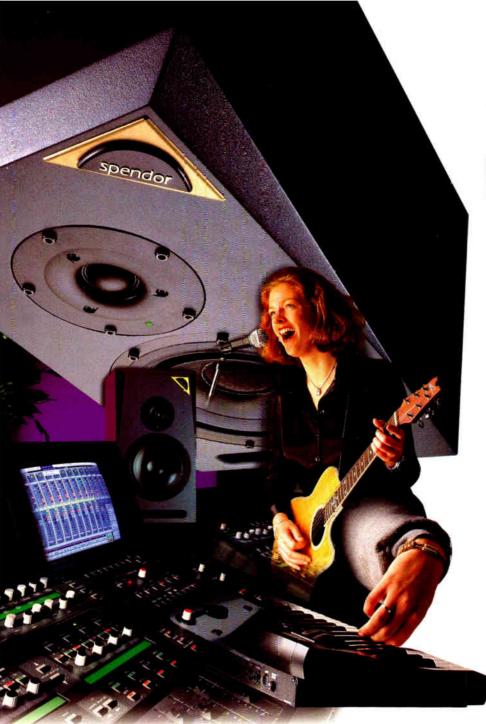
Brian May

Paul Weller

Record Plant Dire Straits

Monty Python

ZZ Top



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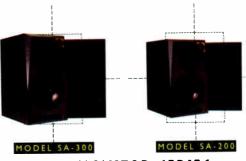
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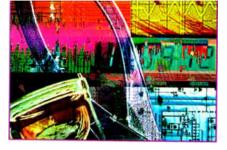






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MYSTERY DANCE

Straight Eight.

Tape recorders have probably changed more than other studio equipment staples, but at least everyone agrees on what function the new devices perform, more than can be said for some exotic specimens of outboard gear. Twenty years ago, professional audio equipment manufacturers numbered in the dozens, and an experienced technician might be familiar with a majority of their products and their probable application. Without actually citing any hard numbers, it seems safe to claim that today there are more manufacturers making more devices for more applications than ever before. Studio

technicians who used to see a new piece of gear once a month may now come across them daily. Which brings up the question: "How do you know it's working properly?"

Though the Record Plant is not what anybody would call underequipped, clients sometimes rent extra gear for a mix session. And when faced with unfamiliar equipment, Hecht often turns to the rental companies for help. "These people have seen virtually everything that comes on the market, so if it's something I have never seen before, and I have a couple of questions about it—the manual didn't come with it or it doesn't make sense—I just get on the phone and shout help."

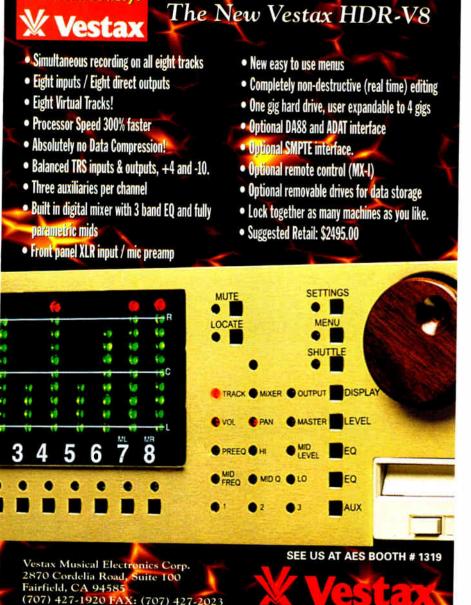
"There's no doubt about it that the telephone is the tech's best friend," agrees Morongell, "The most important thing we do here, which I always stress to the technical people, is that you do whatever it takes to keep the session going. There's no excuses—if you don't know a piece of gear, take the time to try to figure it out, make a phone call, ask questions."

Fred Bova echoes Morongell's cando philosophy, "It still takes the same skills," says Bova. "Five or ten years ago, there was new equipment coming in, you didn't have time to learn everything as the machine rolls in the door. It's still the same gig. It's a matter of knowing your rooms and being able to react quickly when unknown variables walk in the door...rentals come in, clients bring their own stuff."

NEAT NEAT NEAT

Without exception, those interviewed for this article were patient, courteous, thoughtful and, for want of a better word, reasonable. But they all warmed to the subject when asked about their pet peeves. "Lousy tones, or lack of tones," says Hecht, pointing out that 20 seconds of tone is less than adequate, "Lack of proper documentation is what always stops sessions or slows them down," adds Bova. He notes that, far from eliminating alignment chores, digital tape machines require at least as much documentation as their analog predecessors, "It only takes about six seconds to write down the documentation on a Sony machine, yet we still get tapes that don't have tones. You can speed things up if you take a couple of seconds and write something on the box," he scolds.

Musgrave's pet peeve is "equipment



A NATURAL

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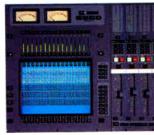


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that was designed by people out of school. You often have to remove this to get to that." But Musgrave concedes that, in general, current equipment is typically easier to repair and service than some of the older pieces: "They're like onions—to get to anything you have tol keep peeling back panels and circuit boards and connectors and covers." He credits the ergonomic improvements to economic pressures on manufacturers, which have led to single large motherboards and intelligent, automated assembly processes, which in turn ease maintenance. "You no longer have these assemblies that...are only built to go together and not be taken apart," he comments.

Morongell has the last word on pet peeves. "XLRs-pin 2 or pin 3 hot. Supposedly there was a standard de-

cided on," he sighs. "It would be great if everybody standardized on a few things."

WAITING FOR THE END OF THE WORLD

As to the future? Herzer believes that the future is digital. "I think the new DACs will improve the way digital sounds," he says. "I see a lot of people working now on workstations. That's going to be very big. It'll shrink the size of a control room."

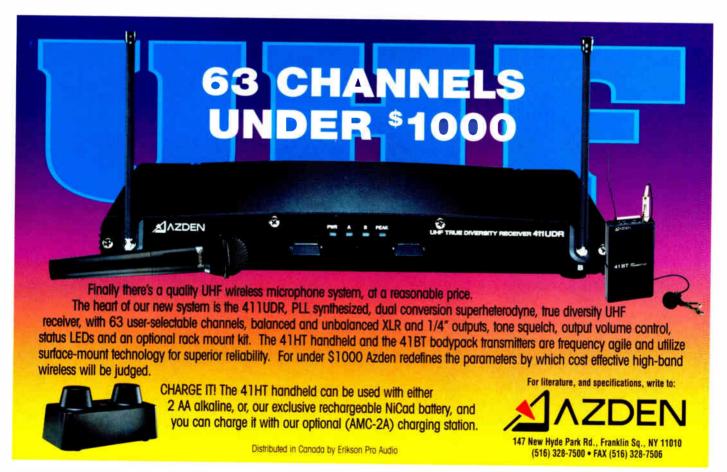
Musgrave takes on the curmudgeon's role. "Everyone's going to leave and go into post," he says, "The problem of finding good techs leaves you short on the humanpower list, so you need to apply your technicians differently." Musgrave predicts that more and more studios will contract out of house for repair. "People are sending their DATs out now, and people are going to start sending out a lot of their gear for repair to people who specialize in the tools and the technology.

Hecht foresees a move to "more freelance techs, with less staffers. Smaller studios can't afford to pay a real salary for a maintenance engineer." Morongell elaborates. "If you

want to be in the record business and want to be a studio tech that's great. but learn about the post business, and take a really good look at multimedia. The more things you can learn and know the more in demand you'll be in the different industries."

"I believe that no matter what happens in the future, if you're a tech, you have to have an understanding of troubleshooting," adds Bova, "I've seen people who are just brilliant electronic engineers, but you can have four things in a chain and they can't figure out what's broken, because they don't have the overall view of how to narrow down which stage has the problem. When you get right down to it, you need to do that to get the session back up online and everybody working. And when you get down to the component level you need the same skills,"

Chris Michie's career in studio maintenance was mercifully brief. After wiring jack fields and pulling cables during construction at AIR Studios, be disgraced himself by adjusting the wrong azimuth nut on a Studer A62 and was quickly promoted to tape-op.





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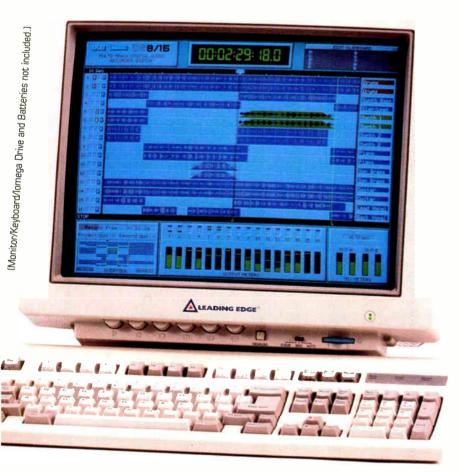
BiPhase film sync - \$299

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A 3-D FILM WITH 24-D SOUND

BY JOHN MONFORTE

HE'S BACK. BUT THIS TIME HE'S TAKING YOU WITH HIM.

Arnold Schwarzenegger, who catapulted to movie star fame with The Terminator more than a decade ago and then followed up with perhaps the most original and successful sequel ever, reprises his role, as do the other principal actors from Terminator 2. But there's a catch. This third (and we're told, final) installment will be seen on only three screens—albeit in three di-

mensions—and only at Universal Studios Florida.

T2 3-D, while not technically a "ride," was created on a scale like no other theme park attraction. James Cameron, creator of the Terminator films, agreed to direct and was given a budget comparable to that of a feature film. The whole project came in at \$60 million—\$23 million for the film alone—making it, per frame, the most expensive live-action film ever made. All of the T2 ac-

tors were hired to film new footage to present a new 12-minute story written especially for the attraction. When making a feature film, you hope your production is special enough to encourage patrons at the local cineplex to choose it over one of many others playing on a Saturday night. In 72 3-D, the challenge was to create an experience that would attract people from around the world to Orlando, Fla.

If the creative ideal is to



have an opportunity to start with a completely blank piece of paper. this production was as ideal as it can get.

Even the theater building was designed with this, and only this, show in mind. The writers went beyond just "talking pictures" to create a total sensory experience for the audience. 72 3-D combines mechanical robots, live action, theatribenchmark for high-quality film sound. (For a closer look at the making of the T2 soundtrack, see the September 1991 Mix.) In order to crank the quality up a notch for the Universal attraction, there needed to be some innovative ideas in both the production and presentation of the soundtrack. Universal/MCA looked to Soundelux Florida to create a unique sonic experience.

The sound team was headed by brothers John and Tony Miceli, part owners of Soundelux who have been combining their talents for many years. In this production, Tony was the sound supervisor and designer, and John handled the system concept and final mixing. On another day on another project. they might have assumed opposite roles; their broad backgrounds and flexibility have allowed one to substitute for the other when neces-

Soundelux started work on the concept as early as 1992, when the project was first conceived. John Miceli describes how they sold their approach: "We want to prove that when you look at the cost of a project like this, the cost of audio is very reasonable. Whether in the system design or in the production of the track, it is very cost-effective when you consider what it gives you. I think that this production proves that more than any other attraction. We want to contribute to the guest experience by pushing the audio delivery to higher levels

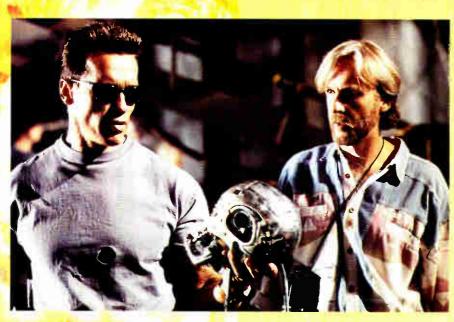
Sarv.

of excitement."

SYSTEM DESIGN

When contracts were signed in 1994, the system design began in earnest. "We approached the design of the sound system from the producer's point of view," says Tony. "We didn't design the array and then figure out how to put the soundtrack into it. We thought about what we wanted to do with the soundtrack and then considered what sort of system would be necessary to pull that off."

Audio is handled by a custom 21-channel playback system. Twenty-two channels contain full-range program, and the remaining two are used for low-frequency signals.



Arnold Schwarzenegger asks director James Cameron what to do with the skull of a terminator.

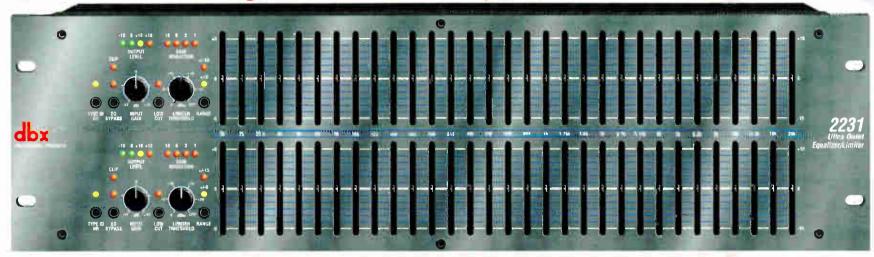
cal lighting and liquid nitrogen "smoke" via a sophisticated show control computer that executes more than 300 cues with split-second accuracy

The theater contains three enormous screens, each illuminated by a pair of 65mm projectors. Polarized optical paths present the viewer with a deep and color-accurate 3-D image. During the show, some characters appear life-sized on the screen and actually pass through it to materialize live on the stage. In addition, the building is plumbed with liquid nitrogen and steam and belches out "smoke" in a variety of locations to provide effects that range from steam leaks to explosions. The auditorium seats drop on cue in the finale to mimic the implosion and disintegration of the ultimate explosion

For quite some time now, the movie Terminator 2 has been the

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out awfully darn good. (Ask to see the Audio Precision plots compared to the competition.) But then, Roger (our chief engineer, a nice guy, as far as engineers go) got the crazy idea of putting this new noise reduction stuff in the box. We listened to it and were

amazed. The EQ's sounded great without it but with it the performance was nothing short of incredible.

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But hey, Roger wasn't about to stop there. PeakPlus^{1M} Limiter. Who knows more about limiting than the tolks at dbx; nobody... that's who So when the guys were developing this new series of EQ's they wanted something that would be unique to



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Thirty-six full-range speaker locations and five subwoofer locations provide the various imaging points in the house. Nine full-range channels are sent to nine discrete clusters placed three-to-a-screen across the front. Nine more clusters are above the seating area grouped in strips of three clusters per channel for left, center and right overhead channels. Two more clusters of one channel each are found along the rear wall. The remaining ten fullrange clusters along the side walls are devoted to four channels, Each of the subwoofer channels is sent to a leftright pair of cabinets, each with one channel behind each of the screens. and the other at the rear of the house.

In a few instances, individual objects such as a motorcycle or live robot needed to make sounds that could be localized identically from all seats in the house. This required a dedicated speaker at the location of the actual object. So, the appropriate effects were burned into several Media Pro 2000 solid-state repeaters. When the designated timecode arrives, the repeaters



trigger the sounds into dedicated amplifier/speaker locations. In the event that one of the robots is unable to perform (undoubtedly due to drinking too much hydraulic fluid the night before), their sound effects can be easily switched off when they are removed from the show.

Except for this handful of discrete sources, the bulk of the effects and all dialog and music are placed using a sophisticated 24-channel panning system. A Euphonix CS2000F console became an essential ingredient in the production process. Euphonix developed "the cube," which, among other things, enables any arbitrary panning scheme to be implemented. The design of the

speaker placement was sent to Euphonix headquarters in Palo Alto, Calif., where engineers calculated the complex pan scheme needed to divide the signal evenly throughout the array. The speakers were placed using lasers to align them accurately to the specified positions. Then they were tuned with a TEF analyzer so that levels matched within 1 dB at any seating position. The result is that a sound can be seamlessly steered around the room without ever having the sensation that there are only a handful of discrete points where the sound originates.

Some speakers, such as the overheads and surrounds, share the same signal but are directed to different parts of the audience. These speaker positions consist of custom EAW cabinets designed to Soundelux/Pelton Marsh Kensella specifications under the direction of Topper Sowden. Sowden and PMK partnered with Soundelux during the design phase to develop the in-theater system, "When we saw the challenge ahead to create a true multidimensional theater experience, we of

MAY NOT HAVE HEARD OF THEM. BUT YOU DEFINITELY HAVE HEARD THEM

So you didn't know that Soundelux is one of the premier companies in special-venue audio? That is because you have probably heard of the company in association with one of the many other areas in which it is involved.

Soundelux began in film sound and is widely regarded for its major feature credits. Principal Lon Bender with Per Halberg won the Academy Award, British Academy Award and Golden Reel Award for Best Sound Effects Editing on Bravebeart. Wylie Stateman, another principal in the company, was nominated for Best Sound Effects Editing on both Born on the Fourth of July and Cliffbanger. Soundelux was also honored with Academy Awards for Best Sound for Last of the Mobicans and Glory. Scott Gershin is their sound designer extraordinaire whose work can be heard in such films as Born on the Fourth of July and JFK. The latter earned him both a Golden Reel Award and a British Academy Award.

The company's Modern Music division is involved in music scoring and editing. Forrest Gump and Eraser are some of the more notable examples. In fact, a great deal of Hollywood's products have been given the Soundelux touch in one form or another. You will find their work credited on last year's Pocabontas and this year's The Hunchback of Notre Dame. True Lies, Sudden Death, Time Cop and dozens more bear their signature, as well.

To be on the cutting edge of production techniques, highly specialized equipment is often required. The people



Soundelux principals from the West and the East, clockwise from top left: David Kneupper, Wylie Stateman, Tony Miceli, Lon Bender and John Miceli. The Oscar for Best Sound Effects Editing on Braveheart sits on the console.

at Soundelux feel that sometimes the only way to get that equipment is to make it themselves. Their Audio Tracks division developed and manufactured a system called Advanced Data Encoding, which allows 35mm film editors to create EDLs for audio workstations. This won an Oscar in 1995 for Technical and Scientific Achievement. The company also has built a dozen other products that solve prob-

—CONTINUED ON PAGE 346

DIGITAL MASTERY

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*DA-88 interfacing available with the use of the FC-8

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alone, which were also custom-built under the direction of Sowden.

Left: the portable machine room of Tascam DA-88 record/playback units. Right: a bank of Lexicon LARCs, with a few of the predubs on DA-88 cassettes.

The finished audio is played back from a 24-track Otari RADAR hard disk system. In case of problems, there is a backup array of drives available containing another copy of the program. The recorders are indirectly driven by the show control system via SMPTE timecode.

SOUND DESIGN

Production for the audio tracks began in March 1995 with the collection and design of various sound elements. Many units came directly from Gary Rydstrom, sound designer for Terminator 2. All the others needed to be developed expressly for T2 3-D, because new environments and characters were being introduced. Foley recording was done at the new Signet Sound studio in Los Angeles by Wylie Stateman, a principal at Soundelux's Los Angeles facility and a veteran of the feature film world.

and Dan O'Connell at One Step Up (September '96 Mix). All of the dialog was replaced, but, thanks to the short length of the film, a relatively small amount of ADR was required. Each actor's dialog was recorded at their convenience at various locations. An original score was written by Terminator and 72 composer Brad Feidel and was recorded at his home.

The next step was to sync all the elements to picture. This was facilitated by a battery of 22 Tascam DA-88 multitrack recorders, which handled all the dubbing and mixing for the project. The DA-88s are becoming a standard of sorts among post facilities thanks to their timecode-friendly transports.

course looked to Topper Sowden and PMK to help meet the challenge," says John Miceli.

Crossover functions, room tuning, limiting and inter-cluster delays are handled by what is probably the most extensive Peavey Media Matrix (for more on Media Matrix, see Computer control not rell title p.) system ever installed. The signals are then boosted by over 50 kilowatts of Crest CA Series ampliffers. Fifteen kilowatts are devoted to the McCauley subwoofer cabinets





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which have for the most part proven to be both swift and reliable. Three Future Equipment Design V-Mod 100 video recorders provided the images to the three screens. These magneto-optical recorders "wind" instantaneously and proved to be efficient replacements for the film projectors even through the final stages of the mix. The sound design was performed at the Soundelux facility in Orlando over a period of three months and resulted in more than 2,200 tracks on DA-88 source tapes, which were then premixed on-site down to 200.

Because of the unique nature of the project, there are no facilities available to screen a production such as this. Universal had to build a mock-up theater in an aircraft hanger in Van Nuys, Calif., to view the film edits and begin evaluating early audio decisions.

This was also the first opportunity to see how well the soundtrack worked with the story. Unlike a standard feature film, there are many more positions from which to present music sources. Some of the character themes, scored by Brad Feidel, move with the action. For example, small flying robots called mini-hunters zoom across the

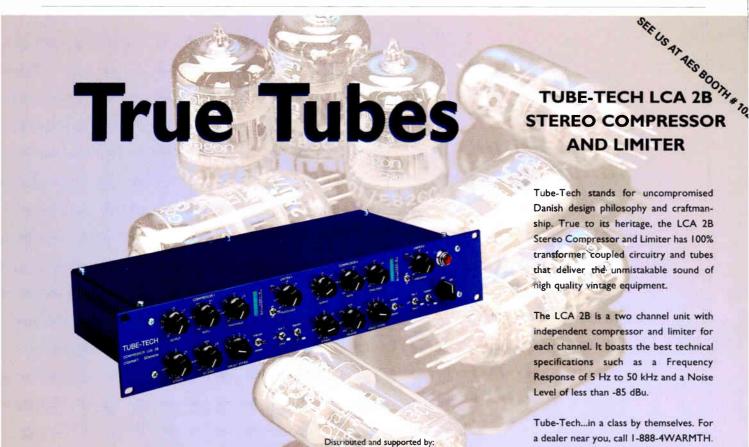
screen and through the audience. They are represented by violin motifs that track their motion. Sparkling synth effects were written to envelop the viewers as they descend down an elevator to an immense subterranean control center that stretches out before them in all directions. One conclusion was readily apparent: Mixing the music would have to wait until the building was ready so it could be better integrated with the rest of the soundtrack.

In a project such as this, it is essential to make the final mix on-site—a method Soundelux has mastered over many such productions—and there are many reasons why this is so. First, there are no studios with monitoring for 24channel program material. Even if a studio were equipped for such a mix, it would have a vastly different reverberation signature, and its inter-speaker delays would be much smaller. Since the presentation will be in only one space, there is no need to mix for some mythical "common denominator" as is done for theatrical releases. The result can be made exactly right for the audi-

Another advantage is less obvious. The Micelis found natural resonances in

the hall by sweeping tones in the system. Some frequencies rattled the light fixtures; others shook the sheet steel floor; still others vibrated the seats. By using these natural frequencies in the sound effects design, it was possible to exploit the natural resonant couplings of the speakers to the room elements in order to add effective sensations as wellas new sound sources. As anyone who has dealt with resonances knows, if the right frequency is applied, very little energy needs to be expended to get things moving. When watching the program, it is awe-inspiring to consider that the room is being shaken by just a few pounds of paper and wire flapping in the air. Surely, many people will think that there is some mechanism vibrating the seats.

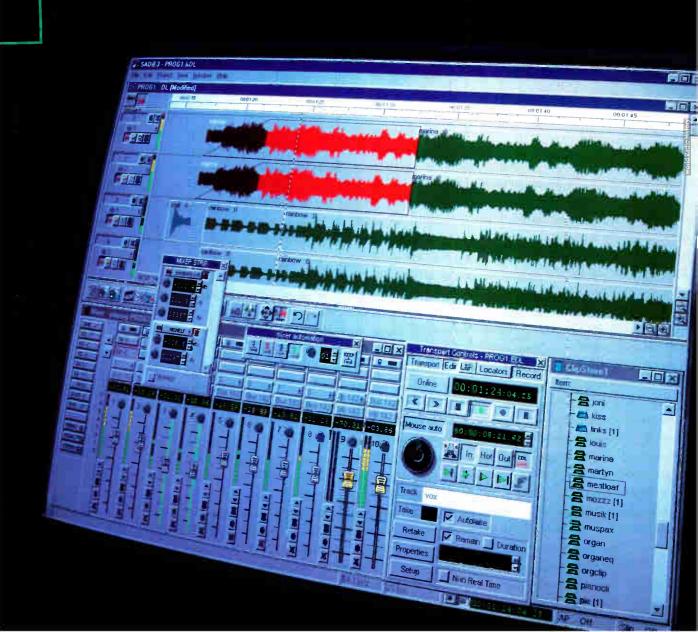
There is a down side to mixing onsite. Because the theater was still under construction, other workers needed building access to do their jobs. Since construction contractors work by day, most of the post-production work moved to the graveyard shift. Still, there would always be someone off in some corner hammering away while the mix took place. John Miceli remembers, "We had to be as accommodating as possible



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DRD in use

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PROCESSES – REALLOCATION OF THE DSP POWER ENABLES THE USER TO CHOOSE A BACKGROUND PROCESS WHILE WORKING IN THE FOREGROUND.

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General

- · 8, 16, 18, 20 & 24 bit capability
- background recording (multi-tasking)
- waveform and scrub editing in the playlist
- · unlimited virtual tracks
- clip based automation of level, pan, eq, dynamics
- · real-time eq, dynamics in mixer
- · project and user management
- · TimeSync timecode management
- Windows 95 compatible
- free software upgrades for the lifetime of the product

Playlist

- optional display of profiles in the playlist
- on-line editing of the audio profiles in the playlist
- · scrub editing in the playlist
- · group clips
- · name streams
- unlimited number of virtual streams in EDL
- optional overlay of editable mixer
 automation data
- playlists may be set to perform background tasks such as background recording

Mixer

- · real-time equalisation, dynamics
- auxiliary sends & returns
- mixer configurable to the user's or project's requirements

Transpor

- machine control of multiple playlists and on-line external equipment via
- SONY 9-pin protocol
- scrub to picture (via 9-pin control)

Toolhars

- user definable wolbars can be placed anywhere on the screen or attached to specific windows
- toolbars are modifiable to add facilities or remove unwanted tools

Routing

routing of signals between the playlist (virtual tape machine) the mixer, and the channels and groups within the mixer

Project Management

all tracks, EDL, clipstores, mixes, PQ data, auto-conforming data, etc., can

World Radio History

be kept within a project

- · projects can be backed up, restored, deleted and copied in batches
- audio libraries with full search

Background Processes

- · background recording (e.g. for the upload of DAT tupes, etc.)
- background auto-conforming (e.g. for uploading film sound)
- · background backup (e.g. continuous backup to Exabyte)
- · background restore (e.g. uploading next project during session)

Signal Processing

- · all signal processing may be performed in real time
- · eq options include full parametric, shelving and high/low pass filters
- · dynamic range controls include compressors, gates and expanders
- · channel strips may contain any combination of in-line eq and dynamics modules
- · mix automation of all in-line processes

Timestretch

· SADiE3 will incorporate new timestretch and pitch shift algorithms

PQ Editor

SADiE3 extends the facilities of the PQ editor, which includes the ability to create DDPs as a background task while editing a new project in the foreground

AutoConform

- import and export of all major EDL formats
- · AutoConform can be designated as a background process

Noise Reduction

· SADiE3 will optionally include 'De-Noise' - real time de-noising algorithms designed for SADiE by CEDAR

OMF

. full OMF compliance will be implemented in SADiE3.1

Windows 95

SADiE3 is designed to be fully compatible with the Windows 95 operating system



SADIE3 WILL ALSO SUPPORT FILMWAVE, A JOINT PROPOSAL BETWEEN AATON & STUDIO AUDIO FOR THE FILM AND TV INDUSTRY.

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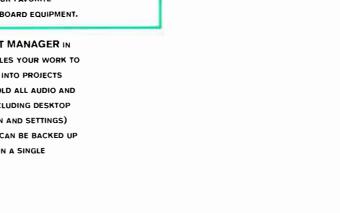
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AS MORE AND MORE MULTI-USER SITES EMERGE AND SINGLE SYSTEMS ARE USED BY MORE THAN ONE PERSON. AN INCREASING DEMAND HAS ARISEN FOR WAYS OF PROTECTING AUDIO FILES AND EDIT INFORMATION FROM ACCIDENTAL REMOVAL. SADIE3'S USER MANAGER PROVIDES A SECURE MULTI-USER ENVIRONMENT BY ALLOWING AN UNLIMITED NUMBER OF USERS TO HAVE DESIGNATED PRIVILEGES BASED ON A PASSWORD MANAGEMENT SYSTEM.









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Hardware

The hardware control panels provide the user with a fully featured tactile user interface which enhances the use of the system and speeds projects to completion. They have been designed to supplement the control of SADiE3.

The master control panel incorporates transport controls, scrub wheel, editing, locating and function keys, a motorised master fader and time displays.

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Octavia Modular Workstation



Octavia is a powerful modular digital audio workstation.

Each Octavia imit has eight digital and analogue inputs and outputs. Audio storage, processing power and I/O channels may be expanded as required.

A single Octavia includes four AT&T DSP3210 processors which generate over 133Mflops of processing power.

Up to 10 Octavia units may be chained together providing 80 channels of digital and analogue I O producing a staggering 1.3GFlops of processing power.

The software controlling the Octavia hardware is SADiE3. This is a new generation of the renowned SADiE software combining new powerful methods of DSP processing with a clearer and more flexible user interface. Each Octavia module is able to play 24 simultaneous streams of audio with full dynamic real time processing.

The hardware incorporates 20-bit delta-sigma A-D and D-A converters as standard as well as full AES EBU interfaces on all inputs and outputs All processing in Octavia is performed digitally, to full 32-bit floating point accuracy providing transparent sound quality.



Each unit has a SCSI disk interface which supports the SCS12 "fast and wide" specification and can operate in 16, 20 or 24-bit resolution.

An integral feature of Octavia is SnuffleCache - an intelligent cache which reduces the processor overhead allowing Octavia to move seamlessly between 16, 20 and 24bu operation.

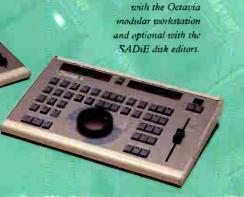
Multiple Octavia units are connected together by the Tentacle bus which is a native 32-bit floating point digital interchange lughway. This bus provides up to 280 channels of autio transfer between modules.

The Octavia hardware allows SADiE3 to perform numerous powerful DSP functions including automated mixing and sub-mixing of level, eq, and dynamics.

Controllers

All communication is via a RS422 link and the fader panels can be chained together to provide extra channels if needed. Both panels are designed to fit neatly alongside a standard computer keyboard.

These hardware control panels are included with the Octavia modular workstation SADiE disk editors.





World Radio History

SADiE Portable



THE SADIE PORTABLE IS THE WORLD'S FIRST TRULY PORTABLE DIGITAL AUDIO EDITOR. **DEMANDS FOR FASTER NEWS GATHERING AND 20-BIT LOCATION** RECORDING HAVE LED STUDIO AUDIO TO DESIGN A PORTABLE SYSTEM THAT IS THE EQUAL OF THE RENOWNED SADIE DISK EDITOR.



A UNIQUE SYSTEM, THE SADIE PORTABLE HAS PROVED INVALUABLE ON MANY OCCASIONS WHERE A DESK BASED SYSTEM IS SIMPLY IMPRACTICAL. THE CAPABILITIES OF THE PORTABLE ARE IDENTICAL TO CONVENTIONAL TURNKEY SYSTEMS.

Features include:

- . SADIE CUSTOMISED PORTABLE PENTIUM PC
- THIN FILM TECHNOLOGY (TFT) **ACTIVE MATRIX SVGA COLOR** SCREEN
- 2.1 GBYTE REMOVABLE SADIE AUDIO DRIVE
- . BUILT IN AUDIO MONITORING SYSTEM
- . SWITCHABLE POWER SUPPLY -110/240 V

The SADiE Mobile field recorder is a co-development between Studio Audio and Rolec Ltd and has been designed as a response to the growing demands of the Electronic News Gathering (ENG) market.

As the use of the SADiE disk editor has grown in the broadcast sector, it has become desirable to have instant access to the field recording without having to upload DAT or 1/4" tapes.

The SADiE Mobile field recorder addresses this need by recording to the same removable audio drive used in the SADiE disk editor.

Back at the home facility the drive can be simply removed from the Mobile recorder and inserted into the SADiE disk editor and editing can start immediately.

Features include:

- · 16 bit linear recording
- · 32, 44.1 & 48kHz sample rates
- · Random access through traditional controls
- · Compact & robust metal casing with floating drive coupling
- · 3 hours 20 mins recording time (stereo 44.1kHz, 2,1 Gb drive)
- · Removable hard disk
- · Cut & splice editing of individually named tracks
- · Balanced XLR I/O connectors
- · 4 power options rechargeable battery, dry cells, 12V or mains





Portia





Production staff are aware of the tape and head wear problems and the ballistic delays associated with conventional VTRs.

Portia provides true random access to any video frame or field, with the low maintenance costs associated with hard disk drive storage.

When a SADiE or Octavia system has Portia installed, recording and playback of video becomes an integral part of the SADiE3 software. The video then appears as an additional stream in the playlist.

Applications

- TELECINE
- . OFF-LINE EDITING
- On-line editing
 Auto-conform
- TRACKLAYING & DUBBING

Portia is a new system which adds random access video facilities to the SADiE and Octavia workstations.

The principal use of Portia will be to replace costly VTRs in audio post production.

It has been designed for use in the syncing of rushes or dailies, auto-conforming, tracklaying and dubbing where instant random access is desirable.

In use

PORTIA DIGITISES THE INPUT
VIDEO SIGNAL AND COMPRESSES
THE RESULTING DATA STREAM
USING JPEG VIDEO
COMPRESSION. THE DATA IS THEN
OUTPUT VIA A SCSI 2 FAST &
WIDE INTERFACE TO A HARD DISK
DRIVE OR SIMILAR STORAGE
MEDIUM.

DURING PLAYBACK, THE DATA IS READ FROM THE DISK, DECOMPRESSED IN REAL TIME AND CONVERTED BACK TO A VIDEO SIGNAL, PROVIDING INSTANT RANDOM ACCESS TO FULL-MOTION VIDEO.

igital video recording

World Radio History





THE DEMANDS ON DIGITAL AUDIO WORKSTATIONS ARE EVER INCREASING. THE ABILITY TO TRANSFER AUDIO BETWEEN WORKSTATIONS SO THAT MULTIPLE USERS CAN ALL ACCESS THE SAME AUDIO AND WORK ON THE SAME PROJECT IS NOW ESSENTIAL.

SASCIA IS A REAL TIME
NETWORK CAPABLE OF
TRANSFERRING MULTIPLE
CHANNELS OF DIGITAL AUDIO
BETWEEN SADIE AND OCTAVIA
WORKSTATIONS.

SASCIA USES ATM

(ASYNCHRONOUS TRANSFER

MODE) PROTOCOL FOR THE

NETWORK INFRA-STRUCTURE.

ATM IS THE FASTEST GROWING

NETWORK TECHNOLOGY.

THE SASCIA 155MBITS/SEC LINK PROVIDES SUFFICIENT BANDWIDTH FOR CONTINUOUS REPLAY OF OVER 100 SIMULTANEOUS AUDIO FILES.

SASCiA Peer-to-Peer networks

A PEER-TO-PEER SASCIA
NETWORK ALLOWS UP TO 8
REMOTE SADIE OR OCTAVIA
DRIVES TO BE DIRECTLY
CONNECTED AT ANY ONE TIME.

THE NETWORK PROTOCOL IS NOT LIMITED TO ANY SPECIFIC NUMBER OF USERS PROVIDED THAT THE VOLUME OF DATA FLOWING IN ANY PART OF THE NETWORK DOES NOT EXCEED THE CAPACITY OF THE LOCAL SWITCH. THE CAPACITY CAN BE EASILY AND COST EFFECTIVELY UPGRADED IN THE FUTURE.

A PEER-TO-PEER SASCIA
NETWORK CAN BE USED TO
PERMIT READ ONLY ACCESS TO
REMOTE DRIVES ALLOWING A USER
TO INCORPORATE MATERIAL FROM
ANY OTHER NETWORKED SYSTEM
INTO THEIR OWN PROGRAMME OR
PRODUCTION.

USERS CAN LIST, SELECT,
PREVIEW, EDIT NONDESTRUCTIVELY AND ALSO PLAY
OUT AUDIO FROM ANY MACHINE
CONNECTED TO THE NETWORK AS
THOUGH IT WERE THEIR OWN
LOCAL DISK.

SASCiA Client-Server networks

THE SASCIA CLIENT-SERVER
NETWORK WILL ALLOW THE USE
OF FAST SERVER MACHINES USING
STANDARD TECHNOLOGIES. THESE
WILL BECOME EVEN MORE COST
EFFECTIVE AS FAST ATM
NETWORKS BECOME
INCREASINGLY WIDESPREAD BOTH
WITHIN THE AUDIO INDUSTRY AND
IN OTHER AREAS.

A TYPICAL SERVER SHOULD BE
ABLE TO SERVICE UP TO 80 CLIENT
MACHINES DEPENDING ON THE
USERS ROLE AND THEIR EXPECTED
NETWORK AUDIO USAGE.

ATM IS AN HIERARCHICAL
SYSTEM ALLOWING FOR VARIOUS
COMPONENT PARTS OF A
COMPLETE NETWORK TO BE
OPERATING AT HIGHER SPEEDS.



World Radio History



THIS OPENS UP POSSIBILITIES FOR SUPER FAST DATA TRANSFERS BETWEEN MAJOR HUBS (SUCH AS SERVERS) WITHOUT RUNNING THE SADIE AND OCTAVIA DESKTOPS

THIS METHOD OF COMBINING
DIFFERENT DATA STREAMS AT
DIFFERING DATA RATES IS NATIVE
TO THE ATM ARCHITECTURE AND
MAKES FOR A VERY FLEXIBLE AND
EXPANDABLE SYSTEM.

IT IS OUR INTENTION TO ALLOW
THE USER TO EXPAND THEIR
NETWORKING ABILITIES AS THEIR
REQUIREMENTS GROW.

Future Expansion Possibilities

AS ATM BECOMES THE FABRIC
OF THE WORLD-WIDE NETWORK, IT
IS EXPECTED TO BE ABLE TO
CONNECT THE SASCIA NETWORK
TO LARGER PUBLIC NETWORKS
USING ATM SWITCH UNITS.

IT WILL BECOME EASY TO EXPAND
THE NETWORK USING "OFF THE
SHELF" PARTS USED IN THE WIDER
BUSINESS COMMUNITY AND IN
THIS WAY THE SASCIA NETWORK
WILL BE CAPABLE OF EXPANSION
AS THE DEMANDS OF THE
CUSTOMER CHANGE.

The following are key reasons for SASCIA being based on ATM

- Speed Existing ATM technology is fast enough for real time transfer of multiple channels of digital audio.
- Scaleable The basic model of an ATM network allows it to be scaled to accommodate any size of installation.
- Expandable As ATM is scaleable, it allows users to start with a small network and increase its size as their requirements alter.
- Upgrade path SASGiA provides a bridge between a standard SCSI disk interface and an ATM network. It can therefore be appended to existing systems with minimum modifications.
- Cost effective ATM technology is already being installed by major business users and public service telecommunication networks. It will therefore be manufactured by more silicon vendors and consequently it is expected to become the fastest and most cost effective network solution.
- OEM An ATM to SCSI connection has the added advantage that most other audio and video editing systems already use SCSI devices for their data storage. It is therefore possible for other manufacturers' equipment to be integrated into a SASGIA network.

Accessories

SADiE removable audio drives

 Allow rapid exchange of audio files and projects between systems

SADiE external drive towers

 Available in 2 drive or 4 drive configurations, the towers connect to SADiE's external SCSI interface and accept standard SADiE removable drives

Exabyte drive

 SADiE can use Exabyte drives for producing DDP CD masters, and also for high-speed backup and archive of up to 24-bit audio files

Hardware control panels

- Main panel provides time displays, jog wheel, edit controls, function keys and assignable motorised fader
- Fader panels provide 8
 motorised faders and rotary
 encoders for Eq., dynamics
 etc. and may be linked to
 additional panels for larger
 systems

CDR drive

 Available in internal or external form, SADit: writes to the CDR at double speed to create Red or Orange Book Compact Discs

Twin screen display adaptor

 2 x 2MB VRAM SVGA graphics accelerator which allows the use of two montiors for greater ease of use

Large computer display monitors

 Larger monitors are available in place of the standard color display

De-Noise noise reduction software

 Co-developed with Gedar Audio, De-Noise provides up to 20dB real time broadband noise reduction with no additional hardware requirements

VocAlign ADR software

 A software plug-in from Synchro Arts, applications include same-language double-tracking, foreign language post syncing and instrument double-tracking

Custom PC configurations

 Any SADiE system can be supplied with a custom PC specification which will be made to order

19" rackmount PC case

 If a desktop or tower PC case is not appropriate, SADiE may be supplied in a rugged 19" case for rackmounting

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trademarks of Microsoft In

All other marks and names are acknowledged

& OF

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Photography: Nik Milner • London • UK • +44 171 633 0963
Design and production: M J Webb Associates • Newmarket • UK • +44 1638 741995

STUDIO AUDIO DIGITAL EQUIPMENT INC. 1808 WEST END AVENUE

SUITE 1119 NASHVILLE TN 37203

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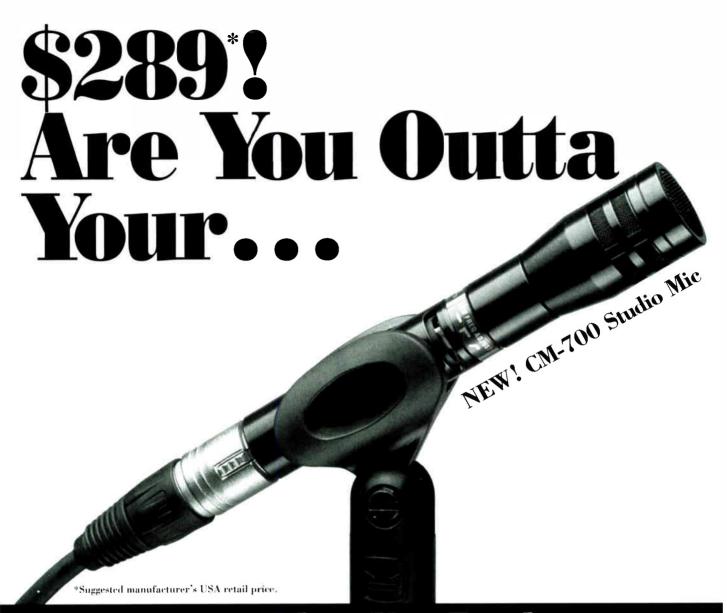
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Not When You Read What the Pros Have to Say

Okay, so maybe you've seen this ad before. And maybe you thought that for the money, this mic just can't be that great. No more maybes. Here's what the critics say.

- "hi the studio, I compared the CM-700 against three of the best-known studio mics. The results were quite surprising. In three out of four comparisons, the CM-700 outperformed the old 'stand-bys'."
- "... more low end warmth none of harshness found with other mics.... did not sound overwhelming or unnatural."
 - Will Rogers, Producer/Engineer, Looking Glass Studio
- "... Compares favorably with accepted studio mics of its type. Good ability to handle high SPL applications. Excellent for miking instruments such as high strings, flutes, saxophones, trumpets, hi-hats, toms and snares."
- "It's too clean. Don't change it."
- "It's small size and dark color make it a natural for video apps."
 - Bill Tullis, Music Engineer/Producer Turner Broadcasting

- "...it's frequency response is extremely smooth, even and extended the lower end is particularly impressive, lending a depth and fullness surprising for the job."
- "...the aspect that sets the CM-700 apartits sound,"
- "The revelation came with vocals....placed in front of a singer, its performance was so startling that I had to go back to the console to check that I was listening to the right channel, as the richness and depth I was hearing could easily have come from one of the large-diaphragm workhorses that I was using as a comparison."
- "For once a condenser looks as though it is up to any of the rigors the road can throw at it while still giving remarkable results in the studio."
 - Dave Foister, Reviewer, Studio Sound

SEE US AT AES BOOTH #600



because they had to get their work done. There is a flip side to this, Some poor guy would be calmly painting away when all of a sudden machine gun fire would erupt out of the speaker in front of his face. The scenery artists were from New York, so they had no problem expressing themselves when some-

T2 3-D CREW AT SOUNDELUK

POST-PRODUCTION SOUND

Anthony J Miceli: Project Supervisor Supervising Sound Editor John J. Miceli: Re-recording Mixer Sound System Designer Phillip Blackford: Re-recording Mixer Wylie Stateman: Foley Supervisor Dan O'Connell: Foley Walker Gregg Baxter: ADR Supervisor Peter J. Lehman: Sound Designer Brian McPhereson: Sound Designer Rick Morris: Sound Designer Jeff Largent: Sound Designer Neal Anderson: Dialog/Foley Editor Pat Sellers: Dialog Foley Editor Laura R. Harris: Dialog Editor Fred Stanley: Foley Editor Glenn Longacre: Music Supervisor Composer (pre-show) Robert Kerr: Assistant Music Editor Elizabeth Tobin Kurtz: Project Coordinator Leslee Grizzell: Assistant Coordinator Travis Meck: Technical Coordinator Scott Dismukis: Assistant Technician

SOUND SYSTEM DESIGN

Jeff Bobbin: Director of Project Management Keith Kolbo: Project Manager Rich Wagner: Programmer Dan Newman: Director of Engineering Vince Caglianone: Design Engineer Robert Duffy: Assistant Design Engineer Gary Brown: Assistant Design Engineer Craig Vetrone: Fabrication Manager Jeff Barnhart: Installation Supervisor Topper Snowden: Design Consultant Dave Marsh: Design Consultant

thing bothered them."

Working the night shift allowed the sound team to return to the home office during the day to cover phone calls and prepare material for the next night's session. The Micelis, along with technical production coordinator Travis Meck, were the core crew every night, and each of them has a wife and kids...at least they did the last time they checked. A typical work day during the final phase ran 18 hours.

While the building was being readied. Soundelux rented the large recording room at nearby Stark Lake Studios to mock up the mix position that would be built over the center seating section in the theater. Here, Meck was able to troubleshoot the wiring harnesses and ensure that the equipment communicated effectively.

The various schedules of post-production and construction folded neatly together until the final mix. Now the task was to reduce the 2,200 tracks down to 200 predub stems to the final, then to the 24 tracks needed for playback. It almost goes without saving that managing such an immense job would be a very complex and tedious process. No existing film-mixing console would adapt to a 24-channel output bus except the Euphonix. And even that console would not have nearly enough inputs to simultaneously mix all of the music, dialog and effects tracks,

Because no single console could run the entire project simultaneously, the mix was broken down in a modular fashion. Without the ability to hear the missing elements in context when mixing, a highly automated mixing console would be an essential requirement. This provides the ability to backtrack a few steps and redo a mix in the event that another stem was found to interfere. The Euphonix desk is well-known for its comprehensive automation. Complete and instantaneous resettability of all functions and controls made it possible to switch back and forth between music, dialog or effects sessions without any down time and without undesired alterations on the previous attempts. All that was necessary was to load the appropriate tapes into the designated machines and recall the current mix. Euphonix is accustomed to being out on the bleeding edge and has a comprehensive user support system. In order to ensure that the panning system functioned as needed and also to provide immediate assistance, Euphonix sent debugger/power user Phil Black-

—CONTINUED ON PAGE 346

See and hear the newest PCM 80/90 FX Cards at your nearest participating Lexicon dealer now!

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hen we designed the PCM 80's basic complement of effects Presets, we also provided the ability to plug in hot, new Audio Software/FX cards. Simply plug in any of our cards and you've now supercharged the effects processor everybody is talking about. New effects and algorithms. Hundreds of stunning new Presets. Sophisticated PC-Card architecture that supports our commitment to functionality and continuing upgradability.

PCM 80 FX cards offer a library of over 700 new Presets — each one tailored for a particular application - with a unique Adjust Knob that lets you quickly audition variations of the effect. We put the most useful parameters of each preset into the PCM 80's "Soft Row" so you can fine tune the Preset without having to hunt for the appropriate parameters. Engineer or



musician, there's a Lexicon FX card for practically any imaginable sound. Right now, you can instantly load-up on your creative options with any of these new FX Cards:

- Dual FX 25 Algorithms / 250 Presets deliver highest quality stereo multieffects, unprecedented routing capabilities & a powerful new digital sub-mixer.
- Pitch FX 6 Algorithms / 100 Presets combine Multi-Voice Pitch Shifting

with PCM 80 Stereo Algorithms.

- * Harmony FX (Coming 1997) Intelligent Pitch Shift Algorithms / 100 Presets offer Diatonic Harmonization, Automatic Pitch Correction and more.
- * Scott Martin Gershin Post FX 100 superb post-production Presets featuring Surround Delays for Film & Reverbs for Orchestras.
- David Rosenthal Music FX 100 powerful performance Presets featuring brilliant reverbs & effects for keyboards, guitars, vocals.

And don't forget, you can use any Preset as a template to create your own stunning versions of Lexicon effects - and store up to 2,000 of those Presets using standard PCMCIA SRAM cards.

So check out the PCM 80 FX cards and experience the future today, at your Lexicon dealer!

Plug Into The Future



RRIVING A WEEK BEFORE OPENING CEREMONIES AMID SWELTERING HEAT AND HUMIDITY THAT IS THE HALL-MARK OF GEORGIA'S DOG DAYS OF SUMMER. WE WERE MET AT THE AIRPORT BY CARL CORDES, OUR SUPERVISING A/V TECHNOLOGY MANAGER, WHO ESCORTED US TO OUR ROOMS AT THE STOCKBRIDGE MOTEL SIX, WHICH WE

Audio

PROMPTLY DUBBED "LE

CHATEAU SEIS." THOUGH

THE AVERAGE HIGH TEMPERATURE FOR THE GAMES WAS OPTIMISTICALLY FORECAST AT 87 DEGREES, BOTH TEM-PERATURE AND HUMIDITY APPROACHED TRIPLE DIGITS ON MOST DAYS, AND WE FELT FORTUNATE TO HAVE BEEN SE-LECTED FOR AN INDOOR COMPETITION. BACK IN APRIL, I PUT MY NAME INTO THE HAT TO BE CONSIDERED AS A SOUND OPERATOR FOR ONE OF THE COMPETITIONS AND

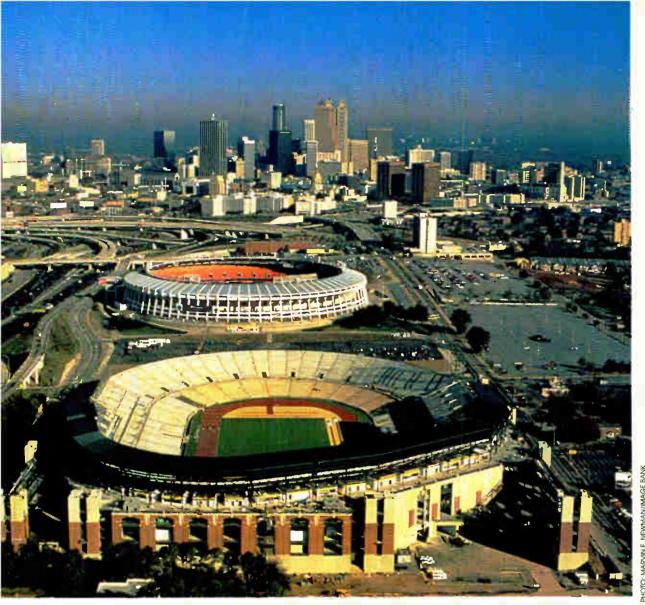


WAS PLEASANTLY SURPRISED TO LEARN I HAD BEEN CHO-SEN. ALONG WITH DAVE REVEL AND DAVID SCHEIRMAN, TO BE PART OF THE TEAM RUNNING AUDIO FOR BASKETBALL.

Atlanta Olympic Games

BY MARK FRINK



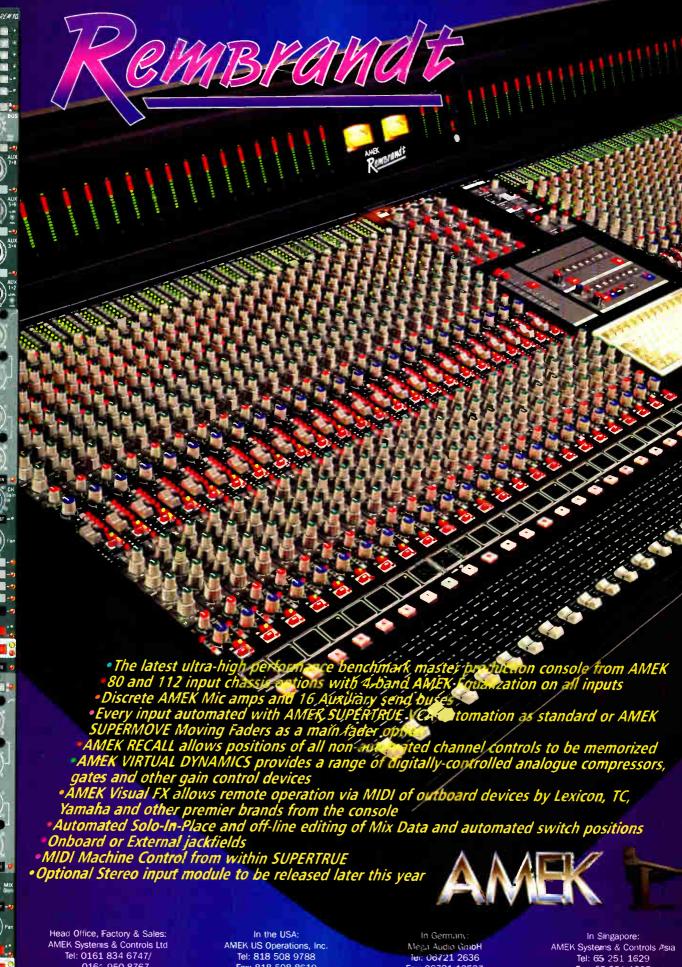


Above Olympic Stadium; below: The AT&T stage at Centennial Park



PHOTO, KAREN WILL ROGERS

Martin Collins, A/V technical director for the Atlanta Committee for the Olympic Games (ACOG), had eight A/V tech managers, each responsible for several of the 30-odd competition venues, and under them were some 80 audio operators. Collins began working for ACOG as a designer and consultant in 1992 after working for EuroDisney as a project engineer, building the automated parade system and seven live venues for the entertainment division. By April 1995, he had moved into a downtown Atlanta apartment, enjoying occasional visits from his family or going home to Orlando on weekends. Speaking to Collins as he put the last cardboard box into a U-Haul to finally go home, he said the most challenging aspect of the Games was the extreme diversity of people and resources that had been available.



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"There was a wide variety of people components, from thousands of volunteers for whom it was the experience of a lifetime, to highly paid professionals who looked at it as just another job," he said. "The human drama on the field is hard to compare to the normal world of theatrical entertainment production.

Our first day at work involved standing in line for laminated credentials for two hours, another two for uniforms and finally going to audio orientation class, led by Dale Whealton, for a couple more hours. Whealton, whom I met at Super Bowl XXIX in Miami, where he was audio lead, was audio operator at the Georgia Tech Aquatic Center. He'd been in Atlanta since May and ran the test event at Aquatic Center last summer for six weeks. Whealton led us

It became clear that a military-like organization had been imposed by the Olympic planners as the only way to deal with the challenges presented on such a large scale.

through introductions to the sound gear we would all be issued, and started to familiarize us with the alphabet soup of job descriptions and the hierarchy of staff and department structure we would be working under. It became clear that a military-like organization had been imposed by the Olympic planners as the only way to deal with the challenges presented on such a large scale.

Standard issue for all competition venues was a core of control and playback equipment, typically a mixing board and a forest-green Baltic birch rack. Consoles were Ramsa WR-844 series 4-bus mixers, varying from 12 to 24 channels. Playback was typically a Panasonic SV-3800 DAT, a Technics CD player and a Philips CD-I player; inserts, added at the last minute for the announce mics, were Aphex ST-106 4channel Easyrider™ compressors.

The basketball competition was split

between two venues. By hanging a curtain at the 50-yard line, the 72,000-seat Georgia Dome was made into two halfhouses shared between gymnastics and basketball. As there is a significant amount of audio spill from one half to the other, and only one sound system. it was possible to use the room for either competition, but not both. Installed in '92 by Dan Schipper of Ancha, the main speaker system is a ring of 22 clusters over the seating sections of the

Dome. Each cluster has three double-15 JBL lows, three Community M-4 mids and three DH-IA drivers on EV horns. The P.A. is powered by Crown amplifiers and, using an AMX controller talking to the IQ system, it is a simple matter to go from one preset to the next. The scoreboard over center court had an EV MT-2 system facing the mix position just behind the scoring table between the two team benches, and this covered the temporary bleachers

SEARCHING FOR STEREO AT THE OLYMPICS

by Dennis Baxter

In December 1993, I joined the Atlanta Olympic Broadcasters (AOB) design team to produce a generic Telecast and Archival Recording of all Olympic sports venue competitions, commencing with the Opening Ceremonies on July 19, 1996, and spanning the entire 17 days of continuous live action.

Each sport was examined, and a desired stereo perspective was defined. The first step was conducting comprehensive examinations of each sport's venue-from swimming to archery, equestrian, soccer, basketball, gymnastics—+1 events in all. This detailed examination revealed desirable elements for a broadcast mix but also made clear the ambiguity in expectations for a 2-channel sound program.

The goal was to define a set of parameters for each sound mixer to develop a pleasing stereo soundscape, while maintaining stylistic consistency between the 41 different events. The big question became: Is the 1996 Olympic Summer Games an opportunity to stretch the boundaries of live audio sweetening with effects and music?

Our answer was that stereo would consist of a combination of aggressive microphone placement and electronic processing to achieve an omnidirectional sound orientation without a lot of specific left and right image placement. The stereo soundscape would be achieved through developing and combining multiple layers of audience ambience, specific foreground sports sound and a dimensional layer of processed sound.

Once production guidelines were established for the number of

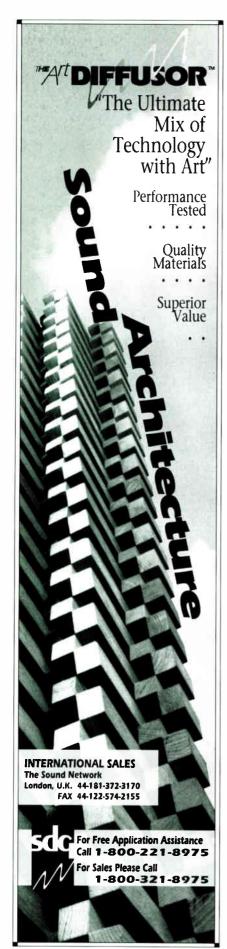


One of the many machine rooms at the International Broadcast Center

microphones and their locations, considerable effort was put into getting the equipment. AOB needed to build nine control rooms and rent 35 mobile television trucks. The microphone plan was ambitious, but not overstated, and once the size, class and owner of the television mobile units became known, it was apparent that we were significantly short of microphones. The mobile units' selection criteria are based on the number of cameras and tape machines and not the microphone complement.

I began approaching manufacturers about working with AOB in developing and providing new hardware for the Games. Initially, most responded enthusiastically when they contemplated the potential size of an order for the Olympics. After reminding them that the Olympics is a nonprofit organization and AOB was not interested in

-- CONTINUED ON PAGE 72



USE READER SERVICE CARD FOR MORE INFO

added into what is normally the end zone, as the overhead ring clusters don't cover the area. EV MT-4 speakers in the other side of the scoreboard faced the announcers' positions in the press bleacher, which ran the length of the court opposite us.

A dozen blocks west and six blocks south, a \$12-million, 5,700-seat gymna-

sium was constructed at Morehouse College, just one of a dozen brand-new facilities built for the Games and part of a half-billion dollars of new construction left for Atlantans to enjoy as part of the city's Legacy program. The Morehouse Gym was used for half of the early rounds of basketball competition while gymnastics was going on at the

-FROM PAGE 71, SEARCHING FOR STEREO buying anything, the candidiates quickly narrowed.

Ken Reichal of Audio Technica asked if I would be interested in listening to their new shotgun microphones that incorporated the 40 Series diaphragm technology. The possibilities of unlimited new microphone technology excited me. The only problem was that AT had experienced poor reception to their products with some sports television people, so I had to persuade the decision-makers to give their product a chance

Ken and Michael Edwards came to Atlanta with a box of microphones—and the Olympic Spirit and we proceeded to put microphones of all shapes and sizes on things, in things and around things, To my satisfaction, it all sounded good. Now the problem was numbers: borrowing or renting 1,200 microphones.

The next big obstacle was to find a sound processor that could make a mono sound source feel full and dimensional. I thought that I would be able to excite some big keyboard or processor company about the tremendous prospects of television and stereo sound, but found few that were interested.

Stereo synthesizers have been around for decades and have even been used and abused at Olympics in Korea and Spain. In sports television, most microphones are small and very close to the possible sound or mounted on a camera. From a practical standpoint, most of these sound sources are mono. I was looking for a device that added a 2channel dimensional fullness to a single-channel sound source, without a significant amount of comb filtering or phasing.

My experience with creating a stereo soundtrack was trial-and-

error, but it led me to develop the layering effect. Additionally, a stereo mix group was created where the mixer would insert a stereo delay line and add a few milliseconds to a specife group of microphones and then add the processed mix into the outgoing stereo mix track.

The problem with most stereo processors is that they have been used traditionally at the end of the mix chain and have affected the entire mix. The layering technique eliminates this approach and gives additional depth to the soundtrack by creating three distinct layers.

At an AES meeting in 1994, I attended a seminar on 3-D sound and finally believed that we were headed in the right direction for television. The problem with most 3-D or surround sound is the necessity for some output decoding-not an option for the Olympic broadcast. Then I discovered the Desper Spatializer Processor, which had a very basic setup. A simple setup was desirable because of concern for consistency with each telecast, and this unit afforded flexibility in sculpting a mix because of the eight inputs and joystick controllers.

While the Olympics is the platform for audio excellence and stretching the boundaries, it is also the event not to screw up. Our goals were to establish a new professional standard and working precedence for live stereo sports broadcast and to inspire the next generation of audio engineers while delivering world-class audio for a world-class event. The immediate reaction was overwhelmingly favorable. Only time will tell our longterm success.

Dennis Baxter was in charge of setting up the International Broadcast Center, responsible for feeding 144 broadcasters around the world.

Dome. Nearly half of its permanent seating was taken up by the seats reserved for athletes and their entourages, IOC officials and VIPs, or by the booths used for press accommodations and broadcast commentary positions. The Morehouse Gym's mix position was halfway up the press area, opposite the scorers' table, allowing the sound operator the luxury of watching on TV monitors in adjacent, unoccupied commentary booths many of the 40-plus channels of CCTV broadcast live from the other competition venues.

Speakers and amplification varied widely by venue. The permanent system at the Morehouse Gym was designed by Wayne Lee, who also spec'd acoustical treatment for the room and really saved intelligibility, cutting the RT60 in half. Fifteen EAW JF-560 twoway speakers were powered with Ramsa WP-1400 amps. Lee also designed systems for the Clark Atlanta University and Morris Brown College stadiums, used for field hockey, as well as the Stone Mountain Tennis Center. Next to the Dome was the Georgia World Congress Center, where Masque Sound of Orlando provided 20 Meyer MSL-2s for fencing; 16 MSL-4s were used for wrestling and team handball. South of the airport at "Georgia Beach," where the beach volleyball competitions were held, the main court had a dozen Crown-powered EAW KF-850s rented from Rock'n'Road Audio, while the secondary court had a Crest-powered KF-650 system owned by ACOG. The crewing races out at Lake Lanier, a beautiful manmade recreation facility about 60 miles north of Atlanta, used a rented combination of vintage paging horns and sound reinforcement relicshonest efforts were made to involve local vendors where appropriate.

The 32-hour library of ACOG-approved production music was compiled by the different sports' producers and assembled by DMX For Business onto eight CD-I discs, arranged by category, such as orchestral, country, oldies, international, contemporary pop and so on. The Philips CD-I technology was new back in 1992 and used just for the medal ceremonies in Barcelona. For the Atlanta Games, the U.S. Army Band, official keeper of national anthem protocol in this country, provided most of the cuts on DAT, with a few smaller or newer nations supplying theirs directly. These were sent to DMX, who hired Interactive Resources of Des Moines, Iowa, to author the software for the final national anthem CD-I. This disk

allowed the operator to select ahead of time one of five different-length arrangements of John Williams' processional, the correct national anthem, and then an appropriate-length recessional. After selection, the fanfare and the three selected pieces simply played one cue after the next, and this music was used for each welcoming ceremony at the Olympic Village, as well as the medal ceremonies. Also provided was a five-disc set of Official Olympic Music CDs, which was often used as unattended walk-in and walk-out music, as was the 24-hour DMX Olympics music channel piped in over the CCTV cable system by Scientific Atlanta.

Many competition venues had 360 Systems Instant Replay Music-On-Demand (MOD) machines, upgraded with larger hard drives to accommodate 16 total hours of music. Instant Replay refers to the 50 buttons on the face of the machine that can be assigned to the internal tracks and are similar to 360 Systems' DigiCart, which is a rackmount instead of table-top unit. Due to the fast pace of basketball, almost all production music was played from the Instant Replay, as the process of thumbing through eight CD-Is, scrolling though an index and then waiting five seconds for the cued track to start. would take most of a 20-second time-



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Patrick Baltzell at the Closing Ceremonies rehearsal

out. CD-I in the form we encountered is not quite ready for prime time, and the Instant Replay offered hundreds of cuts that were only five keystrokes away, with virtually instant start times.

The 1996 Olympics marked a milestone in the marriage of music and athletics, "setting a new standard in spectator enhancement for international sporting events," Collins said. In the case of basketball, a core of about 100 "hot songs" were used for time-outs and half-time, familiar "jock rock" and classic hits such as "Takin' Care of Business," "Hot Hot Hot," "Conga" and, of course, "YMCA" and "Macarena," Tipoff music at the beginning of play was often "Sirius" by Alan Parsons, popularized from its use by the Chicago Bulls, and many fans stopped by the mix position afterward to ask specifically about that piece of music.

Equipment for all the competition venues was assembled and shipped from the Warehouse Audio Visual department (WAV), managed by LT, Tomlinson, who began work on the audio requirements and logistics back in January with a spreadsheet in an empty room. Equipment projections were made in Microsoft Excel, and MS Access was used for the actual tracking of shipping and receiving, "Using HITS and a bar-code system would have helped," Tomlinson comments, "but we in fact tracked over 90 percent of

inventory with serial numbers, and the recovery rate was extremely high considering our condensed recovery time of less than a week." His shop staff of five—Rebecca Dusenbery, Ron James Matt Robison, Kris Weeks and intercom specialist Tim Wilson-were unsung audio heroes, spending many weeks working long hours in an old Sears warehouse on the funky near-West side of Atlanta, putting together systems for users they never met, to produce events they hardly saw, Though small quantities were purchased up to a year ahead of time for special events and conferences, the majority of sound equipment was purchased six weeks before the Games began. Systems were pulled from inventory, assembled onto pallets and shrink-wrapped for truck delivery by the Logistics department, which was responsible for shipment of everything supplied by ACOG, from telephones. computers and TV monitors to folding tables and chairs.

Thirty-seven control booth packages were required for the various competition venues, and by the time the Games began, 160 discrete sound systems had been shipped, beginning with the late-June delivery of pool, health spa and amphitheater entertainment systems for the athletes at the Olympic Village. Other systems included announcement playback that was needed at the en-



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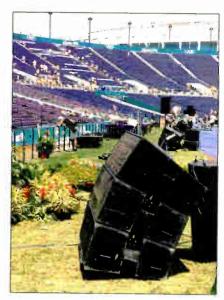
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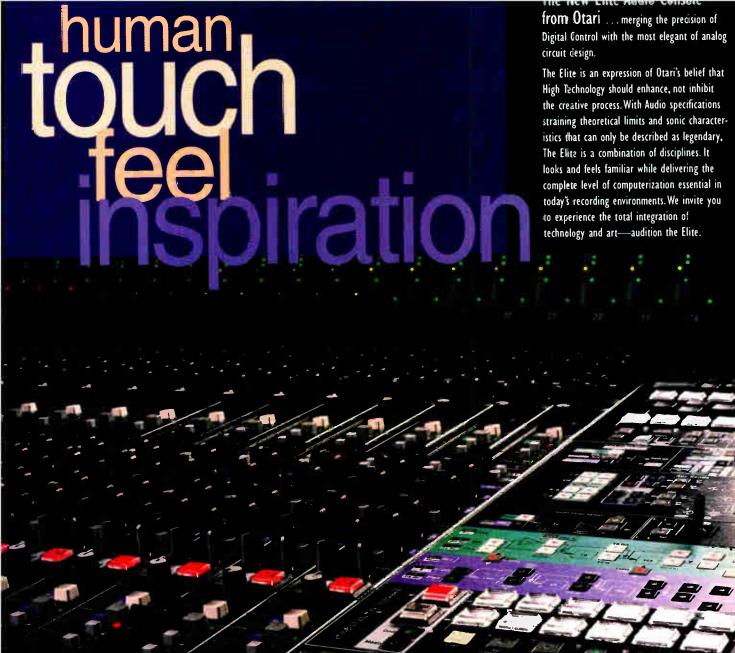


EAW KF-860s at Olympic Stadium

trances of all venues to alert the crowds coming in of the various requirements. Called "spiel" systems, these typically consisted of a digital message repeater, a TOA 900 Series amp and any number of 70-volt paging horns.

"We made an effort to buy rather than build equipment." Tomlinson says. "Any fabrication required had to be done at least 37 times." For example, the announcers used Sennheiser HMD-25 headsets with dynamic boom mics that come from the factory with bare wires, because they typically get used with a wide variety of connectors. In our case, these plugged into ClearCom AB-100 announcers' boxes that allowed the headsets to be both intercoms and announce with foldback, requiring a six-pin XLR connector. Two headsets were needed at each competition for English and French announcers, and 70-plus A6M connectors had to be soldered on the day they arrived. Many of the parts and pieces were bought from Whirlwind, who Tomlinson says "took good care of us and exceeded our expectations." Whirlwind provided everything from Switchcraft connectors and rackshelves to press boxes and custom multipair cabling. Eight-pair announcers' snakes provided three lines for announce mics and five sends for different channels of ClearCom and foldback to the announce boxes. Eighteenpair rack mults had the XLR and RCA sends, returns and 4-inch inserts for the console.

For the sound operators, the week before the Opening Ceremonies consisted of setting up equipment at the venues and then running mock competitions to verify that the technology



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The Ultrasound crew (L to R): Andy Slote, Don Pearson and Mike Brady

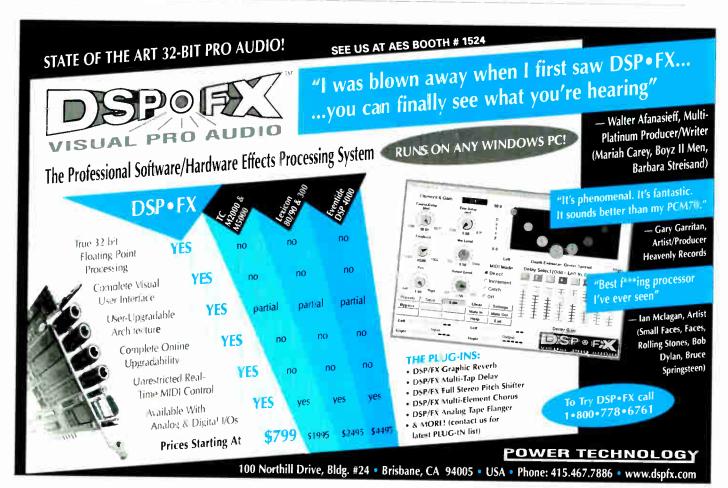
being used was working correctly. Several high-school teams were brought in, giving the competition managers a chance to shake out any bugs involved in communication, scoring, statistics and production. After the sound systems were correctly EQ'd and aligned, and

everyone had received "Beltpack 101." the rest of the sound operation was reduced to being a DJ. After NBC finished trying to move the speakers for camera angles, the hardest part of running sound for the actual Games became trying to teach our producers how to use

the words "standby" and "go," as these weren't in their vocabulary.

The majority of sound setup involved a variety of headset locations used for competition personnel involved in judging or scoring, results and timing, statistics and printer distribution, the producers and their assistants, as well as the two announcers and the sound mix position. Results were computed on a roomful of IBM computers that were fed into a localarea network that would transfer this information to a 90 ppm color Xerox printer for press distribution immediately following each competition, as well as out to a network information service called "Info 96" that the press dubbed "Info 97" since it might be working by next year. An additional headset was also placed out in the Atlanta Olympics Broadcasting graphics trailer, because for the first time computer-generated statistics were automatically transferred and automatically "Chyroned" onto the broadcast picture.

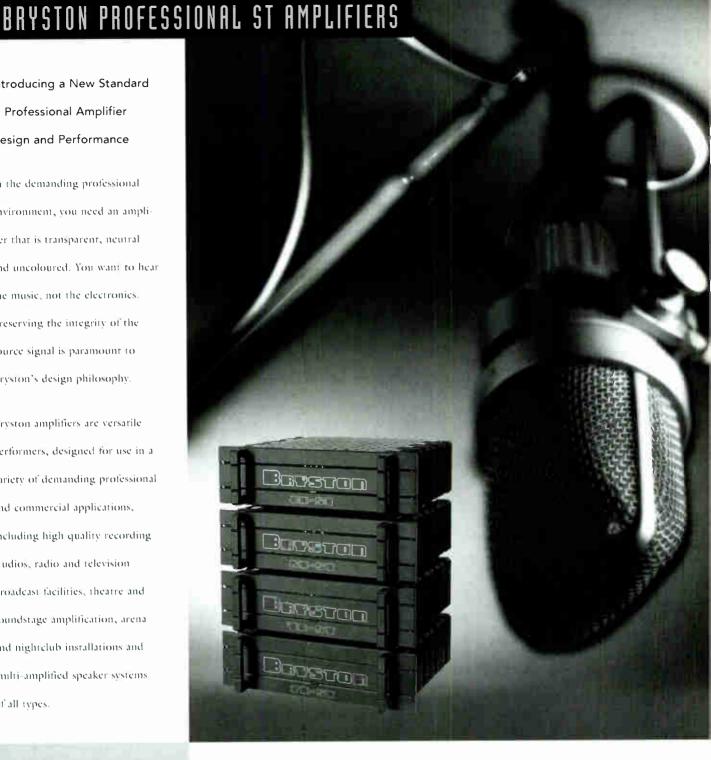
Both the AOB trailer and the Nerox printer were at a great distance, requiring the use of telephone "dry-pairs" for extremely long cable runs. Intercom Specialties, who provided the 2,000-plus



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pieces of ClearCom rented for the Olympics, also provided 130 DPA-100 "dry pair adapters," which split the audio and power coming in on an XLR and balanced them onto separate pairs of telephone wire via RG-14 connectors. with another DPA turning it back around to XLR at the other end of the phone wire. This made it easy to place headsets at extreme distances, which became even more important at outdoor competition venues where runs of 1,000 feet or more were not uncommon. At the crew races, several runs actually went under Lake Lanier via 25-pair phone trunks, connecting the competition officials to the starters and to positions on the spectators' side of the lake.

Many computer-based technologies were being tried out for the first time. and the communication between various operators and competition personnel was designed to prevent foul-ups like the end of the 1980 USA vs. USSR basketball final, where three seconds had to be put back on the clock and the Russians went on to win. The Olympics Technology department initially proposed using intercom technology for higher-fidelity and cost savings over radios-more flexible and adaptable than phone lines, they said. "The reason we considered intercom was the full-time. dynamic conversations that are required in a party-line fashion," Collins explains, "and so people can comfortably communicate over the course of long shifts."

Through use of multiple ClearCom channels and a mix of single- and double-channel belt packs, different competition personnel were able to have access to conversations that affected them without having to listen to chatter from other departments, "Wireless intercom extends the flexibility and adds the benefits of radio without the drawbacks," Collins says, "especially on and around the field of play." After several days of sorting out bugs in the software interfaces between results, statistic and print distribution, ClearCom headsets became valued equipment for troubleshooting more advanced technologies. We even had a biscuit station back in the amp room behind the bleachers at the Morehouse Gym, making it easy to tweak in EQ and delay times for the P.A. on the Ramsa WZ-DE40 processors in the amp rack.

CENTENNIAL PARK

The now-famous Centennial Park, located downtown, across Techwood Drive from the CNN building, was the site of several corporate-sponsored stages, where free entertainment was supplied for those who didn't have tickets for an ongoing competition. There was a fast-and-furious pin-swapping area where some extremely serious pin-heads were getting down. Can you believe these people have their own regularly published magazine? The GM Amphitheater presented regional bands throughout the day on a Meyer speaker system provided by Sound Associates, and a laser light show at night. The largest was the AT&T stage, with sound provided by UltraSound.

I stopped by a couple of nights before the tragic bombing to listen to the work of one of my favorite engineers, Buford Jones, who has been out doing an excellent job mixing Faith Hill all year. Talent ranged from international acts like Jon Secada and Santana, pop acts. Joan Osborne and Little Feat, to country talent Tim McGraw and Travis Tritt. Other events on the AT&T stage included re-medaling ceremonies. where each day's winning athletes would be presented to the audience that evening, and a daily auction of a numbered, limited-edition Hanes Tshirt, with proceeds going to purchase Olympics tickets for needy children. The day I stopped by, the T-shirt went for \$32,500. The stage also had an enormous Panasonic video screen for image magnification and projection of ongoing competitions. When I returned the day after the bombing, the Meyer HD-1s had been replaced, as had the sound consultant who had been interviewed on CNN

Front-of-house equipment included a Yamaha PM-4000 with 40 inputs from the stage and a dozen stereo returns, plus a ProMix 01 submixer for playback with two Panasonic 3800 DATs, a Denon multidisc CD player, a cassette deck and additional inputs from video world. Outboard gear was the usual high-profile Lexicon, TC Electronic and Eventide effects, plus Aphex, KT and BSS inserts. The main speakers were Meyer MSL-10A, 650-R2 subs and MSL-4s for front fills, all powered by Crest amps. The SPL restriction was 96 dB average with peaks of 100, metered Cscale slow at the mix position. Each of the two delay towers, one of which was the FOH mix position, were 150 feet from the stage and 15 feet offstage of the main P.A. stacks. In addition to follow-spots, lighting and video control on the upper decks, these towers housed the same number of MSL-10s and subs as the mains. Toward the rear of the listening area were a half-dozen of

Meyer's new CQ-2 self-powered speakers on poles that were so nicely tricked that they weren't even noticeable until you stood right below them. The entire system was aligned and EQ'd by Don Pearson using Meyer's SIM II. Onstage, the fabulous Mike Brady and Andy Slote ran another 4000 with a half-dozen-each Crest-powered USM and UM-1 wedges.

"The bomb put us on edge for the rest of the event," Brady commented from UltraSound's San Rafael offices, "and we went through several evacuations afterwards." They were back online at 100% within two days when the park reopened. "Meyer shipped in another pair of near-field monitors for the mix position, which were essential because of our unusual position," Brady points out. In addition to the monitors, some switch-caps got blown off the 4k, and a CD player and cassette deck were affected. There were no wiring problems, although Nocturne's video snake was damaged, "The one thing that really saved the gig is the camaraderie between L.S.D., Nocturne and Ultra," Brady adds, "based on our long history of working unusual high-profile events together." There were great shows every night, and the people came back in droves to take ownership of the park, which was probably the most popular place on the planet in the final week.

OPENING CEREMONIES

Sound services for the Opening and Closing Ceremonies were provided by Audiotek, Patrick Baltzell mixed on a 32-input Cadac F-Type console, one of only three in the world. It has automated P&G moving faders, as well as dual inputs, EQ in and out inserts and VCA assigns, all of which are recallable. It is essentially a cost-effective version of the Concert console, costing less than a third as much at about \$125K, with 12 submasters, 16 auxiliaries and 24 matrix outputs. "It's taken me a year to realize that it has the best common-mode rejection of any live console," Baltzell says. "Eve never spent even 30 seconds tracking down hums or buzzes." He spoke to me from the control position at the Democratic National Convention in Chicago, having finished the Republicans the previous week, where he again used Audiotek.

The Opening Ceremonies included President Clinton addressing the audience and, as such, included the usual White House Communications arrangement of taking the president's microphone directly to a Shure mixer and passing it straight out to broadcast and recording it archivally, as well as to two phone patches. One phone patch goes to the White House and the other to the president's entourage, where it is also recorded and transcribed.

In addition to the more than 400 custom EAW speakers in the Ron Baker-designed permanent stadium system, the speaker placement for the Opening and Closing Geremonies called for 20 positions around the circumference of the stadium track, each position divided vertically into lower level, club level and upper level coverage, or "near, mid and far," with the near speaker being a 90-degree EAW

KF-861, and the mid and far being KF-860s, which have 60-degree horizontal dispersion. The system was EQ'd by Alexander "Thorny" Yuill-Thornton, who, using the Meyer SIM II system in typical fashion, started by EQ'ing the near element in the array, then worked on the next coverage zone, combined it with the previous one, and finally added in the farthest throw speaker. Baltzell complimented EAW's Gary Hardesty, who had EAW build 15 more of the KF-860s at the last minute when Spectrum Sound's and half of ProMix's went out on the Promisekeepers.

There were also about five dozen Apogee AE-5 speakers that were not

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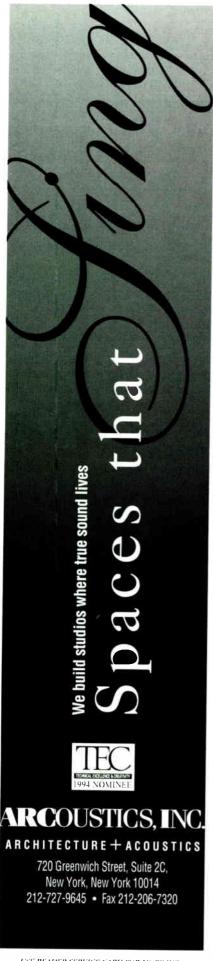
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part of the permanent system, added just for the Games and rented from Burns Audio. The far end of Olympic Stadium is temporary and is already being torn down, reducing capacity from 83,000 to 50,000 for Braves baseball in '97, when the 31-year old Atlanta-Fulton County Stadium, just to the north, will be torn down. The EAW speakers are powered with Crest amps, as is the stadium's permanent system. Each rack on the field powers four cabinets at 4 ohms and is loaded with two 9000s, two 8000s and a 7000. Perhaps the most interesting part of this system is the fact that Audiotek's chief engineer, Scott Harmala, has designed a balanced-power AC distribution, providing ±60 volts AC instead of 120 volts and a neutral. The permanent system is powered by 135 NexSys-controlled Crest amps, located in a room behind the sound booth on the club level. The permanent system was installed on an extremely tight schedule by Olympic Stadium sound operator Dan Schipper and Ancha's Henry Stephens starting in April.

NBC presented the opening and closing ceremonies with their commentators in the audience instead of behind glass. With average SPL of 103 dB and peaks of 115, there was significant leakage into the announce mics, which, of course, was out of time, forcing the broadcast audio to rely on either the direct feed or the leakage getting into the mics between commentary, which was virtually nonstop. This was unfortunate. as the original music compositions were beautiful, particularly Mickey Hart's international collage during the opening, and Gloria Estefan's "Reach" and John Williams' "Summon the Heroes" during the closing. As I watched the abbreviated rehearsal come to a close, NBC personnel ran to the mix position to ask Baltzell to turn off two of the positions at the far end—the commentary position. Baltzell said he would be glad to do that if that's what producer David Goldberg wanted, but that those speakers were covering about 7,000 patrons who had each paid more than \$600 per seat. In the end. the speakers were turned a couple of degrees to no great effect.

The Opening Ceremonies had the luxury of more than a week of setup time in the stadium and two full rehearsals, with the second being a full dress, complete with pyro and Blue Angels; all Olympics volunteers were invited. "We had the benefit of equalizing the system with a full house ahead of time," Baltzell adds. "Furthermore, the

entire dress rehearsal was videotaped for fill shots and, in the event the ceremony got rained out, we already had the entire thing in the can." After the Opening Ceremonies, the entire system was struck, save the wires in the moat around the track. The only prior rehearsal for the Closing Ceremonies was to take the consoles and band set carts into a tent across the street to do a cueto-cue the day before. Starting at midnight, they had ten hours of setup time to get the system back into the stadium. stopping from 7 a.m. to 11 a.m. for the finish of the marathon and beginning the dress rehearsal at 2 p.m., with doors looming at 5 p.m. This kind of work is not for wimps, and Baltzell stopped me to expressly thank his audio crew leaders, Graig Greco, Robert Brogden, Rick Bramlette and Eric von Rauson for the exemplary work they did in getting things together that day in exceptionally short order, fighting extreme heat and humidity.

How much of the show was on tape? Well much of the Opening Ceremonies was in fact played from an Akai DR-16 hard drive playback editor, split into four pairs of stereo tracksmusic, choir, lead vocals and surround effects. More than 90% of the audience heard surround program due to the generous spacing by WJHW of speakers almost every 20 feet in the permanent system. "It was nice to be involved in the planning on the ground floor two years ago," Baltzell says, "We were able to choose the way the tracks were recorded to fit the audio design." Much of the Closing Ceremonies were either live vocals or entirely live. Four Radio Station transmitters and 16 receivers were by the talent on the field, and vocal mics were Vega (with 87 capsules) and Beta 87s when hardwired. The Southern Jamboree finale had four set carts join on the field to make a stage for Paul Shaffer's Band, with a half-dozen smaller satellite carts spiraling in to meet it with a variety of musical stars from the American South. In a matter of minutes, 57 live inputs were connected to Baltzell's two Delta 200 consoles, and a musical jam (which had not been rehearsed that afternoon) began. The real tip of the hat goes to monitor engineer David Velte. who was up with the Shaffer Band and entourage, spinning knobs on his 4000 monitor console.

Mark Frink is working on a device that will automatically mute the sound when "YMCA" or "Macarena" comes on.



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n the early days of our industry, equipment was made to serve the user's needs. Many of the original studio owners came from a radio background. They built their own equipment, from consoles to compressors to equalizers, etc. They didn't have cost-effective manufacturing in mind when they created this equipment—they built it in order to make superior-sounding recordings.

At some point, other people in the audio community asked these pioneers to build equipment for their studios. The world of professional recording equipment manufacturing was born. While much of the original research and development was carried out by Bell Labs, many of the early studio owners took these designs to the next level for their own purposes.

BY FLETCHER



Teletronix LA-2

While today some "boutique" manufacturers still make some excellent equipment, a far greater number of manufacturers make relatively inferior products. Discriminating professionals find these latter products unacceptable and are always eager to lay their hands on tools that will help them get the sound in their head onto the tape. For many, "vintage" equipment belps them to realize their goals.

The term "vintage" is seriously overused, it applies very well to wine and guitars, but it does not apply easily to pro audio hardware. Whereas a '62 Chateau Lafitte-Rothschild is a dream to behold, and a 1960 Strat (the first year they made the freeboards in rosewood) can very well change your life. I have never heard of anyone who would consider a '74 Neve 8014 desk superior to the "72 version (or vice versa). Although a Neve desk may be identified as "vintage" by its owner, "old" is often the more descriptive (though arguably less flattering) term.

Of course, the fact that something is old and has tubes doesn't necessarily make it good. Transformers, Class A amplifiers, big knobs, faded paint, inability to pass a square wave, excessive second harmonic distortion or the need of a forklift for installation—none of these features necessarily makes a piece of equipment good. What does make it good is its usefulness in a given application.

Though I am a sales weasel by day. I am an engineer on nights, weekends and other days off. I have done major-label work, and have a few Gold Platinum records on the wall. I have chosen to approach this survey from the point of view of my engineering practice. Nowhere will you find the words "Mercenary Audio" (oops). What follows is a list of



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a few of my favorite things, and why.

A caveat. The history of the earlier days of our industry is for the most part undocumented. When I was first contacted by Mix to put together a guide to "vintage" equipment, I went through piles of manufacturers' original spec sheets, old advertisements, etc.—I found them to be almost completely useless. Most historical knowledge is passed on verbally and may be distorted along the line. With that in mind, I recommend that you take the following with great big handfuls of salt. Magazine articles are no replacement for experience.

MIC PREAMPLIFIERS

There are two major schools of mic pre design-tube and solid-state. We have grown to love many of the solid-state sounds and designs. In many cases they are superior to their tube counterparts. The tube models generally have a more distinct character. Let's look at some tube goodies first:

Perhaps the most popular (at the moment) are the German brown book standard units. They were built by a variety of manufacturers for German broadcast and were used by other manufacturers (most notably EMI) for their consoles. The V-72, V-72A, V-76 and V-78 are the most notable. (The V-74 is a line amplifier, V-73 a comp/limiter.)

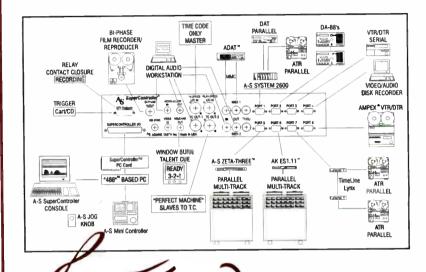
The V-72 is a dual-tube unit emploving two Telefunken EF-804S tubes. It has 34 dB of gain and a maximum output level of +15. This is especially good for high-output microphones like the Us7, U67s (pad removed), M49s, C-12s, etc. The V-72 offers a very musical shimmer at the top end, as well as a full tone and thickness. The V-72A used one E180F and one 5654 tube; it has 42 dB of gain and also a +15 output. This will work better with FET condensers (414s, U87s, etc.). V-72A amplifiers are found in the EMI REDD 37 Abbey Road consoles that were used on the Beatles recordings up to Sgt, Pepper.

The V-76 employs four of the EF-804S tubes. It has a variable gain for 0 dB to 76 dB. The V-76/80 has an equalizer (useless!), and a highpass filter (nearly useless). The V-76/M doesn't have these features and to my ears sounds a bit better. It is double the width of the V-72 and, coincidentally. about double the cost.

The V-78 is perhaps my favorite of the group. It has a variable input gain from 50 dB to 72 dB, excessive in most applications but controllable with a Shure Brothers variable mic pad, Its

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While we're on the subject of hen's teeth, MCI (Music Concepts Inc.) from Jeep Harned, the same dude who manufactured consoles and tape machines in the '70s and '80s, made a tube mastering limiter that can do some very cool things for guitars. It has the ability to keep the guitar sound as big is it can be, but through some special powers it seems to possess, it makes them get out of the way of the vocals. How does it know?

Tubes have become all the rage due to the inadequacy of digital storage devices. There are numerous solid-state units that will sound better in many applications than tube units. One of the unfortunate by-products of tube units is the fact that their attack times can be measured with a calendar. Many solidstate units, especially those employing opto-attenuators, will have a similar response. Some will not.

I believe it was during the late '60s that Teletronix was purchased by Universal Audio (all hail Bill Putnam!) and the LA-3A was born. The LA-3A is for many applications a solid-state LA-2A. It does have a different tone. While the LA-2A has an airy quality to its distortion artifacts, the LA-3A has a more solid midrange. It is a tougher-sounding

unit, fat as you could ever want, and it has the ability to take a sound and move it right to the front of the speakers.

Universal Audio grew to become UREL. and the LA-3A was improved to become the LA-4. The LA-4 has much clearer audio than the LA-3A, and greater function control. Now instead of

having input-dependent ratios, we could select between 2:1, 4:1, 8:1, 10:1 or 20:1. We were also trusted with input and output level controls, instead of the threshold and gain make-up controls given to us on the LA-2As and 3As. This gave us the ability to tailor our compression needs, rather than being at the mercy of the designer's idea of what we needed. Unfortunately, the designer seemed to know a helluva lot more than many of the unit's users, so this was not necessarily a good thing. This was the beginning for the potential misuse of compression.

Universal Audio also built a tube compressor known as the UA 175 (175b), which with added control became the UA 176. UREL came out with

a solid-state version of these and called it the 1176. The earliest models were silver-faced with a blue stripe around the meter. They featured push-button ratio selection 4:1, 8:1, 10:1, 20:1, as well as attack and release controls. These blue-stripe ones are still in favor with many well-respected engineers. Perhaps the best use I have heard lately of these units is by Ray Kennedy (Room and Board, Nashville), who recorded the Steve Earle & The Dukes' I Feel Alright album. I ran into Steve when he was playing in Boston, and he joked that they almost called the album 1176.

The original blue stripes were replaced by the black-face 1176 LN, LN allegedly stands for low noise; I think it stands for less noise. This unit has quadrupled in price in the past two vears. It's a great box with a unique. very present character to the sound. It's very easy to use, and it's a no-brainer to see why the unit has soared in popularity.

Like its predecessor, it has four ratio buttons, Mixer Michael Brauer (I'm sure he's going to put a contract out on me for sharing this information) told me about pushing in all four buttons simul-

adox - 160

• dbx 0 180 Ulai

LEVELING AMPLIFIER

dbx 160 and UREI/Teletronix LA-3A

LEVELING AMPLIFIER

taneously. Wow! It's the most aggressive sound I have ever heard from any piece, any time, anywhere. It's so cool, vou easily want to overuse use the effect, though I strongly caution against it. If you are brave enough to try the four-button trick, do not look at the meter without a healthy dose of Dramamine. It ain't a pretty sight. There were about four incarnations of the black face, but I'm not clear on the differences. I have found that the lower serial number models seem thicker in tone, while later serial numbers are a bit brighter and faster-sounding.

The 1178 is a stereo/dual mono version of the 1176 with single controls. It is a very useful item and has its own distinct character. I'm told that there was a black-faced version, but I have never seen one

On the 1176 LN silver face, the bean counters made them take out the input transformer (my conjecture), and the unit never had the same rich tone. The four-button trick doesn't work as well. either. It's still better than most new limiters on the market today, but not as cool as the black face. UREL made a similar error in judgment with the LA-4. although I don't find the silver LA-4 to be as bad as the silver 1176 LN. When it comes to UREI compressor/limiters, black is beautiful!

About the same time all that was happening, a small Mass, firm called dbx was making a comp/limiter called the 160. Like the LA-3As and LA-4s, it was two rack units (RU) high, and half of the standard 19-inch rack width wide, allowing for two units to be strapped together and rack-mounted. This is one of my favorite limiters for percussive instruments. We've all had to suffer through the drummer who gets excited at the beginning of each new section of the song—you know. the genius who hits the kick drum 2 dB harder at the head of each chorus. This is my favorite box for controlling that

excitement.

The dbx 160 has a tremendous amount of "grab," and when used sparingly, it can erase the dynamic range from almost anything. You have to be careful not to overuse it, but if used well, it will fix a lot of problems. The 161 is an unbalanced version of the 160, and it works equally well. It

can be balanced with a transformer; doing that will net you a slightly fatter tone than the differential balancing circuit in the 160. Use a good transformer! For best results, consult a tech who really knows analog circuits.

The 162 is a stereo version of the 160, operating on one set of controls. I have found its best use is across a stereo drum bus. It's not a favorite for the 2-channel mix bus, but your results may vary.

Units that are considered vintage, or are at least rarer in the world of solidstate, are Neve compressor/limiters. The original units were approximately 5.25 inches square and were delivered in the consoles, typically the meter bridge. They were not intended to be



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rack-mounted, or moved for that matter. The most commonly found are the 225 ± A, and 2254/E.

The 2254/A and 2254/E are almost identical, the difference being in the limiter function. The 2254/A has a fixed attack time, and the 2254/E has a selection between slow and fast attack. It you are at all handy and can read a schematic, it is not difficult to alter the attack time of the 2254/A to the slow attack time of the 2254/E (or so Burt Price in our technical department tells me). I find the slower attack time more musical. A variety of compression ratios are available on both units. The 3:1 ratio is my favorite, but

experimentation may lead you to a different conclusion.

The 2254s were found in the older (dark gray) 80 Series Neve consoles. When they changed the color of the desks to a lighter gray and began to employ black plastic knobs with various shades of blue in the knob insert caps, they added an extra "3" at the beginning of the model number. So a 32254/E is the same as a 2254/E except for the paint job.

The next model in the progression was the 2264/A, most commonly found. as the 32264/A. Whereas the 2254s are nearly square, the 32264/A is 1.75 inches wide by about 8 inches tall. The

functional differences between them have as much to do with tonal differences as anything else.

The fastest release time on the 225+ is 400 ms on the compressor and 100 ms on the limiter. On the 32264/A, the fastest release times are 100 ms on the compressor and 50 ms on the limiter. This gives you a whole new world of possibilities. Also, the stereo link facilities are right on the module instead of being an outboard afterthought as on the 2254s. The "A" or "B" link buses accommodate tying multiple units in a console.

EQUALIZERS

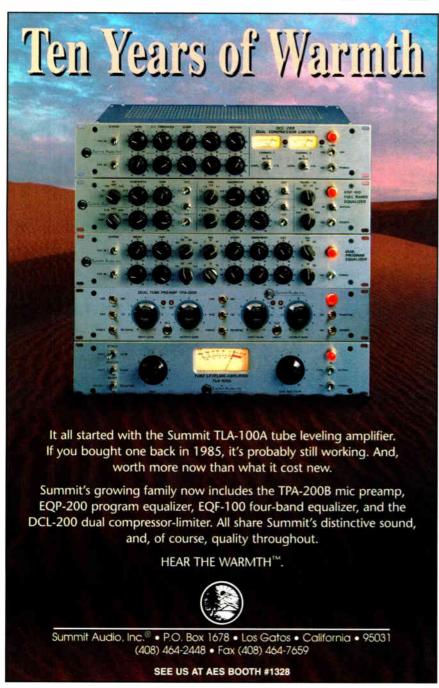
While we're talking about Neve stuff (pay attention folks, the numbers are gonna fly by at a fast and furious pace), the Neve 1073 is probably the most famous of all Neve input modules. It features a wonderful mic pre, line input and an equalizer, There are two other modules that could have been ordered. as alternates for the same console—the 1066 and its Cadillac sister, the 1084. The 1073 has a 3-band equalizer with a highpass filter.

The EQ points are: 12kHz shelving on the high band, six points in the mid band (7.2k, 4.8k, 3.2k, 1.6k, .7k, .36k), and four available frequencies on the low band (220, 110, 60 and 35 Hz). The 1066 has a 10kHz shelf on the high band, five available points on the mid (7k, 3.6k, 2.4k, 1.2k, .7k) and the same four on the low. It also has a highpass filter. Needless to say, the 1066 and the 1073 complement each other very nicely due to the variations in frequency

The 1084 has 10/12/15kHz selectable shelving frequencies on the high band, the same six points on the mid band as the 1073, and indeed the same four on the low band. It also features high- and lowpass filters, allowing you to have a bit more control over your high-frequency boost. The coolest part of the 1084 is the high "Q" switch available on the midrange band, "Q" refers to bandwidth—the higher the Q, the tighter the bandwidth. This lets you get a bit more specific with your midrange equalization.

A 1084 without a line input control, black plastic knobs/switches with light blue caps, is a 31102. This is the little fella found in the 8066, 8058, 8068, 8088, etc. consoles. (Yeah, there is a line input, but it's unbalanced and lacks control function; if you know that much this article isn't for you anyway.)

These are the primary 3-band mod-



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ules of the early 80 Series desks, (1 could write another thousand words on the subtle differences of the other models in this range, but I'll spare you.) They are also of the 1.75x8.75-inch frame size. The other frame size is 1.75x12 inches. The most common 3band module in that size is the 1064. It has the same function as a 1066 (EO points) except instead of a dual concentric frequency select/boost cut function, they are laid out on two separate switch assemblies. It is important to note that all of these models are Class-A designed throughout.

In the same frame size as the 1064 is the 1081. This is the powerhouse of Neve modules from a functional point of view. It has a 4-band equalizer that features multiple frequencies, selectable on the high and low frequencies, and a switch enabling both shelving and peak/dip use. The two midrange bands also have hi-Q functions, allowing remarkably specific equalization.

The beauty of most Neve modules is that Rupert Neve (everyone on your knees and salaam toward Texas, please) is so much smarter than the rest of us; he built modules that really couldn't be used to make things sound bad. There are generations of engineers who look like incredible geniuses because Neve wouldn't allow us the tools to screw up our audio. On the 1081 he gave us the tools, so I implore you to use the power wisely.

On a kind of technical note, the 1081 employed a Class-B output stage. There is nothing bad about the models with the "push/pull" output stages. They will not achieve the same rich, flowing lowend characteristics of their 3-band Class-A brothers but give a better low-end punch and a slightly "airier" top.

Most of the "broadcast" series modules I have heard have the same output stage. The 3115 has an equalizer comparable to that of a 1066. The 3114 has functions comparable to the 1084 (sans hi-Q switch). There are many more variations in this class; these are the two we see most often. Be very careful when purchasing broadcast series modules, because many of them have the dreaded 5534 IC chip. Basic rule of thumb: If the module runs on 15 VDC, it's a 5534 model and is to be avoided.

The equalizer in the 8078 console is called a 31105. For all intents and purposes it is the same as a 1081, except it has logic functions so you may put the entire console in mic or line input at the flick of a switch, instead of turning the switch on every individual input

module. In a 40-input desk, this will save you a bunch of time. This is a good thing.

Referencing the 10 Series input modules to the 1272 mic amp for a moment, you will find the same input. same output transformer and the same B283 gain card in the 1272 as you will in the mic section of a 1073 (etc.), thus it sounds the same. On consoles like the 8014, you will actually find the 1272 used as the talkback microphone amplifier. Most of the routing modules (1883, etc.) also have the same input and output transformers and a halffilled B283 card. As Mercenary has a few hundred routing modules in stock. we started building them into mic pre's (shameless product plug).

Personally, I really don't like equalizers much. I've always felt that if you're a really good engineer, and you choose your microphones and their positions on their staff. He invented the Helios console. The original desk from their studio now lives at Keith Grant's house. and the important bits were built into his custom Raindirk console. Grant is making some of the most exciting recordings (from an audio perspective) with these modules to this day. The original modules were used on Jimi Hendrix's Are You Experienced? album.

Olympic console number two was also built for Olympic. It can be heard on the Rolling Stones' Let It Bleed and Beggars Banquet, and a copy of the desk was made for the Stones' mobile truck for the recording of Exile on Main Street. Folklore says that Chris Blackwell of Island Records wanted his artists to record in his studios, but they didn't want to because he didn't have one of these cool Helios desks. Chris set up Mr. Swettenham with his own company and ordered the first five units.



Lang PEQ-4

wisely, equalization is unnecessary. Granted, when you need to work too fast, they are a very handy tool and, when used sparingly, will enhance your project. Most of the modern console manufacturers seem to agree with meotherwise their equalization sections wouldn't sound as terrible as they do.

Well, as long as we've opened up that EQ can of worms, let's spend a couple of minutes on some of the cooler old ones. Older equalizers tended to be closer to tone controls. They were regional devices.

The Trident A range module is one of the input modules that combined four-band function with wonderfully musical characteristics. Trident later came out with a single-rackspace, 3band fully parametric, which gives unknowing users the opportunity to make something sound bad. Caution is greatly advised, grasshopper.

Trident consoles were, of course, originally built for Trident Studios in London. The owners of Trident Studios allowed their staff technical department the freedom to go off on their own and start a console company. The world is a better place because of this decision.

During the late 1960s, the folks over at Olympic Studios (also in London) had a genius named Dick Swettenham

Mercenary purchased two of the Island desks for a client a couple of years ago, but they weren't quite as cool as the original "Stones" desks, in my humble opinion. Helios modules are still available in loose form and are well worth investigating for the serious audio professional.

The kings of equalizers for equalization's sake are now made in Virginia by a firm called API. They make an outstanding mic pre and, dollar for dollar, the best-sounding console under current manufacture, in terms of form without overkill function. (The Amek, Rupert Neve-designed 9098 is, in my opinion, the best-sounding desk that does everything but wash your car.)

API's equalizer design is as cool as a Neve, with its own (different) tone. Different, yes, but neither superior nor inferior. It can be chosen as the right tool for the job. When used wisely, the 550, 550A (a 550 with four additional frequencies) or the 550B (the new 4band version—same design principle, equally cool sounding with greater flexibility) are very powerful tools. The 560 (10-band graphic) just *rules*. Feel free to book Kooster McAllister's Record Plant Remote truck out of New Jersey to learn how great audio can be. His 48-input API console with 560 equalizAll trademarks are property of their respective holders.





Logic

... then it doesn't really fulfill its goal. It's not doing what I think it's supposed to do. As an artist, I feel like I haven't achieved my goal unless I touch that one person out there. I DO believe that spiritually sometimes things are given to me. I mean, a melody will pop into my head and I don't know where it came from. You know, it certainly didn't come from me.

I'm fortunate enough to have a studio so I basically can record whenever I want. And so the creative process is changed. I'm just making music. Whatever pops in my head is what I'm doing; whatever style it is, that's what it is. And I'll put the album together later. Well, that's a luxury. The diversity is what is important. But in all seriousness, if you don't have the tools to make this work right, it's not going to happen. To be able to express myself and do all of the myriad of things I wanted to do. - For what I CAN do and

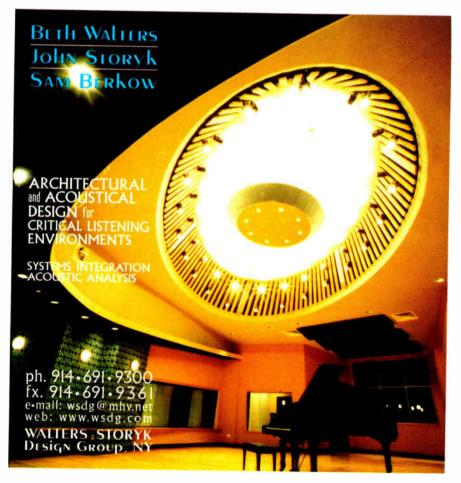
what I KNOW I'll be able to do in the future because there's product development going on all the time. - Seriously, I'm doing stuff I would n't have ever dreamed that I'd be able to do. It's not so much to do with a commitment to the product as much as I have a commitment to MY work, and the ar that I'm trying to do. -It keeps me going in music. It's like, 'MAN, this is interesting! I can do this; I can do that!"

George Duke





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ers changed my life. The rest of my days on earth will be spent trying to recreate what I heard in that truck.

It wasn't until the '70s that a couple of guys in Maryland added a bandwidth control. These smart fellas were Burgess MacNeal (currently of Sontec) and engineer/producer George Massenburg. The box they built was called the ITI MEP-230. It featured three bands of fully parametric EQ, plus a 10kHz shelf and a selectable 50Hz/100Hz low shelf. Even though it was parametric, it still seemed that no matter how hard you tried, you couldn't make anything sound bad. They made a console model as well, called the ITI MEP-130-same function without the shelving band, and amazingly musical for a parametric.

Both Sontec and GML build wonderful units. Both seem to be functionally based on this earlier design but have cleaned the audio to a "straight wire" type of sound. The GML seems to me to have a bit more spaciousness, but the Sontec is about half the price (±3 dB). Let me add that both firms are also building mic pre's and compressors that feature the same impeccable audio standards.

Parametric EQ is, for the most part, used badly. It gives the user the ability to phase-distort a signal into complete submission. Very few in our profession should be granted a parametric license. This is one of the reasons that older EQ designs are so sought-after.

Recently, the term "British EQ" has popped up in our vocabulary. The British equalizers that I have used are all so radically different-sounding that this is, at best, an erroneous term. Let's clue the marketing departments that there is as much of a British EQ sound as there is a British compression sound, as there is a British mic placement sound...ad nauseam.

Now that I've gotten that off my chest, let's talk about a few other old, yet cool, EQs. In other words, for those of you who will insist to your dying day that there is a British EQ sound, let's talk about New Jersey. New Jersey brought us a company called Pulse Technologies, Pultec for short. They made the ever- (and increasingly) popular equalizer called the EQP-1A.

Of course first there was the EQP-1, which had a bandwidth control on the high frequency, but the attenuation function for the high band worked off the same frequency selection control as the boost. The EQP-1A's high-frequency attenuation control worked off a separate switch. It was, for all intents



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and purposes, a lowpass filter that engaged at 20, 10 and 5 kHz. The highest frequency available on the EQP-1 was 12 kHz, while the EQP-1A allowed you to boost your audio at 16 kHz. (By the way, the EQP-1A3 is exactly the same unit as the EQP-1A in a two-RU form. The face plate was also the brushed-aluminum style as opposed the green of the EQP-1 and 1As.)

The EQ-H2 was very similar to the EQP-1-with 12 kHz as the top frequency-but it lacked the bandwidth control of the EQP-1. It was also two RU instead of three, so it looked a little less impressive. Like the MEQ-5, it was available in both "Pultec green" and brushed-aluminum faces. I have never heard a difference between paint jobs. The low-frequency selection of the EQ-H2, EQP-1, and the EQP-1A and EQP-1A3, were identical. The available frequencies were 20, 30, 60 and 100 Hz. The boost and attenuate controls had different bandwidths, so some very cool effects can be achieved by turning both simultaneously

The MEQ-5 was the midrange EQ, sporting two bands of boost and one of cut. It is exceedingly useful on guitars, bass and a few other instruments. Like

all Pultec equalizers, they were not active tube EQs. The actual equalization took place in a passive circuit; the tubes are used for an input buffer and gain makeup facilities for the inherent insertion loss of a passive circuit. Toward the last days of Pultec, they began to employ an API 2520 operational amplifier for this task. I have found that the Pultecs using the API 2520s are quieter and seem to have a punchier low-end characteristic.

Concurrently with Pultec, another New Jersey company called Lang was building equalizers in a similar manner. They had the added facilities of 20 kHz for a top frequency, and again to my ear, are sweeter-sounding than the Pultec. Their solid-state models were the PEQ-2 and PEQ-2A. The tube model was the PEQ-1. Not only do they sell for less (substantially less) than Pultecs today, but I find them to sound far sweeter.

Another manufacturer that made passive EQs was Universal Audio. Theirs didn't have the gain makeup facilities that the Pultecs and Langs employed but sounded no less brilliant. Not long ago, Bernie Grundman Mastering purchased all we could get our hands on, so you

need not believe a sales weasel like me to know that they *rock*.

WHERE TO LEARN MORE

There's a whole lot of stuff that was left out here due to time and space constraints. I've tried to answer the major questions I get asked 20 times or more per week. There is tons of theoretical information that was also omitted—frankly, if you wanted to be bored into submission, you could read the *Journal of the AES*. Of course, if you did read the *AES Journal*, you sure wouldn't need my *Reader's Digest* version of electronic design theory anyway.

In every city in the world, there is a saloon where the real engineers hang. You will learn more about audio theory in any of these watering holes than in any classroom. Hang with the pros, with your ears open and your mouth shut. Try everything you hear about and for God's sake, learn to hold your liquor.

Fletcher entered the world of recording in 1980. He started Mercenary Audio in 1989 with \$50 and a hangover. Prefers Harley Panheads to Blockheads, enjoys Tex-Mex cooking and recently took up audio-related sculpture.

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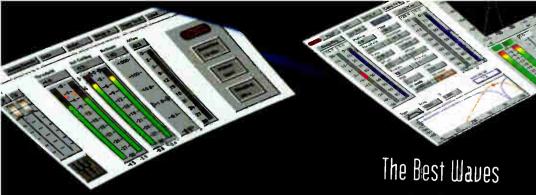
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4 CAPITOIS STUDIOS

by Maureen Droney

n Los Angeles, it's one of the first places an engineer thinks of when he or she has to book a room to record an orchestra. At Capitol they have the headphones, the mics, the music stands—but most of all they have the expertise. Capitol is also one of the first places you think of to call if you need EDnet capability for mix approval, or for a long-distance overdub. It's this combination of old and new that makes Capitol Studios unique. Having endured boom times and lean times in its 40-year history, the facility has once again pulled into the first rank of technologically advanced studios, while still managing to remain a bastion of tradition.

Capitol's glory days began in 1956, when it became the first studio in the world created to make "high-fidelity" recordings. The record company had been launched in 1942, the brainchild of three men: Hollywood music store owner Glen E. Wallichs, songwriter Johnny Mercer, and composer/film producer Buddy DeSylva. The '40s brought hits for the fledgling label by Stan Kenton, Peggy Lee, Dean Martin and, of course, Nat King Cole, whose single "Nature Boy" went Number One in 1948, In 1950, the original

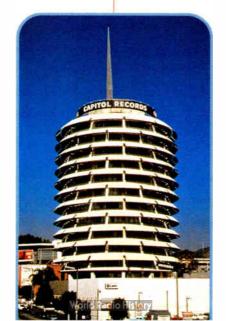
Capitol Studio opened on Melrose Avenue, and by the mid-50s, the chart success of such Capitol acts as Les Paul & Mary Ford, trumpeter Ray Anthony, Jackie Gleason (some may not realize Gleason was known for his romantic mood music, and has been called "the man who put the 'boom' in the baby boom"), satirist Stan Freberg, Frank Sinatra and Nat King Cole had provided the means to open the kind of ambitious recording facility the partners had always wanted. In 1954, plans were approved for the landmark Capitol Tower, and in January 1955 a controlling interest in Capitol Records was purchased by the British company EMI, thus aligning the new studios with those

other EMI-owned studios in London, which were to become the legendary Abbey Road.

HYGIENIC LEANING TOWER OF PISA

Although the base of the Capitol Tower is rectangular, the building was designed as the world's first circular office building, and it was also the first completely air-conditioned building in Hollywood. At the time it was called a "straightened, hygien-

ALL CONTEMPORARY CAPITOL PHOTOS: PETER FIGEN





shiny enamel. Space limitations and construction costs make live chambers a rarity these days, and those at Capitol are still much in demand-today they're

which were later replaced by Quad 8 desks, one of which remained in Studio A until the mid-1980s. The studios* inaugural session took place on February 22. 1956, with Frank Sinatra conducting a 56-piece orchestra in Studio A, recording compositions by Nelson Riddle that were released

ic version of the Leaning Tower of Pisa" in the press. Each of the ground-floor studios was floated on a layer of asphalt-impregnated cork to provide insulation from external vibrations. Wall panels and movable reflecting surfaces were constructed from birch wood on one side, and from Fiberglas on the other to provide for a selectable range of ambiences. Capitol, the first label to abandon the old acetate recording system in favor of magnetic tape, now owned the world's most high-tech studio facility.

Guitarist and recording innovator Les Paul designed the eight live echo chambers located 25 feet below the building's parking lot. Constructed of reinforced concrete, the outer walls of the chambers are ten inches thick, with 12-inch ceilings. They are shaped to be nearly trapezoidal, with contoured ceilings, and are painted with

even rented out via telephone lines to people working at other studios.

The three Capitol studios were originally designed by Jack Edwards and at the time included 3-track Ampex machines and custom-designed consoles.

on the Tone Poems of Color instrumental album.

Early post-production room



The late '50s saw 13 more albums by Sinatra, along with records by the Kingston Trio, Tennessee Ernie Ford. Gene "Be-Bop-A-Lula" Vincent & His Blue Caps, and soundtrack albums for the Broadway smashes Oklahoma. Caronsel. The King and Land The Music Man. The '60s brought more hits for Capitol Records—many of them recorded at Capitol Studios-by the likes of Wayne Newton, Bobby Darin, Lou Rawls, Buck Owens, Glen Campbell (including "Wichita Lineman" and "Galveston") and, of course, the Beach Boys (who, ironically, became the first U.S. major label rock group to move out of a company's in-house recording studios, thus spearheading the trend that led to the demise of most label-owned studios). Other '60s hits included "I Love You Because" by Al Martino, the cast album for Finniy Girl featuring Barbra Streisand and Bobbie Gentry's "Ode To Billie Joe," recorded in Studio C. Of course, the label's biggest sellers in the mid-60s. The Beatles, recorded at EML Abbey Road in London.

It's always a daunting task to keep a



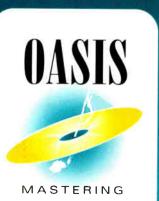
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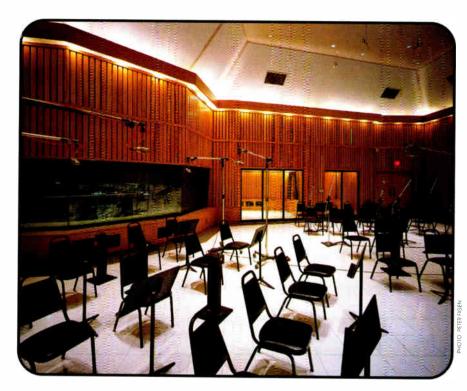
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Studio A

studio "state-of-the-art" while dealing with the high costs of new equipment, and that task became even more difficult when major artists no longer felt compelled to record at studios owned by their labels. In 1968, Capitol opened its doors to outside projects in an attempt to profit from that trend, but by the 1970s its studios were definitely the worse for wear. An upgrade of the rooms led to the purchase in 1977 of a 32-channel 8068 Neve with Necam 1 automation, a console that is still a selling point of Studio B, although these days it features Flying Faders automation.

The next upgrade came in the late

'80s, with a redesign of Studio A by Jeff Cooper, and the installation of a Neve VR SP with a film production module for LCRS capability. It was at that time also that a removable dividing wall was built between the recording rooms of A and B. The wall was put to use for the Frank Sinatra Duets albums, for which producer Phil Ramone worked from control room A, with most of the main orchestra in Studio A with Sinatra, while the strings were isolated in Studio B.

RECESSION AND HIGH OVERHEAD

By the time engineer/producer Michael Frondelli was hired as creative director

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of Capitol Studios in 1990, the complex was facing challenges that included an antiquated reputation, along with the continuing belief, even though it had not been true since 1968, that the studios were for the exclusive use of Capitol artists. Other problems included a general recession in the recording business and, particular to Capitol, very high overhead; Capitol is, to this day, one of the only remaining studios with a unionized engineering staff.

But there were also pluses. The studio had an excellent reputation for reliability, a plethora of new and old gear, and a staff that had expertise difficult to find anywhere else. Also onboard when Frondelli arrived were a skilled studio manager. Paula Salvatore, who had previously spent nine years running L.A.'s Sound City, and the highly experienced chief maintenance engineer Jeff Minnick.

"Labor costs were high," acknowledges Frondelli. "Capitol is union, with some engineers who have been working here for almost 40 years. But without their knowledge of some of these older mediums and formats that once existed, we wouldn't be able to move forward. You can't buy that experience. You can't even find it a lot of the time because it's just not out there. But we've got it. You know the phrase Time is money.' Well, with 50 or more players getting union scale, you need to know that things are going to work. Which is one of the things we've always provided at Capitol."

RECORDING TO 3-TRACK ON A 6-INPUT MIXER

Jay Ranellucci is one of those longtime Capitol engineers—he started at the Tower in 1957 and recalls how engineering experience was acquired back when he was coming up. "I started in the lacquer cutting room," he says. "then I was an assistant in the studios. I became a mixer when stereo first came out—we only had mono control rooms, so the stereo was done in another room with two microphones for the overall band effect, plus a feed from the various other mics that they were using for the mono. We were recording to 3-track on a 6-input mixer, so we didn't have that much to do! Some of the first sessions I did were Nat Cole and Ernie Ford. One of the nice things was we did everything at once. We didn't have to do a lot of overdubbing like we do today. It's more work in some ways to record everything at once, but with everyone there at the same time, there's

-CONTINUED ON PAGE 333

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GARY CHANG

PRAGMATISM IN THE MOUNTAINS



ary Chang's personal studio in Calabasas, Calif., ten miles from Malibu, is approached through the winding lanes of the sage-covered, perpetually amber hills that ring L.A. Designed as part of the house that Chang and his wife built in this exclusive, gated community two years ago, the studio occupies a large room in the rear with its own glassed-door entrance facing the pool and a garden vista of those same mountains.

Not that Chang gets to spend as much time as he might wish contemplating nature. An accomplished composer with a list of major studio credits behind him (including *The Breakfast Club, Under Siege, Attica, The Substitute* and *The Burning Season*), during our visit he is coming up for air between ongoing (and seemingly endless) re-edits of *The Island of Dr. Moreau*.

After graduating from computer, music and composition studies at Cal Arts Institute, Chang became a protege of both personal recording pioneer and electronic music maven Morton Subotnik and film score composer and record producer Georgio Moroder. He also played keyboards for scoring excursions by Robbie Robertson and Jack Nitzsche.

Chang's self-designed studio the third personal room in his career—is built specifically for film work. One large room makes for easy access to his many vintage

keyboards and Synclaviers for composing. A 40-input Soundtracs Megas console and its Mackie 1202 sidecar are easily within reach. The room is large enough to accommodate his longtime engineer and friend Brian Reeves (who has recorded and mixed for many high-profile acts, including a track on U2's Rattle and Hum) and visits by Pro Tools editor Richard Whitfield, son of veteran film sound editor Ted Whitfield. An adjacent machine room holds a Sony/MCI JH-24 multitrack and Tascam DA-88, both synched to a Sony ½-inch video deck via a TimeLine MicroLvnx system.

The burlap front wall covers a 16x8-foot, 500Hz bass trap; the rear wall holds strategically placed ART diffusors. The result, says Chang, is a recording and mixing room that's remarkably flat and requires little in the way of EQ, yet is far from sterile. In a home studio, vou're more interested in keeping noise in than vibrations out, and that's easier to do," The floor was built on 2.5 inches of plywood above an open space-sort of a stage. And its resonance has been subtly featured in several of Chang's compositions and recordings. "The challenge of a room like this is to find the best spots for each acoustical recording," Reeves says, "With the windows as reflective surfaces and this

BY DAN DALEY

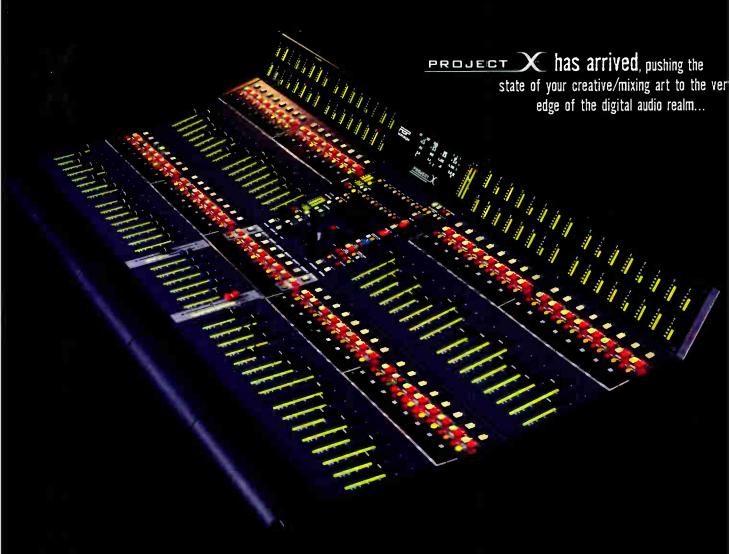
resonant floor, there's really more possibilities to this room than you might at first realize."

Other than the occasional trip to a large room for orchestral work (such as the string-and-choir sessions he did in Toronto on Moreau), he doubts he could work any other way. In addition to their talents, the reason I gravitated toward guys like Moroder and Subotnik was because they all seemed so relaxed in the studio, and that's because they were their studios," he observes. "A lot of us who entered the successful phases of their careers in film scoring in the mid-'80s were really the first generation to be completely comfortable with the notion of home scoring studios.

"This console was \$23,000 new five years ago, and it's more than fine for scoring a feature film on." he states. "The same goes for the Synclaviers. At this point I have no interest in reading more manuals, I look at new things to stay current. but I don't feel compelled to buy everything that comes out." Chang does, however, have some vintage outboard, such as his Neve 3104 Class A discrete mic pre's, and some Schoeps and Coles microphones. He also has the Dolby SDU-4 surround sound encoding unit, with three Meyer HD-1 monitors across the front and JBL THXapproved surround speakers on the ceiling, "That's just the way the music is also going for film in Hollywood," he says, "It's all going to surround.

What I really have to keep in mind is that I make my living writing little black dots on lined paper, and when the dots are good, money falls down out of the sky," he says. "So the personal studio agenda is not based on impressing anyone with equipment; it's based on getting the most out of what you're familiar with and making those little dots work for the director and the audience."

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Around the World by DAT

AN INTERVIEW WITH DAVID PARSONS

6 ometimes I say to myself, Td give *anything* to have a couple more mics, or an ADAT or DA-88 that was somehow more portable," David Parsons says with a laugh from his home studio in Wellington, New Zealand, where he has some rare time off before heading back on the road. "I could have eight mics and a little mixer, and then I'd feel more comfortable because I'd have more control when I got back home to my studio." Parsons is one of the premier field recordists in the world, having made such compelling and exquisite forays into the world of traditional music as the recent seven-CD series The Music of Armenia, the three-CD Music of Cambodia, two volumes of The Music of Vietnam, three CDs of Ritual Music of Tibetan Buddbism, and much more, mainly at the behest of Eckart Rahn's Celestial Harmonies label. Working in the field, Parsons has to travel light—his primary tools are a single

DAT recorder and a stereo microphone.

"Last year in West Java," Parsons says, "we did some Sundanese music that really needed multitracking, and believe it or not, we managed to find two DA-88s in somebody's garage studio there, so we used that, and it absolutely suited that kind of music. which was very demand- David Parsons ing. But in about 80 percent

of the projects we work on, if you try to take the musicians out of their local environment and into a recording studio, something really vanishes; it's not the same. For instance, in the Sinai Peninsula, at midnight, under a full moon, in a dried-up river bed in the desert, we recorded the songs of the Bedouin people, and it was absolutely magical. There's no way you could have gotten what we got in a recording studio. Technically, it might be a



Parsons in the Dip Tse Chok Ling monastery in Dharamsala, India

better recording, but it wouldn't have the feeling of these people literally coming out of the darkness to sing by the fire, passing their instruments around. It was wonderful."

Long before devoting most of his time to recording the rare in-



digenous folk music of the world, Parsons was busy playing music that was quite far off the beaten track. In his younger days, he played drums in various jazz-rock bands, "but I found that very frustrating," he recalls. Hearing a record by Indian master musician Ravi Shankar turned Parsons' head around, and he devoted much of his time for the next seven years to

BY BLAIR JACKSON

learning the sitar, culminating with a year in India "where I had to unlearn a lot of the things I'd learned on my own," he says. "In India, I was studying 12 hours a day, seven days a week, and that really opened up my ears. Before that, I was kind of tone deaf; I couldn't tell if something was sharp or flat. But I came away from it with perfect relative pitch, from having to learn how to tune those instruments properly and really listening. It was great ear development."

Parsons' next great discovery was synthesizers. He built his own synth studio in Wellington and began composing his own albums of Indian-influenced instrumental music. These records took on a new character after Parsons bought his first DAT recorder: "I was going to India, and I'd walk around with the DAT recorder picking up all sorts of sounds I wanted to use in my compositions. Then, my wife [Kay] and I were spending about three months at this Tibetan monastery [Dip Tse Chok Ling, in Dharamsala, Indial, and the monks said, Treat this monastery as your own and record and photograph whatever you like.' So I thought,

—CONTINUED ON PAGE 122

FACILITY SPOTLIGHT

THE LIVERPOOL INSTITUTE FOR PERFORMING ARTS

he Liverpool Institute for Performing Arts—"Sounds a bit lofty, perhaps, but the idea is that it won't be," says lead patron Paul McCartney of the new college he has helped finance; it is built into his old high school. "As I see it, LIPA is going to help those with talent, in various fields, realize and develop it."

Those fields include acting, dance and music, as well as a potentially significant (and already exclusive—enrollment is limited to 60 students) audio engineering program, which went from zero to 60 when its five brand-new rooms came online June 7. The two-year program offers a diploma in sound technology, validated by John Moore's University of Liverpool.

Despite being built into an old school—which had fallen into grave disrepair—the new, spacious interior of LIPA's campus resembles Oz more than an aging Liverpool landmark. A high-tech, magnetic card-swiping security system on almost all doors makes you feel as though you're touring FBI headquarters. Many millions of dollars have gone into this project, thanks to help from title sponsor Grundig AG and a long list of patrons, including Mark Knopfler, Carly Simon, Dudley Moore and Glyn Johns.

Getting the studios up and running on schedule was a daunting task for the head of sound technology, Jon Thornton, especially given the inaugural festivities that had been scheduled for the new facility: a Royal Open-



Jon Thornton with audio students at the Amek desk

ing with Her Majesty the Queen of England and a master class by patron George Martin on the new studio's first day of operation.

"It's a hell of a deadline," admits Thornton. "It's involved working 24 hours a day by the contractors responsible; at one stage, there were something like 23 men in there."

"From time to time, relationships got

BY STEPHEN WEBBER



a little bit warm between the contractors," Chris Simpson of the installation crew confesses with a smile, finally able to relax in the college's upscale, vegetarian-friendly cafeteria after the queen's departure. "One of the best routines was when we were crouched behind the mixer wiring up the main inputs and outputs on a couple of milk crates, and there was an air-conditioning guy that had balanced a scaffold board across our heads, and there was another guy poking a cable underneath us, so we had somebody working above us and somebody working below us. That was probably one of the most ridiculous moments."

OPENING DOORS & MAGIC CARPETS

Despite the obvious pressures, a Royal Opening has its advantages when trying to motivate subcontractors, according to Andy Baker of Marquee Audio, consultant and project manager for the audio and communication facilities throughout the building.

"It's amazing the influence it has on people when you phone them up," Baker says, "and they say, 'We can't get the doors to you for another two weeks,' and you say, 'You're going to get the doors to us next week be-

cause the queen's going to be here,' and it's gone right through.

INTERNATIONAL UPDATE

"We had a cleaner come do the carpet," Baker continues, "and the following morning it had white blotches on it. The foreman on-site called and spoke to the lcleaner's! receptionist and said, 'The queen will be here in 24 hours, and she's going to walk on your carpets!' and the person at the other end was going lin Monty Python falsettol, 'What, you mean the queen?' and the cleaners were suddenly back!"

TRACK TALK

And how did Her Majesty go about inspecting a new recording studio? "She

seemed interested, she asked questions," reports Thornton. "While we were showing her a modern 48-track studio, Paul McCartney was saying, This is wonderful, but we started with 4 tracks, and what the place is about is knowing that having 48 tracks is *not* where it starts, that it's just something you meet on the way,"—having that little interface together was rather nice."

In his small but bright glassed-in office, LIPA chief executive Mark Featherstone-Witty echoes McCartney's comments on having 48 tracks in an educational institution: "Well, do you really need them all? I guess you should be acquainted with them, but there is a





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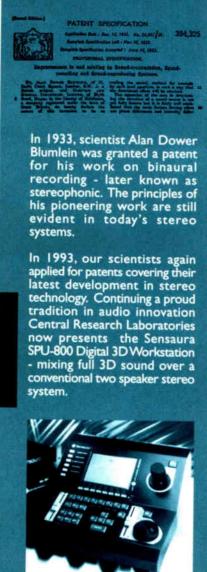
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sense in which you could say ingenuity is part of the creative process. We're delighted to have the gear, thank you very much Harman. That's wonderful, and we should have it. It's just a sort of more philosophical question.

"Our relationship with Harman has been very positive." he continues. "They've been kind enough to give us a 40 percent discount, which is a lot of money for as. And it's real money. When you're trying to raise money for a project, you quickly discover it's easier to raise money through goods being given in kind than it is real money."

LIPA council chairman Tony Field, who has years of experience as a successful producer for the London theater, answers the question of how much capital investment went into building the studios by saying, "Had we known it was going to cost what it did, we would never have done it! And all we can say is thank God we didn't know, because we've done it now, and we've got to find the money to pay for it, or at least the last bit of money to pay for it.

"I mean, it's almost like putting a show on," he continues, "Once you've reached a point of no return, you cancel the whole project at your peril. So you've got to go on, and you've got to decide whether this is going to be 100 percent perfect or not, and most of us want things to be pretty perfect, and the studios here are really very fine. We're very proud of them."

STUDIO TOUR

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split consoles; one Soundcraft Series 6000 and one from Malcolm Toft Associates, Series 900. The reasoning is that, in my experience, it's easier to teach the concepts of things like signal routing using a split board than it is to use an in-line board, though I personally find an in-line easier operationally.

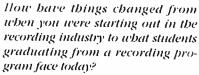
"Across the corridor the remaining three studios start to run into specialized

areas. For example, we have an audio post room, which is a 24-track room that has a Soundcraft DC2020 surround console tied to an Akai DD1500 hard disk editor, which is gaining a lot of credibility and acceptance in this country with audio post engineers for TV. That room has the necessary synchronization gear, screens, offline capability and a surround matrix on the desk to support ADR, Foley, sound to picture, surround mixing and premixing.

MASTER CLASS WITH SIR GEORGE

Producer George Martin has a new title: "Sir." On the Queen's Official Birthday in June, the "fifth Beatle" was knighted—just as the Fab Four became "Members of the British Empire" 30 years earlier (John Lennon would later return his MBE to Buckingham Palace in protest of the British government's support of the war in Vietnam). I sat down

at the round table with Sir George at the royal opening of LIPA.



Well, I'm a dinosaur, I started in the recording business in 1950, and in those days there was no such thing as stereo; there was no such thing as multitrack. You just went into a studio, and it was like a broadcast—you did a performance, and the aim was to capture [it] as faithfully as possible.

Nowadays, you make it up as you go along. And you have a tremendous amount of aids that we didn't have in '50. You have all the computer technology and digital techniques, and things are much easier. It's much easier to make a good sound now than it used to be. But that in itself is a trap, too, because people think that if you make a great sound and make a great production, you're okay, but of course that's not true.

You've got to have some good music and some good lyrics and a good idea in the beginning before



you even go into the studio, and a lot of people forget that.

When you come to a college like Berklee or LIPA to do a master class, what are the most important things you try to impart to the students?

I suppose the most essential thing is human relationships—establishing rapport between the producer and the artist. The producer must be aware of what the artist is capable of doing and must be able to tap that talent and bring out the very best in it. And he does it by a combination of talents. He does it certainly by knowing what is necessary. He should be skilled in music and know what tools he's using and how to use them.

But he's also got to be a bit of a wily one, he's got to be a bit of a diplomat, he's got to kind of kid the person along, because quite often an artist is nervous or uptight or not relaxed. You've got to be a bit of a psychologist, as well.

What was your involvement in terms of the actual studios here at LIPA? Did you make suggestions?

No. I gave them a rough idea of what I thought it should be, but -CONTINUED ON PAGE 122 Employee CD, R copiers of the Month.

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INTERNATIONAL UPDATE

"At the other end, we have a small room with two Yamaha 02Rs with a Mac computer running the two desks as if they were one, [with] some onscreen software which has a nice big graphical interface. We've kept as much as we can in that room in the digital domain, and we have 24 tracks of DA-88s and 16 tracks of Pro Tools available. Also [there's] a lot of permanently installed MIDI sound generators, and some fairly esoteric stuff: Waldorf Microwaves, Oberheim OBXs, as well as standard samplers and the current flock of MIDI expanders.

"The master control room is a 48-track room," continues Thornton, "where we've run 24 tracks of DA-88s with an Otari MTR90 2-inch 24-track analog, running Motion Worker for synchronization. So there's 48 tracks—47 and SMPTE. The console is new, an Amek Galileo, which is a 56-channel inline design. It has VCA automation currently, although we'll add moving fader automation when it's released for the console, which will be in about a month's time.

"Teaching automation is an awful lot easier with moving faclers. And the ability to disengage the motors introduces the idea of VCA consoles, which they will experience out there."

Andy Baker of Marquee Audio was responsible for specifying equipment throughout the facility, including the monitor systems. "The main system in the master control room." he says, "is a Boxer IV system. It actually was a second-hand system that was recovered from another client who was moving on to the new Boxer T Series. We've always liked the Boxer IV System. It's got a good reputation—BBC has them, The Hit Factory has some. We think it's one of the best top-end reference monitor systems in the world,

"When we got involved," Baker continues, "the syllabus was just being developed, and it was quite an exciting period as more and more members of staff came along, and they all had their input on exactly how the syllabus would be formed. It was obvious that even with five studios and all the other facilities LIPA has, the actual time pressure was going to be crucial. So we tried to keep as much constant through the studios as possible. They've all got very similar outboard, and a common recording format in DA-88 so that students can move from room to room easily.

PIERCE STUDIOS

The Pierce Room—owned by producer/artist Richard Pierce—went online this spring. Situated behind London's Hammersmith Apollo Theater, the facility is equipped with a Neve VR72 console with Flying Faders, two Studer 827 24-track analog tape machines, 32- and 48-track digital machines and the first dedicat-

ed surround monitoring system based on Dynaudio Acoustics' M4 monitors. The Pierce Room is housed in an art deco building once used for storing props for the Hammersmith Apollo and is linked via tielines to the theater, enabling bands to record performances without a mobile or temporary recording setup.





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"We've got audio tielines between all the rooms," Baker says, "as well as different control tielines for timecode and all that sort of thing. And that's not just within the studio complex—it goes into all the performing spaces in the building, so they can record live events as they happen."

Stephen Webber is assistant chairman of music production and engineering at the Berklee College of Music. He spent this summer as a visiting lecturer at Bretton Hall College of the University of Leeds. -FROM PAGE 114, DAVID PARSONS

Why not try to record an album while I'm here? which I did. That proved to be successful, and we've recently done our third album with the monks there.

"After that," he continues, "Gelestial Harmonies decided I should do this on a more regular basis for them. I don't have any formal training as far as being a recording engineer. The whole thing comes from being a musician and being interested in sound and being intuitive about recording techniques."

Parsons' field setup "has to be as simple as possible, because we go to all these remote places. Even a microphone stand is a luxury sometimes. So I

just take a Sony TCD-10 DAT recorder, which is their best without timecode, and the microphone is an AKG ENG stereo mic, which has that really silky AKG sound that I love. Obviously, there are some better microphones around, but this one has worked very well for me. Then, when I come back here to my studio, I have 16 tracks of Pro Tools and Sound Designer for editing and to fix and enhance things where I can."

Each recording situation in the field presents a different set of challenges for Parsons. First, before the recording even takes place, Kay Parsons handles most of the logistical matters: "She's very good at contacting people and finding out who does what; she does all the phone ringing and footpath pounding, as well as takes photographs," Parsons says. Then, in each country, "We try to find somebody who knows something about the music beforehand. We get a local person, and if we're lucky, we find an ethnomusicologist, and we get them to help us, act as an interpreter. We take notes and later give them to John Schaefer," who writes the lively and detailed liner notes for each CD release.

In many cases, once the "session" is set, Parsons' main task is to find the best placement for his stereo mic. Ideally, he'll have half an hour or more with

-FROM PAGE 118. MASTER CLASS these days recording studios are fairly standard, and they've done a very good job here.

I'm passionately interested in acoustics: and the actual hardware that you put into a studio, that's all incidental. But the qualities of a room are important, and there's no point in having a bad room with great equipment.

A lot of kids these days have no knowledge of what acoustics are like because they're dealing with discrete sounds. They don't know how to handle a band or a string quartet in a room, and it's the interaction of instruments within an acoustic environment which is so fascinating. I think, and makes for great sounds. I think it's a great institution, LIPA, and I think it's going to go on and do great things. And we should see a lot of marvelous talent coming out of it, which is, for me, the best reward of all.

—Stephen Webber

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the musicians and/or singers before he formally rolls tape. "I have one mic, so what do I do? Well, generally, in a group setting, the musicians balance themselves. Then I get the principal musicians up and they all listen to what Tve recorded, and I ask them how they think it should be balanced, and so sometimes we'll shift musicians around and try a different seating arrangement until we get it the way they think it should sound."

In the case of the incredible sacred choral music of Armenia (on The Music of Armenia, Vol. One), the choir had never been recorded before, "What amazed me," Parsons says, "is they didn't really have any appreciation of their own music. For instance, the choir sometimes toured outside of Armenia, but their repertoire consisted of Wagner and other composers. I said, 'Why don't you sing Armenian music?' And they said, 'No one wants to hear that, do they?' I thought they were joking, but they weren't. Armenian music is some of the most beautiful music in the world!"

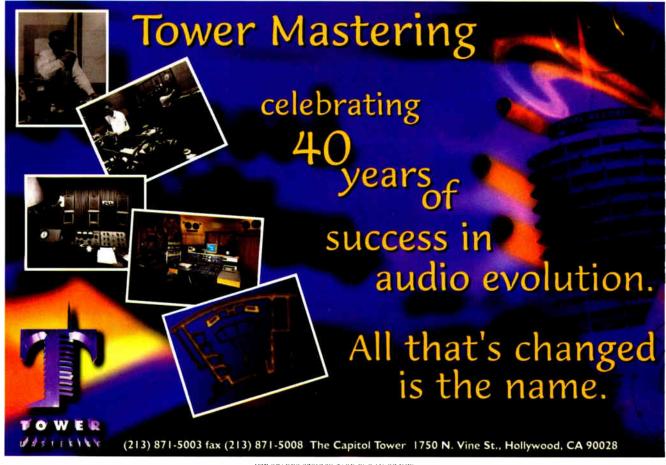
Parsons captured the haunting

strains of the choir in a lovely, centuries-old stone church, and he recorded some solo vocal music in a nearby cave. "The cave had so much reverb in it, it was like putting headphones on and speaking through a delay machine. As soon as you walked into the room, it was like you got a speech impediment; you couldn't speak properly because it was always coming back in your face all the time. We considered putting the choir in there, but I think it would have been too jumbled and confused, so we just put the soloist in there,"

Parsons says that far from being a dispassionate observer when he records, he allows himself to be swept away by the music; that's one advantage to having a simple recording setup. "I've had tears running down my face recording Armenian music, because of the sheer beauty and glory of it," he notes, "I'm a person who's not so much interested in the technical side of anything. It's more how the heart responds that I'm interested in, Sometimes I feel like I'm running around with a butterfly net and coaxing the notes into a microphone. I feel more like that than an actual technical engineer. With the Whirling Dervishes [of Turkey], I was absolutely mesmerized—it's such a glorious sight-and it was so beautifully relaxing and serene. There was no way not to be transported by it."

Usually Parsons likes to monitor the performances he records with headphones, but he says that "sometimes the music is far louder than what you can accurately monitor on headphones, and it becomes sort of hopeless. For instance, in Bali, where you might get up to 50 musicians to record with one microphone, it gets to be a logistical nightmare, with all the low-lows and piercing highs [in a gamelan orchestra]." Although he says he has no problem stopping a performance for technical or even performance reasons, "Take one is usually the best when you're talking about folkloric music because it has a kind of energy that is fresh and spontaneous. If you start saying, 'Well, I don't like the third chorus,' or, 'You're not projecting enough,' or, 'You're slightly off-key,' usually take two is even worse," he says with a chuckle.

What's the most difficult music to record? Without hesitation he replies, "The worst kind of music in the world to record in a field situation is Arab music, because the lead singer usually





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INTERNATIONAL UPDATE

claps or plays a drum, and there's no way you can stop them from doing that. You listen to it later, and it sounds like claps with vocal accompaniment way in the distance. With Sound Designer, I've been known to work on the claps a little, sort of like limiting, to get rid of the sharp transients that are dominating the overall recording level. It works to a certain extent, but sometimes you just have to live with it."

Pity poor David Parsons then, because many of his recent forays have been to record Arab music for an upcoming 12-CD extravaganza for Celestial Harmonies called The Music of *Islam.* At the time of our interview. he'd already recorded the Royal Court Gamelan in Indonesia, Nubian musicians in Egypt, the Bedouins of the Sinai, Gnawa music of Moroeco, the Whirling Dervishes of Turkey and he was awaiting word on whether he could go into Iran, Iraq and Pakistan. Sometimes the red tape involved can be daunting, not to mention incredibly time-consuming, "But usually I get a regular tourist visa and just go in and do my recordings," he says cheerfully.

And sometimes that's easier to pull off than others, "Usually I set up a recording situation," he says, "but there was one recording we've done in the last two years that was a totally pure, authentic ceremony, and it was a nightmare to record. This was in Marrakech. Morocco, and we recorded actual Sufi ceremonies of people going into trances and writhing on the floor and screaming, and so on. There was a woman walking around with a candle under her chin, and it wasn't burning her skin. I had to gaffer-tape the microphone to an orange tree, and in part of the ceremony they talk about how anything black is very bad—well, my microphone is black, so during that part of the ceremony, this lady rushed over and threw a white cloth over the microphone because people would attack it otherwise. I was sort of hiding up on a balcony worrying about my microphone, but meanwhile Kay was right in there shooting flash pictures of it all, and nobody seemed to mind. It was wild."

When he isn't traipsing about the globe preserving bits of the old world on magnetic tape, Parsons is in his studio either editing that tape, or helping make ends meet by writing music for commercials and documentary films on his arsenal of keyboards, which includes Roland JD990 modules, a Yamaha TD77

and a Korg WaveStation. He hasn't made one of his atmospheric solo albums (*Himalaya* and *Dorje Ling* are his best known) in several years, "because there's no time anymore. The [field] recording has taken over everything."

Not that he's complaining, mind you. David Parsons knows how lucky he is to be documenting for posterity the great but little-known musical traditions of strange and distant lands. After all, who among us has had an experience like this:

"In Bali, we had a recording booked with 15 musicians who had to drive three hours to come to the village temple for us to record them. And it was pouring with rain all day, and these guys were booked for the evening. I went to the man who was helping us out and said, 'Look, I don't think I can record in this kind of weather, and he said, 'No problem, I just got the local village priest to do a ceremony to stop the rain when you record.' So I said, 'Fine, okay, carry on.' And believe it or not, when it came time to record, right where we were there was a ring of absolutely clear sky and all around it was black thunderous clouds and rain, and for the whole of the recording session. not one drop of water fell. So I recommend to any field recordists, always take a Balinese priest with you!"

BITS & PIECES

UK

Camden Town's Soul II Soul Studios purchased a Neve VR Legend for Studio I. The Stone Roses also ordered a 48-VR Legend for their new studio, The Rosegarden, which is being set up in Bury...SSE Hire (Birmingham) has upped its inventory to include seven Midas XL3 consoles, two XL316 extenders and two XL4s. This summer, SSE provided gear to Tears for Fears, Tori Amos, Metallica and several UK festivals...Another leading UK sound company, Britannia Row (Fulham, West London), installed a new Audiomate moving fader system...Decca Recording Centre (London) has a new SADiE portable disk editor for use in location work. The system has already been used to edit the soundtrack of ICON Productions' Anna Karenina...Abbey Road Studios purchased three additional Digital Genius converters...Japanese record and music publishing company Avex opened a UK subsidiary in Soho.

-CONTINUED ON PAGE 349



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Delfeayo Marsalis

JAZZ GREAT, WHATEVER IT TAKES

elfeayo Marsalis, the fourth of six Marsalis children, has the kind of problem everybody wants. After producing a string of albums by his brother Branford, in addition to efforts by brother Wynton, Harry Connick Jr., Marcus Roberts, Courtney Pine, Terence Blanchard/Donald Harrison, as well as three sound tracks for Spike Lee films, he is finding himself too much in demand—not just as a producer, but as a jazz trombonist. He has released a solo album, Pontius Pilate's Decision, and he plays on Branford's Buckshot LeFonque. He has also collected sterling reviews from Boston to Tokyo as trombonist with drummer Elvin Jones' heavy-touring quintet.

Among Marsalis' most recent productions are the duet album Loved Ones, featuring Branford



time I hear a record, I'm trying to get a sense of

how they recorded it.'

from classic sessions and study the setups and mic placement, "to get the vibration," he says. "I try to know as much as I can, I don't always try

> to get one particular sound. I try to get a sound that is appropriate for the record. What I wanted to find out from the photos was what people did in different settings. What did Duke do when he was in L.A. and had a small room? What did he do at the 50th Street Studio where they did most of the older stuff? How did they record Lady in Satin and get that isolation on

Billie Holiday? How did they record Birth of the Cool? How were the musicians placed for Kind of Blue and Someday My Prince Will Come? How did they get that separation? Any

Have you talked to Elvin Jones about bow they recorded the Coltrane Quartet?

He described the setup to me, and it all made sense. Rudy Van Gelder did everything logically to minimize mic leakage. First, he started putting the piano mics in the sound holes. This became known as his trademark sound. Then he would set Trane and Elvin up opposite from each other, and McCov [Tvner] and Jimmy [Garrison] were opposite from each other. Just like north, south, east, west. But rather than put Elvin and Trane in the center, he panned one left and one right, because the energy was happening between them, and put McCoy and Jimmy in the middle. Instead of putting the lead horn in the center like everybody else, Van Gelder panned it left, opposite the drums. Not hard left, but there's a way you can capture the full sound of the instrument and have it mostly to the left.

How have jazz recordings evolved sonically?

Well, a lot of people prefer the mono records because the group



Lean on me: with brother Branford

and their father, Ellis; the soundtrack for John Singleton's new film, Rosewood, with a score by Wynton; and his own second solo record, Musashi, on King Records. A few years ago, he went into the CBS vaults to find photos

BY ROBIN TOLLESON



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PRODUCER'S DESK

really had to play together, into a few mics. When stereo came, there was heavy experimentation at first. Phineas Newborn's first recording on Atlantic in 1956 has a stereo piano. Atlantic would use room sound and no reverb. Contemporary [Records] recordings would have the rhythm section on one side and the horns on the other, like Sonny Rollins' *And the Contemporary Leaders*. CBS and RCA were the most commercial and used a lot of reverb. Instru-

wanted, man, I'd have a fit—because I'm really serious about getting the ultimate sound. We had an argument about Dolby at one Spike Lee session, when I just cussed everybody out. It was classic. If I was called into question by engineers, it would feel just like a personal attack on me. But now I don't take it personally. If someone is paying me, I want to give them the good vibe.

That quality wasn't as prevalent in me in the early years, because I was too busy fighting to get things to sound a certain way. If you believe in something,

Wind & Fire song once, and we never could get the sound to match right on my mixer. So I was always searching from that perspective. I began hanging out at local studios and was a nuisance. Then I went to Berklee, where I was even more of a nuisance. I owe Don Puluse and the staff there a lot for giving me a certain type of freedom.

Through Branford and Wynton, I eventually met great classical producers Thomas Mowrey and Steve Epstein. They gave me a lot of information. I would call whoever I thought could tell

me what I needed to know: Tim Geelan, Bruce Swedien, Teo

Macero, Rudy Van Gelder. Then in 1982, I was reading a book called The 1,001 Greatest Jazz Records, and there's a picture in it of Kind of Blue. I saw that it was recorded at a little church. I called CBS and got these Don Hunstein pictures, Wynton was always asking if we should add more midrange to the trumpet, or add EQ. I said, "You use these small studio rooms. Man, you've got to get to a big room." Because there's something about it, like the difference between a living room and a bathroom. Bathrooms generally sound live with all that porcelain. [Wynton] was about to record Hothouse Flowers. I asked where

he recorded his classical records, and he said, "Man, we do it in a big hall, a big church." There it is. That's where you do your jazz records.

Then Branford did Scenes in the City. They rediscovered RCA Studio A. and that was the beginning of good sound in the 1980s, in my opinion. Scenes in the City was the first jazz ensemble record with the big, open sound—Branford comes in with that first note. I'm still trying to get a sound like that. Oh Lord, it sounds like he's in the room with you. They used the bass direct back then.

You've referred to it often as "the dreaded bass direct."

That was actually in response to a letter to the editor in *Downbeat. Renaissance* was the first record we used that term on. Branford and I were talking about creating a microphone that you could attach to the bass to capture the true wood sounds of the bass. Because you hear



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ments were panned hard left or right or in the middle. They used a lot of limiting compression so that sessions could be recorded without spending too much time on the sound. Van Gelder experimented until he settled into his own version of what CBS was doing, and that became the norm until the electric instruments came in. In the '70s there was no real direction in jazz recording, and by the '80s we returned to the left/center/right approach, which seems to work best for jazz. Today the field is wide open to do whatever enhances the music the most.

What's been hardest to learn about producing?

Understanding about working for people. I learned how to just be understanding and make things cool in the studio. In my early years I didn't understand the concept of working for people. When I worked for Spike Lee, if they didn't record the soundtrack like I

a lot of times you have to fight for it. Did you learn your studio chops when you went to Berklee?

No. I started out in the sixth grade with a Radio Shack stereo microphone and tape deck. In tenth grade I saved enough money to buy a \$49 Radio Shack mixer and four mics. In high school, I was always recording things. I had to record a demo tape of Wynton. and I couldn't figure out why it didn't sound like the studio. I didn't know anything about reverb. We were in the living room, and he said there was too much air in his mic. I said, "Back up from the mic." You'd learn things like that. Recording my dad with one microphone. Hearned that it was better to put the mic at the bottom of the piano than the top, because all the sound concentrates in the center of the sound board. This I figured out laying up under the piano. Branford was trying to overdub a saxophone solo on an Earth,



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The Whole Truth and Nothing But The Truth

PRODUCER'S DESK

early Scott LeFaro records, and he was dealing with some bass tone. Even playing all these fast fantastic lines with Bill Evans, he still had serious tone. By the 70s, they had the bass direct and really just kept the electric sound and ability to play fast and didn't develop their tones. I wanted to use a bass direct—an amp on Ben Wolfe, because he's playing behind Wynton's big band. And he got indignant with me, refusing to use a bass direct. I was trying to explain to him that guys don't play like the old big bands used to play. If you really listen at Duke's records, the drums never overpower, no matter how hard Sam Woodvard is playing. The only song that I think the drums overpower the bass is "Pie Eye Blues," which is on Blues in Orbit. And that's the worst-sounding tune on the record, from a sonic standpoint. But the true beauty of the big band was that these guys all played in proportion.

Wynton's always talking to us about the old days, but the things that Wynton likes the most are when the musicians are just playing loud. I'm like, "What do you want me to do? Everybody's just playing so loud. Don't ever tell me about getting back to this old sound, because that's not what you're hearing." Ever since the

advent of amplification, everyone just hears things loud, and that's what we prefer. But Duke's band could play real powerfully, Jimmie Lunceford's band had power, and they weren't playing loud. They just had a tight sound. But the point I wanted to make is that I'm not opposed to the bass direct. I will use bass direct. I will use amps, I will use microphones, I will use whatever is available. People like to talk about trademarks. Well, my trademark is that I will use whatever is available. If it's one microphone, if it's your little tape recorder right here, we're gonna get a good sound with it. If it's 15 microphones, if it's digital, if it's analog, if it's 2-track, if it's DAT. whatever it is, I'll record on it. I liken this to playing music. To a student, I would say practice all of your scales, to a musician I say to hell with scales, play some music. Students should be able to obtain optimum sound using two or four mics, but in the professional world, use the technology to your advantage. Other than for two or three instruments, or a great chamber orchestra. I have no faith in the purist, minimalist concept in 1996,

You produced Wynton's Standards Time Volume 3.

The first and only record he really liked his trumpet sound on. But working with my brothers is a trip, because they want to fight against stuff so much. I asked him to play into the microphone, and he didn't want to because he's under this illusion that in the olden days guys played way back off the mic. This is not the case. We did this ensemble record where everybody's playing soft and restrained. I said, "Man, get up close on that microphone and I'll take care of the rest." He gets up on the mic, and it's the most beautiful tone I've ever heard. We did some tricks-he's playing a cadenza at the end of "Where or When" and goes for this high note, and I just turn the volume up and "cling," It's a majestic sound.

Are there jazz producers today who bave influenced you?

No. There are a couple of recordings that I like the sound on, but none of the producers seem to have a philosophy about what they do that yields any consistent results. That's what I don't like about a lot of those older recordings—no production individuality. The great producers of today, like George Martin, Teddy Riley, Babyface and Dr. Dre, are cats in popular music. These guys have their

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PRODUCER'S DESK

own sound that they create with these instruments.

My production was influenced by pop production. A lot of the Beatles stuff, Earth, Wind & Fire, Parliament, Led Zeppelin, some Stevie Wonder was a heavy influence on me. The Beatles especially because they had the perfect blend of technology and raw grit. They did everything: direct-to-2-track, varied instrumentation, overdubbing, editing, speeding up and slowing down tapes, multiple reverb and effects, and studio size manipulation.

What was the biggest challenge in producing the new album with Branford and your dad?

That was the hardest record I ever had to edit. A lot of the tunes are straight takes, but the tunes that weren't, well...[Laughs] They were recorded on two different days. The first day, my dad would stop playing at the bridge, and Branford would come in. The second day he'd play a full chorus, and Branford would come in at the top. The

choruses would be different tempos, so I'd have to do tricks to kind of make the tempos stay the same. I believe in doing whatever makes the best result. People are

There is a point after which technology can make music sound sterile, and I hate that as much as the whole contrived purist movement.

spending 15 dollars on a GD, and I don't buy that old myth of, "Oh man, it was done in one take!" I heard a saxophone player's record that was done in one take. To me, he should have done more takes. No one's ever come to me and said, "Man, there are too many edits on there," Because edits are designed to make you sound good.

A record is a fantasy automatically, so make it the best you can. You don't see people making movies saying, "Alfred Hitchcock did *Rope* in one-takes, 12 minutes each, so that's what we're going to do." If somebody can convey it in one take, like my daddy, fine. If you can't, that's fine, too.

There's a song called "Country Sun" on Miles in the Sky, and Tony [Williams] is playing the loudest drums ever recorded, and the trumpet is distorted, but the music is killing. They've got an out-edit where the tempo changes. Hey, it doesn't matter. A cat at Sony just told me that after Miles started recording with Gil Evans, he did overdubs on almost all of his records, with the exception of Kind of Blue. When he was doing In a Silent Way, Sketches of Spain, Filles de Kilimanjaro, Porgy and Bess, he did major overdubs. Does that mean that all these jazz aficionados are going to go throw their records away? "Man, Miles overdubbed, it's all some bullshit." Come on, man, give me a damn break. You have a responsibility to provide listeners

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with the best possible product by any means necessary. On the other hand, whoever put together In a Silent Way or Live Evil should be shot. It's obvious that Miles had nothing to do with those because he didn't think about music like that. Edits are in horrible, unmusical places. They just repeated the first tune at the end of the record—unacceptable. If you're going to make those types of decisions as a producer, you have to represent the artist's vision of music, and not everyone is capable of that. But I will say there is a point after which technology can make music sound sterile, and I hate that as much as the whole contrived purist movement.

What about those who believe that jazz should be spontaneous?

If that's the case, let's all do records straight to disc like a gig. Actually, y'all can do it 'cause I won't. The minute you change the instrument balance, use EQ, edit, fix a missed note or do more than one take, you are creating a fantasy. Louis Armstrong overdubbed on his recording with Duke Ellington, John Coltrane overdubbed on A Love Supreme, and that is by far one of the greatest recordings in jazz history. The fact that people do more than one take is testimony that everyone wants to sound good. If you found ten jumbled fragments of Shakespeare poetry, you have a responsibility to organize them, not based on how you think it should go, but how Shake would have written it. Take the student who wrote three movements of Mozart's Requiem. He did a great job, and no one remembers his name.

But classical music is written, and jazz is improvised.

To a degree. A producer who worked on one of Miles' later projects told me that they put together one of his solos, so it should be Miles & The Producers' solo. Only in jazz do we have this type of arrogance. Classical and pop producers have the right idea. They do whatever it takes to make an artist sound good. We have an obligation to The Creator to represent those individuals who have been blessed with the gift. Musicians, producers, writers are all human; great artists are not.

Robin Tolleson is a writer and musician living in Marin County, Calif.



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1006 AUDIO PRODUCTION FACILITIES SURVEY RESULTS

STUDIOS LOOK TO THE FUTURE

by Blair Jackson

hese are interesting times for the recording and post-production industries, and the results of Mix's bi-annual Audio Production Facilities survey reflect that there are fundamental changes occurring in the way studios operate in every level of the business. In the two years since we last conducted the survey, more studios have embraced (some reluctantly) modular digital multitrack recording as a low-cost alternative to standard 2-inch for some of their customers. Also, with the number of pendagates.

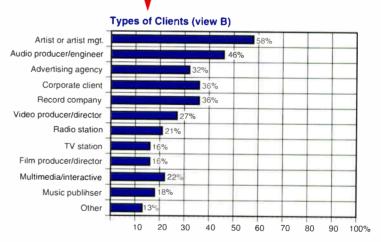
with the number of sophisticated home studios still on the rise, more and more studios have found themselves in the position of being finishing houses for projects begun at home—for drum tracking (or replacement of programmed parts), vocals and mixing on automated desks.

Overall, the mood among the survey's respondents was quite bullish. A whopping 80% said they are either "very optimistic" or "somewhat optimistic" about future growth in their segment of the industry (recording, post, mastering, etc.), and 65% expect their revenues to increase in the next year. About 25% noted they expect their business to stay at current levels, and only 2% think they will see a decrease in revenues.

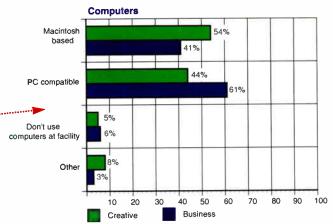
WHO ARE THESE GUYS, ANYWAY?

The largest category of respondents in our survey (see "Methodology" sidebar) described their primary business environment as an audio production facility (64%), followed by video/film production or post-production facility (16.3%), broadcast production facility (13%), remote facili-

ty (7.6%), corporate, educational or institutional facility (5.2%), duplication/replication (3.3%) and that perennial favorite, "other" (6.1%). Many of those who answered the survey fulfilled numerous functions at the facilities where they were employed. There was a nearly even number of people who said their main or secondary job function was being an owner/manager (74.5%) and those who described themselves as sound engineers/mixers (73.9%), with lots of overlap between the two designations. The other job titles



that scored most impressively were audio producer (53.2%) and musician/artist (49.3%). Other categories included audio post editor/mixer (28%), studio technician (27%), and sales and marketing (19%). Geographically, the most respondents came from the Northeast (37.6%), followed by the West Coast (37%), the Midwest (23%), the South



(13.6%), the South Central region (6.2%) and the Southwest/Mountain area (6%). Nearly half of the facilities surveyed (47.2%) have been in operation six years or fewer, but an impressive 24.8% have been in business for more than 15 years—all hail the survivors!

STAFFING AND SALARIES

Not surprisingly, the number of employees who work in each of these facilities varies tremendously: 39% have just one full-time employee, 21.5% have two or three, 10.1% have four to six, 3.9% have seven to ten, 3.5% have 11 to 20, 2.9% have 21 to 35, and 11.2% (!) have more than 35 full-time employees. 45.7% had one to three part-time employees.

Salary figures were down a bit from our 1994 survey, but as always should be taken with a grain of salt. There are a lot of folks who make more than these figures, and a bunch who make less, too. As they say, your mileage may vary. The mean (average) for staff producers or dis rectors went down \$1,000 to \$43,000; recording engineers also went down \$1,000 to \$35,000; assistant/second engineers stayed the same at about \$26,000; tech/maintenance-types showed the biggest decrease, dropping \$4,000 to \$34,000; sales/marketing personnel also dropped \$1,000 to \$38,000; and setup staff/trainees stayed at \$21,000.

BUSINESS AND EQUIPMENT TRENDS

The watchwords of the late '80s and early '90s, when the recording business was going through a major shakedown/winnowing were "Diversify or Die!" And indeed, many of the facilities that survived the recession years were the ones who managed to branch out into different kinds of services. Today, there are relatively

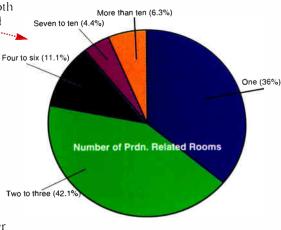
few music recording-only studios. The last decade has seen a large increase in the number of studios that have added audio post-production to their-list of services, and once again that category (encompassing both post for video and film) leads all others among services that

studios plan to add in the next year, with 18%. Second in that category is CD premasting/digital editing at 14.1% (no doubt fueled by a greater number of products in that area at lower price points). That was then followed by inhouse record company services with a surprising 12.1%, multimedia/computer graphics at 10.8%, and a number of other categories in the low single digits.

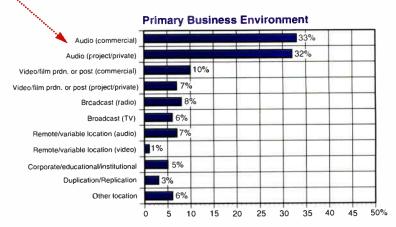
Are you joining the 3.7% of the respondents who are planning to spend more than half a million dollars on construction, remodeling and renovation next year? Or are you part of the 65% who plan to spend under \$10,000? That group also constituted the largest segment in expenditures in this category for the past year, at 74.6%. The second biggest group was the 11.1% who spent between \$10,000 and \$25,000;

16.1% plan to spend that amount in the next 12 months.

When it comes to expenditures for equipment, the figures go up in most categories. The largest is still in the under-\$10,000 group, with 38.7%, and 34.8% planning to spend that much on gear next year. Next was the \$10,000-to-\$25,000 range. with 29.1% saying they spent that much last year and 30.9% noting they expect to spend that next year. In the \$25,000-to-\$50,000 range, 14.5% said they spent that last year and 15.4% plan to spend that next year. Two percent of the facilities spent more than a million bucks in this category last year, and 2.1% plan to spend that next year.



In terms of specific equipment purchases projected by the facilities, the top categories of gear were CD recorders, 28.6% (only 27% said they already owned CD recorders); outboard mic preamps, 19.4%; multitrack digital audio workstations, 19%; currently produced microphones, 18.8%; soundproofing/acoustical materials, 16.8%; compressor/limiters.



16.6%; other signal processors, 16.6%; D/A or A/D converters, 15.3%; console automation systems, 14.6%; modular digital multitracks, 13.3%; and numerous other categories below that

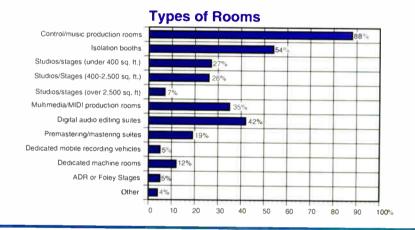
In the computer arena, 24.7% of the facilities say they are planning to purchase new digital audio processing/editing software, 20.6% are going to buy high-capacity hard disks, 17.7% rewriteable optical drives, 16.2% audio processing cards, 12.6% CD-ROM players and 11.1% DAT/cartridge storage devices.

Finally, when asked what business issues in the audio industry the facilities are most concerned with—and multiple answers were accepted—the top responses were staying current on technology/equipment (73.1%), marketing/promoting their business (47.1%), growth of the home—studio/project—recording market (41.3%) and pricing/studio rates (36.2%).

Blair Jackson is the executive editor of Mix.

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METHODOLOGY

The *Mix* 1996 Audio Production Facilities Report is based on the results of a survey mailed at the beginning of July 1996 to 1,000 randomly selected (*n*-th name) domestic *Mix* subscribers in the following circulation categories listed on *Mix*'s qualified subscription form, in quantities representative of the total number of subscribers in each category:

Facility Type % of List

Total Names by Category

Recording studios

(private recording studios, project-oriented commercial studios, commercial studios offering full production services, facilities specializing in MIDI/computer-based recording services, remote truck/location recording, and corporate/institutional/government facilities)

680

680

Video/film facilities

(production, post-production, remote truck, and multi-image production)
14%
140

Mastering-only facilities

1%

Broadcast facilities

(radio stations, TV stations, other broadcast production facilities)

11%

Music/recording school or program

6%

The questionnaire packages, which were mailed by an independent mailing service, each contained a four-page questionnaire, a cover letter, a \$1 bill, and a stamped return envelope. A reminder postcard was sent to the list two weeks after the questionnaire mailing. All completed questionnaires were returned directly to The Tab-Lab, an independent market research firm based in Portland, Ore, for processing and tabulation. Four hundred sixty-four completed questionnaires and 11 undeliverable questionnaire packages were returned by the survey deadline of August 2, 1996, for a total response of 47%.

Please note that not all respondents answered every question in the survey. The size of each question's response universe is indicated by the symbol Σ = (sum). The exact wording of questions included in the original questionnaire has been retained in this report.

For a complete survey report, please send a check or money order for \$15 (U.S. funds only) to: *Mix* magazine, 1996 APF Report, 6400 Hollis Street #12, Emeryville, CA 94608.

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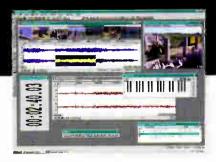
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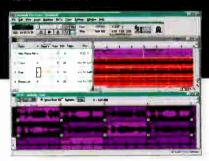


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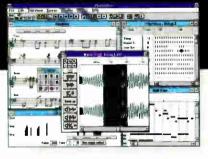
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PART TWO

[Last month, Mix covered the basics of codec technology, in the first part of a two-part series. This month, we present the various hardware platforms on the market—Ed.]

AUDIO PROCESSING TECHNOLOGY

APT's (Los Angeles) proprietary apt-X100 digital audio compression system uses a sub-band, adaptive differential pulse code modulation technique that enables real-time compression of I6-bit PCM to four bits; high-quality audio can be transmitted at data-transfer rates as low as 128 KB/s. The complete 4:1 encoding and decoding functions are housed on a single, ROM-masked AT&T DSP16A IC, known as the APTX100ED, which features variable sampling frequencies, selectable mono/stereo mode and an embedded auxiliary data facility up to 12 KB/s. Up to eight multiplexed channels can be fed into the input of the decoder; output selection is user-programmed. APTX100ED requires only "glue" logic for the timing circuits, interfaces and ADC/DAC.

In addition to its wide-scale use in satellite transmissions, ISDN links, storage media, broadcast automation, workstations and other applications, the apt-X100 codec can also be used to provide 5.1-channel DTS motion-picture sound. A timecode stripe optically printed onto the film is used to synchronize external CD-ROM drives that carry the digitized, data-reduced soundtrack.

The DSM 100 Digital Audio Transceiver provides simultaneous transmission and reception of full-bandwidth stereo audio over low-capacity digital links such as ISDN and Switched-56. It features a sample rate converter; integral timecode and RS-232 user data facilities; analog line and digital (AES/EBU) I/O; inte-

gral IMUX option for connection to synchronous modems, ISDN and Switched-56 networks; V.10/V.11 (RS449) compressed audio data interface; and a range of sampling frequencies from 16 kHz to 48 kHz.

The ACE100 PC Expansion Card provides software-selectable sampling rates from 7.5 kHz to 48 kHz: simultaneous real-time playback and record: analog and digital audio I/O; and optional Windows driver. The card plugs directly into the expansion slot of any IBM-AT or compatible system. Up to four times as much data to be stored on a PC disk drive; alternatively, uncompressed, 16-bit PCM audio can be recorded to or played from the hard or optical disk.

The new ADK200 PC Expansion Card supports simultaneous multichannel record/playback, individual channel processing, crossfades and multicard synchronization.

The MCE/D 800 encode/decode system provides distribution of up to eight channels of full-bandwidth audio over T1/E1 digital circuits, enabling the transmission of multilingual audio over networks that were designed to carry single-language audio. The MCE/D 800 is also suited for point-to-multipoint distribution and multichannel real-time studio applications.

The RMC 240 works with APT's WorldNet codecs to provide automated remote recording and playback of DATs and VTRs using RS-232/422 interfaces via the auxiliary data port, which is standard on DSM 100

BY MEL LAMBERT





CDQ Prima 230 by MUSICAM, Telos Zephyr Express, APT's DSM 100 Digital Audio Transceiver and MCE/D 800 8-channel encode/decode system





and DRT 128 systems. Keypad controls are provided for tape transport and toggle switches for modes of operation; the system also receives and displays timecode from remote units.

The DRT 128 Digital Reporter Terminal is a portable unit (with mic input and headphone feed) that provides simultaneous transmission and reception over ISDN lines at 16 and 32kHz sampling frequencies. An integral, two B-Channel terminal adapter is said to enjoy full telcom approval in 52 countries, while a 2-channel synchronizer and inverse multiplexer is capable of compensating for up to three seconds of differential delay.

A new codec, apt-Q, is described as a scalable, sub-band transform-based algorithm that will be offered with two practical levels of compression: nominally 12:1 and 20:1. Capable of delivering 15kHz stereo at 56 KB/s or 20kHz stereo at 128 KB/s, the apt-Q coding delay is approximately 90 ms. In addition to conventional transform-coding techniques, apt-Q uses a perceptual model that determines masking thresholds for not only the left and right signals, but also sum and difference; adaptive entropy coding is also used to provide a further stage of bit-rate reduction.

DOLBY LABORATORIES

Dolby (San Francisco) offers a trio of AC (Audio Code) Series codecs, AC-l was first used in 1985 for direct broadcast satellite applications by the Australian Broadcasting Corporation, and has since been adopted for other DBS services, satellite communication networks, and digital cable radio systems; data rate is between 220 and 325 KB/s per channel, depending on the application. A form of adaptive delta modulation (ADM), AC-1's data stream contains information not on the absolute value of the audio signal, but on changes in value from sample to sample.

AC-2 uses advanced adaptive 256band transform coding at a data rate of 128 or 192 KB/s per audio channel. A single Motorola 56000 DSP IC is used to perform 2-channel encoding or decoding for transmission links or disk recording. The process is used within the Dolby Fax system to transfer sound elements and mixes between post facilities via TI and dial-up ISDN phone lines. Several manufacturers, including 360 Systems and Studer Editech, offer optional AC-2 for increasing disk capacity and/or enhancing data throughputs to/from disk-based systems. (The





Dolby Fax and Dolby AC-3 systems

Dyaxis II system, for example, enables more than eight tracks to be recorded/replayed simultaneously from a 3.5-inch removable MO drive.)

AC-3 is described as the first perceptual coding scheme designed specifically to process multichannel digital audio, and has been providing 5.1-channel Dolby Digital sound for motion pictures since 1992; it was launched in 2-channel DBS applications in 1994. In addition to its use on consumer laserdiscs and the 525/60 Digital Versatile Disc systems (DVD for North America and Japan; the rest of the world will use MPEG-2), AC-3 has been selected to provide surround sound with HDTV broadcasts, which are expected to begin experimentally in the U.S. during 1997. AC-3 is said to be unusually versatile, in that parameters such as bit-rate and number of channels can be tailored to particular applications. All variations are based on the same operating principles, however, and have been engineered to ensure compatibility among formats and adaptability to future

Unlike other codecs, AC-3's data bits are distributed dynamically among the filter bands as needed by the particular frequency spectrum or dynamic nature of the program. According to the company, "A built-in model of auditory

masking allows the codec to alter its frequency selectivity (as well as time resolution) to make sure that a sufficient number of bits are used to describe the audio signal in each band, thus ensuring noise is fully masked. AC-3 also decides how the bits are distributed among the various channels from a common bit pool, [a] technique [that] allows channels with greater frequency content to demand more data than sparsely occupied channels, for example, or strong sounds in one channel to provide masking for noise in other channels."

Data rates range from as low as 32 KB/s for a single mono channel, to as high as 640 KB/s. Typical applications include 364 KB/s for 5.1-channel motion picture coding, 384 KB/s for 5.1-channel Dolby Surround consumer formats, and 192 KB/s for 2-channel audio distribution.

AC-M is a newly developed codec, based on a more "soft" data-compression ratio of between 2:I and 3:1, and which is used in the recently unveiled Dolby Digital Dubber. Designed specifically to record eight tracks of 20-bit material on removable media, including Iomega Jaz and magneto-optical drives, AC-M is said to be optimized for multiple record/replay generations. Initial tests have reported as many as 14 en-

code/decode processes being possible with no audio degradation.

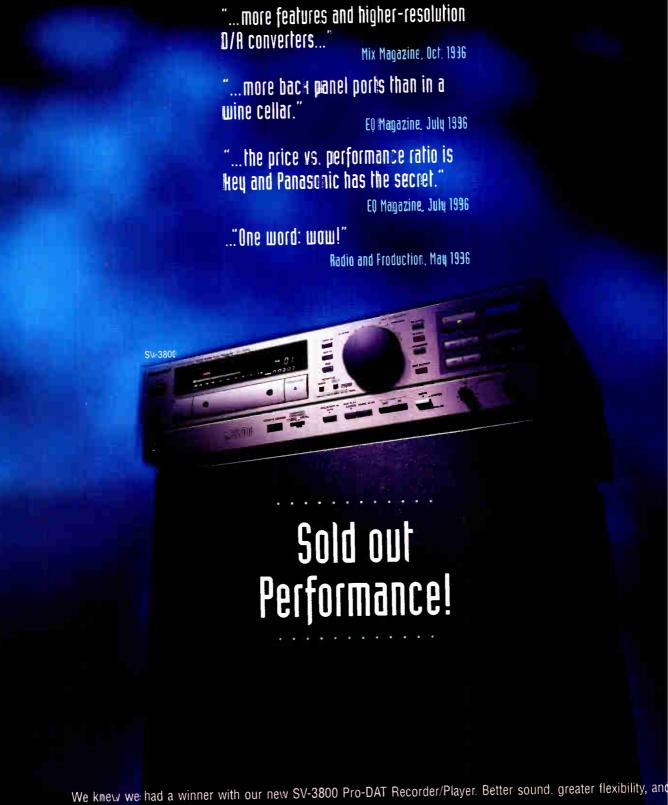
The Model DP521/DP522/DP523/DP524 family of 2-channel codecs can be used for point-to-point, point-to-multipoint and multipoint-to-point signal distribution; ISDN, Switched-56, T1 or DS-3 networks; recording/post-production studio interconnection with or without video; and voice-over and other applications. A multiplicity of AC-2 and -3 perceptual coding algorithms are supported to provide audio transfers at a total data rate between 56 and 384 KB/s. In the case of AC-3, single-channel, 2-channel and composite stereo algorithms are supported.

The Dolby Fax System enables users to exchange AC-2 data-compressed sound files or perform real-time ADR/voice-over sessions between remote locations using low-cost ISDN lines. Complete send/receive Dolby Fax systems consist of three rackmount units: DP523 Digital Audio Encoder, DP524 Digital Audio Decoder and ISDN Terminal Adapter/Inverse Multiplexer. To place calls, a Windowsbased dialing program is furnished with the system; alternatively, an optional palm-top controller can be used to control the ISDN unit. An add-on module transmits/receives both timecode and 9-pin machine control via the units' auxiliary data ports. For enhanced compatibility, the new DP503 Encoder handles not only AC-2/3-encoded material, but also MPEG-1 Layer II. (The unit also handles direct dialing through the terminal adapter, without the need for an external PC). The current DP524 decoder can be modified to handle MPEG-1 transmissions.

PHILIPS KEY MODULES

Philips (Bohemia, N.Y.) produces a series of MPEG-based codecs and related systems. Philips' Precision Sub-band Adaptive Coding (PASC), used in Digital Compact Cassette, is a member of the MPEG Layer I "family." The audio spectrum is divided into 32 equally spaced sub-bands; for each sub-band, the relevant part of the model is adapted according to the audio data it contains. Audio above the adapted hearing threshold is coded, while anything below it is ignored. Using such a coding scheme reduces the amount of a medium required to make an audio recording by a ratio of 6:1.

The Philips Real-Time Audio MPEG Codec can be installed in any PC, providing MPEG Layer I and Layer II audio encoding/decoding. Input is via S/PDIF



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digital port. Sample rate frequencies are between 11 kHz and 48 kHz. Input audio can be copied to hard disk at a bit rate between 32 and 448 KB/s (Layer I) and 8 to 384 KB/s (Layer II). Bit rate is user-selectable and defines the compression factor.

The SAA 2500 MPEG Audio Source Decoder supports all audio modes, bit rates and sample frequencies for ISO/MPEG-1 Layer I. It provides integrated audio post processing for control of signal level and inter-channel crosstalk, demultiplexing of ancillary data in the input bit stream, automatic digital de-emphasis of the decoded audio signal, automatic sample frequency and bit-rate switching in master input modem, and automatic synchronization of input and output interface clocks in master input mode The more advanced SAA 2502 supports Laver I and II of MPEG-1 and the MPEG-2 requirements for a stereo decoder, plus low sampling rate decoding.

Currently under final development is the Real Time Varybit MPEG Audio Encoder, which uses proprietary Philips algorithms. A single full-size card that can be installed in any PC, the unit was scheduled to be available by July/ August 1996.

MUSICORE is Philips' real-time audio encoder/decoder chip set for ISO/MPEG (Layers I and II) encoding/decoding, and was developed to enable hardware manufacturers to develop audio products. It is available as chip set, or as module with all components mounted on a small PCB. Digital I/O is managed via the Real-Time Audio interface via a fast-packet protocol and a few hardware control lines. The 64 KB Boot ROM contains the encoder and decoder DSP software; 32 KB SRAM is used for data storage. Encoding sample frequencies are between 16 kHz and 48 kHz.

MUSICAM

MUSICAM USA has been around for 17 years and has 12,000 codecs installed throughout the world (more than any other manufacturer), offering an improved version of Layer II, as well as Layer III and G.722. The flagship product is CDQPrima, a series of five codecs ranging from simple to full-featured, with bit rates up to 384 kb/s. Up to eight optical isolated inputs, and relay outputs, are provided, plus timecode. The system supports ISO/MPEG-2 Layer II at 16, 24, 32 and 48 kHz, plus ISO/MPEG-1 Layer II at 32 and 48 kHz.

Speed-dial addresses and other user features are also offered.

The company will also be showing new products at AES. RoadRunner is a high-quality, mono, portable codec for use in the field or studio. It is suited for voice-overs or special events, with 15kHz quality over a single ISDN B-channel. RoadRunner comes complete with a built-in Terminal Adapter and NT-1 interface. It speaks MUSICAM, Layer II, Layer III, G.722, G.711, and it

can be connected directly to an analog line for 3.3kHz audio when ISDN is not mostlyte.

The new Olympian is a portable stereo codec offering 20kHz fidelity from the field. Like the RoadRunner, it comes ready to plug and play. Olympian contains MUSICAM, Layer II, Layer III and G.722 at various bit rates. Unique with the Olympian is OMSS. Olympic Memory Snap Shot, a one-button memory system that saves all parameters

MPEG EXPLAINED

MPEG has its origins in the late '80s, when a JPEG (Joint Photographic Experts Group) standard for bit rate reduction had been developed for still images but was considered inadequate for moving pictures. To avoid a standards battle, the Moving Pictures Expert Group (MPEG) was formed to devise a suitable coding scheme for transmitting and recording moving pictures on a variety of storage media. A meeting in 1992 between the International Standards Organization (ISO) and the International Electrotechnical Commission (IEC) resulted in a standard for audio and video coding known as MPEG-1 (ISO/IEC 11172). MPEG-2 (ISO/IEC 13818) became a standard in late 1994. The main differences between MPEG-2 and MPEG-1 are optional lower sample rates (16, 22.05 and 24 kHz) and psychoacoustic multichannel encoding.

For audio, MPEG defines three operational modes known as Layers I, II and III, with each layer offering increased compression.

- Layer I is a simplified version suitable for consumer use, where very low bit rates are not necessary.
- Layer II offers more compression than Layer I, and has applications in consumer and professional audio, including broadcasting, TV, telecommunications and multimedia.
- Layer III offers even more compression, and extends MPEG-1 applications into specialist areas of professional audio.

Outside of North America and Japan, the new DVD consumer-video format incorporates MPEG-2 Layer II for multichannel audio. In addition, Variable Bit Rate (VBR) will be used to increase the encoding efficiency of audio and video. MPEG audio enables the bit rate used by the encoder to be adapted every 25 ms to the complexity of the sound being encoded. The more complex the sound, the higher the required instantaneous bit rate. Using VBR, the capacity required on DVD for an audio stream will correspond to the average bit rate required for that soundtrack. In contrast, a Fixed Bit Rate (FBR) encoder requires a bit rate necessary to encode the most complex audio information, resulting in low encoding efficiency for simpler sounds.

VBR is said to be no more complex to implement in the encoding hardware than FBR, as the output of the psychoacoustic model is the required bit rate per sub-band necessary to code the signal without artifacts. In fact, using FBR requires the encoder to perform additional actions to adjust the bit rate to the desired fixed rate. At the decoder, additional complexity required for VBR is zero; in practice, many of the existing MPEG audio decoders already support VBR.

The MPEG-2 bitstream has been designed with enhanced compatibility. The minimal number of channels to be reproduced is assumed to be two, for stereo. A first extension provides additional information with which it is possible to retrieve the 5 (+1)-channel information; with additional information in a second extension, it is possible to reproduce the full 7 (+1) channels. This compatibility is achieved by employing matrix techniques during encoding and decoding. The low-frequency enhancement signal is transferred as a separate channel, since it only requires a small number of encoding bits.

recorders came up. Weston and Daniel had worked together on several films since meeting during location work on Stanley Kubrick's *The Shining*.

"We looked at one of DB's 8-track AMS AudioFiles, which would have done the job, but is far too big to wheel around on a trolley," says Weston. "A smaller option was the SADiE Portable from Studio Audio & Video, which I'd seen at the APRS exhibition. I didn't have too much time between films, but I went up to their premises and checked that it could do what we wanted and ordered one. It was a bit of a chance, as I'd never used one and I don't think it had been used in this way before."

The SADiE Portable is a compact, customized Pentium 75 PC running SADiE Version 3 software. It features SADiE electronics and a color LCD screen; audio storage is on removable SCSI hard drives.

The music tracks were recorded in London—orchestral beds at CTS in West London; vocal tracks at Whit-

field Street and Metropolis using a Sony 3348. The digital multi-track was then submixed to a 3324 at Metropolis to provide eight tracks for playback: stereo orchestra, vocals spread over four tracks, and two tracks containing 25 fps timecode and 'Speaking Clix,' a technique developed by Daniel that uses a spoken count and a pip on the frame every two seconds. The system makes the film editor's job easier when laying up musical tracks against pictures—par-

ticularly on multiple repeat sections, when it is not so easy to ensure that the right chorus has been selected,

The digital control track was run at 30 fps nondrop-frame timecode. The 25/30 fps timecode tracks were needed because a decision had not been made on whether to post the movie in the U.S. or Europe, though it had been decided that it would be edited on film.

The 8-track submix was designated the playback master. From this, copies were made onto Tascam DA-88, DAT, Exabyte, 1/2-inch tape (Nagra) and CD-R. The Exabyte was used to load the audio into the SADIE, while the other formats were primarily for backup and keeping location options open.

As the music tracks arrived, they were loaded into the SADiE by Colin Codner, who then had to start marking up the songs line by line and locating cue points.

"We had a songbook known as 'the bible' that contained all the songs with each lyric line numbered," recalls Codner. "All the cues had to be entered and the songs broken down, with onscreen sections named. It was essential to check in great detail where the recorded tracks differed from the bible and note all those changes. This took about four weeks to complete."

Codner acted as sound playback operator for the shooting. He wasn't familiar with the SADiE before and had to take a hurried course in it and learn the rest on the job.

Due to shooting schedules, there was no time to check out how the complete system would work in practice—this was very much a seat-of-the-pants operation. Weston managed to tempt Daniel away from his management desk to act as technical backup, which was doubly important as there was little technical expertise to be found at the shooting locations. It wasn't until the start of shooting in Buenos Aires

that a method for running the systems fully evolved.

On the set, the SADiE sat on an Urstacart, along with a Soundcraft 8-channel LM1 mixer, which was used to create the playback mixes. Splits of the SADiE outputs fed a loom heading to a second Soundcraft mixer, which was used to create a mono mix of the playback for rushes, which were recorded on one track of a Nagra-D digital recorder, with a second Nagra-D running as backup. The remaining tracks on the 4-channel Nagra-D were used to record the Speaking Clix and two from location sound.

Despite having been apprehensive about the SADiE's performance on location, Weston says it worked very well. In fact, the spare system that had been lent as backup wasn't used. Codner took the precaution of ensuring that SADiE operated under an umbrella; he also had a screen hood made up so that the color LCD screen was readable in intense sun-

light. The SADiE was run continuously on a UPS fed by a small generator until mains power was available on set. The generator setup enabled playback during rehearsals while set lighting was arranged.

"We racked out a truck thinking that we might have to run it inside, but it was always used outside," says Weston, "Initially, we had some problems with the removable hard drives, but

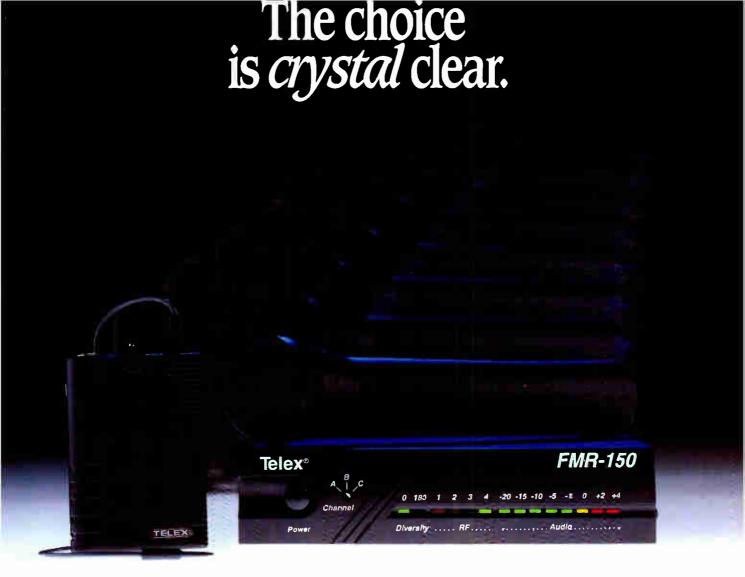
we overcame that. A 'tropical box' we had built with extra fans wasn't needed, and the unit worked in all the location conditions, including sand and rain, from the 90-degree heat of Argentina to the snow in Hungary,"

There was one minor technical hiccup in Hungary when the SADiE wouldn't play from its hard drive, but a call to an emergency backup number at SADiE in the UK resulted in Codner and Weston "fixing it over the phone"—a multiway ribbon cable had worked loose—and the system was fixed before shooting resumed. The fact that so much of the other equipment proved troublesome on location, mainly due to rough handling while shipping to Argentina, says much for the SADiE Portable's reliability.

Audio playback on set was distributed either by Bose 822 speakers or by Garwood Radio Station in-ear monitor systems, depending on the situation and the artist. Whenever possible, the Radio Station in-ear system was used, but sometimes a close-up would show even the very fine filament antenna cable to the ear piece. To overcome this obstacle, the crew created an induction loop in the form of a loop of cable plugged into the Radio Station receiver. This loop was placed around the artist's neck, and an antenna-less induction ear piece was used to pick up the signal from the loop. In situations requiring a large number of induction ear pieces, a cable induction loop was placed around the feet of the artists and fed from a power amplifier.

In one scene, Antonio Banderas was placed on the back of a truck and directed to lip sync to a long lens. "I'd built some 'hot boxes," says Weston, "a speaker box containing a JBL speaker, a car amplifier and a lead acid battery. We attached a Radio Station receiver to the hot box and hid it on the truck. Banderas could adjust the playback level from a controller in his pocket, and we sent the playback signal through the Garwood from 300 yards away.

"In some situations, the Garwoods were used in place of cables," he continues, "Alan Parker doesn't like to hang

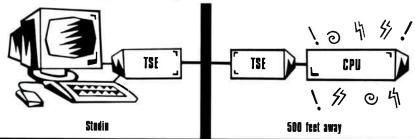


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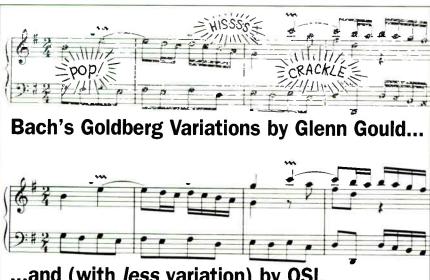
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around, and so it was easier to send sound to the video assist by the Radio Station than run out a cable. During the 'Requiem' scene, there is a funeral procession that stretches for about 500 yards. We set up four playback stations along the route, each with four Bose 822 cabs and a Citronic 1,200-watt amplifier. The two nearest to us were fed with cable, but the furthest two we fed by Radio Stations, and they worked very well."

The advantages of a hard disk replay system were also demonstrated in the same scene. "The 'Requiem' for the funeral scene lasts one minute, 40 seconds, but it takes far longer to move several thousand people along the procession," says Weston. "We were able to instantly loop the music to create the right length for the shooting, even though it will be shorter in the movie."

There were a couple of playback scenes where the SADiE wasn't used. It was decided not to use it in a bus traveling around the streets, not because of the powering requirements but because of fears that the computer might not survive being violently bounced around. In such cases, playback was from 1/2-inch tapes, which had been compiled on the SADiE to cover most eventualities.

From the initial brief that there would just be just a few lines of dialog, much changed, as did the requirement to record live vocals. It was originally planned that just two songs would be shot with live vocals from Madonnathe epic final scene from the Casa Rosada balcony and the death scene. Eventually, far more was recorded live, either with "silent playback" using the Radio Stations or induction loop, or sung totally unaccompanied. In one case, musical director David Caddack played electric piano on the set following the live vocal. This was fed DI to the Soundcraft mixer and then to the Radio Station and Madonna as "silent playback," leaving an option for the orchestra to be overdubbed at a later stage.

Because of the importance of the vocals, a number of mics were tried out. The basic location mics were all Sennheiser MKH Series-70, 60, 50 and a 40. A Neumann U47 was tried for Madonna, and it proved a better-sounding singing mic, with a rounder, warmer sound. However, in the quieter scenes, the U47 picked up a lot of camera noise and was unusable. The crew therefore returned to using an MKH50 for all vocals, which they found good at minimizing noise while still effective as a quality vocal mic. A few songs



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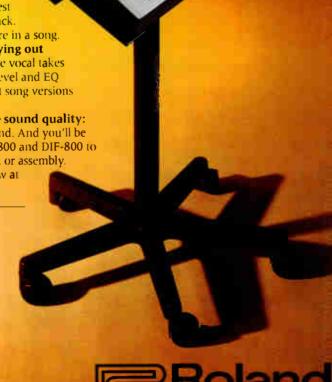
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needed the use of radio mics hidden in hair or on costumes: either Trams or Sanken COS11s were used to feed Audio RMS2000 UHF transmitters.

Weston is confident that many of the live vocals will turn up on the soundtrack. "There is no way that you can match the sound from the studio floor or the location with that of the recording studio, even using the same mics," he says, "The tracks we did live certainly had a lot more emotion and performance. They also had the location ambience, which Alan Parker prefers to the very up-front vocal sound sometimes used in musicals. But the decision will be made in post-production."

The grand finale, "Don't Cry For Me Argentina," was a major production on all levels. Five thousand extras packed the square in front of the Casa Rosada as Madonna appeared on a balcony above. Wearing a very tight dress, Madonna was understandably reluctant to use the Radio Station pack. Instead, she wore an induction receiver, and a monitor mix was sent via Radio Station to an amp on the balcony, which in turn powered an induction loop at her feet. In other takes, a pair of speakers at Madonna's feet provided playback cues. In all, 14 speakers were used to bounce sound off the buildings in the square for the nighttime scene.

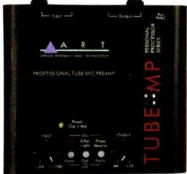
Daniel says that the Argentinean crowd was remarkable. "It was more like having 5,000 actors than extras. Because many of them had lived this story, it was very real to them and they reacted accordingly. Our local drivers were crying, and the hard-bitten crew weren't far behind. It was just incredibly moving.

After Argentina, the production moved to Hungary for further location work and interiors. Budapest has a 1950s character that Buenos Aires has largely lost, requiring only the addition of a few palm trees. The final stages of shooting were handled at Shepperton Studios in south West London.

At the completion of shooting, sound editor Eddy Joseph and music editor Graham Sutton were appointed to pick up from where the production crew finished. While a complex task still remained, with much re-recording, overdubbing and synching of the music and songs, the early reports from the editors confirm that the care taken over the use of timecode and 'Speaking Clix' has paid off and is working well.

Keith Spencer-Allen is a freelance writer based in London.

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Realizing The Music for

rine Larry Blake

t's hard to think of a wellwn classical composer whose 🕏 not been portrayed in a theatrical film. The reasons seem obvious: What makes composers special is their ability to communicate through music, and no other art form has film sound's ability to bring music to life with such dramatic effect.

Most film music biographies look at famous composers, and the audience brings their preconceptions and (presumably) affection for the music. In addition, the life stories are usually known by many viewers, so they usually have some idea of what they're in for. A film bio of a virtually unknown performer would seem to be a tall order indeed, unless the film synergistically uses the music and the subject's life to a conesive emotional end. Shine, due out in the States this month, fits the bill.



David Hirschfelder



Ricky Edwards



Melbourne-based composer David Hirschfelder was approached three vears ago by Hicks to be the musical director for Shine-not only to write the underscore, but also to handle the artistic and technical challenge of bringing Helfgott's playing to the screen. Hirschfelder, who is best known in the U.S. for his work on Strictly Ballroom,

collaborated with assistant music director Ricky Edwards, whose responsibilities included, in addition to all music editing, playing the piano on several pieces and conducting the orchestra during the recording sessions.

Hirschfelder met Helfgott in late 1994 at a recital at his house two hours north of Sydney, "To work with him as an

artist was a challenge because I couldn't sit down and have an analytical discussion. You have to jump into his zany. poetic way of communicating, like turning words into little phrases. We would talk about the pedaling of a piece, and he would say, 'Should I clean this here, should I clean this here? I worked out that he meant double-pedaling (or

POST-PRODUCTION AT SOUNDFIRM

The sound editing, Foley recording, dialog editing and all re-recording were done at the Melbourne facilities of Soundfirm Pty Ltd., the prominent Australian post-production company with studios in Sydney and Melbourne. The great majority of wellknown Australian films of the past 13 years have been finished at Sound-

firm, including Babe, Mad Max II (The Road Warrior in the U.S.), Dead Calm, "Crocodile" Dundee, Strictly Ballroom and Priscilla, Queen of the Desert. Soundfirm is headed in Melbourne by rerecording mixer Roger Savage, with the Sydney offices run by mixer Ian McLoughlin.

Sound editing at Soundfirm is on their proprietary EdiTracker audio workstation, which the company developed in the late '80s and has used on all of their films since Lorenzo's Oil in 1990. Running on a 386-based PC, EdiTracker uses a touchscreen for primary editing control. Al-

though the company is discontinuing further development of EdiTracker (and scouting around for a system to replace it in their Melbourne and Sydney facilities), Soundfirm has continued to develop filmmaking technology for its clients. Prominent among them was a hard disk playback system originally designed to help Kennedy-Miller Films in shooting Babe in 1994. Recording a feed from the film camera's video tap, EdiAssist allows a director to preview the effect of shooting off-speed (from the standard 24 or 25 frames per second). A rehearsal can be played back as if it had been shot at speeds from 1 to 500 frames per second.

Shine was handled by just two

sound editors at Soundfirm, Gareth Vanderhope cutting sound effects, and Livia Ruzic editing dialog and ADR. There was some discussion of sampling mechanical sounds of fingers hitting keys and feet pressing pedals for Vanderhope, to be triggered by Ricky Edwards' final edited sequences. Although time constraints



Re-recording mixer Roger Savage (left) and Gareth Vanderhope at the Harrison SeriesTwelve, with MPC monitoring section

ended up precluding this idea, Vanderhope was able to do something of this nature during the solo piano passages of Rachmaninoff's Piano Concerto No. 3 when he did sync Foley using recordings of fingers hitting keys. (This scene is reminiscent of another bravura piece of sound editing and mixing: the premiere performance of Beethoven's Symphony No. 9 in the film Immortal Beloved.)

All edited units were delivered to and premixed on the DTRS modular digital multitrack format using Tascam DA-88 machines. Soundfirm's primary Melbourne re-recording stage has a 48-input Harrison SeriesTwelve console with the monitoring section from the Harrison MPC console. The

board also has 36 premix returns.

Eight DA-88s played back the premixes and music mixes, recording them onto five 4-track stems, with dialog, music, hard effects, atmospheres (aka backgrounds in the U.S.) and Foley kept separate. (The stems at Soundfirm are recorded on a 24-track, 2-inch with Dolby SR.) This extended

> level of stem separation has the advantage of allowing picture changes to be accommodated easily after a final mix because of the separation of continuous backgrounds, and also helps the creation of the stereo music and effects elements because the Foley has been kept separate of sound effects and can be raised as needed without bringing up the rest of the sound effects stem with it.

The only use of mag film in the standard post sound process as practiced at Soundfirm is for printmasters, and even that was not

used for the primary Dolby SR stereo optical/Dolby Digital release, as both of those masters were recorded onto DA-88.

Shine was shot at the world standard projection speed of 24 frames per second, although all post-production picture and sound editing was done electronically using the Australian PAL standard, which runs at 25 fps. Although shooting 25 fps film for PAL television release simplifies the film-to-video translation issue, the non-integer 24/25 relationship is a frequent grief factor in Australia (and, indeed, in all countries with 25-frame PAL or SECAM television standards or their variants).

--Larry Blake

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clutch pedaling) to 'cleanse' clusters of notes without totally destroying them. It was quite quaint tuning into his mode of expression." Edwards says Helfgott could often be heard saying "gotta concentrate, a lot of traffic here, a lot of traffic here," which of course meant that there were a lot of notes!

This talking while playing is not just something that Helfgott did for fellow musicians Hirschfelder and Edwards: his constant vocalizations are a unique signature of his recitals. It's part of the package that you expect when you hear and see him perform live, though it reads less well on recordings, and in most instances would have rendered them useless for purposes of the film. Hirschfelder says that you would "startle his performance if you interfere with his natural personality."

This problem, hand in hand with the assumption that the recordings heard in the film had to be actual performances by Helfgott, led Hirschfelder to look for a modern "player piano"—the Yamaha Disklavier system, specifically—as the way of "recording" Helfgott's playing without having to deal with the vocal problems. Hirschfelder says they could record his key velocities and pedal works in a casual, relaxed atmosphere, then edit them later "in a MIDI sense, as opposed to in an audio sense."

The other advantage, which was realized in post-production, was that if the actors' performances were a little bit out of sync, Edwards was able to shift specific notes, something that just isn't possible with a live recording. From the beginning, Edwards says, Hicks sold the film on the basis that the "actors would appear to be playing the piano and there would be no questions asked. It had to look believable, and it also had to be a valid audio document of Helfgott's playing. There had to be integrity in the process. David and I were responsible for this. And to have [Helfgott] play the piano [heard] in the film is the best thing to do. If you want it to be able to sync up to actors' idiosyncrasies in their miming, there bad to be editing."

Hirschfelder says that he virtually didn't use anything from his first two sessions with Helfgott. "Like all artists, he's conscious of the 'red light' going on," he says. "Even though there were no microphones, he was aware that this was being documented. It took awhile for him to be free in his delivery." These initial sessions were with an "in-house" invited audience so he could get a sense of a live performance.

"In the end, we worked out that the best way to get him to perform was to make it flow as part of the chaos of everyday life, instead of being too selfconscious and focused," Edwards says. "Using the digital piano technology in this manner had the added benefit of allowing them to get through the extensive repertory without having to be at the further mercy (and pressure) of setting up a dozen recording sessions, with the worry that Helfgott might not be up to performing that day. Hirschfelder was thrilled that they "could plug in the PowerBook any time, any day and within five minutes, without an engineer, we could do the repertoire. Ricky could then spend a lot of time choosing and compiling into continuous pieces the performances we wanted to go with."

The Disklavier has solenoid motors on the mechanical parts of the piano, including keys and pedals, and records a performance as a MIDI file (there are also hammers striking strings, and in all other respects it is a regular piano). Initially, they used an upright Disklavier, which although small by piano standards, was still formidable to move around. Hirschfelder and Edwards were happy to find that the Yamaha Clavinova digital piano (which has just a heavy-weighted keyboard) was filecompatible with the Disklavier. The advantages of using the Clavinova were legion: It was designed for domestic

use and can be carried easily by two people, it has no strings and therefore doesn't require tuning, and it was inexpensive enough that they could leave one with Helfgott so that he could become comfortable with it.

Hirschfelder says that because of the Clavinova, they were able to get some great "recordings" of Helfgott in a hotel room when he was visiting Melbourne. "I remember one session when he was playing the Campanella [by Liszt] while listening to Beethoven's "Pastoral" symphony on the radio. As he was playing—impeccably, I might add—he was commenting on the oboe line in the Beethoven!"

The set-piece sequence at the Royal College of Music, when Helfgott plays Rachmaninoff's Piano Concerto No. 3 posed additional challenges because an orchestra had to be heard with Helfgott. In addition, there was the goal to have the orchestra disappear in the middle of the piece, leaving the piano on its own. You could then make the piano unnaturally loud to put yourself in his shoes. The best—and only—way to do this is to have the piano recorded separately.

"He was quite capable of not only playing it imaginatively without the orchestral accompaniment, he would be singing the orchestral accompaniment while he was playing it anyway," Hirschfelder says. "He'd be singing cello lines against what he was playing! We

THE SOUNDTRACK ALBUM

In contrast to the film, the soundtrack CD features the piano primarily in stereo, although sometimes it was in mono, according to Hirschfelder, deliberately to give the listener "a sense of each being a memory of a piano rather than a literal 'okay ladies and gentlemen, here's a recording of a piano.' Sometimes being in mono gave it a surreal quality. A couple of times, hopefully not to the point of distraction, we crossfaded or tried to 'morph' a mono piano sound into a stereo feeling. I took a little bit of artistic license on the soundtrack [CD] that I couldn't in the film because the film was focused on the young boy's performance."

One example of this is the Chopin Polonaise in A Flat, which begins with a performance by Ricky Edwards that goes from a mono "humble piano" sound to a stereo recording of Helfgott made ten years ago on a concert grand.

The MIDI files edited in the film for sync purposes were almost always returned to their "best performance" state for the audio-only telling of the story. Because Letho was back in the U.S., Edwards recorded the new Disklavier outputs using a pair of Sanken microphones.

Mastering was accomplished in Melbourne by Michael Costa, who edited together the various sources (including sound effects provided by Soundfirm) in Pro Tools, utilizing the Waves Sound Designer II plugins, L1 Ultra-Maximizer Q10 EQ and C1 compressor. All in all, six days were spent on the mastering,

—Larry Blake

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ended up recording it in sections, and I was sort of cheering him on and conducting him, giving him a sense of urgency in his playing even though there was no orchestra there. He had to keep the momentum going even though he was the only player in the room, And in that last recording session, he was so swept up that it wouldn't have mattered if there was an orchestra there anyway. He was right there doing it."

The bulk of the sessions with Helfgott occurred over a three-month period in early 1995, in advance of shooting music scenes in London in early May. After the select pieces were edited, Hirschfelder created a synthesized orchestral accompaniment for the orchestra to mime to. These were mixed down to DAT with piano hard left and orchestra hard right, with click track count-ins.

Most of the time, though, playback was direct from Edwards' PowerBook, playing through a small tone generator that was fed to a portable powered speaker, creating what Hirschfelder calls a "Polaroid" of the final music, This way he could zero in on exactly

the section that was needed to be shot, "The big problem with having [only] playback guide [recording] on the set is how it interferes with dialog, and if they want to use it, there can't be any [simultaneous] guide music."

Recording live dialog with music playback has historically been done with small earpieces fed by an induction loop around the room. Edwards says that, though they had discussed this, they could get around it more easily with his trusty Power-Book. "I could create a new file with music missing in the section where there would

be dialog," he explains, "Thus you could have Cecil Parkes [Sir John Gielgudl go. 'Don't you just love those big fat chords!' [in the midst of the "Rach 3" cadenza sequence], and then the music would start up again" without interfering with the production dialog recording. This "while-U-wait" editing, as Hirschfelder calls it, gave Hicks flexibility to design the blocking of his shots on the spot,

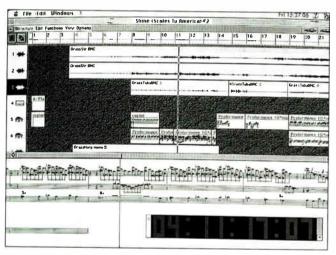
After the London shoot, there was a short break, so Edwards edited the initial recordings and prepared for the Australia sequences. Edwards was present whenever music was being performed and had another key role in the film:

teaching the actors how to play the piano authentically. Noah Taylor plays Helfgott up to the Rach 3 scene, while Geoffrey Rush plays him as an adult. from when the film begins in 1984. While Taylor used a hand double for much of his playing, Rush memorized all of his playing, aided in large part by five years of piano lessons as a child and months of work with Edwards,

In all instances, careful planning between Hicks, Edwards and the actors resulted in their memorizing only what would be needed for shooting. On the set, it was sometimes necessary for Edwards to give count-in marks to the director of photography, Geoffrey Simpson (who also operated the camera), and the dolly grips. Edwards could then start the sequence on his PowerBook so that by the time a dolly move would reyeal the actor's hands, they would be in a rehearsed part of the cue.

POST-PRODUCTION

As soon as the file was edited, Edwards would create a timecode-stamped recording onto DAT (using 25-frame



Screen capture from Emagic Logic Audio

code; see sidebar), via a Clavinova, from his PowerBook. This master was then used by the picture editor, Pip Karmel, to cut against on a Lightworks nonlinear system. Edwards sat in with Karmel, giving suggestions about what could be corrected either by cutting away sooner or by using a different take. Or, if necessary, he could update his master file and make corrections on specific notes.

Because the master MIDI sequence was obeying the same timecode as the track in the Lightworks, they could eventually record various piano takes in tune, out of tune, grand piano, upright piano—and cut among them.

The recording and editing of Helf-

gott's material made use of Opcode StudioVision in conjunction with Studio 4 and 5 hardware, while Hirschfelder mainly used Emagic Logic Audio software in creating his underscore and the orchestrations for the existing classical pieces, such as the Beethoven and Vivaldi, which were transcribed from recordings. Indeed, Hirschfelder credited the music copyist Schwarz as Music Notation Editor "because he actually realized the score in written form and had input into how it should be done." Hirschfelder, Edwards and Schwarz used e-mail to circulate MIDI files among themselves. While admitting to being starry-eved over such slick use of the Internet, they also found that when deadlines were coming down, the immediacy was of real value.

In spite of the elaborate and integral use of MIDI sequencing in the film, all music heard in the final movie was recorded acoustically. Edwards says that "in this day and age in Australia, this is a rare thing." Budgets being what they are (especially for \$6-million films, in Australian dollars, like Shine), there

> would be no way to rehearse an artist and orchestra together to the degree necessary to achieve their desired level of precision.

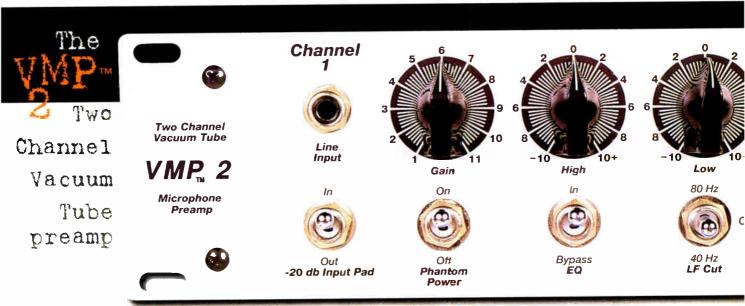
In the end, they had to make a formal open-microphone recording of the Disklavier playing back the final MIDI edits; most of these sessions took place at Yamaha Music's Melbourne offices. (Also recorded during these sessions were the piano parts of Hirschfelder's underscore: he had performed them in his home studio on a Korg KX-88 keyboard.) In some instances, they detuned an upright Disklavier to mimic a honky-tonk

piano, "We were able to experiment with different levels of detuning without the pianist sitting around having to play it over and over again. We could change sounds like a guitar player changing settings on their amps," Shine is certainly one of the few films ever to employ a "piano detuner."

Michael Letho recorded the piano using a combination of either Massenburg or Mackie 1202 microphone preamps and a Calree Soundfield microphone, "Michael is used to recording with large Neve or SSL consoles and 48-track digital machines, yet he's comfortable in doing projects like this with four different ADATs with differ-

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ent software versions. He's not an audio snob in any way," Edwards says.

There are a few instances where old recordings were used in the film (and soundtrack album) because, Hirschfelder says, "They sound wonderful and have a great spirit about them."

The recording sessions for the nonpiano parts of the score (both underscore and existing classical music) were done in sections, with the strings recorded separately. Hirschfelder chose this segmented approach because of the way he wrote the score. "There were a lot more strings on their own than there were woodwinds and brass," he says, "But most of my underscore was with strings and piano—something that was fairly simple. I'm sorta strange because I developed in the '70s and '80s multitrack school, and I like recording things in layers and wanted to experiment putting together a classical sound but in a multitrack way. I was surprised at how well it worked. It certainly wasn't any easier."

Edwards believes that recording in sections effectively gave them more studio time because it allowed them to focus on the strings and, perhaps most importantly, get more things done within their budget constraints. There was very little rehearsal time, and every minute of the recording session counted, so Hirschfelder felt that by not having to worry about the different sections of the orchestra interacting, they would have spent more time in the long run. "I wanted to nail each layer separately and get it as controlled as possible.

The strings were recorded by Robin Gray at Allan Eaton Sound in Melbourne to two ADATs. (The other recording engineers for the film were David Williams and Adam Rhodes.) On the first 8-track were main LCR overhead mics, plus spot mics for violin 1, violin 2, viola, cello, bass. A second tape, with the brass, choir, harpsichord and final woodwinds was recorded at a warehouse studio built for the film. housing equipment pooled from Edwards and Hirschfelder stock, using two Mackie 24.8 consoles and ADATs.

Before all live recording sessions, they created a tape with click track, guide woodwinds created by a synthesizer (so that the string players had woodwind components to listen to if they wished) and guide piano. The click track for the orchestra to play to was created by Edwards in Opcode Vision and then sampled into SampleCell. Hirschfelder says with a laugh that they



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were "very goddamn serious about that click track. Sonically, it had more energy on the bottom end than the top, so there was minimal danger of headphone spill. This was particularly important for violinists who would have one headphone off; you wouldn't want it to be in the same register as the violins when they were playing softly." And Edwards is proud to note that none of the musicians ever complained about the clicks.

The score was mixed down by Letho from the ADATs to an 8-track Pro Tools system while monitoring through the Dolby 4:2:4 matrix. This mix would frequently be eight tracks wide, which would then be internally combined in Pro Tools when creating one of two Left/Center/Right/Center (LCRC) mixes that was transferred D-D to a Tascam DA-88 for the final mix at Soundfirm (see sidebar). Hirschfelder Edwards and Letho settled on this LCRC/LCRC format for the flexibility. In most instances, the two groups allowed the standard checkerboarding of overlapped or near-adjacent music cues, especially when the cue would be a transition between source and underscore that would require very different handling in the mix. In some instances, "flexibility" would mean that sound effects Hirschfelder had created (such as the subjective sounds in the Rach 3 sequence) would be on the second 4-track set to allow Hicks and re-recording mixer Roger Savage the ability to use them in any fashion, including not at all.

The second set was helpful in giving Savage separate control over the piano and the orchestra, most prominently in the Rach 3 scene. Hirschfelder says purists might be bothered during the instances when the piano is louder than the orchestra, "But it was quite effective." He also says that Savage had the ability to give the piano a separate reverb space from the orchestra without muddying up the latter.

Mivreaders might be surprised to read that after all the trouble taken with the performance, editing and recording of the piano, it was almost always in mono in the final theatrical music mix. For the Rach 3 cadenza sequence at the Royal Academy of Music, there were three tracks of pianos: a detuned upright, a large concert grand and a smaller grand. This gave Savage the ability to crossfade

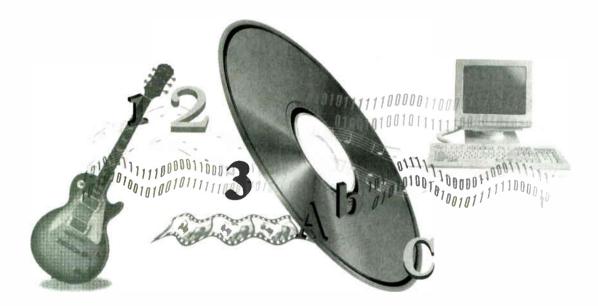
from one piano sound to the other, depending on the director's preference. If Hicks wanted to, he could stay on the detuned upright piano for the whole cue, matching the image. Or if at the final mix it was decided to take poetic license and have one of the grand pianos all the way through, that was an option. (In the cadenza, they took Hirschfelder's and Edwards' suggestion and crossfaded among all three.)

Hirschfelder also notes that stereo recordings are "hit and miss" with regard to the 4:2:4 Dolby Stereo matrix. "Sometimes you get voodoo and it's magic, and sometimes it moves the focus of where the sound is. In those instances, we decided to do them in mono."

All creative aspects of filmmaking involve compromise at the mercy of technical and logical realities. The sound and music personnel who put together *Shine* were lucky in that the direction they were forced to go in—recording Helfgott's performances in MIDI—was also good for their art.

Larry Blake is a sound editor/re-recording mixer who writes a monthly "Sound for Film" column for Mix and contributes occasional features.

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SOUND FOR FILM

THE REAL DIGITAL NAGRA

by Larry Blake

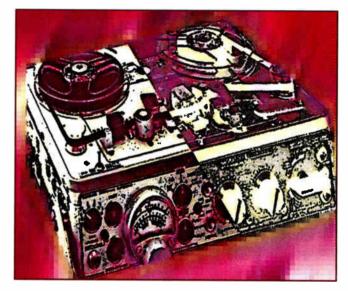
In the mid-'80s, there was much talk about how digital recording would take over film sound in all its forms: production, editing and rerecording. Well, it took ten years for the first serious inroads, and those have been in post-production, the area where there is the greatest potential for quality and productivity increases.

Digital recording has never really taken off in production-obliterating Nagras the same way workstations have 86'd Moviolas—for a number of reasons. DAT timecode is confusing at best, felony-inducing at worst. Timecode on DAT (and on MDM) is not the straightforward beast that it is with analog tape. In fact, it's been a minefield of problems. Six years ago, at the last AES convention held in Los Angeles, I moderated a workshop titled "R-DAT: The Good, the Bad and the Not-Yet." If it were held this year, I doubt the opinions expressed by those in attendance would be any different. For some, DAT remains a godsend, allowing highquality portable or studio recording. For many others, it's not reliable or high-quality enough to commit precious masters to, an opinion shared by many production sound mixers (who still favor standard Nagras) and rock 'n' roll engineers (who lean to ½-inch tape). I guess my opinions and experiences cause me to straddle the

fence for once in my life: I love DAT for being a convenient way to record sound effects and nonsynchronous music, but I would never record the print master of a film onto DAT without extensive backup. And, even then, I'd be a little nervous.

Of course, DAT is not the only option available for digital recording for films and television. Many films have used MDMs in spite of the over-the-shoulder-and-runwith-it portable.

I hope that the title of this column will not be taken as a slap at Kudelski S.A., the makers of Nagra recorders, I have never used their Nagra-D but can only imagine that its 20-bit sound quality is as good as one can get in the field today—that is, short of a Nagra IV-S TC with Dolby SR noise reduction, a combothat I am very fond of and



lack of a portable, DC-powered machine. And then there's the Nagra-D. Using 1/inch tape to record up to four tracks of 20-bit audio (with today's converters), the D has been given glowing reviews for its sound quality. But, it has never taken off for a number of clear reasons, most obvious among them being that it costs a lot of money—more than \$20,000. And because it is a companyspecific design, there's no competitive impetus for Nagra to reduce the price. You don't just need one machine in the field, you need another at the transfer bay during production and postproduction. The final straw, I think, is that it's not throw-

which I think yields the highest-quality, practical recordings with today's technology. Yet for every time I hear myself saying that the IV-S/SR combination blows standard 16-bit recordings out of the water with respect to dynamic range, headroom and reliability, I know that 4-inch analog tape—like its wider siblings, sprocketed and non, in post-production-will be in the rear-view mirror of technology by the year 2000. Why, you might ask, am I so sure that analog Nagras are going to go bye-bye within four years, when they have already outlived their predicted demise by ten years?

> Well, the entire film and —CONTINUED ON PAGE 172

FACILITY SPOTLIGHT

POST LOGIC STUDIOS, HOLLYWOOD

by Mel Lambert

Dick Voss, the recently appointed president at Post Logic Studios, Hollywood, is a direct, very candid kind of a guy: "We are the right size facility to handle audio post-production. Small facilities, with a couple of rooms, cannot offer a full range of audio-for-video service; the big guys let the client get lost in the traffic.

"We have a talented staff



of 40 editors, colorists, technicians and mix engineers who operate our video and audio post rooms," he adds. "We are not a factory, where it's 'raw materials in the front door and product out the back,' People—our clients and our crew-are very im-

portant to us. There is no rigid corporate culture, with layers of management. I believe in an open-door philosophy, where anybody can come and discuss anything that's on their mind.

"Our core business divides between commercials



Left: Mix engineer Fred Howard at the Avid AudioVision station in the flagship Studio A, with the SSL 6000 in the background. Above: president

and promos during the day, and long-form episodic, telecine transfer and related sessions during the night." Post Logic's client base spans the entire entertainment community, including film studios, TV production com-

—CONTINUED ON PAGE 176

COMPOSER SPOTLIGHT

STEPPING UP THE **COMPOSER LADDER**

by David John Farinella

If Hummie Mann's sister had been playing with cars when he was four years old, chances are we'd find him under a Nova in the middle of Los Angeles instead of composing major motion picture soundtracks, conducting orchestras or arranging scores. When Mann was four years old, his older sister was taking piano lessons, and more than anything else he wanted to be like her. So, he took up piano for six months, until she got a post office kit with a bag and some letters. When it came time for my piano lesson, I

said I didn't wanna have it; I wanted to play with the post office," he says now with a laugh.

While he gave up on piano then, a couple of years later he picked up a guitar, and by the age of 13 he was playing in pit orchestras and gigging professionally all over his native Montreal. He was introduced to a number of different styles and composers during his formative years, but it was at the Berklee College of Music that he first discovered film scoring, "It wasn't necessarily as much the excitement of actually writing to picture as much as it was an outlet for composing lots of different styles of music," he says of his early experiences. After graduating in 1976 and spending four years as a show doctor for a comedy troupe (he



arranged music and assisted with the act), Mann found himself in Los Angeles with a reel and a couple of names.

The first name he called on was composer Alf

Clausen, who at the time was working as the musical director on The Donny and Marie Show, "We kinda hit it off pretty well, and for the next —CONTINUED ON PAGE 178

DIGITAL DUBBERS WHAT IS GOING ON WITH THIS "WAIT AND SEE" TECHNOLOGY?

by Mel Lambert

Just over a year ago, I reviewed the current state-of-the-technical-art in Digital Dubbers-random-access, hard disk replacements for 35mm playback units. At that time, I contacted several dozen of the companies said to be developing such hardware and wrote a feature article and table in the September 1995 Mix. Mention was also made of new systems scheduled to be unveiled at last year's New York AES convention, several of which were indeed shown in prototype form with promise of shipment of functional hardware within six to 12 months.

Well, time's up, and, with one or two notable exceptions, the promised "revolution" in playback technology for the film sound and audio post industry has, by and large, failed to materialize. The reasons, as I have been discovering while researching this followup analysis, are reasonably easy to isolate. For example, several manufacturers were rather rash in their R&D commitments and have vet to deliver a functional system. Post facilities, in turn, are adopting a wait-and-see philosophy, which, given the volatility of the workstation market (not to mention several casualties among the firms mentioned in last year's article) makes a great deal of sense.

At the heart of the current debate, as I determined from indepth conversations with both manufacturers and dubbing engineers, is the basic job description of what these hard disk systems are supposed to achieve, and how they will advance the creative options made available on the dubbing stage. Many film facilities remain unconvinced that simply replacing the current mag dubber paradigm with a random-access equivalent is a useful step in the right direction. And many manufacturers are carefully monitoring the changing requirements of sound-editorial and dubbing stages around the world. In summary, there does not currently exist a consensus of opinion regarding what should be provided; how the new technology should integrate with

current analog and digital replay/record systems; or how such technology will interface with digital audio workstations used to edit and process the basic music, effects and dialog elements for the predubs and stem mixes.

DIGITAL VS. ANALOG

There is no question that, for sheer speed of access to sound elements and for slipping individual elements against picture, a hard disk system beats mag any day of the week. And, with removable drives or MO-based media, reel changes can be made in a fraction of the time it takes to load and re-EQ several dozen mag machines. But there still remain a couple of thorny operational considerations. Many re-recording engineers can be

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equalizing tracks—and even writing automation moves—while the mag dummies are coming up to speed. It is also not uncommon for these same moves to be made while the transports are rewinding! In terms of current technology, there are one or two systems I have heard personally—notably the Dolby Digital Dubber, SoundStar DMS and Fairlight DaD—that with current or soon-to-be-announced software will be capable of the same functionality.

Of course, where mag wins hands down at the moment is in media interchange. You can walk into virtually any dubbing stage around the world, hand a bunch of elements to the machine-room operator, dial in an appropriate offset, and be off and running. Digital equivalents still involve a literal Tower of Babel, albeit with the nod of acceptance being made by several firms to OMFI, the interchange format first proposed by Avid. Dolby has stated that its Jaz-based media (8 record tracks; 16 replay) will be plug-and-play compatible with Avid/Digidesign DPR (Digital Player/Recorder), the latter comprising a pared-down version of AudioVision, with simplified user interface for the dubbing stage.

A couple of companies are preparing translation utilities that will convert native audio and project file structures into some intermediary that can be read either by OMFI-compatible dub-

bers, or something just as useful. (Fairlight, for example, is touting its non-proprietary file format as a possible alternative to OMFI data structures.)

But these considerations pale in significance, I would suggest, when weighed against the current debate regarding compatibility of dubber media with editorial workstations and hard disk editors. Anyone who has visited a dubbing stage within the past year or so has encountered a virtual battery of workstations feeding cut elements to the music and effects sections. Today's music editors and supervising sound editors tend to hedge their collective bets-you never know what might be needed as an alternate, or what changes might be required during a dub. In this case, access to the basic elements via a Pro Tools system, for example, makes a great deal of sense.

And consider the transition from one temp dub to another. The process of reconforming the various cut elements to accommodate the inevitable picture and related editorial changes takes a lot of time. In this case, the dubber would offer the ability to call up a master project file, compare it with the timecode in/out points from the automation data—or even the modified time-of-day track in the digital recorder—and then, just as an EDL is imported for conforming tracks prior to editing, would let the changes ripple though the original data.

Now, within a couple of seconds, we have performed a complex sequence of changes that would normal-

fully automated mixing consoles?

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ly require several days of tedious work on a Moviola, or involve retyping new timecode numbers from the modified track sheets. Either way, it's a stonecold waste of a sound editor's time; far better to integrate the processes, so that data can pass in both directions from the editorial station to the stage, and back again.

That particular scenario, as I have been discovering, is probably a ways off. Sure, Fairlight and SoundStar offer compatibility between replay dubbers and with their own workstations—the latter with Fostex Foundation, in addition to other species of digital editors—but such compatibility assumes that everybody is using the same brand of workstation. (Given that the most prevalent system in use today is the ubiquitous Pro Tools, it would seem that dubber manufacturers should start playing nice with Avid/Digidesign?)

In the meantime, digital-to-digital transfers have become a way of life. As one industry observer put it to me quite succinctly: "With every manufacturer taking a proprietary approach to DSP, media files cannot be exchanged without first creating a composite file [in which] the processing has been completed. Creating the composite file in real time *is* a transfer."

The objective, of course, is to minimize the number of transfers and speed up the transfer process. The SoundStar DMS system accomplishes this by completely eliminating the realtime pass normally required to create an updated composite file of material being imported from the editorial workstation. The system further reduces transfer time by importing a playlist file from the source machine direct to the transfer unit. This shortcut allows the transfer unit to open record bins and drive the source unit, via timecode, to the next audio event, skipping over blank spaces with no audio. According to SoundStar, such a process can reduce transfer time by as much as 50% compared to a real-time transfer. (And if you factor in the time for the real-time pass to create a composite file in the source machine, the total time saved in transfer can be more than 80%.)

TOWARD THE FUTURE

For many film-dubbing facilities, all of this is really a Band-Aid for transitional technology. With all-digital mixers now being offered at a variety of price points, the full integration of automated mixing, signal processing and hard disk replay/recording—plus a certain amount of waveform editing and track manipulation—is just around the corner. At that time, projects edited on any workstation could (theoretically) be imported as sound files plus companion timecode/feet-and-frame slugs, and then remain within the digital domain throughout the temps and finals. In fact, the LCRS, 5.1-channel or SDDS mix could be made from a single pass through the automation data, and not the current premixed elements and other intermediary stages we currently use. (Assuming, as we might, that sufficient storage capacity exists within the all-digital machine room/hard disk server, and that media can be added and removed for editing as easily as we would currently mount/dismount a high-capacity hard drive or removable media.)

By way of an example, consider the SSL Axiom Film Dubbing System with DiskTrack, or the AMS Neve Logic Series with integral AudioFile editor, both of which have been used during the re-recording of major feature films. Recall that central to the concept of these all-digital console systems is the storage of audio on hard disk and shared access to I/O resources. Such a resource management capability offers a number of advantages, in terms of production quality and in the cost-effectiveness of installations.

Through the use of shared access to the primary record/replay media. the system can also be used to prelay/offload materials while the mix is under way. Similarly, the system's I/O resources could be used by a supplementary transfer and editorial station, thereby removing the need for additional analog/digital inputs and outputs. With certain modifications, including a move toward centralized server-based sound-file storage/replay-and the acknowledgment that today's film dubbing consoles look that way for a distinct purpose—then either of these systems could be configured as powerful tools for the alldigital dubbing stage just ten minutes into the future.

All we need now is a disk-based, random-access replay system for the picture that looks as good as film. Any ideas?

NOTE:

We will be back in the April 1997/NAB convention issue, with a complete overview of available sys-

tems and examples of their use in film re-recording. Something tells me, however, that several of the names that we currently recognize will be absent from that list. Time will tell.



-FROM PAGE 168, SOUND FOR FILM

television industry has gone over to hard disk, nonlinear sound editing and picture editing, the latter being offline for the most part. Yes, the odd movie is still picture-edited on film, and a large number of re-recording stages continue to use mag film as their primary recording medium. While all of this is true, I believe that in a few years increases in storage capacities will allow everyone to reach the obvious next plateau.

For picture, this will entail digitizing the camera negative for an entire edited feature at 2,000-line resolution (taking up something like 7 terabytes, or 40 MB/frame), giving filmmakers the flexibility to not only color-correct in methods not possible with standard film technology, but also to spit out what will be one seamless "optical" that will last two hours. Eventually, storage capacities will allow all printed negatives to be digitized, but that's a ways off with the 15:1+ shooting ratios of most films. The printing picture negative itself will be seamless: You will be able to make as many splice-free "original negatives" as desired, thus removing the very serious worry that filmmakers have about spliced camera negatives. But I've gotten off the track momentarily here.

With the soundtrack, as soon as storage will allow it, the printing track negative will be the only sound element that runs on a linear piece of tape or film. By the turn of the century, I have no doubt that all premixing, final mixing and print mastering will be done to some form of nonlinear digital storage device.

This battle is being waged intensely by a handful of companies, and I think that many are making a mistake in trying to literally emulate what it is replacing, 35mm mag film—"emulate," as in record and playback sound, with abili-

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ties to slip sync. But most of them do not include full edit capabilities on the dub stage, and I think that this is very shortsighted and unimaginative. Undoubtedly, this has come from the designers at these companies having lunch with mixers and having them describe what makes mixing to mag what it is.

The standard answer goes something like this: Editors edit, and mixers mix, and we don't like to turn mix stages into "big, expensive Moviolas." (The phrase, dating from the early '80s, has stuck.) My reply to this is: a) who said that sound editors won't be the ones to tap the deeper edit capabilities of tomorrow's dubbers and recorders on the dub stage? and b) who cares if mixers in fact are doing the editing? Just as the "Ketchum boxes," which allow easy slipping of individual mag transports, have become standard on re-recording stages, so will mixing from a waveform display of an edit system. In fact, it is the way to go, speaking from my experience of mixing films in this manner. It's so instinctive and natural that the old way of mixing—having to glance at a cue sheet telling me what sound is welded to some piece of tape in the machine room—now feels downright weird.

Many of the arguments about cutting off the edit abilities of digital dubbers are thinly veiled pleas to keep the Hatfields and McCoys (sound editors and mixers) separated across all boundaries: union, Academy and simple job descriptions. This strikes me as seriously flawed reverse engineering, and I have little sympathy and even less patience with people who feel that every new improvement brings them further and further away from job security. When should we have begun resisting change? In 1950, when mag started to replace optical tracks in recording and sound editing? There's no doubt that the personalities of sound editors and mixers will continue to merge like women in a Bergman film.

And when picture and sound editing systems *really* start talking to each other. I guarantee you that films—not just low-budget quickies, but A-films—will be sound edited and mixed by one person who will start work on the first day of shooting. An important factor in this equation will be simplifying the flow of sound from production to picture editorial to sound editorial. And so we get back to the title of this column.

The other main reason for the failure of digital recording to take over production sound is that you still end up with a recording on a linear piece of tape. That wouldn't be such a crime against mom and apple pie were it not for the fact that timecode on most digital formats, as noted above, is such a moving target. Recording on a removable drive with a standardized file format will hopefully allow the picture department to quickly and easily—not to mention digitally!—transfer sound from production. And the post sound people can similarly spew the data into their workstations, cutting final sound from the moment picture editing begins. This is not an original idea, folks, but no one has really, truly implemented it.

There will obviously be different models of the "Digital Nagra" for different purposes, some for DC-powered location work, and others for studio and post applications. With regard to production, I think there will be a DeLuxe model that will allow up to eight chan-



nels of recording, with multiple units able to be controlled as one, *a la* today's MDMs. The catch here, I hope, will be that the preformatted (please!) cartridges will allow you to record mono on one take and a full eight tracks on the next. No reason to gobble up more ones and zeroes than necessary.

Here's a way-out idea for anyone who wants to build the real end-all machine: include the ability to sample and loop (in RAM) sections of previous takes, playing back via a dedicated output that would be fed to the actor to facilitate onthe-spot wild tracks. Wild tracks, in case you don't know, are recordings made on the set when the camera is not rolling; sometimes it's sound effects, and sometimes it's dialog. Recording wild dialog tracks, as is done when there are noiseproducing devices during the take proper or when the actor flubs only one line out of a whole take, is one of the great, untapped techniques of getting good production sound because you can intercut these tracks like butter with sync production dialog. Production mixers know about wild tracks, and sound editors know them, but directors and assistant directors just don't give us the time to realize their potential. I would like to think that the ability to sample small sections would add some imprimatur of reliability to the wild track procedure, encouraging production folks to call on it more often.

I think that the ultimate machine should have its A/D and D/A converters in some form of card slots, so that mixers can easily "trade up" to expensive after-market units, if desired. This, of course, assumes that the recorder is being fed a signal from an analog console, and undoubtedly the makers of the better production consoles will eventually include A/D converters and digital I/O into their boards.

Regarding the 16/20-bit issue: I think that any machine will have to make both available and that most production mixers will opt for the 20-bit route, for the leg up it will give them in conquering the twin devils of noise and distortion. I am very leery of using any sort of bit-rate compression at this point.

What medium? It's certain that no single format is going to last more than a few years, storage increases and consequent media changes being what they are. To this end, I think that it would be great if the units would also be modular to the degree that the drives themselves can be updated without having to change out a whole machine, just as SCSI connectors allow us to swap storage devices easily. As long as the file format remains relatively constant, this would give production mixers the confidence to buy into a new level of technology without worrying about throwing the whole thing away when next year's model comes out. Note that people are still using mono Nagra 4.2s that were made in the early '70s, and their timecode stereo siblings, the IV-S TC, have remained virtually unchanged since their introduction in the mid-'80s.

There should also be a small, 2-track only version that would be used for field sound effects recording and for simpler production recording. I would say that picture editing departments only require a playback-only model, except that they do have the occasional need to record, be it either scratch temps or "play-outs" of their tracks. They would probably use a standard studio unit. And all models should be able to record on two drives simultaneously, a feature that I think will go over especially well with production mixers. One final not-so-small issue: There should be separate absolute time and timecode, plus index markers for each take.

I can only implore any company thinking of jumping into this "Nagra of

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the future" to not get too greedy and come up with a one-off design that will only work with their equipment. At the same moment that I say this, I play devil's advocate with myself and think of the trails that Alesis and Tascam blazed with their MDM formats: They just went out and did it, and bless them for their boldness. But then again, they did license their technology to other manufacturers and have had deserved success as a result.

And please, folks, don't just talk with the most obvious market (production mixers). As I have tried to outline, for this format to fly, by definition it will have to be approved by and useful to not just post sound people but also picture departments.

By the way, in 2001, if you want to get rid of your well-maintained IV-S. give me a call. I'm thinking of salting them away like Chuck Berry is doing with vintage cars.

I had been planning a "what will happen by the year 2000" column for early next year, but this column pushed itself in that direction all on its own. Let me know if I might have a future as a psychic. I'm at PO Box 24609, New Orleans, LA 70184, fax 504/488-5139, or via e-mail: swelltone@aol.com.

Larry Blake is a sound editor/re-recording mixer who lives in New Orleans for reasons too numerous to mention, although one of them would have to be that be can.

-FROM PAGE 169, POST LOGIC STUDIOS panies, commercial producers and independent filmmakers. Current shows mixed at Post Logic include Mad TV, Mr. Show and NBC's The Jeff Foxworthy Show.

Post Logic operates four audio post rooms, in addition to a pair of telecine bays, component and composite video edit suites, a nonlinear finish suite, and three graphics rooms based on a collection of Quantel HAL, Henry and Discrete Logic Flame workstations. A central machine room houses an array of D1, D2, Digital Betacam and a variety of analog video formats.

The facility recently expanded its audio department with the acquisition of three Avid AudioVision systems with 16-channel playback, "Each of our main rooms now features diskbased playback lof prelaid music, dialog, ADR, Foley and music elements, a development that dramatically speeds up mix-to-picture sessions," Voss says. "All three AudioVision systems are linked together [via a 10base-T Ethernet network], and can share/transfer files between different rooms." In addition, AudioVision's extensive editing features include a comprehensive database management system, real-time EQ, and an ADR/Loop Record mode, which, according to Voss, "provides for easy management of sound looping and dialog replace-

"The Avid systems are fully compatible with our existing Pro Tools system," Voss says. "We also offer fullmotion digital video playback from AudioVision."

Post Logic's largest mix room is Stu-

dio A, which features a 72-input Solid State Logic SL-6000 G Series console. Playback is from analog Otari MTR-90 24-track and MTR-20 ½-inch 4-track, as well as Avid AudioVision; Tascam DA-88s, Sony PCM-800s and DAT machines are also available. The room's session engineer is Fred Howard, who mixes the weekly program Mad TV in Studio A. He also handles promos and trailers for UPN, CBS, ESPN, CNN and the Fox Network, in addition to a steady stream of commercials for such clients as Coca-Cola, Mitsubishi, Taco Bell, Mazda, AirTouch and Volvo.

Studio B is set up for Dolby Surround mixing and features a 60-input Neve VRP Series console. Unlike Studio A, this room shares a central machine room with Studios C and D. The room is "home" for Jamie Ledner, who has won Emmys for his work on the 1988 Seoul and 1992 Barcelona Summer Olympics; he is currently an Emmy nominee for the CBS Special Frank Sinatra: 80 Years My Way. In the past, he has also mixed for a variety of network specials, as well as episodic TV series for NBC, ABC, CBS, Fox, Showtime and other cable outlets, plus music specials and videos. Ledner currently mixes Mr. Show and The Jeff Foxworthy Show, in addition to handling promos for Fox Kids. Backgrounds and crowd walla for The Simpsons are also tracked in Studio B, using the room's companion Foley/Announce booth.

Studio C, which serves as Bryant Arnett's home base, features a 48-input Solid State Logic SL-6000 E Series console with G Series automation, linked to an AudioVision system, and is used

to mix a variety of promos and commercials. Arnett's credits include promos for The Fox Children's Network: sound mixing for the "Star Trek-Judgment Rights" and "Stonekeep" CD-ROMs; Smashing Pumpkins' "Veuphoria" long-form music video; plus commercials for Taco Bell, Apple and LA Cellular.

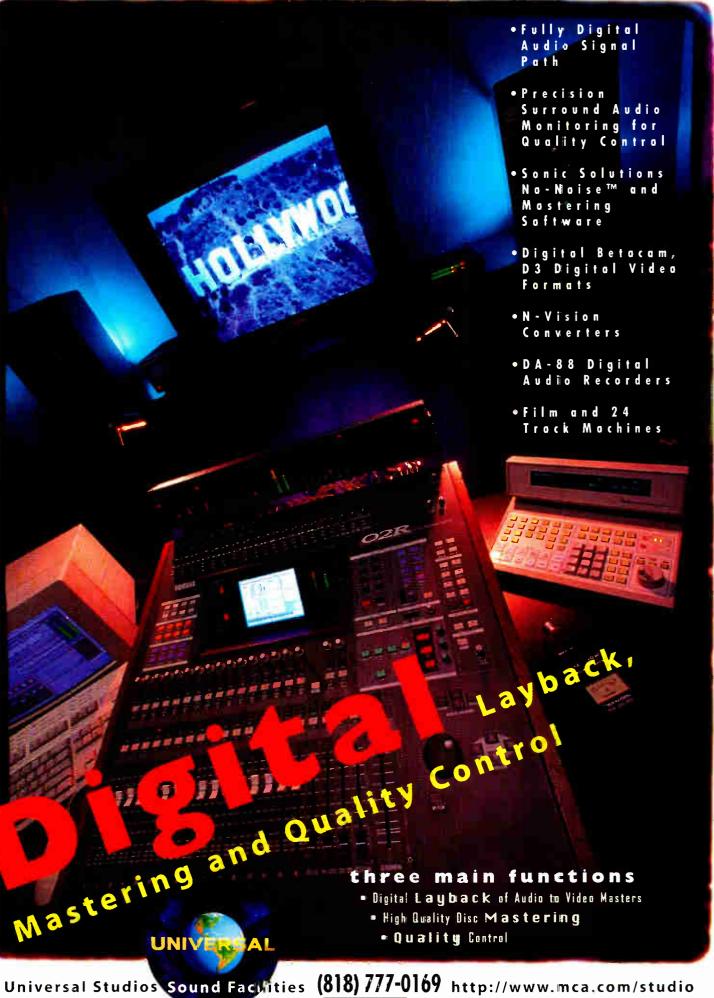
Post Logic's smallest mix room, Studio D, which specializes in prelay, voice-over, effects and music sessions, features a 40-input Neotek Elite 336 console and a Digidesign Pro Tools system. Resident mixer Conner Moore handles a wide cross-section of episodic TV programs and specials, plus commercials and promos. He has also mixed sound for a number of films, including Sensation for HBO/Kushner-Locke and Campfire Stories for The Vault Production.

According to Howard, Studio A's lead mixer, the use of Avid AudioVision for playback of up to 16 randomaccess track elements-soon to be increased to 24-plus—dramatically reduces session time for a mix-to-picture project. "We can save between 25 and 30 percent during an average session," he says. "These savings translate to my being able to achieve in five to six hours what would normally have taken a full eight hours. Now, we have additional time to explore some creative alternatives—what I refer to as 'Noodling Time'—and see if we like them better than the mix balances we have in the can

"Also, because AudioVision uses clip-based EQ, we can automate a lot of functions that normally we have to do by hand; [that feature] also helps speed up a session." In terms of timecode synchronization to other, nonlinear sources, a TimeLine Lynx system handles analog and digital transports with a two-second lock time.

Howards' track layout on his AudioVision playback drives normally comprises stereo music on tracks 1 and 2, stereo effects across 3/4, 5/6 and 7/8, plus spot effects and music on tracks 9-12, dialog on 13, 1+ and 15, with voice-over on track 16. In essence, the SSL console serves more as a monitor board for the prelaid tracks, with automated level and pan control. After a session, the 16 Audio-Vision tracks are archived to an analog 24-track or DA-88s, and the mix transferred to the master videotape.

"We run the AudioVision at a sampling rate of 44.1 kHz," Howard continues, "for improved digital-to-digital



Mann, there are two different ways to write a comedy score: "There's comedy scores that are yuk-yuk funny, and there are comedy scores that really play against the comedy." On these Mel Brooks-directed films, his score worked against the action. "You score it as if something serious was happening, and the effect is that it actually exaggerates the comedy. Instead of pointing to it, you're ignoring it, so that makes the comedy scene that much funnier."

While Mann's been busy with his film scoring career, he has also kept his toes in television and logo scoring, and reluctantly admits that he's the author of the Lucky market theme song. Mann is currently scoring the theme to a new NBC news magazine, *Access Hollywood*, which premiered in September. "Everybody should be humming that theme, kinda like how everybody has *Entertainment Tonight*'s theme in their brain. Hopefully, mine will be the next one," he says. Mann won an Emmy in September for his composition on *Language of the Heart*, a Showtime series.

Writing catchy logos has been attracting attention recently, but it's Mann's work on the CBS miniseries *In Cold Blood* that's enabled him to sample from his wide variety of musical interests. The score has evolved into a musical combination of Bernard Hermann

and Ry Cooder. The Cooder influence arrived after Mann found out that Eric Roberts, who is playing Perry, the lead character, had never held a guitar before. "We came up with the idea to make it all bottle-neck slide guitar," he explains. "That way he just has to go to the right bar numbers, and I have to teach him some strumming stuff." Not only does the musical aspect of the idea work better, it also fits in with a story point that had been previously unexplained, "Back in the '50s, when this happened, a lot of slide guitar musicians used to play with a medicine bottle on their fingers," Mann says. "This guy, Perry, is constantly popping aspirin because he had an operation and they messed up his knees. So, the whole thing clicked together, like it was meant to be."

After spending the past 20 or so years in the Los Angeles grind, Mann recently moved his family up to the Seattle area. He maintains studios in both areas, his Los Angeles facility being the workhorse. Mann's sound modules include a Korg M1, three Roland SP-700s, a Kurzweil K2000R, E-mu's Emax 2 Turbo, Proteus 1, Proteus 2 and Procussion system, as well as Roland's U-220, an Opcode Studio 5LX interface and a Lexicon MRC MIDI Remote Controller. His board is a Mackie 32.8 with a meter bridge and Ultramix automation, He generally delivers his score via Tascam DA-88, but he also mixes down to a Panasonic SV-3700 DAT, Effects gear is a mixed bag, including Lexicon's PCM 80 digital effects processor, LXP-1 digital reverb and Roland's SDE-1000 digital delay. He runs Opcode's Studio Vision Pro and Galaxy Plus Music software from a Macintosh PowerPC 7100/80. The studio is powered by Bryston 4B-ST amplifiers; monitors are Tannov DMT IIs.

Mann's Seattle "mini-studio," where he works up demos, includes a Yamaha SC3 silent grand piano with MIDI capability, a Roland JV-1080 with orchestral and world expansion cards and Opcode's Studio 5LX interface. It's powered by a Carver PM-120 amplifier, and his monitors are Yamaha NS-10s.

And in case you were wondering, his sister is now an assistant professor of psychology at Concordia University in Montreal. With a laugh, Mann admits that if he had followed his sister's footsteps again, "I'd be a doctor, which my parents would probably have preferred."

David John Farinella is a freelance writer based in the S.F. Bay Area.



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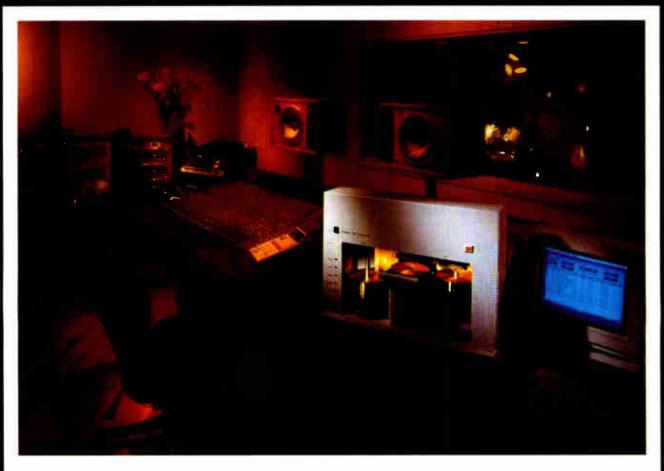
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LEXICON PCM 90

DIGITAL REVERB

exicon has done it again. The PCM 90 is a greatsounding reverb that offers something for everyone. Whether used for ADR, mixdown, sound reinforcement or broadcast, this high-quality reverb surpasses its rivals sonically and offers both ease of use (for those with little time to explore its full range of controls) and powerful creative features to satisfy the most demanding propellerheads. As the owner of both a PCM 80 and an M5000, I still don't know how I lived without this baby. Come to Papa.

All of the PCM 90's five algorithms use the now-familiar matrix scheme that has parameters organized into rows. As with the PCM 80, effects can be partially edited in Go mode; full-matrix editing is available in Pro mode. Parameters are found in similar places in the full matrix, with the Controls, Time and Design rows first, and the Modulation, Patches and Custom rows last. Although the Ambience algorithm has only six rows of parameters, the Random Hall has eight, the Rich Plate has nine, the Concert Hall has ten, and the Chamber Room, which is really two independent effects rolled into one, has eleven rows. The soft row of ten adjustments is all that is available in Go mode editing, and those not already familiar with the matrix scheme are advised to start out this way if they simply want quick results.

Each algorithm has some unique parameters. Both the Random Hall and Ambience algorithms have random delay elements, controlled by the Spin and Wander parameters, which can make their presets sound more natural, particularly on vocal material. Random Hall also has a Shelf control which modifies the lowpass character of the reverb's high-cut filter. The result is a shelving contour that.



when set low enough, makes the spectral content of the reverberation closer to an actual room's acoustics, like a good concert hall.

Concert Hall presets have a digital compressor and expander built into the algorithm just after the reverberator, allowing sophisticated dynamics management of reverb tails. This unique feature makes the PCM 90 a choice reverb for arenas and other acoustically challenged venues where the built-in background "swoosh" of the room makes it difficult to use reverb effects at all.

250 FACTORY PRESETS

The PCM 90's 250 factory presets are organized into five banks of 50, Each bank is organized into five rows of ten presets. The banks, labeled P0 through P4, are sorted into Halls, Rooms, Plates, Post and Splits. While these are roughly analogous to the five algorithms, different effects can be constructed out of each algorithm. There are, for instance, some Plates constructed out of Ambiance or Chamber algorithms, Random Hall and Rich Plate have stereo delay with feedback that can be as long as 1.2 seconds which can be used as regular delay effects without reverberation.

BY MARK FRINK

and can also have short amounts of stereo early reflections which can be modulated for chorus effects. Chamber, Room and Rich Plate all have left and right Echo parameters which, unlike delay, recirculate through the Diffusor, giving them more distance with each repeat.

The Splits bank contains variations of the Chamber Room algorithm, which is actually two separate reverbs that can be configured for dual stereo inputs or as dual mono for independent inputs sharing the same stereo outputs. One example of the possibilities of this dual algorithm is to use the Room side as a hall and configure the Chamber side as a stereo echo, returning it through either its own reverb chamber or early reflection path. The balance sent to the inputs will determine the reverb-toecho ratio. By patching the adjust knob or a custom control to both the chamber's reverb output and to the reflections with negative scaling, the echoes can be wetted up with a flick of the wrist.

Among the many features that the PCM 90 shares with the PCM 80 is the Compare feature, which allows the user to jump back and forth from an edited preset to hear its original construction. Tempo for echoes can be tapped in via the front panel's Tap button, and the PCM 90 has all the tempo facilities introduced with the PCM 80, along with the same wide range of modulation effects.

KEYWORDS SPEED SEARCH

New to the PCM 90 is the ability to scroll through the list of the last ten effects loaded. Another new feature is KeyWord, a list of 50 categories or classifications, four of which can be tagged to each preset at the end of the Custom row, making it quick to search through all the banks for a particular effect, using words like Large, Keyboard, Live or Dark.

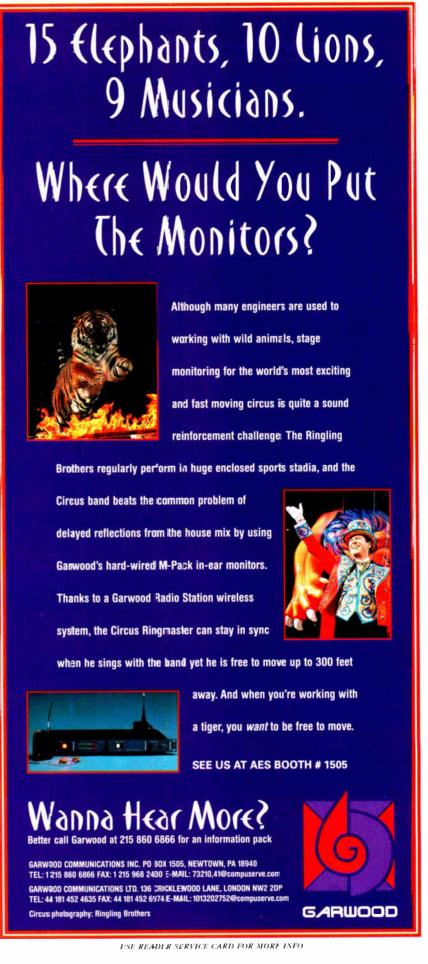
In addition to the five preset banks, there are two registers for storing user's settings, with each again holding 50 settings in five rows of ten. The first register can be used as a scratch pad, and the second for storing a series of presets in the correct order for a particular show. Each register bank, whether internal or on a card, can be labeled; by naming the two PCM 90's internal banks "Working" and "Touring," you can ensure that there will always be a place for visiting engineers to load their card's registers.

Presets can also be stored onto PCMCIA cards and used on different PCM 90s, useful if you don't have your own personal machine. The number of banks a card holds varies with the size of the card. A 64K card will only hold a single register—not enough flexibility once you start to organize presets for various projects and tasks. A 256K card can hold up to five registers; a 512K card holds ten registers. If you'll be using more than one PCM 90 or doing different kinds of projects you'll want to be able to save a register for each machine you plan to use as well as for each project so you can quickly load or archive an entire register at a time, along with the machine's setup information.

Engineers who take the time to create their own presets for one-offs will be wise to back up their settings onto cards as well. While this is an expensive way to save settings, compared to floppy disks it's quicker and safer. (Prices for PCMCIA cards have dropped to as low as \$100 for 2-meg cards.)

Lexicon, 100 Beaver Street, Waltham, MA 02154-8441; 617/736-0300; fax 617/891-0340; e-mail 71333.434@compuserve.com.

Mark Frink is Mix's sound reinforcement editor.



TASCAM DA-38

MODULAR DIGITAL MULTITRACK RECORDER

ascam first unveiled the DA-88 four years ago, at AES San Francisco. When deliveries began six months later, the machine quickly amassed a base of users attracted to this Hi-8mm, 8-track format. The DA-88's fast transport times, jog wheel control and 108-minute recording time, com-

ample, the DA-38 does not offer a slot for the SY-88 sync card (which allows the DA-88 to be used as a stand-alone SMPTE chase recorder). Similarly, the DA-38 has no 9-pin Sony P2 serial control option, and also lacks the connection for feeding an optional meter bridge.

Despite these limitations, the

to 128 tracks (with sample accuracy); machine offset for assembly editing operations; auto punch in/out with Rehearse mode; programmable pre/post roll; two locate points; user-definable crossfades; individual track delay (up to 150 ms); shuttle wheel; and a punch in/out footswitch jack.

The DA-38 is housed in a



bined with numerous onboard features—such as individual track delay, offset sync for assembly editing and a plug-in sync card option—appealed to pro users. In fact, the DA-88 eventually won numerous industry accolades, including 1994 TEC and 1995 Emmy awards. However, the DA-88 was priced higher than competing modular digital multitracks, and many users in the musician and project studio markets turned to other, more affordable formats.

In January of this year, Tascam unveiled the DA-38, a new 8-track digital recorder that is compatible with the DA-88 format, yet priced at \$3,499. The savings were made possible by using shared parts between the two recorders to cut down manufacturing costs, and by eliminating some of the DA-88's features from the new machine. For ex-

DA-38 is a suitable addition to a DA-88-only environment, and may be combined with one or more DA-88s in many applications. While the DA-38 cannot sync to SMPTE on its own, if it is slaved to a DA-88 that is equipped with the SY-88 sync card, the DA-38 will operate in precise, sample-accurate sync with the DA-88 master. For users in a MIDI-based facility, the optional MMC-38 adapter adds MIDI Machine Control and MIDI sync operations to the DA-38.

Further, the DA-38 adds a few new tricks of its own, such as track-to-track copying within the machine, dither on/off switching, A-40 digital sine wave/tuning tone generator and numeric error rate display. And features held over from the DA-88 include selectable 44.1/48 kHz sampling; the ability to sync up to 16 transports for up

BY GEORGE PETERSEN

three-rackspace, 16.5-pound chassis, which is 1.75 inches shorter and about 15 pounds lighter than the DA-88. In the studio this isn't such a big deal, but if you're toting three DA-38s around in a road case for remote recording, there's a huge difference between 49.5 and 93 pounds of hardware.

The DA-38's layout is similar to that of the DA-88, so if you're familiar with DA-88 operations, you'll be tracking on the new machine in no time. One obvious difference is the DA-38's use of a Shift button to access secondary functions on the feature keys. In fact, other than a few operational differences (such as formatting the Hi-8mm tapes for digital audio recording), anyone who's used an analog or digital multitrack will have no trouble with DA-38 operations.

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utes/seconds/frames, along with various LEDs to indicate operational status: digital in, 44.1/48kHz sampling, track copy, word in, track delay, track offset and "playback condition." The latter indicator is the same as the Error LED on the DA-88, but its name on the new machine was changed to PB Condition, a kinder, gentler phrasing. The shuttle wheel is the same as that on the DA-88, providing a playback range of 1/2 to 8-times normal speed, either in reverse or forward.

The DA-38's meters and track arm-

ing buttons are nearly the same as the DA-88's, the only difference being that the DA-38 meters have 12 LED segments and the DA-88 has expanded 15-segment metering. On the DA-38 back panel are two D15-sub connectors for sync/remote in/out; BNC word sync input; DIN socket for the optional RC-808 mini-remote (\$225); unbalanced analog RCA inputs and outputs; balanced analog connections on two D25-sub connectors; and a TDIF-1 port. Also mated via a D25-sub connector, TDIF-L is a proprietary bidirectional interface that connects to a DA-38 or DA-88 for cloning tapes, or

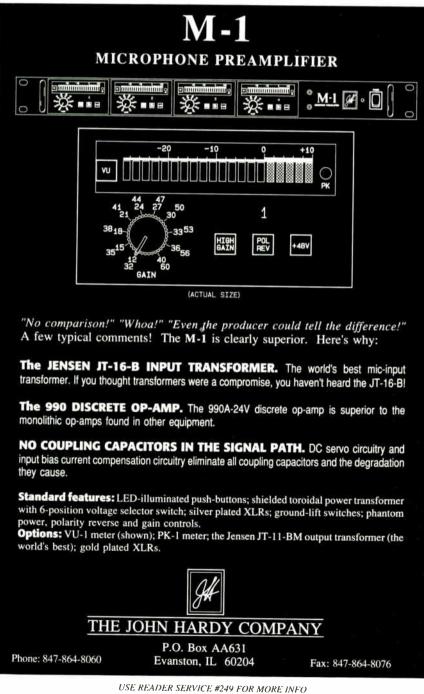
to various AES/EBU and S/PDIF interfaces from Tascam and third party suppliers. TDIF-1 is also the essential link for direct interfacing with digital consoles, such as the Yamaha 02R, 03D. Soundtracs Virtua or RSP's Project X. All TDIF-1 connections are made using the optional \$110 PW-88D cable.

SOME DISASSEMBLY REQUIRED

For the "void the warranty" part of this test, I completely disassembled a DA-38. Remove seven screws and the top/sides panel comes off, revealing a clean, spacious layout, Maintenance access to the transport, for occasionally cleaning the heads and guides, is excellent. The DA-38 uses a switch-mode power supply, which is compact and produces virtually no heat. It's also a lot lighter than the 10-pound conventional iron-core transformer PS tucked inside the DA-88. Best of all, there's a sizable empty space below the transport and PS assemblies: This is ideal for stowing spare parts or other necessary "supplies" that one occasionally has to take through customs on lengthy tours.

The DA-38's electronics consist mainly of two large boards located behind the meters. The Control PCB handles all the logic info, such as transport control, digital I/O routing and synchronization housekeeping. Here two large, custom ICs developed for the DA-38 reduce the parts count, while the all-surface-mount componentry on the control board reduces the overall size. Mounted two inches below the Control PCB (providing plenty of cooling airspace) is the Audio PCB. The A/D converters are Asahi-Kasei 5340 (18bit delta-sigma with 64x over sampling); DACs are Burr-Brown PCM-1710U (20-bit delta-sigma with 8x oversampling). Both the ADCs and DACs provide superior performance to the converters used in the DA-88. In digital audio, five years seems like an eternity.

The transport is essentially similar to the DA-88's, with the exception of the head drum, which now uses (no physical contact) rotary transformers rather than mechanical brushes to transmit the signal from the heads. But the biggest improvement in the DA-38 is its lack of a cooling fan, which on the DA-88 added to operating noise and increased air/dust flow through the head and transport assembly. Due to the reduced parts



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count and switching power supply. the DA-38 needs no fan and remained cool even after 15 hours of steady use.

FEATURES & FUNCTIONS

Despite the apparent simplicity of the DA-38's user interface, there are times when a quick look into the manual is required, especially when accessing the "shift-key" functions. My favorite message is "StL.n off," which is supposed to mean the audio monitoring during shuttle operations is turned off. My advice? Keep the manual handy. Fortunately for users, the DA-38 manual is clear and fairly well-written. The documentation also has several appreciated touches, including an appendix explaining how to interpret the DA-38's cryptic error messages. However, there are no pinouts given for the D25 connectors carrying the +4dB analog I/O, an omission that I hope will be corrected in the next printing. To make space, Tascam could delete the instructions on "Outdoor TV Antenna Grounding."

Probably the DA-38's most powerful feature is intermachine track copying, which combined with the digital patching function, allows users of single recorder systems to create a seamless "comp" performance from several takes. Alternatively, a track could be copied in the digital domain in order to create a "backup" before a difficult punch is attempted. Such operations previously required single-machine users to go from digital into the analog domain (and vice versa).

In the analog domain, the DA-38's digital patching feature provides the means to re-route connections to any track, a useful feature for anyone tracking on a DA-38 from a 2- or 4bus board. Pro users will probably skip this function entirely and use traditional patching to access inputs.

Like the DA-88, the DA-38 also provides ±6% of pitch shifting; however, this range can be expanded to +18/-12% by controlling the DA-38 from an external clock source. Less important perhaps is the DA-38's new tuning feature, which provides A440 (440 Hz) from an internal oscil-

A much slicker and eminently more useful feature is the block error rate function, which quantifies errors caused by tape dropouts or shedding, dirty heads, etc. Rather than merely depending on the PB Condition LED, the block error rate displays whether block errors are within acceptable limits. This also provides instantaneous user feedback on which brands of tape provide optimal performance.

Without a doubt, the DA-38's most enigmatic feature is dither switching. Essentially, this allows the user to enable (or disable) a dithering circuit on any track during recording. The theory behind the dithering process is to add a randomized signal to mask low-level quantization noise that occurs when inputs higher than 16-bits (18-, 20- or 24-bit) are stored on 16-bit media. As to the question of whether on not I'd use dither on the DA-38, the jury's still out. Tascam describes the net effect as "warmth." With dither, I heard an increase in clarity, particularly in lower-level signals, but this was accompanied by a slight upper midrange bump that seemed to bring percussive background elements-such as cowbells-up in the track. The real solution here is to experiment, and use it when you feel it's appropriate.

Anvone who's used a DA-88 already knows how the DA-38 transport performs: Both decks offer rapid, accurate tape handling, with fast multimachine lock-up times. The DA-38 transport seems quieter than the DA-88's, but this has more to do with the DA-38's no-fan operation than any differences in the transports themselves. Although both the DA-88 and DA-38 provide two locate points from the front panel, this number is too low, and five or six would be preferable.

Overall, the DA-38 is a winner. It packs most of the DA-88's features into a smaller package that operates quieter, sounds better and adds some new tricks. Best of all, the DA-38 retails at \$3,499, which is hundreds less than the DA-88. Sounds like a good deal to me...

Tascam, TEAC Professional Division: 7733 Telegraph Road, Montebello, CA 90640; 213/726-0303; fax 213/727-7635.

George Petersen knows a lot about MDMs; in fact, be coined the phrase six years ago. He's also the author of Modular Digital Multitracks: A Power User's Guide, the only book on the subject.

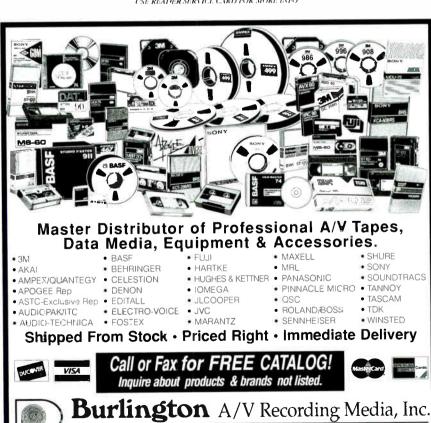


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dbx Blue Series

SIGNAL PROCESSORS

bx Professional Products was founded 25 years ago by design engineer David Blackmer (the "DB" of dbx). Although the company's first product was a high-resolution meter, it wasn't long before Blackmer put his ideas for decilinear VCA and RMS detector circuits into high-performance compressor/limiters and expanders. Years after its debut, the original dbx 160 comp/limiter is still revered by audio pros worldwide, dbx also became a major OEM supplier, licensing its noise reduction and VCA technology to dozens of leading companies.

Unfortunately, dbx fell into financial difficulties, and the various divisions of the company were sold. The OEM side was acquired by THAT Corporation (Marlborough, Mass.). The pro audio division was purchased by Harman,

and several years ago dbx moved from its ancestral home in a quaint Boston suburb (Newton, Mass.) to the Orban offices in the San Francisco area, Ideal for Bedouin tribes, the nomadic existence is poorly suited for audio companies. Endless back-orders, problems coordinating offshore manufacturing, a shift toward low-end products and marketing campaigns emphasizing cartoonish gremlins rather than audio specs were either the results or symptoms of this period.

Two years ago, dbx settled in Salt Lake City as part of the Harman Music group. But rather than merely use the dbx name as a label on repackaged DigiTech and DOD products, the group formulated a long-term plan to differentiate the dbx name, move manufacturing into the modern Salt Lake City facilities, improve quality control and develop new technologies.

"We call it the new dbx," explains Rob Urry, the company's first engineering president since Blackmer. This could be mere marketing hype, but Urry is backing up his plan with action. Paint, metal and electronic manufacturing on all lines is now done in-house. The new Utah-designed engineered manufactured units—such as the dbx 1066—combine top performance with built-like-a-tank construction. The low-cost Project 1 Series is now being fitted with balanced 1 O and internal power supplies, rather than the cheap-but-great-for-the-bottom-line wall warts that an entire industry has grown to despise.

But the biggest change at dbx is the Blue Series, a new line of high-end, no-compromise signal processors debuting at this month's AES. The three initial offerings in the series include a stereo compressor/limiter, 2-channel mic preamp and an A/D converter. A glance at the blue-anodized, ½-inch thick, milled aluminum slab on the front panel



Blue Series (top to bottom): 1605 comp/limiter, mic preamp and Bad Bay A/D converter.

signed for the casual user. "The concept of the series is to provide deadly accurate, sonically transparent performance," says Urry of the 2 to 200k Hz (±3dB) analog bandwidth of the Blue Series, "We're getting back to the heritage of dbx," Keeping with those lines, the Blue Series products are based around discrete modules, potted with low-thermal-resistance epoxy into cast-aluminum housings. Considering dbx's success in marketing VCA modules some years ago, the thought of licensing these modules is entirely possible, according to Urry.

The Blue Series mic preamp features the usual phase reverse, -20dB pad and 48VDC phantom power switching found on other preamps, but it adds coarse fine gain adjust controls (with a net range of +5 to +65 dB), impedance matching switching and dual VU meters. A transformer-coupled, discrete input stage makes use of dbx's M80° mic preamp module, which is designed to provide uncolored signal gain while adding high-frequency spectral enhancement with Spectrum. Detail and EQ defeat controls. Each channel's amplified signal is routed through two parallel high outputs (>30 dBm), capable of driving 1,000 feet of Belden 8541 cable for use as a splitter in live or studio applications.

Taking its name from the hallowed dbx 160 is the Blue Series 1608, a 2-channel unit based on the new V8 °VCA module. Claiming to have a dynamic range of 127 dB (max signal to noise floor at unity gain) and a THD+N spec of <0.007%, the V8 module is described by Urry as "a state-of-the-art implementation of Blackmer's decilinear topology." Features include VU meters switchable to input output /gain reduction displays, stereo/dual-mono link, selectable hard-knee or dbx OverEasy* operation, adjustable PeakStop*

limiting, manual attack and release controls or program-dependent time

BY GEORGE PETERSEN

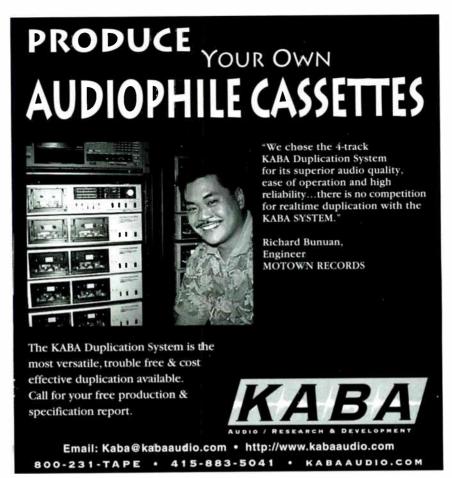
makes it clear that these aren't de-

constraints, and wide-ranging threshold, output gain and compression ratio controls. The output stage has the same high >30dBm drive capability as the mic

Analog-to-digital converters aren't known for being exciting, but the Blue Series A/D box (at press time, only known by the code name Bad Boy) is by far the most intriguing entry in the series. The unit is based on dbx's patent-pending Type IV conversion technology, a 27-bit process designed to capture the greatest essence of a signal by delivering 7 to 8 bits of headroom beyond the recording resolution. The Type IV module combines its hybrid design with various models of human hearing processes. The audio spectrum is divided into three parts; loud signals going into saturation, moderate signals in the linear range and low-level signals below the digital noise floor. Unlike other units with noise-shaping circuitssuch as Apogee's UV-22 or Sony's Super Bit Mapping—the Blue Series A/D provides a choice of several noise-shaping approaches (including H-P dithered signal and A-weighted curves). Users can also create and store their own NS curves using a graphic EQ-style interface for constant noise-power noise shaping. Such options allow a user to select the noise shaping that sounds best on any particular project. Further, software updates and additional curves will be made available on the dbx Web site, able to be downloaded from a Mac or PC via the unit's serial port.

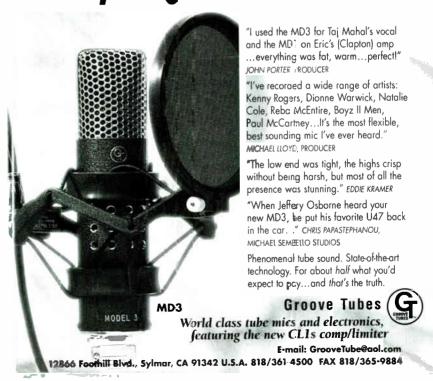
Other innovations of the Bad Boy converter include a modular input section that can be replaced as A D technology improves; AES/EBU and S/PDIF I/O; multiple AES/EBU output ports; ADAT and TDIF outputs; selectable dithering and noise shaping on outputs; word sync I/O; switchable 8/16/20/24bit output; 22.05/32/44.056/44.1/48kHz operation; and 44.1 to 22.05kHz sample rate conversion. The metering system is equally comprehensive: VU meters (analog input monitoring); LCD level monitoring of incoming digital signals (or post-conversion analog sources); digital phase metering; and a "metering history" function that stores several minutes of meter info so users can scroll through the data and note the timestamp of any anomalies. Pricing and further details on the Blue Series will be announced at the 101st AES convention in Los Angeles.

dbx; 8760 South Sandy Parkway, Sandy, UT 84070; 801/568-7660; fax 801/568-7662. Web site: www.dbxpro.com.



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Everything You Hear is True.



NEUMANN M149

TUBE CONDENSER MICROPHONE

It's been more than 30 years since Neumann released a new tube condenser mic (not counting the limited reissue of the U67 at the fall '93 AES convention). The new M149 Tube Condenser is something of a hybrid; it marries a vacuum tube to the transformerless FET 100 circuitry from the TLM50. Featuring the classic K49 capsule and grille from the Neumann M49, the M149 is a beautifully crafted, dual-diaphragm, multipattern mic that ships with a generous assortment of accessories.

Visually, the M149 is an impressive mic. It measures roughly 2.75 inches in diameter and just a hair under 8 inches long, and it weighs a stalwart 730 grams (around 1.6 pounds). The overall appearance of the mic, with its gray, satin nickel finish over the round brass body and grille, is attractively retro.

THE INSIDE STORY

The K49 capsule is a third-generation design evolved from the legendary M7 capsule, which was originally produced in 1932 and used in the Neumann U47 and M49 mics. The M7 made use of a PVC diaphragm, which was later replaced by mylar in the K47 capsule. The K49 offered tighter tolerances and replaced the K47.

The M149 diaphragms are 1 inch in diameter. Inside the grille, the capsule is elastically mounted (to eliminate structure-borne noise) above a cone-shaped surface that disperses any acoustic reflections from above that might interfere with the direct sound received by the capsule. The dual-layer wire mesh head grille is acoustically very open, maximizing high-frequency transmission. Although this design advantage theoretically comes at the expense of increased susceptibility to popping from plosives, I was surprised to note that the tendency was no more evident than with a U87-i.e., not problematic.

A miniature triode (model unspecified by Neumann) converts the high impedance of the capsule and adds 10 dB of gain to the audio. The tube is followed by an integrated differential amplifier in the output section of the mic. (The integrated amp merely balances the output; only the tube amplifies the capsule's output.) Neumann claims that this transformerless output driver allows cable lengths up to 300 meters without sound degradation.

One thing that I immediately noticed about the M149 was its impressively low noise floor and high sensitivity—a hallmark of Neumann mics in general. The M149's sensitivity is rated at a whopping 44 mV/Pa at 1 kHz into 1 kohm for cardioid mode (30)

and 50 mV/Pa for omni and bidirectional modes, respectively). For comparison purposes, that's a few dB hotter than the U87A's output. Self-noise is rated at only 13 dB-A for cardioid mode (16 and 11 dB-A for omni and bidirectional, respectively). Subjectively, I found the M149 to be only a little noisier than a U87A at matched recording levels, which is amazing for a tube mic.

The only downside to such hot output is that the M149 offers no capsule pre-attenuation or output pad, a feature that studios operating at -10dBV nominal level might occasionally miss. On a brighter note, separate sliding switches are provided for changing the bass roll-off point and the polar pattern.

BY MICHAEL COOPER



There is a choice of seven corner frequencies for the bass roll-off, ranging from 20 to 160 Hz in halfoctave steps; the slope is 6 dB per octave below the -3dB down point. The 9-position polar pattern switch can be changed from omni to wide cardioid to cardioid to hypercardioid to figure-8, with one additional intermediate step between each position. Together, the two switches offer incredible flexibility and exacting adjustment. Although I could switch the polar pattern without popping my woofers, switching to a less directional pattern did produce broadband noise—akin to being in the cabin of a commercial jetliner-at the mic's output for about five or six seconds. After that, quiet as a baby sleeping.

essential tools

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When it comes to equipping your studio, your list of effects needs can grow pretty long. Probably longer than your budget. So make the right choice - one that will cover all of your signal processing needs from tracking to final mixdown. The DP/2 from ENSONIQ.

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An assortment of time-based effects (including chorus, flanging, phasing, delays, pitch shifters, and combination effects) are there to add richness and life to a track. And a selection of world-class reverbs lets you place each instrument in its own perfect "space" in your mix.

Not only does the DP/2 offer a complete range of processing functions; it has 600 well-crafted presets to handle every recording and live sound application you can throw at it. The presets are organized by type so you can quickly find what you need and get right back to your music.

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D P / 2	ALG	ORIT	H M S	Phaser-Reverb
Hall Re -rb	Tempo Delay	Suitar Amp 3	Expander	EQ-Chorus-DDL
Large Plate	3 6 sec DDL 2U	Guiter Amp E	Keyed Expander	EQ-Flanger-DDL
Small Plate	8 Voice Chorus	Guitar Amp 4	Inverse Expander	EQ-Panner-DDL
Large Room	Flanger	Oigital Tube Amp	Ducker/Gate	EQ-Tremolo-DDL
Small Rcom	Phaser-DDL	Dynamic Tube Amp	De-esser	EQ-Vibrato-DDL
Gated Reverb	Rotating Speaker	VCF Distortion 1	Rumble Filter	EQ-DDL with LFC
Reverse Revero 1	Speaker Cabinet	VCF Distortion 2	Van der Pol Filter	Sine/Noise Generator
Reverse Reverb 2	Tunable Speaker 1	FuzzBox	Vocal Remover	ADSR Envelope Generator
NonLinear Reverb 1	Tunable Speaker 2	Guitar Tuner 2U	Vocoder 2U	Distortion-Chorus-Reverb
NonLinear Reverb 2	Parametric EQ	Pitch Shifter	No Effect	Distortion-Roto-Reverb
NonLinear Reverb 3	EQ-Gate	Fast Pitch Shift	Plate-Chorus	Wah-Distortion-Reverb
MultiTap Delay	EQ-Compressor	Pitc Shift-DDL	Chorus-Reverb	Compressor-Distortion-
Dual Delay	Guitar Amp 1	Pitch Shrft 2U	Flanger-Reverb	Flanger-Reverb

inputs, two outputs, and two processors the DP/2 is equally useful as two separate mono in-stereo out effects devices or as a true stereo device utilizing both processors.

From its low-noise hardware design to its many new algorithms and presets, the DP/2's great sound has been refined from our DP/4 Parallel Effects Processor. The effects legacy that has become a fixture in top studios and live rigs around the world is now available in a single rack unit designed for your project studio and live performance needs.

Yes, Grap a where whench and cronk the out some info on the DP.2. Serious work requires a complete set of the right tools, each designed for the job at hand. For your recording needs, there's no better choice than the DP/2.

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FIELD TEST

THE M149 SYSTEM

The M149 ships with an assortment of standard accessories. The sturdy EA170 shock mount will be familiar to TLM170. owners. Consisting of a brass framework with elastic suspension, it swivels slightly more than 180° and locks the mic firmly in place with a threaded ring—a bomb-proof arrangement for hanging the mic upside down and one that easily allows rotation of the mic through 360° about its vertical axis.

The N149 power supply is a new design specifically made for the M149. It's relatively lightweight and Spartan in de-

sign. About the size of a DI box, it features a power LED (but no on/off switch), an 8-pin DIN connector for supplying power to the mic and a male 3-pin XLR for audio output. The power supply is mated via a six-foot-long captive cable to an external transformer with two-prong AC plug. The supplied cable that connects the mic and power supply together is 10 meters longplenty long for running to the control room during overdubs. As the M149's polar patterns are switched on the micitself, however, remote adjustments are not possible.

The M149 also comes with a dust sock and the familiar foam-lined, wooden Neumann storage box. All of the components of the system fit into a larger, compartmentalized, foam-lined cardboard box. Optional accessories include an auditorium hanger, pop screen and windscreen. Additionally, as the mic's tube and associated circuitry are mounted on modular circuit cards, Neumann promises different optional tube modules for the M149 in the future—an intriguing prospect, indeed.

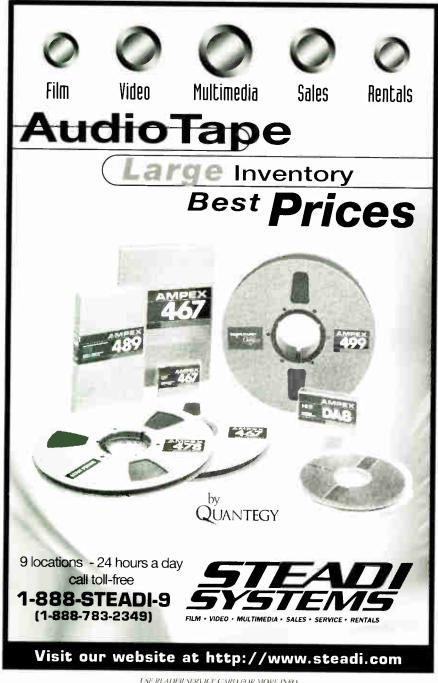
FREQUENCY RESPONSE

The omni pattern sports a smooth boost between roughly 6 kHz and 16 kHz. culminating in a 4dB boost at 10 kHz. Response drops off quickly above 16 kHz and is about 6dB down at 20 kHz. The response is very flat in the mids and bass to about 50 Hz and is down only 3 dB at 20 Hz. As you switch through progressively more directional patterns, the peak at 10 kHz flattens out, the low- and high-end responses drop off sooner (dipping at 500 Hz and 10 kHz for the figure-8 pattern), and an increasingly broad and heightened boost (about 4 dB in figure-8 mode) occurs around 3 or 4 kHz. The bottom-end response in directional modes is, of course, easily modified by using proximity effect in mic placement. However, the figure-8 pattern in particular is fairly nasal-sounding in the upper mids and noticeably less detailed up top. That may not be the best recipe for recording vocals, but it would probably sound great on an electric guitar cabinet.

CRITICAL LISTENING TESTS

Using a Millennia Media HV-3 mic preamp. I performed some subjective tests of the M149's off-axis response. Omni mode was quite uniform, except for a noticeable dulling of high frequencies at 90° 270° In cardioid mode, strangely enough, high frequencies were much more attenuated at 120° than at the 180° null point, where they were affected very little. Grabbing the supplied polar response charts, my subjective impressions were confirmed—in general, one could characterize the polar response for both the wide cardioid and cardioid patterns as tending toward hypercardioid at 4 kHz and higher frequencies.

Those who have closely studied the Neumann U87 know that it tends toward the same characteristic, but to a much lesser degree. The reasons for this are purely acoustical. Like the MT capsule used in the U47 and M49, the K49's back plates are "through-drilled" to let air through to the tuned acoustic cham-



EQ

As you've come to expect a classic warm. British sounding EO because it is British. Maintaining that classic British EO sound the Allen & Heath engineers have developed a unique gain structure that is ideal for all types of audio from the most decade classical material to crunchin rock in-roll. Over the first 40 degrees of rotation, the gain range is about 668. This is ideal for the subtle tonal changes required for acoustic instruments. The remaining gain of unit of 15dB comes in thereafter and provides all the necessary power for signals requiring heavy equalization for color or correction.

HF	15dB	12-Hz	Shelling.
ME1	15dB	500Hz to 15kHz	Peak Dip
Mrz	LSUB	politic to Tidale	Peal/Dip
J.F	15d8	75Hz	Shelving

As is the case with all Allen 8 Health Consoles the GL3000 EO sections have the essential EO in/out switch. This gives the engineer the chance to A B fort at the signed rhock and eliminates unnecessar, oir $_{-}$ Try

MUTH

At Alem 8. Health as refunds throughout mute switches muting the audio on each phagnes at ceremon sticks of attenuation. Along will a this follotter reactives the muse switch can be to keep up to the Advisor of the A

Pre/Post Fade Listen

At Aten & Huath we've atways considered monitoring for it're engineer to be indisplicitly mandation. The GU JOUL is no exception and suppliements this with eaths sive AFL monitoring on the outputs. This is especially in that where valued switching you set your cursold up to do monitor.

MIC/LINE Switch

Both the mono and stereo input channels have balancid XLR and TRS inputs. The micking switch either operates as a sourch selection of both inputs are connected on a 20dB pad for the XLR input in the TRS jail kills lie unconnected to facilitate bullanced line level XLR inputs.

Routing

The GL3000 is a 8 buss live/recording console. The pair control adjusts the level between odd and even pars. In Stage Monitor mode the L. R. mix buss can be used to fend in ear monitors and the other busses can be selectively routed to give mix mirus feeds to different performers.

As a Monitor Console

With the GRP/ADX Reverse switches pressed in the channels. Aux sends are routed to the subgroup hairs as monter leeds. Each monitor feel then goes through the corresponding subgridult meter auther the falses or or the vulnular meterbridge, through an insert point for the use of outboard processing gear and out a balanced XLR output. When in reverse mode, the mono out becomes the feed for the ingineer's wedge mix. The Aux Send Masters become the engineer is means for monitoring each feed and an AFL switch at each Aux. Master sends, a copy of the corresponding feed to the engineer's wedge. The aux master level controls the level of that feed at the engineer's wedge. The faux master level controls the level of that feed at the engineer's wedge. The feed is post insert allowing the engineer to hear at the processing changes he makes on each wedge. The talkback section allows the engineer to talkback through each wedge and simultaneously multes the engineer is wedge to avoid feedback during falkback. Be sure to place the console at the proper ground height to avoid engineer tack strain.



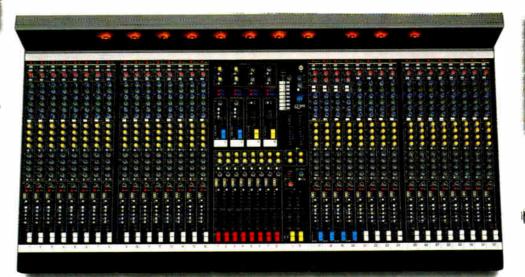
Expander

in addition to the SYS LINKTM system, the GL3000 may be expanded by 8 channels at a time, by simply connecting the inconnecting the inconnecting the expander module to the end of the console. When attached the expander looks cosmetically identical to the other including blocks of this console. The expander modules are available in the traditional 8 mono channels or four mono and four stereo channels, and feature of the same faulthes as the rest of the console.



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Extra stage fills side and rear fills mix minus feeds video feeds fast monitor set ups stereo recordings of the show whatever your needs the GL 3000 has a 10 by 2 matrix facility with outputs on faders and an AFL monitor facility.



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All Juger Trombile AFL/PFL bugges FY and RA feeds are common to the cursules in a SYS LINK® system.

AUX Sends

Alice 2. Health always give engineers the trinks they need where they need them. Divided into two blocks of four road. Divide of Aum Gurda has its arwin project revieth and out out of Bio in out this shirt for the processing out if you divide for the specialist out if you divide for the same another protection.

GAIN (MIC PRE-AMP)

For years at Alleri & Heath we rectaken extreme pride in the purity of our Mic pre-amps. The Mic pre-on the 2,3000 commer form a long line of highly respected developmenter from their fouring consoles. Each input has a wide ranging gain control to match any input source. The R.R. connections are resigned to adulpt balanced line imputs from stage submixers or inputs from stereo OII brazes and EX.

Misinput rasge +10dR to 60dR

A simple yet extremely practical innovation we've come up with on the 3000 notice the high pass titler is before triot effect than plut gain stage. This means the unwarded frequencies you use the filter to eliminate in the place never get to the pire amp. Why run those frequencies through the pre-amp and try and take them out.

Fader

All input channels, Left and Right mix busses and the subgroups boast smooth operation log law factors. Easy channel identification is on the write-on strip immodately below each fader. Each fader provides and extra 10:08 of gain to the mix. A real advantage when dealing with low level sources.

Talkback

The GL3000 offers individual TB capability to each of the output at the press of a button. The talkhack control adjusts the Mic level for the engineer's voice or sets an appropriate level for a signal generator (ideal for testing the monitors). In Stage Monitor mode use of any of the tallback switches automatically multes the MONO output. This eliminates the possibility of feedback in the engineer's mix, one less source of feedback to deal with



FIELD TEST

ber. The U87's capsule back plates are offset instead of drilled. It's a newer design that produces a more uniform off-axis response up to higher frequencies. What does this all mean in practical terms? When miking toms with the M149 in cardioid mode, make sure the cymbals are not directly overhead at the "obvious" 180° null point but off slightly to the side.

Next up were an A. B/C timbral comparison of the M149, an AKG C-12VR, and a newly reconditioned U87A, all on a male tenor vocalist in cardioid mode. The differences between the two Neu-

manns were most apparent in the vocalist's lower range, with the M149 lending a tighter bottom and considerably more open mids compared to the U87A. The M149 also sounded richer overall. The C-12VR was much fatter warmer and more "focused" than both Neumanns (the C-12VR characteristically makes a source sound closer to the mic than most other pressure gradient mics do). However, the C-12VR also emphasized the upper bass a tad too much (at seven inches distance) on this particular vocalist. The M149 was also considerably less noisy and had a much hotter output than the C-12VR. I would put the M149 and the C-12VR on an

equal par for vocal applications—which one I would choose would entirely depend on the particular vocalist's timbral qualities (as always).

IN SESSION

On an alto female vocalist, the M149 in cardioid mode was warm and fat (even at one foot away), rich in pleasing harmonics and had an articulately detailed high end—absolutely gorgeous! The inherent high-frequency boost did emphasize the singer's sibilance to some degree—something to watch out for.

Next up was tenor sax, miked from two feet. In an A/B comparison with the M149, the C-12VR was the clear favorite with everybody in the control room and sounded much fatter and warmer. Still, the M149 had a beautiful clarity and was rich in harmonics and detail. The M149 sounded great, it's just that the C-12VR sounded even better for this particular instrument.

Miking maracas at one foot away, the M149 actually made them sound warm (warm maracas?). The sound was detailed without being harsh, and was twice as "big" as a B&K 4011 made them sound.

On acoustic guitar, the M149's transient response was good but not great. The sound was also a bit veiled in the mids. I must confess my predilection for small-diaphragm mics on this instrument. Still, the M149's noise floor was impressively low.

CONCLUSIONS

During the short time I had the M149. its shining moments were on vocalsboth male and female. The M149 lends a warmth to vocals without sounding cloudy or boomy, while its detailed high end articulates lyrics and subtle nuances with the sweetness and depth characteristic of a well-crafted tube condenser. The off-axis response in cardioid mode is not quite as uniform as that produced by Neumann's more recent capsule designs but is still quite good. The mic is amazingly quiet considering its robust sensitivity. The only downside to such high quality is that it does not come cheap. The M149 lists at \$4,750, but that's the price you pay for a truly world-class vocal mic.

Neumann USA, 6 Vista Dr., Old Lyme, CT 06371; 860/434-5220, fax 860/±34-3148; Web site: www.neumann.com.

Michael Cooper is a producer, engineer and owner of Michael Cooper Recording in Eugene, Oregon.

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The portable single channel **DB-1A Active Direct Box** is based on the same design philosophy as its big brother. Its three-way independent power scheme* facilitates a unique design that simply blows every other DI away! In addition to features like line level output and no insertion loss, the DB-1A has rechargeable battery capability and automatic system power check.

*Simon Systems PS-1 Power Supply is recommended.

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of exotic internal wiring was seeking out premium imported electronic components built to our audiophile specifications. First, we chose low ESR, fast-recovery, over-sized, European filter capacitors and customwound over-built toroidal transformers with a conservative duty cycle more than twice the industry standard. You can hear the resultant "stiffness" of the power supply and begin to understand



why our power ratings seem so conservative. We also sought a better power MOSFET for our output section, and went with hand-matched lateral MOSFETS imported from Europe. Although more costly, they measured better than their predecessors from the Far East, and more importantly, sounded better upon careful auditioning.

In keeping with our audiophile perspective, the new High Resolution Control Room Amplifiers were designed as dedicated mono blocks when operated in the parallel mode... halving distortion, doubling the damping factor and current delivery, while increasing low impedance drive capability. The flexibility afforded by parallel, series and stereo formats allows for no-compromise universal matching of the amplifiers to any speaker's current, voltage, damping, and impedance requirements. On a technical note, we still avoid the use of any global feedback in our amp circuitry. We have always believed that although high-feedback amplifiers can yield excellent numbers on the test bench, the forced, harsh sound they exhibit when run at the edge or whenever asked to reproduce a valid musical transient that exceeds their capability, renders such designs woefully inadequate for studio use... producing a cluttered, congested, lifeless sound. And remember, specifications generated in a laboratory can't quantify or in any way measure the subtleties and inner detail of complex music. In order to capture the nuance of timbre as well as the true dynamics of a live source, we have concentrated our efforts on providing an amplifier with extremely fast recovery time, superb square wave performance, and exceptionally stable, wide bandwidth response into reactive loads. (We don't expect studios to drive resistors with sine waves.) The new High Resolution Control Room Amplifiers' graceful clipping characteristics, benign, almost purely second harmonic distortion products, and inability to latch-up and throw out DC, guarantee very mon-fatiguing musical reproduction and excellent voice coil protection under the most demanding studio conditions.



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TECHNOLOGY SPOTLIGHT

GENELEC 1029A

STUDIO MONITORS

In the past couple of years, Genelec monitors have risen from the relative obscurity shared by most audio products made in Finland to worldwide recognition. The high quality of Genelec's powered studio speakers has garnered industrywide praise and has earned the company coveted TEC Awards for the 1038 Tri-Amp and 1030 Bi-Amp monitors.

While the Genelec "sound" is popular, the company's quality products aren't exactly inexpensive: Systems can cost from \$2,000 to \$35,000. But Genelec's latest creation, the 1029A bi-amplified active system, is priced at less than \$1,100/pair. This two-way, 5-inch-woofer system goes down to 66 Hz. For those who need more bass, an optional \$700 powered sub-woofer (Model 1091A) extends performance to 40 Hz.

One thing that immediately sets the 1029A apart from other Genelec models (aside from its price) is its molded aluminum enclosure. This approach can be risky from a manufacturing standpoint, as prototypes are difficult to fabricate and any miscalculations in the final mold are costly or impossible to correct. However, once the system goes into manufacturing, the result is an extremely rigid enclosure that is rugged, easy to assemble and requires a minimal number of parts. Additionally, a molded aluminum enclosure provides for a low-weight high-strength combination with an optimal internal-to-external volume ratio that's unmatched by other cabinet materials. And the 1029A cabinets weigh only 12 pounds apiece, including internal amps, crossover and drivers.

The aluminum enclosure reduces costs, but Genelec went a step further by sharing parts between the 1029A and other Genelec models. The subwoofer's 8-inch driver is an optimized version of the one used in the 1092 and S-30; the 1029A HF section has the same tweeter as the 1030. All the 1029A/1091A drivers are powered by identical 40W amp modules (the 1091A subwoofer uses two 40W amps in a bridged configuration for a combined 70W mono output). Additionally, the 1029A 1091A are Genelec's first products that use almost 100% surface-mount electronics.

The 1029A enclosures are available in black or titanium-gray paint finishes. Physically, the 1029As are housed in 10x6x7.12-inch vented cabinets, with the front baffle forming the familiar Genelec DCW waveguide surrounding the ½-inch metal dome tweeter. A protective metal mesh covers each driver. The front baffle also houses the AC switch, status LED and a volume pot that controls the level of the entire subsystem, including sub(s), if installed.

The cabinet rear has controls for bass roll-off, bass tilt and treble tilt (all handy for room response equalization), as well as



leled for connecting subs or multiple monitors). Inside, the cabinets have built-in magnetic shielding and threads for Omnimount—wall brackets.

The 1091A subwoofer is housed in a 20.5x9x10.25-inch MDF enclosure (sorry, no aluminum cabinet), with the amp mounted on top. An internal DIP switch on the subwoofer amp module allows bass roll-off, which is probably unnecessary except in unusual installations where the sub's location creates too much bass, such as a corner placement in a glass room with a wood floor.

From a performance standpoint, the 1029A/1091A combination offers a maximum short-term peak SPL (with music) of 110 dB at 1 meter, which is loud enough to trash anyone's hearing in the near-field. Frequency response (with a single subwoofer) is rated at a respectable 40 to 20k Hz, ±2.5 dB.

Due to their small size, the 1029As—with or without the 1091A subwoofer—seem well-suited to project studios, surround sound installations, broadcast booths trucks suites, or as secondary reference systems in larger facilities. But a few questions, such as how they sound in general, or whether they'll translate to other Genelec systems, will have to wait until the monitors debut at this month's AES convention in Los Angeles.

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THE PORTABLE DATMASTER

SOUNDSCAPE SSHDR1

MULTITRACK HARD DISK RECORDER

member when there were only one or two DAW units out there, and you couldn't afford them anyway? Times have changed; today, there are workable and affordable solutions for just about every application that you can imagine. There are a few units that stand out because of exceptional functionality, surprisingly low price, or because they perform one or another task extremely well. However, I was pleased and surprised to find a unit that excels in all three categories.

Eve just spent time working with one of the more recent additions to the list, the SSHDR1 (SoundScape Hard Disk Recorder 1) from Soundscape Digital Technology Ltd. When you combine the extensive capabilities of the unit, its remarkable expandability to record as many as 128 physical (not virtual) tracks, its ability to work comfortably on less-than-stellar computer hardware, and its very reasonable cost, there is no shortage of value in this package.

SYSTEM DESCRIPTION

The SSHDR1 system consists of PC software (80386 with MS Windows

two input channels and four output channels, and provides the ability to mix eight physical tracks internally to the four outputs. (An 8-track adds XLR balanced analog and AES EBU digital connections, at a slight extra cost. In addition, each rack box offers MIDI In. Out and

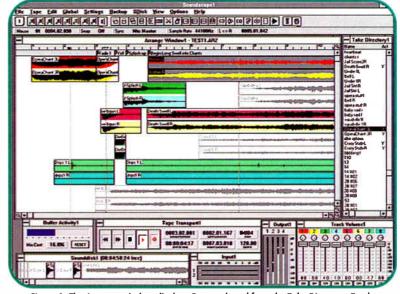


Figure 1: The Arrange window displays Parts, selected from the Take Directory. Track views can be expanded both horizontally and vertically.

Input/Output module is expected to be released by the time you read this.) Up to 64 virtual tracks can be accommodated by each rack Thru connections.

A single half-length (8-bit) ISA format card connects one or two rack boxes to the host computer's ISA bus. Because the card carries only control and display data, and all audio remains within the rack units, either 8-bit or 16-bit slots can be used. The total number of tracks available will depend on how many open ISA slots you have in your machine; you can get up to 16 tracks per slot since each interface card handles two of the rack boxes. There are expansion chassis available for ISA card slots at a reasonable cost, so if you only have one slot open, you can use it to connect to such an expansion chassis and configure the maximum allowed eight cards and 16 rack boxes. This would give you 32 inputs, 128 physical tracks and 64 outputs (and 1,024 virtual tracks, but who's counting?).

The interface card is included with the first rack box bought (as is



Rear panel connections include analog, digital and MIDI I/Os.

3.1 or above) and one or more rackmount (2U) boxes. The rack boxes each contain the entire audio path for eight tracks of digital audio, including the input/output connectors, analog-to-digital and digital-to-analog converters, system DSP and IDE hard drives (not included) for digital audio storage.

Each rack box is configured with

unit, and any eight of the 64 can be assigned to the physical mix. The analog inputs and outputs on the standard box are RCA unbalanced connections, switchable between -10 dB and +4 dB, with S PDIF digital I/O. There is a Pro Audio Option available that

BY DAVE TOSTI-LANE

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the software, of course) for a purchase cost of \$3,250. Adding the Pro Audio Option brings the initial cost up to \$3,575, and adding a second rack unit to bring the system up to 16 tracks adds \$2,895 (\$3,220 with the Pro Option). There is also an option to convert the drives to removable drawer units for \$625 per rack box.

OPERATION

The SSHDR1 system uses the terms Take, Part and Arrangement to organize sound bytes. A Take refers to an actual sound on the drive; each physical recording is a separate Take. When part or all of a Take is used in a project, it is referred to as a Part; a single Take can be the source of many Parts. Parts are as-

cisely locating them during editing (up to 999 markers may be addressed in an Arrangement). Each marker can be named, and you can display a Marker Directory with the markers sorted by name, by position in the Arrangement or by ID number. A setting in the Arrange window preferences menu configures the SSHDR1 to play until it encounters the next marker and then stop, a useful feature for live performance cue playback.

To record, merely select a track and establish the beginning and end points of the recording, using left and right locators. Once you determine the needed length and position the locators, just click in the space between the locators and you are ready to record.

This is one area that I think might be improved. While it is understandable

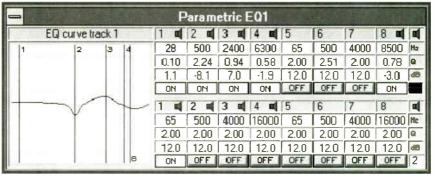


Figure 2: The EQ Setting window displays EQ parameters and a graphic representation of the track's overall EQ.

sembled in an Arrangement to make up a recording project. An Arrangement can include Parts that reference many different Takes on different drives.

To create an Arrangement, begin with the Arrange window (see Fig. 1), where you can drag Parts from the Take Directory. The Take Directory can also be expanded to show timing and location information about each Take. The views of tracks within the Arrange window can be expanded or reduced both horizontally and vertically to allow you to zoom in or out on a particular Part.

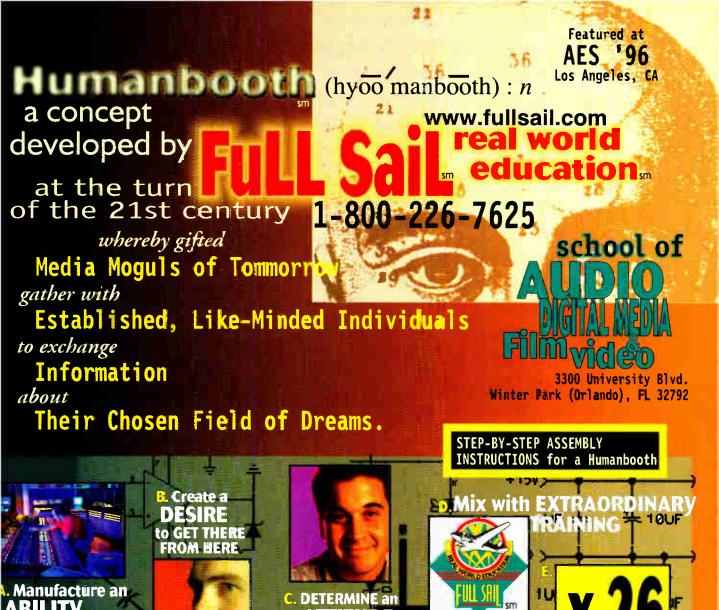
When editing, you can preselect different actions for each mouse key by using the icons on the tool page, which allows for very quick work when you are engaged in repetitive edits. In addition, keyboard shortcuts provide access to every tool. Scrubbing is implemented in two flavors; you can scrub just the single Part or all eight tracks at once. A Varispeed function allows you to adjust the playback speed by ±10%.

The SSHDR1 boasts a nicely implemented marker system that allows dropping markers "on the fly" or pre-

from a programming standpoint to want to be able to pre-allocate the disk space used for recording, it can often be advantageous to be able to continue recording beyond the planned point, particularly when recording improvisations.

Of course, the flip side to this is that you know that you have enough disk space to record for the time you have allocated, thereby avoiding the frustration of having your recording system suddenly stop when it runs out of disk space!

Equalization is handled in a unique way. Equalizing multiple tracks takes an enormous amount of DSP power, especially if you elect to provide multiple bands of fully parametric EQ. DSP resources may be eked out by means of a "non-real-time" system, but EQ that must be processed back to the data file before it can be auditioned is of limited value. The procedure just takes too long to allow experimentation. Soundscape chose to offer the potential for eight bands of fully parametric EQ on each track, but there was no way to make this



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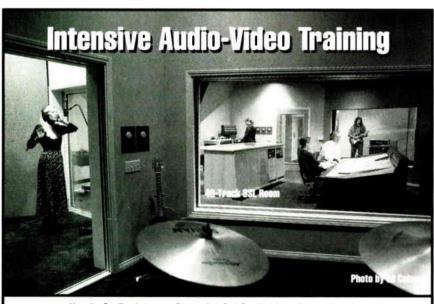


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many bands fully active in real time on multiple tracks, so they settled on a compromise that seems to work quite well.

Pressing the "E" key brings up the EQ Setting window, shown in Fig. 2. When this window is up, SSHDR1 will play back only two tracks at a time. Each track can then be auditioned as you set the EO, using the fully parametric controls available—you hear the changes you make in real time on the selected track. You can turn on from one to eight EQ bands for each track, and left and right pairs of bands are linkable so they track together. A handy graphic representation of the track's overall EQ appears onscreen. Once you have auditioned the EQ on each track, close the EQ window and engage the EQ tool. Click on a Part that is assigned to a specific track, and it will be processed to a new Take using the EQ you set up for that track in the audition step.

EQ can be set up for all eight tracks while auditioning using the EQ window, so you simply select all the Parts you want to process on all tracks and the EQ tool will process each track. If there are a lot of Parts to be processed, this may be a good time for a coffee break! Seriously, processing can take a bit of time, but it is not excessive. For example, it took about 54 seconds to process a stereo 30-second Take with eight bands of EQ on each channel.

Also available as optional processing "plug-ins" are a Time module and a Reverb module. The Time module offers Pitch Shift, Time Compression and Expansion, and Sample Rate Conversion. I used the Time module functions extensively to modify a series of bells both as to duration and pitch, and also successfully shortened a prerecorded cue containing orchestral music and voice-over. I detected none of the artifacts that are often introduced into a signal when time compression or expansion is applied.

The Reverb module was not available at the time I was creating my production. It became available for testing near the deadline date for this article, and in the limited trials I was able to perform, it seemed to be a very clean and natural-sounding implementation. By the time you read this, the 32-bit version should include a preview function.

THE REAL-WORLD TEST

Now that we have some of the obligatory numbers and details out of the way, just how the heck does the thing work? Well, it works quite nicely. I had the unit

for an extended evaluation period and was able to use it in an actual production to get a good idea how it functions under real-world pressure. I used the SSHDR1 alongside a much more expensive and well-known Macintosh-based DAW to build and run the sound design for a theatrical production of Eugene Ionesco's The Killing Game at Seattle's Broadway Performance Hall for Cornish College of the Arts. This show was a real test for both DAW units, as the sound was treated almost as if it were a character in the show. Many of the scenes depended heavily on sound cues, and the sonic texture of each piece was used to "set the scene." There were more than 100 cues, many of which required split-second timing that, due to audience reaction and the actors' pacing, changed with each performance. Several sequences in the show involved up to ten cues within 30 seconds.

Because of its nearly instantaneous playback facility, the SSHDR1 proved to be one of the best units I've had the chance to use for this application. When you hit the Go button, play begins now, not "in a bit." The unit's ability to play from marker to marker allowed my assistant designer and me to set up markers at the exact beginning of each cue, knowing that we could fire each cue and not worry about it playing into the next one. The ability to name each marker and see that name in the timeline at the top of the Arrange window allowed us to easily identify where in the script each cue was located. We found ourselves using the SSHDR1 for all the cues in the show that required critical timing, because the other "more sophisticated" system was unable to provide the instantaneous reaction time we needed. The excellent sound quality of the converters in the SSHDR1 (A/D conversion is 16-bit sigma delta, 64x oversampled; D/A conversion is 18-bit sigma delta, 64x oversampled) and its balanced +4dB outputs (with the Pro Audio Option installed) made it easily the sonic equal of the larger system.

The truly remarkable part of this is that, because of other commitments, the only computer I had available to serve as the host for the Soundscape unit for the show was a creaking and groaning 386/SX25 with only 4 MB of RAM and a 100MB hard drive. It worked just fine. In fact, the only real difference between running the system on that machine and on my Pentium 100 is the speed of the screen redraws and the loading time for the



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initial program start-up. This indicates to me that there would be no problem at all running this system on very inexpensive hardware. For example, a 486/66 or a Pentium 75 PC could serve as excellent platforms for the system, which could translate into large savings in hardware costs.

I had some concern initially that the system would prove difficult to learn, but I would expect any new user to be happily recording and editing away within a couple of hours, and moving along quite nicely within a few days. One of the really powerful features of the program is the degree to which you can access functions with keyboard shortcuts, and the ability to have multiple editing tools available on the mouse.

During the time I had the system, I was able to take it with me to a conference and install it in a different computer for some demo sessions. Since the hard drives are integral with the rack unit, the entire system—including the rack unit, cables, computer card and manual—easily fits into a single 6U flight case. Setup was uneventful, and once the software was loaded in the new machine, along with the saved Arrangement files, the system was ready to go.

In summary, I found the SSHDR1 a very interesting unit. I was particularly pleased with its performance as a theatrical sound editor and playback source, and that was before the addition of the excellent optional Reverb module, the soon-to-be-released PQ editing module, and the expanded input/output options. I was not alone in my approval; since finishing the project, my assistant designer has decided to purchase a Soundscape SSHDR1. Given that I could purchase two of these units and the computers to run them for the cost of upgrading my other system to its newest level, I'm pretty tempted myself, especially in light of Soundscape Digital's policy of free software updates for registered users.

U.S. Distributor: Soundscape Digital Technology Inc., 4478 Market St., Suite 704, Ventura, CA 93003. 805/658-7375; fax 805/658-6395. E-mail 74774,1337@compuserve.com.

Dave Tosti-Lane is a theatrical sound designer currently serving as chairman of the Performance Production department at Cornish College of the Arts in Seattle.



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PHOTO DAVID SCHEIRMAN PHOTO MANIPULATION MIKA CHISA

ike it or not, computers are now an inextricable part of our everyday lives. The widespread availability of economic computing power in the form of the personal computer (PC) has not only changed the traditional workplace but has also affected the way that musicians, filmmakers, writers, photographers and other artists do their work

As a science-based art, professional audio adopted the PC quite readily, though the relatively small size of the industry has limited the number of computer applications developed specifically for audio. Nevertheless, recording studios and post facilities have provided a stable market for PC applications such as time-based sequencing, editing and machine control. Automated mixing consoles have emerged as a dominant technology in music mixing and film/video post. And the market success of digital audio workstations is fueled by the availability of fast, affordable PCs.

For a number of reasons, the sound reinforcement industry tends to lag behind in the implementation of computer-based technology. In fact, the initial impetus to develop computer-based technology for controlling sound reinforcement systems first came from outside the industry. Architects and builders first began using automated systems to control and monitor elevators, air-handling equipment, security and other functions. Nearly 15 years ago, some forward-thinking system designers decided that automating the control of public address systems was a logical next step.

Pioneering sound system designers first sought solutions from vendors of available audio equipment and, in response to this challenge, Innovative Electronics Designs created the industry's first computer-controlled sound systems in 1984.

Very large sound systems—such

BY DAVID SCHEIRMAN

as those designed for airports, convention centers and other public venues-include as many as 100 or more power amps. Driven by the requirements of contractors and other high-volume customers, major manufacturers began to explore the potential uses of computers for remote control and monitoring of power amps. But as manufacturers typically designed and implemented automated systems for use with their own products. these proprietary solutions were generally incompatible with other manufacturers' products.

Today, "intelligent" power amplifier control and monitoring networks are available from leading vendors like Crest (NexSys") and Crown (IQ") with experimental systems in development from other firms like QSC (Network Audio Systems").

System capabilities and control architecture tend to reflect the developer's particular interests. For

—CONTIMIED ON PAGE 214

TOUR PROFILE

ELVIS COSTELLO & THE ATTRACTIONS

The "All This Useless Beauty" Tour

hey can do a lot of things with technology now," Elvis Costello told *Mix* in August '95, "but they haven't found a way to broadcast *animal magnetism* yet, which is a big part of our show. In fact, it's probably the main part. That's what people come for, the animal magnetism part." At that time, Costello was getting ready for a worldwide satellite broadcast, performing songs from his then-current album, *Kojak Variety*). Since then, he's made another album and spent a lot of time on the road, proving himself right.

This summer, Elvis Costello and The Attractions were out promoting last May's release. All This Useless Beauty, an album more singer/songwriter-ly in approach than many previous Costello/Attractions efforts. The lyrics are as dense and poetic as on other albums. but the music is somewhat less wild, and arrangements feature Steve Naive's keyboards. So, the songs lent themselves beautifully to the first leg of the tour, on which Costello and Naive went out as a duo, playing a handful of clubs around America. Those nights showcased pared-down, pretty versions of older songs like "Accidents Will Happen" and "Red Shoes," a new, slow piano version of "Temptation" and a solid selection of the new songs. These were very friendly shows-chatty but



PHOTOS STEVE JENNINGS

Front-of-house engineer David Zammit (L) and monitor mixer George Barnes

electric, as Costello treated his core fans to some unforgettable vocal performances. And during these shows, Costello made a point of letting his audience know that he'd be back around later in the year, with the full band.

The full-blown tour began in June and, like the Costello-Naive

shows, included a lot of new arrangements—new ways of playing some of the old songs up against the new ones, "Pump It Up" was transformed into a sort of Chuck Berry-New Orleans number, with Naive on accordion. And for part of the set, the rhythm section left the stage to Costello and Naive, and 1978's "Party Girl" became a quiet, bittersweet wonder, "Compared to previous tours with this band, it's much less frantic," says front-of-house engineer David Zammit, "It's not quite as violent musically—partly because of the new material but partly because everybody's a bit more grown up."

BY BARBARA SCHULTZ

—CONTINUED ON PAGE 220

TOUR

THE SEX PISTOLS' FILTHY LUCRE TOUR

Why Ask Why?

verheard outside the Shoreline Amphitheater, Mountain View, Calif.: "I just figured it's a oncein-a-lifetime thing to see the Sex Pistols. Something to tell the grandkids about." That's how it seemed to us, too. No matter how mercenary their stated reasons for reuniting, and no matter the pointlessly insulting reports about the band's unyouthful appearance (really? they've aged since the '70s?), Mix wasn't about to miss it.

The show we caught at Shoreline took place in August, close to the end of the U.S. leg of a tour that began in early summer with a number of European festival dates. Audio and lighting gear for the U.S. tour was provided by A-1 Audio and Lighting of Los Angeles. The company also sent out tech Kory Carter, who does double duty assisting the tour's front-of-house engineer, Alan Perman, and monitor mixer Harry Netti.

"Now that we're in America," Netti says, "it's such a pleasure to have your own touring rig with you. It's the same every day, and you know what you can do and what you can't do with it—unlike a festival situation, where ten other bands have used the gear that day. I don't mind a challenge, but that's one of the challenges I'd rather not happen."

The A-1 setup includes 24 EAW KF 850 and eight SB 850 speaker cabinets. Perman mixes the Sex Pistols on a "vintage" Yamaha PM3000 console "with antique

woodwork around it. Be sure to get a good look at it," he laughs, "because this could be the last chance you have." He uses 16 channels for the Sex Pistols, and, he quips, "that includes a spare, I have to stretch it to

"The best way to mix the Pistols is just rock 'n' roll," says Perman, whose experience includes FOH mixing for much of Live Aid and years of touring with acts such as Duran

Duran, David Lee Roth, Van Morrisson and the Boomtown Rats. "It's just a rock band. Don't try to do anything fancy. Just mix the bass guitar, the lead guitar and the drums. The drums have always been the basis for their real sound, and everything else is icing on the cake." So, Perman isn't big on effects: He has a Yamaha REV5 and a pair of SPX1000 reverbs, which he uses sparingly on the kit and on

Johnny Rotten's vocal, His control rack is an EAW system with digital processing and Klark-Teknik graphic EQs for house left and right. The mic selection is a straightforward mix of Shure SM57, Beta 58 and SM98s, plus a UHF wireless system (also from Shure) for lead

Netti, whose regular gig is mixing monitors for Natalie Cole, uses a Ramsa 840 console-40 channels with 18 sub-

groups. The monitors are A-1's proprietary double-15 and double-12s: 15s for drums, bass and guitar, and four double-12s each for vocal and for rear vocal fill. Netti also places two of the double-12s near the drum kit, "The wedge speakers are great," Netti says, "some of the best wedges I've found." Sidefills are more of the EAW KF 850s.

BY BARBARA SCHULTZ

Left to right: monitor mixer Harry Netti,

front-of-house engineer Alan Perman, A-1 tech Kory Carter

- CONTINUED ON PAGE 222

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LIVE SOUND

—FROM PAGE 210, COMPUTER CONTROL
example, Ivie, Micro-Audio and Oxmoor
specialize in gear that can be programmed by a portable computer,
which is then disconnected and removed from the system. The system
may then be monitored and updated via
a modern link. Thus the designer or authorized contractor can make changes,
while unauthorized persons do not have
the same access to system controls.

PC APPLICATIONS IN LIVE SOUND

Despite the mixed success of early computer-controlled sound system products, computers can handle much more than simply controlling amp channels. PC functions in sound reinforcement systems include:

- Mix automation and preset recall. Automation features to control bus sends, equalization and other signal processing can be found on mixing consoles from Cadac, Euphonix, Recall by Langley, Solid State Logic, Soundcraft and Tactile Technologies. Software products such as S.A.C. (Software Audio Console) emulate traditional console functions in software.
- Matrix-switching for audio signal routing. Automated rerouting of audio signals is a common requirement in theme parks and production shows where consistency is important. Equipment from LCS (Level Control Systems), Richmond Sound Designs and Real World provide this capability.
- Playback equipment control. Computer systems are fundamental to the automated remote control of DAT players. EPROM sound effects triggers, laserdisc players and other storage devices that must be synched to timecode cues. Such systems are common in major production shows in theme parks and other choreographed shows.
- Audio measurement tools. PCs have been used as building blocks in a range of real-time analysis and other measurement systems from firms like Apogee, Audio Precision, Brüel & Kjaer, JBL, Meyer Sound Labs and Techron.
- Speaker system controllers. Several loudspeaker manufacturers have developed computer system interfaces to control system drive components. Examples include the TOA DacSys, Yamaha 2040 and EAW MX8000 systems, and upcoming products from Dynacord and Meyer Sound Labs.
- Monitoring and control of wireless mic systems. AKG. Beyer, Sennheiser, Vega and others offer software applica-



MEDIAMATRIX TECHNOLOGY ON THE ROAD WITH KENNY G

BY ROD JAMES

Al Tucker has served as the "audience monitor mixer" for Maryland Sound Industries of Baltimore since 1973. Of course, the more common term to describe his duties is "sound engineer." But Tucker takes issue with the implication of that title.

"You see concert programs in the theaters, or credit rolls after an awards show, and there is always a 'sound engineer' and a 'monitor mixer' listed," he explains. "There seems to be the notion that the monitor mixer isn't a real sound person. But both are, in fact, mixing monitors. It's just a question of who's listening and where." This respect for both ends of the snake provides a clue as to why Tucker has thrived on the touring scene for more than 25 years.

Tucker has always been willing to experiment and use new technologies. Such is the case with a Peavey MediaMatrix system. Tucker first toured with a beta version that ran the house system for the U.S. leg of a 1994 Kenny G tour.

The MediaMatrix system includes a mainframe, a user-specified number of DSP boards and software, all connected to a digital interface for input/output connections. This allows the system designer to create, maintain and modify a complete signal processing system of enormous size with a cut-paste-click user interface.

"MediaMatrix allows the P.A. system to be a chameleon. It can 'morph' into anything you want to do in any

situation," Tucker says, "It's not so much new controls, but a new way to manage the controls,"

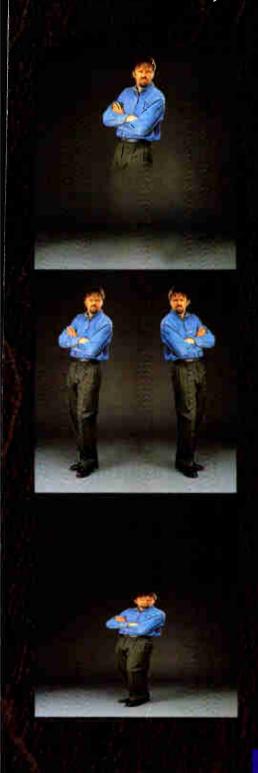
The entire DSP system—situated at the house or monitor mix position, or both—can be built via the mainframe right on the computer screen, with a universe of devices available in multiples. Graphical hierarchy on the screen allows building of a large, complex system in an organized manner. The system can be broken down into subsystems, layered, and linked to a master control screen.

"For example, take a typical arena system with left and right clusters, and let's look at the left cluster. It faces an audience, with people close, far away, off to the sides, up, down and so forth. It has a lot of different throws and distances to cover," Tucker explains, "With MediaMatrix, you can break the cluster down into subgroups, say, forward long-throw, forward near-field, sides long-throw and sides near, and create tailored processing far beyond amplifier attenuation to meet each of those needs. Hit the Compile function, and it's ready to go,"

Tucker established a main control screen, with the FOH system broken down into subwoofer, low-frequency, mid-frequency and high-frequency sections for left and right clusters. The screen included left and right level meters for each section. He also established eight control blocks (pink noise and sine wave test sources, sys-

-GONTINUED ON PAGE 222

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LIVE SOUND

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WHAT LIES AHEAD?

Audio products are currently in a transition stage for both device and system design. The solution lies perhaps with new audio products specifically intended for network control rather than being adapted to it. The ideal device might include internal microprocessors or other digital control. Its design would support remote operation, and it may or may not include a "computer" as we know it today.

Eliminating analog front-panel controls reduces manufacturing costs. There is also a trend toward traditional outboard devices being replaced by DSP cards and/or "virtual" software functions. IED's UDAPS (Universal Digital Audio Processing System) and Peavey's MediaMatrix¹⁶ (based on technology developed by Peak Audio) are steps in this direction. *[For more on MediaMatrix applications, see the Kenny G tour sidebar—Ed.]*

A heavy research and development commitment is required to evolve such new-generation products. And the process of technology transfer—which includes educating the market and making all equipment, support and documentation readily available—is no trivial task.

Ultimately, sound system operation will become enhanced, and traditional ideas of audio products will be dramatically modified, via digital control capabilities. Incorporating signal processing functions (like delays and filters) in amplifiers and other products may become very cost-effective. Today's typical digital delay, crossover and other signal processing units are already being radically changed. All functions currently available in analog audio gear will eventually be digitally controllable. But the ultimate benefits and capabilities of such products will be limited if systemlevel designs are confined to traditional, existing product "architectures."

A member of the AES Board of Governors, David Scheirman, owner of Concert Sound Consultants, has worked with numerous computer-controlled sound systems. Formerly with MediaLink Technologies, he is now IED's western regional manager. A 1991 TEC Award nominee (Sound Reinforcement Engineer), he co-chaired the first international Computer-Controlled Sound Systems conference in 1994.

—FROM PAGE 211, ELVIS COSTELLO

Gamble EX56 console, "and as far as insert equipment goes," he says, "I'm using a lot of tube stuff—Drawmer 1960 compression on the vocal, Summit DCL200s for guitars and bass, and some little cheap compressors made by a company called Conneaut Audio Devices, which I find work really well.

"With this band," he continues, "you need compression on just about everything. The keyboard levels come out of nowhere, and never from the same keyboard twice." Zammit says the drums are the only compression-free instruments onstage; on them he inserts Aphex 622 gates on kick, toms and snare. "I've got an SM91 and a [Beyerdynamic] M88 on the kick drum, and the 91 is gated," he explains, "so that extra low end only comes into play when he hits the drum really hard. That's for an effect more than anything." As for the rest of Pete Thomas' kit, Zammit places an SM57 on top of the snare and a Beta 57 on the bottom, an SM81 on hi-hat, Sennheiser MD421s on toms. AKG C-414s overhead, and on Thomas' fashionable cocktail kit, there's an M88 on the bass drum, another C-414 overhead and another SM57 on snare.

Guitar amps are miked with an SM57 on each; the rest of the electronic instruments are DI'd through Countryman FET 85 boxes. The grand piano that Naive plays during the duo portions of the set is captured with a little rig of Zammit's creation. "It's a mixture of AKG products; the gooseneck/shockmount arm and some of the hardware intended for use with C747 mini shotgun mics have been adapted to become a clip-on shock-mount rig for two CK1x capsules, which in turn connect to C460 preamps via a proprietary cable." (The "x" indicates that it is the remote cable version.)

"They clip onto the frame inside the piano and, to my mind, produce—as far as gain before feedback in a loud situation-about as natural a sound as you're going to get, far superior to the results achievable with any pickup known to me. If anyone has knowledge of a decent pickup, I'd be very interested in auditioning it." He uses a Beta 58a on Costello's vocal, and a Peavey AMR2020 effects unit serves as a "basic vocal delay." A Lexicon PCM 70 is used for general reverb. An AKG ADR-68K effects system is used exclusively for the Drums, and a TC 2290 is used for guitarbased effects.

Zammit says that on this tour, Costello has given him some loose directions



LIVE SOUND

that allow him to get a bit strange at times, "The reverb has changed since previous tours. I'm using less reverb than before, but there's a lot of stuff going on with delays in certain numbers, and I've got an H3000 inserted on the stereo bus, and in a couple of songs. I'll hit the switch and flange the entire mix. Elvis will just say, 'Go a bit psychedelic,' and so I'll just come up with stuff, and he seems to like what's going on. It's a fresh approach for them. and so if the band's gone full-circle and bonkers, well, what the hell, why not me?"

Electrotec's Lab-Q speakers are used for the house, powered by Crown and Crest amplifiers. The band's monitors are Electrotec's Lab-Q wedges, which Barnes says "are probably the best thing going on right now," powered by Crown VZ3612 amps. Barnes, whose other credits include Stevie Nicks and Guns N' Roses, mixes on a Midas XL3 console, and Electrotec has provided him with an impressive assortment of gear that he says he's not allowed to use. "I have a rackful of Klark-Teknik EQs. I have all kinds of Aphex gates and compressors, and the band doesn't want to hear them. It's almost deliberately low-tech. I do have a Summit compressor on his vocal, though, that he doesn't know is there," he laughs, "Don't print that till after the tour. He'd kill the rest of the band when he gets on the mic if I didn't have some kind of compression on him.

When Mix saw Elvis Costello & The Attractions at Berkeley, Calif.'s striking Greek Theatre, the band and crew were finishing up their U.S. dates and about to end the tour with six nights in Japan. Rumors surrounding the band's L.A. appearances suggest that this may have been Costello's last outing with The Attractions, at least for a good long time. But Zammit and Barnes don't seem particularly worried about losing this gig. Costello's pure love of music has led him to record with so many musicians and in so many styles over the years. "I've done dozens of dates with him at various music festivals and with dozens of different artists," Zammit says, "I think if I were going to work for any one artist, there's not anybody else I could work with and do such a broad spectrum of music. That keeps it very interesting."

Barbara Schultz is a Mix associate editor.

—FROM PAGE 212, SEX PISTOLS

Perman, Netti and Carter all agree that this is one of the most enjoyable and relaxed tours they've been on. The band and crew are all part of a comfortable team—evidenced by the fact the Sex Pistols do no soundcheck, "They trust us," Perman says, "And this show has gotten great reviews: Everybody wants to see the Sex Pistols. So the band have lots of friends coming backstage, and they want to relax and enjoy themselves. They don't want to bother with a soundcheck.

"The show is very straightforward." he continues, "but it works, Sometimes straightforward works better than so much technology. It's the only way to do this show. It's back to basics, back to rock 'n' roll, but they are so good: they're a very powerful little band."

Indeed. And that's one of the main things punk was about to begin withback-to-basics rock 'n' roll—when the New York Dolls and The Ramones got the ball rolling all those years ago. The Sex Pistols certainly do not disappoint on that score. After sets by openers Gravity Kills and ska/punk band Goldfinger, the Pistols performed for a

little more than an hour, slamming through pretty much the identical set that you can find on the excellent Filthy Lucre Tour live CD-from the wild and powerful "Bodies" to the famous "God Save the Queen" and "Anarchy in the UK" and ending up with "Problems."

Johnny Rotten, of course, mixed in a few choice remarks directed at tiresome audience members, and acted nasty and looked insure. That was the predictable part. But no one can predict how amazing it feels to hear Steve Jones' opening guitar riff and hear the whole band launch into "Pretty Vacant" live-except for those lucky enough to have been in the right place at the right time in 1976, or in 1996.

---FROM PAGE 21-1, MEDIAMATRIN

tem input, delay, EQ, sub control, frequency control and limiters)-all accessible via a mouse click. The "EQ" control block, for example, recalls a custom control panel (laid on top of the master control screen) resembling a parametric equalizer. The parametric EQ can then be adjusted via "point and click," and then re-stored.

Multiple controls or functions can be grouped for global control, "For example, you can link the output controls of the crossovers—grab any one of the eight mid bands and they all respond and preserve their offset attenuation. Click again to control individual offsets."

For the Kenny G tour, the Media-Matrix system was housed in a specially made shockproof traveling rack fabricated by Maryland Sound. The system's dual hot-swappable power supplies, accessible from the front of the mainframe, eliminate concerns about power supply failure. The rack was also equipped with an uninterruptable power supply, which Tucker found to be handy.

In mixing Kenny G, Tucker's goal is that no one should notice the sound system. If they don't, he figures he's done his job right. "The concert should be an experience free from 'technical' distractions of any kind. The trick is to be delicate when the show is delicate. forceful when it's needed, but never overbearing or wimpy," he explains. "It's a fine line, particularly with the distances involved in your typical concert situation."

The Inverse Square law, which states that sound is attenuated by 6 dB each time the distance to cover is doubled—tends to rear its ugly head in the touring arena. The challenge is making the system sound full and rich to someone sitting 300 feet away, without annoying the people 30 feet away.

Helping the mixer meet this challenge is one of the strengths that Tucker sees in MediaMatrix. "Take EQ, for instance, in a long-throw vs. near-field scenario. Even with amp attenuation you might not be able to EQ properly for the near-field. The 16k boost you put in the system for the back row can make the midrange too quiet for the nearfield listener because you have attenuated for the loudest part of that band. With MediaMatrix, you have the discrete control at your mouse fingertips."

Rod James is an East Coast-based freelance writer.

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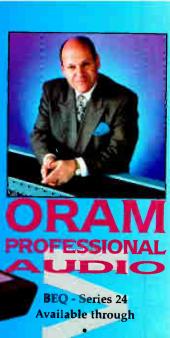
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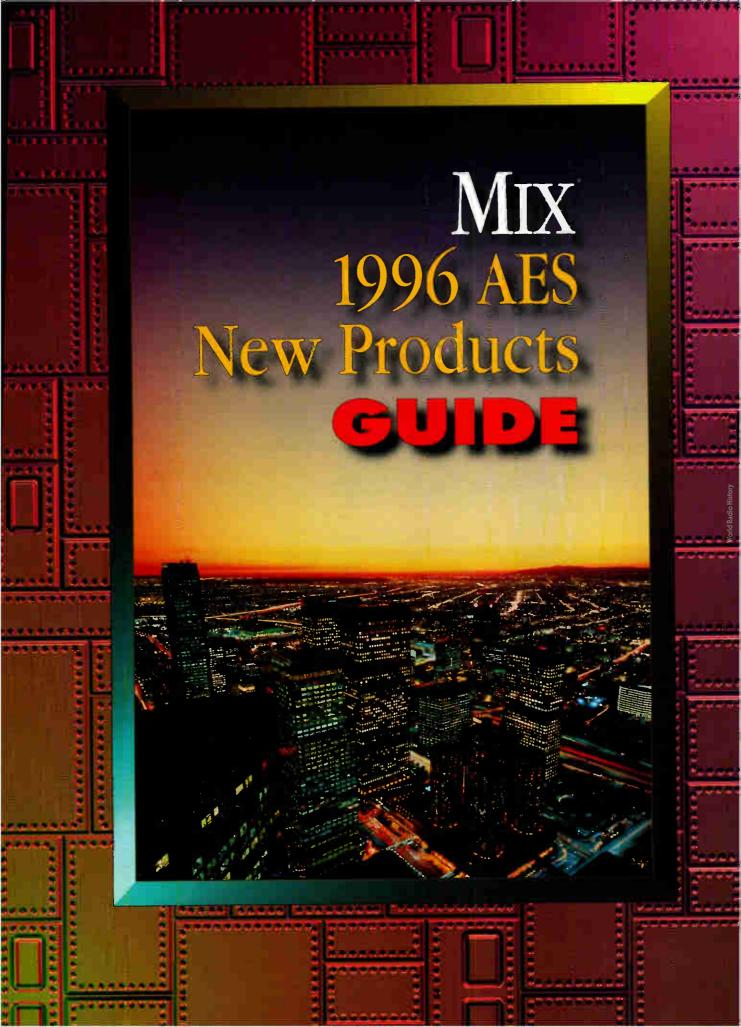
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THE MIX 1996 AES NEW PRODUCTS GUIDE

Welcome to Mix's Annual New Products Guide. In this guide, we focus on products that were introduced (or were shipping for the first time) in the months prior to—and including—new introductions at the 101st Audio Engineering Society convention in Los Angeles. For those who plan to attend, here's some of the tasty new technology that will be on view at the L.A. Convention Center November 8-11, 1996. 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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AES NEW PRODUCTS COVER: LA PHOTO. EDDIE HIRONAKA/IMAGE BANK; DESIGN, TIM GLEASON



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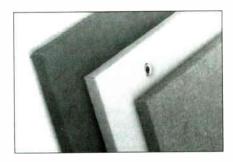
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AcousticTools™ is the first affordable system of reflectioncontrol, diffusion and bass-control products to quickly and easily optimally tune a project studio. Individual tools include the Abflector, providing enhanced imaging by offering broad-bandwidth absorption of first-order reflections; the Skyline diffusor, offering enhanced spaciousness and a wide sweetspot by diffusing rear-wall reflections; and the Bass Trap, which improves low-frequency modal response by absorbing low frequencies below 100 Hz.

651-C Commerce Drive Upper Marlboro, MD 20774 Phone 301/249-0044; Fax 301/249-3912 E-mail info@rpginc.com

Systems Development Group Sonora Line

Sonora Wall Panels are available in ½- to 2-inch-thick, custom sizes from 2'x2' to 4'x10' in four hardened-edge design options. SDG's Vertical Baffle and High Mass Ceiling Panels are ideally suited where additional sound absorption at the ceiling can upgrade overall acoustics. All Class-A fire-

rated SDG Sonora panels and baffles are fabric covered in an attractive selection of colors and patterns. 5744 Industry Ln., Ste. J Frederick, MD 21704 Phone 301/846-7990; Fax 301/698-4683 E-mail 2114988@MCIMAIL.COM





Aardvark AardSync II

Synchronize all your video & digital audio equipment with this single, low-jitter master generator. The stable video lock and multiple digital audio outputs solve almost any video and audio synchronization problem. Low jitter enhances 20-bit audio. Handles all pull-ups & pull-downs. Sync any workstation, digital mixer, A/D, D/A, DAT. Digidesign and Sonic Solutions compatible. 96kHz upgrade. Input: Video Blackburst (NTSC or PAL): output: 2 AES/EBU sync, 3 Word Clock, 1 256WC. MSRP: \$1575. 202 E. Washington, Ste. 306

Ann Arbor, MI 48104
Phone 313/665-8899; Fax 313/665-0694
E-mail lovell@aardvark-pro.com
Web site http://www.aardvark-pro.com

Brainstorm SA-1

The SA-1 is the same analyzer as found in Brainstorm's SR-15+ Distripalyzer, repackaged in a small portable unit. It operates on an external 6VDC supply and can be used with a battery pack. The SA-1 easily identifies timecode format & frame rate, monitors video phase and reports timecode errors. Printed reports can be generated via rear panel parallel and serial ports.

Brainstorm SR-3

The SR-3 is a timecode regenerator designed to repair dropouts, reduce jitter and correct video phase. Housed in a small portable enclosure, its front panel features a large timecode reader and LEDs to identify format and video phase. The SR-3 can also be used as a timecode generator to create new code.

Distributed by Audio Intervisual Design 1155 N. LaBrea Ave. West Hollywood. CA 90038 Phone 213/845-1155; Fax 213/845-1170

ESE LX-5112

This 12" analog clock is designed to operate as a timecode reader, a stand-alone clock or an impulse clock. The LX-5112 is capable of automatically setting itself to the correct time as received via any one of three different timecode inputs (SMPTE/EBU, ACSII or ESE). Alternate modes of operation on the LX-5112 allow the clock to synchronize with an alternating 12- or 24-volt impulse signal or to act as a stand-alone clock. Sweep or Step silent modes and Time Zone Offset are user-set via rear mounted DIP switches. Options for a lighted dial (with brightness control) and rack mounting are also available. List: \$575.

AES NEW PRODUCTS GUIDE 1998

ESE LX-219A and LX-220

The LX-219A and LX-220 feature enhanced RS-170A blackburst circuitry and extremely precise stability. Perfect for preblacking tapes and/or for general synchronization purposes, the LX-219A (six outputs) and LX-220 (ten outputs) are both available from stock now. Options include 1kHz tone output, composite sync output, rack mount and UL-approved power supply.

142 Sierra St.

El Segundo, CA 90245

Phone 310/322-2136; Fax 310/322-8127

Euphonix MixView 3.0 Automation

Support is now provided for moving faders in one or both fader positions in the CS2000. Systems can be created with combinations of moving and nonmoving fader modules. Any fader on the CS2000 can be programmed to send continuous controller MIDI data. Effects devices and other MIDI equipment can be controlled in real time or dynamically automated by the CS2000. The CS2000 automation now includes editing functions, making it easier to use and faster to complete the final mix. New features include Offline Trim, Group Coalesce, Pass Join, Import Mix, and many more.

11112 Ventura Blvd., #301 Studio City, CA 91604 Phone 818/766-1666; Fax 818/766-3401 Web site http://www.euphonix.com



JLCooper Electronics MCS2

MCS2 is a new version of JLCooper's cost-effective Media Control Station remote controller for computer-based music sequencers, audio and video editing systems, hard disk and tape-based audio recorders and videotape machines. Available in four versions: Macintosh (ADB), MICI/MMC, RS-232 and a new 9-PIN RS-422 version for direct control of most popular video tape recorders, MCS2 has the ability to control most recording and playback devices.

JLCooper Electronics MMC/9PIN

MMC/9PIN is an innovative device capable of controlling 9-pin compatible videotape recorders from a MIDI Machine Control-compatible computer-based sequencers and digital editing systems. It converts MMC transport commands, locates and tracks arming messages into corresponding 9-pin messages. MMC/9PIN generates SMPTE and MTC in response to MMC Locate and Play commands. MMC/9PIN also converts 9-pin sync into SMPTE and MTC to lock any compatible device to video. 12500 Beatrice St.

Los Angeles, CA 90066 Phone 310/306-4131; Fax 310/822-2252

Level Control Systems LD-16S

The LD-16S is a 16-channel hard disk record/playback expansion board that provides instant-start, multichannel digital audio playback for LCS's recently introduced LD-88 digital mixer. All samples are 32-bit floating-point to maintain resolution and dynamic range during recording and playback. A SIMM slot supports up to 32 MB of RAM to preload the starts of audio tracks, providing instantaneous synchronous or asynchronous track playback.

10061 Riverside Dr., #742 Toluca Lake, CA 91602 Phone 818/506-0051; Fax 818/506-3070 E-mail info@LSCaudio.com Web site http://www.LCSaudio.com



Mark of the Unicorn MIDI Timepiece AV

This 8-port MIDI interface and SMPTE/video/audio synchronizer for Mac and PC (via LPT) has all MIDI/SMPTE features of MTP II, plus video sync input (genlocks to video). ADAT sync output (drives ADATs without BRC), word clock/superclock output (drives any word clock device or Digidesign system). Drives everything from MMC sequencer or LRC. Stripes frame-locked LTC onto video. Syncs ADAT with Digidesign. Slaves everything to video with 0.1% pull-up/down.

1280 Massachusetts Ave. Cambridge, MA 02138 Phone 617/576-2760; Fax 617/576-3609 Web site http://www.motu.com

Optifile Drax Automation

Drax from Optifile is a full-featured fader and mute automation package designed specifically for Mackie and Soundcraft Ghost 8-bus consoles. Drax, which runs in Windows 95, is installed inside the console, using existing faders and mutes. The system supports all timecode formats, delivers true 256-step fader resolution and doesn't tie up inserts or require external fader packs or controllers. Features include AutoDrop, dual RAM buffers and a virtual timecode generator.

Distributed by Sascom Marketing 34 Nelson St. Oakville, Ontario, Canada L6L 3H6

Oakville, Ontario, Canada L6L 3H6 Phone 905/469-8080; Fax 905/469-1129 E-mail sales@sascom.com Web site http://www.sascom.com

Otari Eagle Automation

Otari's new Eagle Automation provides fast, interactive operation of Otari consoles and is designed to operate with greater resolution than previously available on the renowned DiskMix system. Operating under Microsoft Windows 95, Eagle will provide dynamic automation of faders, mutes and computer-controlled switches and will allow users of MIDI systems to communicate with the console. A beautiful new graphic interface provides users with a fast, elegant way to view and edit automation data. 378 Vintage Park Dr.

Foster City, CA 94404 Phone 415/341-5900; Fax 415/341-7200 Web site http://www.otari.com



Rapco Cable Peaking Tom

The Peaking Tom is a multiplex device used to remotely detect any light-emitting source, such as clip lights or zero VU indicators. Its simplicity makes it unique: when one of sensors 1-8 senses light, it triggers the appropriate LED at the FOH position. The Peaking Tom signals any potential problem before it occurs. Finally! Sound engineers can be in complete control, as they should be.

3581 Larch Ln. Jackson, MO 63755 Phone 573/243-1223; Fax 573/243-1384 Web site http://www.rapco.com



Soundmaster Group ATOM

ATOM™ forms the hardware core of Soundmaster's ION Operating Environment by consolidating the power of multiple Soundmaster SYNCRO™ controllers into a 4U rackmount unit that does not require a separate computer. Features include SMART SYNC®, a patented varispeed lock feature, SMPTE to EBU synchronization, reverse lock, ramped biphase motion control and integral word clock, video sync and timecode generators. ATOM comprehensively integrates hundreds of studio technologies including Avid AudioVision, Dolby Drive, Tascam DA-88 and Otari RADAR. Systems start at U.S. \$9,995.

Torontc, Ontario, Canada M9W 4H8 Phone 416/741-7057; Fax 416/741-4608 E-mail 102100.151@compuserve.com

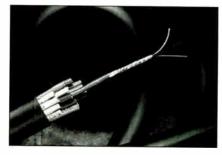
Web site http://ourworld.compuserve.com/homepages/



Aural Optimism

Dptimis m[™] is the ultimate glass-fiber transmission line for optical interfacing of professional digital audio components. Optimism is a precision optical path for use within systems requiring absolute signal transfer with minimal loss due to Optical refraction. Optimism is hand assembled and hand polished. Optimism uses precision metal ST terminations. Available in 2-meter length only. Retail: \$595.00

21636 N. 14th Ave., Ste. A-4 Phoenix, AZ 85027 Phone 602/516-2248; Fax 602/516-2251



Beldem AudioFLEX Snake Cables

AudioFLEX™ Snake Cables are a new line of superflexible, nonkink multiple-pair audio cables. They exhibit an extremely low level of microphonic or tri/bi-electric noise and are used to connect multiple audio channels in low-level (microphone) and high-level (line) componentry such as console board equipment for recording studios, radio and TV stations.

Bcx 1980

Richmond, IN 47375-1980

Phone 3:7/983-5200; Fax 317/983-5294

E-mail info@belden.email.com

Match & Win Quiz

See if you can match the Digital Multi-track machine on the left with its ideal recording companion on the right.

#2 Soft Lead Pencil only. Be neat, work slowly, keep lines straight. No erasing!

ALESIS ADAT

-8

ATI 8MX2 Preamp/Mixer



8 of ATI's hallmark High Voltage Mic Preamps, **each** with a **Variable Threshold Limiter**, 48v Phantom power switch and Ground Lift switch

TASCAM EA-88



ATI 8MX2 Preamp/Mixer



Simultaneous 8x2 mixer for monitoring the recording or for playback mixing to the stereo buss. Mix assign/Mute switch. 9 pin Master/Slave ports for multiple unit connection of the Cue and Mix busses





ATI 8MX2 Preamp/Mixer



Comprehensive cue system, Input and Gain Reduction meters, Headphone and Monitor Out. Rear panel 2 Track Returns. DB25 Multipin Mic pre Outputs, and DB25 Multipin Tape Returns

ROLAND DM-800

9

ATI 8MX2 Preamp/Mixer



Frequency response: +0/-1 dB, 10Hz-50KHz, 20dB of headroom throughout, THD. 0.008% at +4dBm, Residual Noise: -86dBm, total voltage gain 65dB, **ONE RACK SPACE**

ANSWER: ATI's new 8MX2 Preamp/Mixer is the ideal companion to ANY of the many digital multitrack machines in use today! Loaded with features, the 8MX2 allows the nighest quality recordings to be made, either in the studio or on the road. Hitch an 8MX2 to the front end of each of your Digital Multitrack machines and start doing some serious recording!

USE READER SERVICE CARD FOR MORE INFO

SEE US AT AES BOOTH # 463



Here's how you win. Just buy an 8MX2 Preamp/Moxer and receive a case of blank recording tapes (either S-VHS or Hi-8) absolutely free from ATI! Free tape coupon included with every 8MX2. Coupons redeemed by December 31, 1996. One coupon per 8MX2 purchased. Get to your pro music dealer today and ask for the 8MX2, or call ATI at 1-800-642-8063.

(If you own a hard disk recorder, you're already too cool. We'll send you the tapes for your VCR!)

ATI • Audio Toys, Inc. • 9017-C Mendenhall Court • Columbia, MD 21045 • Phone: 410-381-7879 • Fax: 410-381-5025
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Canare BCJ-XJ A10TR

XLR-to-BNC impedance transformers for converting short-run. 110-ohm, twisted-pair digital audio signals to long-run, 75-ohm BNC or RCA coaxial cable, AES/EBU or S/PDIF platforms. Usable with Canare Video Patchbays. 1-volt peak-to-peak version can route signals through standard video D/As.

531 5th St., Unit A San Fernando, CA 91340 Phone 818/365-2446; Fax 818/365-0479 E-mail canare@canare.com Web site http://www.canare.com

Connectronics Ultraflex Cables

Includes UFX P01 AES/EBU cable—ultra flexible: LIFX P04 4-pair shielded Multi Cable-ultra flexible, small O/D; UFX P08 8-pair shielded Multi Cable

411 Pequot Ave. Box 908 Southnort CT 06490 Phone 209/256-0545; Fax 203/256-0440

DCE Project Patch Studio Kits

Project Patch Studio Kits™ from David Carroll Electronics are complete plug-and-play studio-wiring systems based on Project Patch™ bantam (TT) or the new Project Patch TRS™ ¼-inch patchbays. Designed for project studios of any size but at home in any application where audio is routed. Studio Kits come with all patchbays and prefabricated cable sets required to connect all of your equipment. The fully documented installation is as easy as plugging in cables, with no need to strip, solder, crimp or punch down a single wire.

DCE Project Patch TRS

Project Patch TRS™ is a new patch bay option being added to the Project Patch™ Studio Wiring System. Project Patch TRS uses PC board-mounted 1/2-inch TRS jacks, which are brought out to high-quality gold-pin header connections. and modular cables that allow quick, plug-in installation. A full line of prefabricated audio cables are added to mate with virtually all studio equipment. Reconfiguring the patchbay is as simple as moving cables, without the need to strip, solder, crimp or punch down a single wire. 3219 Pierce St

Richmond, CA 94804 Phone 510/528-8054; Fax 510/526-1982 E-mail LeePom@ix.netcom.com

D.H. Labs Silver Sonic D-110

Silver Sonic D-110 is a precision 110-ohm, AES/EBU, balanced digital interconnect. It is the only AES/EBU cable to utilize a pure Teflon dielectric and high-purity silver-coated conductors for state-of-the-art performance. Other features include 100% shielding, very tight manufacturing tolerances, and an attractive appearance. Silver Sonic D-110 is recommended for digital audio applications where the highest sound quality is desired. Retail price: \$5/ft.

D.H. Labs Ultimate XLR

The Ultimate XLR sets a new performance standard for XLR connectors. It is the only XLR connector with contact pins made from pure Oxygen Free Copper. The contacts have a direct hard gold plating, which is very durable and more conductive than the nickel/gold normally used. The Ultimate XLR is intended for any application requiring the highest sound quality, including mastering and recording studios, high-end audio systems, etc. Retail: \$12.50 Box 31598

Palm Beach Gardens, FL 33420-1598 Phone 561/625-8998; Fax 561/625-8998



HAVE Inc. ADAT Cables

HAVE manufactured top-of-the-line digital audio cables, with separate "in" and "out" lines for easy identification. Eight tracks of balanced audio, featuring two Canare 8channel cables, ELCO 56-pin metal backshell connectors and choice of Neutrik 1/4-inch TRS, longframe, Bantam TT RCAs, XLRs or tinned ends, Lengths: 10', 15', 20', List from \$299.95 to \$349.95 (for XLRs). Available for Tascam. Fostex and Sony, as well. For information or new catalog call 1-800-999-HAVE (4283). 309 Power Ave.

Hudson, NY 12534-2448 Phone 518/828-2000; Fax 518/828-2008 E-mail have@haveinc.com Web site http://www.haveinc.com

Link S.N.C. Eurocable Products

Link introduces Eurocable™, which includes a wide range of audio, video and control cables, single and multipair AES/EBU, wiring cables, Starquad, coaxial and multicore speaker cables, coaxial and triaxial cables; Cable Reels HD Series, all stackable with clutch, brake and frame; LK Connectors Series, a standard for multiple audio signal connection whose main features are strength, extensibility and water-tightness. Available from 19 up to 150 pins, wiring is strictly standard for balanced signals.

Via Tiburtina 912 00156 Rome, Italy Phone 39-6-4072831; Fax 39-6-4073138

Neutrik Circular DIN Connectors

Neutrik offers circular DIN connectors in three, five and seven pins, cable- or chassis-mount. The cable connectors have a large strain-relief clamp for secure grip and a nickel plated metal shell to help protect from abuse. Chassismount connectors have flared terminals to ease assembly. Connectors are extremely price competitive. Reference part #NYS321, NYS322, NYS323 (cable ends) and NYS324, NYS325, NYS326 (chassis mounts).



Neutrik PatchLink

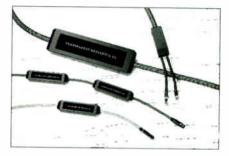
PatchLink™ is an economical and versatile ½-inch modular patch panel. 48 (2x24) balanced channels in a 19" rackmountable unit contain front and rear 1/4-inch jacks according to EIA standard RS-453. Each unit features ID strips, nontarnishing contacts, individually replaceable PC cards and the ability to change easily from normaled to half-normaled

195 Lehigh Ave. Lakewood, NJ 08701 Phone 908/901-9488; Fax 908/901-9608

Speck Studio Standard Cables

Speck Electronics has introduced a tightly focused line of audio interface cables for all MDM and hard disk recorders (ADAT, DA-88, RD-8. Pro Tools, Darwin and many others). A "no-compromise" design philosophy delivers a low noise, 100% shielded, and 100% tested audio interface cable at only a slightly higher price than the budget "bagO-cables." Studio Standard Cables are available at better audio dealers and direct from Speck's Web page. U.S. list: \$325 to \$387

925 S. Main St. Fallbrook, CA 92028 Phone 619/723-4281 Web site http://www.speck.com

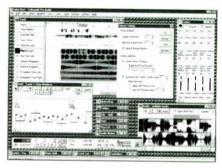


Transparent Reference XL Cables

Transparent Cable debuts Reference XL interconnects and speaker cables for world-class mastering/recording studios. Artists recording or mastering in studios that use Transparent Cable received nine Grammys this year. Boo Ludwig's Gateway Studios (cabled throughout with Transparent Cable) has won six TEC Awards. Based upon sound engineering principals. Transparent manufactures passive networks onto their cables that control resonance, RF noise and impedance matching.

PO Box 117 Rte. 202 Hollis, ME 04042 Phone 207/929-4553: Fax 207/929-4271





Cakewalk Pro Audio 5.0

The complete music workstation for Windows PCs, Unlimited digital audio tracks; powerful audio editing; front-end support for Soundscape SSHDR1, Digidesign Session 8 and Audiomedia III; professional MIDI editing; high-quality notation: audio and MIDI synchronize to SMPTE/MTC-Cakewalk Application Language (CAL); enhanced instrument definitions: Cakewalk TECHniques, onscreen live motion tutorials; much more. Includes both Windows 95 and Windows 3.1 versions. CD-ROM and 3.5" disks. (\$399 MSRP)

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Like precise visual images you get from a high quality professional camera and large lens, the CAD E-300 produces unparalleled aural imaging of the audio environment.

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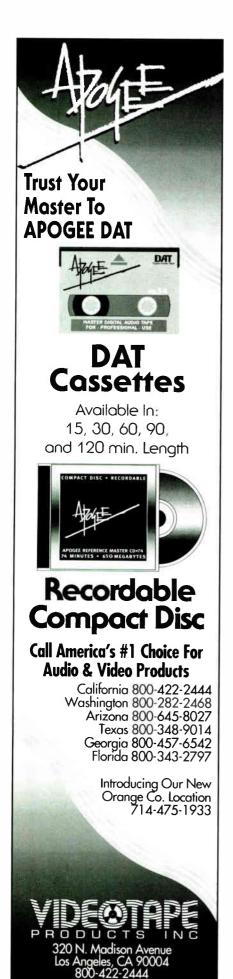
- 1.1" gold sputtered dual diaphragm externally biased capsule
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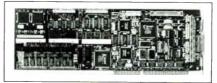
and Cakewalk TECHniques tutorials. Two CD-ROMS. (\$479 MSRP)

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Watertown, MA 02272

Phone 800/234-1171; Fax 617/924-6657 E-mail 102746.3467@compuserve.com

Web site http://www.cakewalk.com



Digital Audio Labs V8

DAL's V8 system is a highly modular hardware platform for the PC with an upgradeable DSP architecture and a variety of I/O options. In its base configuration, the V8 is capable of recording and playing up to 16 discrete tracks depending on system throughput. Application and plug-in software for the V8 is available entirely from numerous thirdparty developers.

13705 26th Ave. N., #102 Plymouth, MN 55441 Phone 612/559-9098; Fax 612/559-0124 E-mail dalinfo@digitalaudio.com

Web site http://www.digitalaudio.com

Digital Courier Capella (Version 3.0)

DCI's Capella version 3.0 is a professional-quality audio codec on a PC card. Capella enhances applications of MPEG Audio Layer II codecs by adding full PC-based software control. Capella transfers real-time audio between audio ports, hard disk, and a V.35 port. These capabilities enable systems integrators, studios, and radio stations to record and play MPEG files, broadcast audio through ISDN and satellite networks and build applications such as audio-on-demand. Priced from \$3,450 U.S.

8618 Commerce Ct.

Burnaby, B.C., Canada V5A 4N6

Phone 604/293-5188 or 800/909-7888; Fax 604/473-5835

E-mail dci@mpr.ca

Web site http://www.digital-courier.com

Dolby Labs Dolby Surround Plug-ins

Dolby Surround encoder and Pro Logic decoder TDM plugins in both NuBus and PCI versions enable Digidesign Pro Tools III, 4.0 and 4.1 workstation users to mix Dolby Surround videos, TV shows, ad spots, multimedia, music videos and video games entirely within the digital Pro Tools environment. Features include game-mode encoder and positioner options, surround panners, and monitoring in stereo and mono as well as Dolby Surround.

100 Potrero Ave.

San Francisco, CA 94103

Phone 415/558-0200; Fax 415/863-1373

E-mail info@dolby.com

Web site http://www.dolby.com

Emagic Logic Audio 2.6 for Windows

Logic Audio 2.6 for Windows 95 seamlessly integrates professional digital audio, MIDI sequencing and notation. Virtually unlimited MIDI tracks, sequences, folders and score staves; 960ppq resolution; 0.05 to 9999 bpm tempo range; and nondestructive, real-time quantization and editing. ScreenSets for multiple window management and user-definable key commands for most functions. Audio tools include an integrated Stereo Sample Editor, Digital factory and Time Machine II: regroove, quantize, time compress and expand audio tracks, plus more.

Emagic ZAP

ZAP (Zero Loss Audio Packer) for Macintosh is a new compacting utility which allows loss-free compression of digital audio data. Depending on the audio material, files can be compressed up to 50%. When expanded, the original audio data is restored with bit accurary-no distortion. no frequency or phase deviations. There is currently no application available that successfully performs this task without coloring and changing the audio in some way.

13348 Grass Valley Ave.

Grass Valley, CA 95945

Phone 916/477-1051; Fax 916/477-1052

E-mail Emagic@emagicusa.com

Web site http://www.emagicusa.com

Gefen M & E Professional V2.3

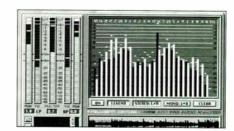
M & E Professional is software to search sound effects libraries on compact disc. M & E Professional also lets you play CDs from large CD changers and transfer sounds from CDs to Sound Designer files on the hard disk. System is ideal for Avid and Digidesign users. \$1,495.



Gefen TSE 150/241

The TSE 150 sender and receiver units extend a Macintosh monitor and keyboard up to 500 feet away from the CPU (\$595). The TSG 241 CPU switcher switches between two or more Macintosh computers while working off a single monitor, keyboard and mouse. The PCX 100 sender and receiver units extend monitor, keyboard and mouse more than 100 feet from the location of the PC.

6261 Variel Ave., Ste. C Woodland Hills, CA 91367 Phone 818/884-6294; Fax 818/884-3108 E-mail gsinfo@gefen.com Web site http://www.gefen.com



Intelligent Devices AD-1 V2.0

The AD-1 Pro Audio Analyzer, the ultimate real-time monitoring tool, provides precise stereo peak and average metering, clip indicators, headroom margins, L/R sum and difference levels, spectral and phase analysis and a running waveform history display. Version 2.0 of this Mac-based software adds phosphor-emulation modes for the phase display and a choice of several views (all displays, meters & phase, meters & spectrum or meters/phase/spectrum/waveform only). AD-1 is available as a TDM plug-in or as a stand-alone application using Audiomedia or Sound Tools II hardware or with no hardware on a Power Mac using the 16-bit I/O or one of the new PCI-based I/O cards. 7 Hickory Ridge

Baltimore, MD 21228 Phone 410/744-3044; Fax 410/788-6370

E-mail indev@clark.net



Partial Client List:

The Rolling Stones • Aerosmith (Steven Tyler & Brad Whitford), Flood (U2, Depeche Mode), London • Bon Jovi • Sony Music, NY • Butch Vig (Nirvana)

Bearsville Studios, NY • Peter Moshay (Paula Abdui, Des'ree, Mariah Carey) • DJ Pooh (Ice Cube), L.A. • Chung King House of Metal, N.Y. • Isley Bros. • Heart • Hall & Oates • Foreigner

Ted Nugent • Masterdisk, N.Y. • Paul Northfield (Rush, Queensryche, Alice Cooper), Canada • EMI Studios, Australia • Sunset Sound Factory, IL.A. • Kevin Leonard (Whitney Houston)

The Cult • Neil Dorfman (Sting, Paul McCartney, Def Leppard) NY • Platinum Studios, Thailand • Bad Animals Studio, Seattle • Margarita Mix, L.A. • Sony Studios, Japan

John Jennings (Mary Chapin Carpenter), Nashville • Glen Phimister (Olivia Newton John), Australia • Bernie Becker (Neil Diamond) • Jimmy Buffet • Shawn Colvin

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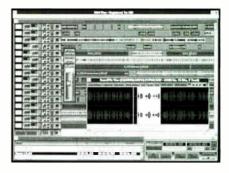
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AES NEW PRODUCTS GUIDE 1996



IQS Software Audio Workshop (SAW)

Innovative Quality Software's SAW plays up to four mono or stereo tracks simultaneously on as many as two Windowscompatible sound cards. Features include drag-and-drop nondestructive editing, SMPTE generate/trigger, real-time vari-pitch, reverse, sample rate and format conversion, volume, mute, solo, pan, compressor/gate, limiter/ normalizer, paragraphic equalizer, echo/delay effects, and much more. Accepts FX plug-ins. Minimum requirements: 486-66 PC (Pentium 90 recommended); 12 MB RAM; Windows: 16-bit stereo sound card(s); 800x600 res.; 256 colors.

IQS Software Audio Workshop Plus

SAW Plus plays up to 16 mono or stereo tracks simultaneously on as many as four Window-compatible sound cards. Features include drag-and-drop nondestructive editing, SMPTE generate/trigger and lock/resolve, punch in/out, real-time vari-pitch, reverse, sample rate and format conversion, volume, mute, solo, pan, compressor/gate, limiter/normalizer, paragraphic equalizer, echo/delay effects on all tracks, and much more. Accepts FX plug-ins. Minimum requirements: Pentium 90; 16 MB RAM; Windows; 16-bit stereo sound card(s); 800x600 res.; 256 colors.

4680 S. Eastern Ave., Ste. D Las Vegas, NV 89119-6192 Phone 702/435-9077; Fax 702/435-9106 E-mail info@iqsoft.com Web site http://www.iqsoft.com

JBL Smaart System

The Smaart™ System, a \$695 Windows software package, performs acoustical measurement functions via a standard sound card. The FFT-based system can use music as a test signal, enabling in-performance analysis. Features: 1-/2-channel spectrum analysis with logarithmic or linear frequency scales at octave, ½- or ½-octave resolution. Delay Locator™ displays and calculates alignment delays; and the Analysis Module offers various tools for displaying and analyzing stored acoustical data, including color displays of frequency and time domain information at various resolutions. Analysis functions include reverb time and early decay-time calculation and high-resolution analysis of user-defined "slices" of time and frequency-domain information

8500 Balboa Blvd. Northridge, CA 91329 Phone 818/909-4500: Fax 818/787-0788

LCS LD-CS1 CueStation

The LD-CS1 CueStation™ is the system controller for Level Control System's new SuperNova Series™ of mixers and playback devices. The LD-CS1 incorporates CueMaster™ software with Be Inc.'s new multiprocessor computer platform and real-time pre-emptive multitasking OS. The LD-CS1 supports a virtual mixing surface with as many audio buses as inputs, controlling level, bus assignment, EQ, delay, multichannel panning, digital audio playback and more.

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Web site http://www.LSCaudio.com

Lucid NB24 NuBus I/O Card

The NB24 from Lucid Technology™ is a low-cost, 24-bit plug-in card for direct digital connections into and out of most NuBus-equipped Apple Macs. Devices such as DAT machines or samplers connect directly to the NB24 via standard S/PDIF (IEC 958) ports for digital-domain transfers. External A/D and D/A converters (such as the Lucid Technology ADA 1000) can be added to bring analog signals into the digital domain. Don't throw away your NuBus computer because of changes driven by the computer manufacturers. Retail S399.

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Mark of the Unicorn Performer 5.5

Performer 5.5 is here! 100% PowerPC native, new tracks overview with drag-and-drop markers, unlimited takes per track, nondestructive MIDI output processing, virtual mixing board with unlimited mixdowns, QuickTime movie

playback, Macintosh internal speaker playback, Global selection, Smart Selections[™] for "intelligent assistance" while editing, MIDI scrubbing, improved automated notation transcription, and much more. Together, Performer and Digital Performer have won an unprecedented four TEC Awards and two MacWorld World Class awards.

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MTU MicroCD 2.0

Micro Technology Unlimited's MicroCDTM 2.0 software fully automates audio CD mastering, creating all files required for Red Book disk-at-once writing. Unlike complex text/list PQ code editors that require high skill, even novice users instantly place graphic flags to increment track IDs without pregap silence and index IDs within tracks. MicroCD writes to popular SCSI CD recorders at speeds of 1, 2, 4 and 6 times. Requires Windows 3.1 or 95 and MicroSound. Retail is \$395.

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Opcode Studio Vision Pro 3.5

Studio Vision Pro is the first software program to combine Macintosh MIDI sequencing software with integrated digital audio recording and editing. Version 3.5 features Power

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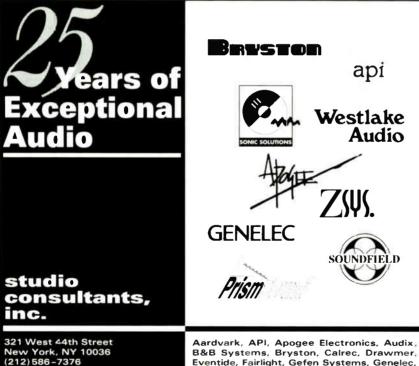
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Web site http://www.pinnaclemicro.com

Plextor 8PleX

Plextor's 8Plex is a high-performance SCSI CD-ROM with a 1200KB/sec. data transfer rate and an access time of 115 ms. The 8PleX offers true plug-and-play installation; compatibility with Windows 95, Windows NT, CD Plus and Enhanced CD; digital audio extraction at 8x (1200KB/sec.) speed, suitable for using as a source in direct writing of CD-AD to CD-R or HDD as .WAV files. Two-year full warranty—parts, labor, replacement. List price: \$419 internal, \$519 external.

Plextor PlexWriter

PlexWriter is a 2x recorder/4x reader, with a 5MB/sec. burst (SCSI-2) and a 512KB buffer. The PlexWriter is Windows 95 plug-and-play compatible; writes CD-ROM Modes 1 and 2, form 1 and 2, CD-DA, CD-1 and Enhanced CD; creates Audio, DOS, Mac, UNIX and CD-1 titles; and supports disk-at-once, track-at-once, and multisession writing modes. It is the ideal solution for archiving data, professional audio capture, data distributing and CD-ROM publishing. List: \$859.

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Phone 408/980-1838; Fax 408/986-1010

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Web site http://www.plextor.com

QDesign i-Media Audio MPEG Decoder

The i-Media Audio MPEG Decoder provides real-time audio decoding and playback of 48kHz stereo audio files from a standard Pentium 75 computer equipped with a Sound Blaster-compatible card. The decoder supports all MPEG Layer I and II sample rates and bit rates as well as downsampling capability for low-bit-rate applications. Software developer's kits including 16- and 32-bit or dynamic link libraries are available to VARS and OEMs. Price: \$75.

QDesign i-Media Audio MPEG Pro

i-Media Audio MPEG Pro is the first studio-quality MPEG compression product to provide real-time audio encoding from a live or recorded audio source entirely in software. Operating on a standard PC with a Sound Blaster-compatible card, i-Media Audio brings high fidelity to the professional audio and multimedia user at a fraction of the price of MPEG hardware. i-Media Audio is fully compatible to all MPEG Layer I and II audio codecs. Price: \$395.

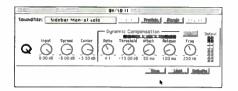
340-1122 Mainland St. Vancouver, B.C., Canada V6B 5L1 Phone 604/688-1525; Fax 604/688-1524 E-mail mchan@qdesign.com Web site http://www.gdesign.com

QSound QSYS/TDM (Upgraded Version)

This new version of the QSound software plug-in for Digidesign Pro Tools provides four independent channels of 3-D audio localization, extending sound placement options well beyond normal stereo. Through support of new features in Pro Tools 4.0, QSYS/TDM now provides move automation in the same manner as the legendary QSystem™ hardware processor. QSound's unique highpass-process filter, which helps balance placement, low-end performance and mono-compatibility, is now adjustable on a per-channel basis. List price: \$995.

QSound QX/SDII (Upgrade)

A software plug-in for Digidesign's Sound Designer II that allows the user to "place" stereo signals far beyond the normal left/right boundaries in a conventional two-speaker setup. Has a "Dynamic Compensation" section which provides control over amount of spread (QSound) versus presence or absence of center (mono) information. List price: \$295.



2748 37th Ave. N.E. Calgary, Alberta, Canada T1Y 5L3 Phone 403/291-2492; Fax 403/250-1521 E-mail proaudio@qsound.com Web site http://www.qsound.ca

Ricoh RO-1420C CD Recorder

The 2MB-buffer version of the RO-1420C eliminates data buffer underrun problems by adding more memory. With double the buffer of other low-cost CD-R grives, the 2MB model improves the reliability of writing on slower computer systems and improves reliability when recording over a network. The 2MB version is ideal for audio and video applications that place heavy performance demands on the host computer to maintain data flow at higher recording speeds. Users who wish to use a parallel-to-SCSI arrangement to connect a CD-R drive to a desktop PC or notebook are also able to record reliably at double speed, where most smaller buffered CD-R drives usually fail.

3001 Orchard Parkway San Jose, CA 95134 Phone 800/955-FILE

Sharp QD-101MM Flat Panel LCD Monitor

Ultra-compact, 10.4-inch, 16-million-color TFT active-matrix LCD multimedia computer/video monitor. Provides full-color video and PC applications in a space less than 2"

deep. 640x480 VGA/Mac computer capability, built-in composite (NTSC/PAL/SECAM) and S-video inputs and audio input (with built-in speaker). Side-mounted connectors for professional applications, low power consumption and EMI emissions. Dimensions: 11x8.2x1.85 inches.

Weight: 3.1 pounds. List: \$2,995. Sharp Plaza, Mail Stop One Mahwah, NJ 07430-2135

Phone 201/529-8731; Fax 201/529-9636 E-mail ProLCD@SharpSEC.com Web site http://www.SharpSEC.com

Sonic Foundry Sound Forge 4.0

Sound Forge 4.0, the most comprehensive sound editor for Windows, now supports Video for Windows (AVI), RealAudio (RA) and Java (AU) files. Create soundtracks and special effects. Drag and drop sections for fast mixing or to create loops and regions. Effects include Dynamics (Graphic/Multi-band), Noise Gate, Pitch (Bend/Shift), EQ (Graphic/Paragraphic/Parametric), Time (Compress/Expand) and Resample. Proprietary and third-party plug-in modules are available. Ships in native versions for Windows 95, all Windows NT platforms and Windows 3.1 on a single CD-ROM. Retails around \$495.

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position any number of sounds in space in real time, using the Pro Tools panning sliders and a minimum of system resources. The PT3D also provides level meters, sum/difference meters and a Spatial Impression Meter™ for an intuitive and ergonomic display. Retails around \$399.

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E-mail pt3d@spatializer.com

Web site http://www.spatializer.com

True Image Audio Winspeakers

Now available for Mac and Windows 95, the Speaker Design Toolbox shows designers the performance achieveable by any driver in a variety of enclosure types. The software provides calculators for designing passive crossovers, impedance compensation networks and atteunators as well as rectangular, trapezoidal and bandpass cabinets. 399 W. Felicitia Ave., Suite 102

Escondido, CA 92025

Phone/fax 619/480-8961

Web site http://members.aol.com/spkrtools

Waves L1 for Sound Forge

The L1 Ultramaximizer is now available for Sonic Foundry's Sound Forge on Windows 95 platforms. Many pro users say it's the best peak limiter in the world. Ideal for getting hot levels with minimal side effects, the L1 is a must-have for all mastering, from CDs to video games. L1 incorporates IDR™ (Increased Digital Resolution), the noise-shaped dither process from Waves that improves the quality and dynamic range for very quiet sound. List is \$600. 6716 Central Ave. Pike, Ste. 8

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The StudioPC from Wave Computing is a custom-configured, rackmount, IBM-compatible PC with recording software pre-installed. Most popular MIDI and hard disk packages are available—Cubase, Cakewalk, Logic, Spectral, Sound Forge, Pyramix, SoundScape, etc. All systems are burned-in, tested and certified 100% compliant with the recording software, which is already installed and configured to run "right out of the box." Intel CPUs from 100 to 200 MHz. Prices start at \$1,489; software packages purchased separately through authorized dealers.

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Acoustic Control Flagship Series

A complete series of Line Array full-range and full-range/bi-amp-capable enclosures, monitors and subwoofers, headed by SubTeq 2.6 subwoofer, claimed as "the world's loudest and lowest speaker." Incorporating Samick's patented Line Array technology, greater sound projection is provided over longer distances than conventional compression horn-based speakers. SubTeq 2.6 recognizes signals under 40 Hz as sound, has diaphragm movement measuring a complete 4 inches and represents the first major advancement in speaker technology in 30 years. A division of Samick Music

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Altec Lansing DTS Speakers

Five exciting new loudspeakers have debuted from Altec Lansing: the under-balcomy DTS-94 and DTS-99, the DTS-200 portable/in:stall system and the three-way DTS-640 and DTS-941. The DTS-200 and the DTS-640 embody Altec Lansing's Duplex true point source technology, which physically aligns the high-frequency compression driver and low-frequency driver for exceptional vocal intelligibility and enhanced musical definition. All five systems are designed for small to midsize installations, such as houses of worship, auditoriums, and hotels.

600 Cecil Street Buchanan, Mt 49107 Phone 616/695-6831; Fax 616/695-4744



Ambiance Acoustics California Cube

The California Cube loudspeaker system incorporates four 4.5-inch drivers recessed on a decoupled polyethylene baffle with outboard active equalization. No crossovers! Hand-built construction and audiophile-grade components such as metal film resistors, polypropylene capacitors and exotic ICs combine cutting-edge technology with meticulous attention to detail. Sensitivity: 91 dB/w/m. Frequency response: 45Hz-15kHz ±3dB. Suggested amplifier: 10-250 watts. Nominal impedance: 8 ohms. Five-year limited warranty. Factory-direct prices start at \$1,995/pair, with EQ.

PO Box 2715 San Diego, CA 92198 Phone 619/485-7514; Fax 619/485-7514



Apogee Sound C-3 Concert Loudspeaker

The new Apogee Sound C-3 Concert loudspeaker has the same footprint as the well-known Apogee 3x3 and offers wide-range response at high sound pressure levels in a smaller format enclosure. The three-way, tri-amped C-3 provides precise pattern control and a low-distortion. natural sound quality. The C-3 is fully arrayable when coupled with like units, with unique modular rigging hardware that is available as standard equipment.

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Petaluma, CA 94954

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ATC Monitors

ATC will introduce a new line of active studio monitors designed for the pro audio market at the AES '96 show. The line will include ATC's SCM 50A-Pro and SCM 100A-Pro active speakers featuring LF Contour Control for bass EQ, Input Level Trim, Front Panel Indicator for power, bass and mid-range overdrive and a new No Grill cabinet design. In addition, ATC will unveil the SCM 20ACTIVE monitor, high-

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Audix PH-15 and PH-25 Speakers

The PH-15 and PH-25 self-powered monitor speakers offer outstanding performance in a compact package. Both systems rely on a newly designed amplifier delivering 40 watts RMS power, balanced inputs, thermal protective circuitry and internal torroidal power supply (no wall warts!), plus an automatic on/off circuit. The PH-25 uses a dual woofer design, producing 6 dB more SPL than the single woofer PH-15. Shielded versions are available for \$20 more per pair.

Audix PH-15/PH-25 Upgrade

Although the PH-15 and PH-25 rely on the same internal amplifier, the PH-25 puts out an additional 6 dB SPL due to its double woofer and high sensitivity. Additional upgrades to the PH series include a new amplifier that provides 40 watts RMS/50 watts peak power (2x the earlier design). Also, balanced inputs, thermal-protective circuitry, an internal Torroidal Power Supply and an automatic on/off circuit. MSRP: PH-15 \$429, PH-25 \$579.

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Bag End Gem Series

The Crystal, Sapphire and Quartz enclosures are the newest addition to Bag End's high-performance loudspeaker line and offer high-output drivers in arrable long-throw config-

urations. Incorporating Time-Align® technology along with ELF low-frequency response, the "Gem" series represents state-of-the-art fidelity in high-output compact enclosures. The Quartz contains four 18-inch ELF drivers in a 12-cubic-foot enclosure with a perfectly flat response from 20 to 70 Hz

Bag End ELF-5.1 Processor

The ELF-5.1 processor is designed for cinema post-production facilities and video editing suites. Featuring five full range inputs and one low-frequency effects input, the ELF-5.1 offers 5-channel highpass outputs and 6-channel summed ELF output. "Effects Compability" level control allows the .1 (sub) channel to be combined in the correct proportion to the low-frequency content on the other five channels. The ELF-5.1 features a full-range 8Hz dual integrator.

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Celestion KR Series

The KR Series are compact sound reinforcement enclosures constructed from injection-molded polypropylene. All KR cabinets feature a futuristic-styled cabinet design and a modern look to complement any environment. All models offer specially designed high-performance drivers, with Polyswitch™ protection on high-frequency components and Flexirol™ surround for greater driver excursion. KR series cabinets are compatible with mounting hardware for installations and are suitable for high-level installed sound or portable vocal P.A. use.

Celestion Road Series

The Road Series enclosures are made using a revolutionary new polymer-molding process. Their double-skin Polycore™ material provides exceptional acoustic stiffness from a lightweight, indestructible cabinet. Integral to the molded enclosures are exponential or constant directivity horns. Cast frame drivers use Celestion's Flexirol™ surround. The smooth second- and third-order passive crossovers use specially selected low-loss, high-power components and feature a Polyswitch™ protection circuitry, accessed via Speakon™ or standard ⅓-inch jack connectors. 89 Doug Brown Way

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Holliston, MA 07146

Community PC100 Pattern Control Horns

Community Professional Loudspeakers is introducing new high-power, horn/driver technology with the 300Hz, 2.8-inch throat, PC100 Series Pattern Control Horns. The PC100 horns are constructed from hand-laminated, molded fiberglass. These large-format horns will be available in 90°x40°, 60°x40° and 40°x20° patterns. They are designed to accept Community's new carbon fiber diaphragm 2.8-inch compression driver, the EM280 extended midrange, making them ideal for one-way voice paging or as the midrange for multiway component systems.

Community PC300 Pattern Control Horns

Community Professional Loudspeakers is introducing new high-power, horn/driver technology with the 600Hz, 2.8-inch throat, PC300 Series Pattern Control Horns. The PC300 horns are constructed from hand-laminated, molded fiberglass. These medium-format horns will be available in 90°x40°, 60°x40° and 40°x20° patterns. They are designed to accept Community's new carbon fiber diaphragm 2.8-inch compression drivers, the EM280 extended midrange and EM282 mid-high range, to provide superior response and pattern control for the mid-high frequency range.

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Our Integrated Material Technology (IMT) 22x17x15-inch trapezoidal molded boxes give improved acoustical performance along with the rugged good looks of a polypropylene outer skin. Stand adapter, grill recess and andles are molded in. IMT boxes are available OEM; Integrated Music Systems also has three models available including a 12-inch coaxial and a 12-inch three-way that weighs only 30 pounds. List price: \$65/box, \$385/coaxial and \$244/three-way.

Digital Process/IMS QX1

An addition to IMS quarter-rack devices, the QX1 is a second-order, simple-to-use, ultralow-distortion/noise crossover that sums the audio for the subwoofer out and maintains stereo for the above -120Hz outputs.

1791 Kirkham Way Salt Lake City, UT 84119 Phone 801/966-7148; Fax 801/262-7379

Web site http://www.aximarketing.com

Dynaudio Acoustics Near-Field Speakers

Featured for the first time at the 101st AES convention will be a brand-new, active, two-way near-field speaker from Dynaudio Acoustics. Price: to be confirmed. Distributed by Audio Exchange International Inc. 357 Liberty St. Rockland, MA 02370 Phone 617/982-2626; Fax 617/982-2610 E-mail sales@aximarketing.com



Eastern Acoustic Works KF860

The EAW KF860 Virtual Line Array (VLA) three-way loudspeaker system is a focused line array providing higher Q, particularly in the lower midbass frequencies. It supplies

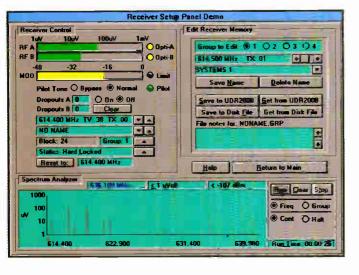
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tight vertical pattern control over a wide operating band, housed in a low-profile, vertically arrayable enclosure. As a smaller number of vertical arrays is needed to provide coverage, the number of arrival times at any given location is reduced. The KF860 also features an adaptation of the Tuned Dipolar Array (TDA) concept, which solves problems of low-frequency directivity. List: \$9,667.

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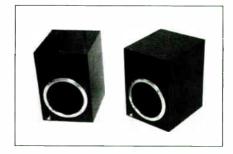
Whitinsville, MA 01588 Phone 508/234-6158; Fax 508/234-8251 Web site http://www.eaw.com



Electro-Voice DeltaMax DMS

The next-generation DeltaMax™ loudspeaker systems have DMS model numbers. Retinements raise vocal clarity and increase output, ease installation and reduce overall weight. DMS models feature new drivers, woofers and horns, new cabinet configurations, new hardware, new rotatable horns in two models and upgraded electronic controllers. The two new additions, the DMS-1183/64 18-inch three-way loudspeaker and the DMS-1181 single 18-inch subwoofer are added to the reconfigured DMS-1122/85 12-inch, DMS-1152/64 15-inch two-way and DSM-2181 dual 18-inch subwoofer.

600 Cecii St. Buchanan, MI 49107 Phone 616/695-6831; Fax 616/695-4744



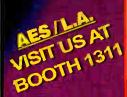
Event Electronics 2020-BAS Monitors

A bi-amped near-field studio system with 130- and 70-watt Class-AB amps in each cabinet, the 2020-BAS combines an 8-inch woofer and 1-inch tweeter in a 15.75x10.25x11.75-inch, front-ported enclosure. Features: power/clipping LEDs, variable ±3dB HF/LF trims, circuit breaker and Neutrik combo ½-inch/XLR connector for balanced/Lnbalanced inputs at -10 or +4dB levels. Retail: \$999/pair; unpowered version with passive crossovers is \$399/pair.

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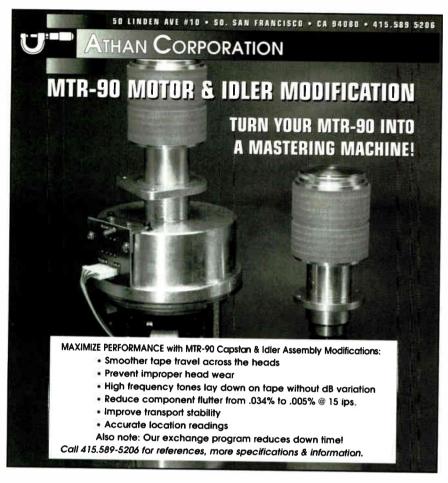
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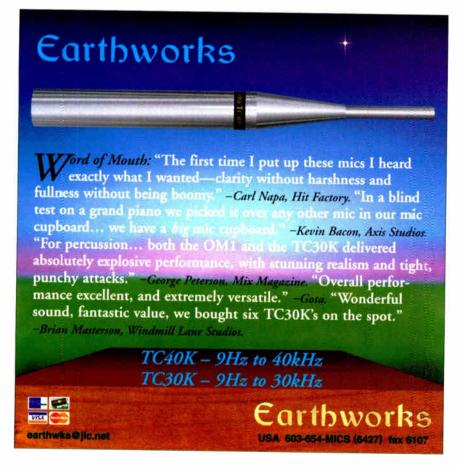
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Fender Contractor Systems

Fender Pro Audio introduces a new contractor version of its Tour Series loudspeakers. The contractor systems will have the same 13-ply Baltic Birch construction and reinforced flying hardware as the Tour Series. The series consists of 12-inch and 15-inch full-range cabinets and 18-inch and 2-15-inch subs. The Contractor Series will differ in that the finish will be a clear sealer ready for painting or finishing with a stain-receptive base coat.

7975 N. Hayden Rd. Scottsdale, AZ 85258

Phone 602/596-9690; Fax 602/596-1384

Hot House Active Sub-Bass Systems

Designed for supplementing near-field to large-format main monitors, Hot House active subwoofers incorporate massive high-velocity drivers with internal amplifiers (up to 1,000 watts). Sixth-order tuned for both extended response to below 20 Hz and extreme reliability, and fed by adjustable high- and lowpass filters, optimum system integration with full-range speakers, and the environment is easily accomplished. Systems range from a single 10-inch to a twin 15-inch, with custom configurations available. Priced from \$2,999 (118dB peak) to \$5,999 (128dB peak SPL).

275 Martin Ave. Highland, NY 12528

Phone 914/691-6077; Fax 914/691-6822



JBL Professional AS 3218

A three-way, large-format trapezoid enclosure designed for fixed installation, the AS 3218 weighs 185 pounds and measures just under 4 feet tall, 2 feet wide and 22.5 inches deep with 60° coverage. It featues JBL's new 2242H Super Vented Gap™ 18-inch woofer and a new 2012H 10-inch cone driver specifically designed for the speaker's wooden midrange horn. A 2447J compression driver and Optimized Aperture Bi-Radial® horn extends frequency response to nearly 20 kHz. List: \$3,995.

8500 Balboa Blvd. Northridge, CA 91329

Phone 818/909-4500; Fax 818/787-0788

Mackie FP824 Studio Reference Monitor

Powered, bi-amped, mass-loaded, resistivity-damped sixth-order system using two 6.5-inch passive radiators. LF driver: 8-inch polypropylene cone; tweeter: 1-inch metal dome; free-field frequency response: ±1.5 dB 45-20 kHz; -3 dB points: 38 Hz and 22.5 kHz; peak SPL per pair (music on console at 1 m): >121 dB; power output: 150w/ 100w (LF/HF); electronic crossover: Linkwitz-Riley 24 dB/octave; balanced XLR and X-inch inputs; 15x10x12 inches; 32 pounds. Retail: \$1,498/pair.

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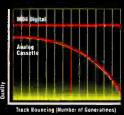
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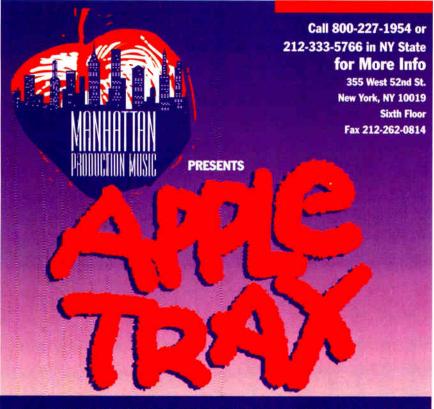
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Martin Audio WSX

The Martin WSX features a powerful 600-watt, 18-inch driver with magnet structure and suspensions specially engineered for very large linear excursion. The internal Sshaped folded horn-a Martin hallmark-is over 7 feet long and couples the driver to the airload by means of a modified hyperbolic expansion law. This results in an efficiency typically 5 dB greater than ported direct radiator sub bass systems and contributes to the exceptionally fast transient characteristic of the WSX.

Martin Audio W8C

The Martin W8C is designed for use in a flown array in large venues, or it can also be used above 120 Hz as a stand-alone array component in touring or club situations where the full-frequency low-mid band (850-3.5k Hz) is produced by a 6.5-inch cone driver loaded by a toroidal phase plug and horn which maintains constant 55-degree horizontal dispersion. Above 3.5 kHz, high frequencies are handled by a 1-inch exit compression driver.

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300 Gage Ave., #1

Kitchener, Ontario, Canada N2M 2C8 Phone 519/745-1158; Fax 519/745-2364

Meyer Sound Laboratories Inc. CQ-1

The CQ-1 is a self-powered reinforcement loudspeaker featuring amplifier and control electronics fully contained within the compact speaker enclosure. The CQ-1 offers coverage of 80°H/40°V, with SPL of 130dB continuous and 140dB peak. This product provides extremely tight control and predictable results for venues where acoustic spillover is to be avoided.



Meyer Sound Laboratories Inc. CQ-2

The CQ-2 is a self-powered reinforcement loudspeaker featuring amplifier and control electronics fully contained within the compact speaker enclosure. The CQ-2 offers coverage of 50°H/40°V, with SPL of 130dB continuous and 140dB peak. This product provides extremely tight control and predictable results for venues where acoustic spillover is to be avoided.

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Vintage Gear?

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Platinum Audio Ltd. Session-1

Near-field studio monitor. Specifications: nominal impedance 6 ohms, sensitivity 84 dB (1w @ 1m), recommended amplifier power 100-300 watts RMS/channel, width 8 inches, depth 13 inches, height 13.5 inches, weight 26.5 pounds each, finish textured black.

10 Commerce Park N., #12 Bedford, NH 03110

Phone 603/647-7586; Fax 603/647-7290

E-mail Sales@platinumaudio.com

Web site http://www.platinumaudio.com/

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Professional Audio Systems (PAS) LT-2

The PAS LT-2 Long Throw Mid/High Pack concentric horn design provides an identical acoustical source throughout the entire frequency range for a seamless transition between mid and high frequencies. The advantage of this point-source design is magnified when arraying multiple LT-2s for wider coverage.

2270 Cosmos Court Carlsbad, CA 92009

Phone 619/431-9924; Fax 619/431-9496

ProSystems Horn Driver Model 440

The model 440 horn driver from ProSystems/AWS Group is a more economical version of the model 425 driver. This is based on patented HFVS™ High Frequency Vibrational Shell Tonology. The 440 has a frequency response of 1,300 to 20k Hz, power handling of 60 watts and an impedance of 8 ohms. Suggested list price is \$175. 65.36th St.

Wheeling, WV 26003

Phone 304/233-2223; Fax 304/233-2258

E-mail 70661.2763@compuserve.com

Quested V\$2205 Monitor

A self-powered near-field speaker, with two 5-inch woofers and a 28mm ferrofluid-damped soft dome HF unit. The biamped system has 150W RMS total and offers switchable LF and HF contouring. A VS1112 powered subwoofer is ontional

Quested VS2108 Monitor

A powered near-/mid-field monitor, with single 8-inch woofer 28mm ferrofluid-damped soft dome tweeter and switchable LF and HF contouring. The bi-amped system has 100-watt amps driving each component in the two-way system. A VS1112 powered 12-inch subwoofer is optional.

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Radian Model 850/835 HF Drivers

The Radian Model 850 (2-inch throat exit) and 835 (1.4-inch throat exit) are designed for use in professional loud-speaker systems used in fixed installation and touring applications. The 850 and 835 feature structural alloy aluminum domes and Mylar suspension for low-distortion output and the elimination of fatigue failures. New bonding material and techniques permit the 850 and 835 to handle 100 watts of continous power above 1 kHz. A new manufacturing process allows for exceptional high-frequency performance.

Radian Model 5215 Coaxial

The Radian 5215 coaxial loudspeaker is designed for professional use in fixed installations and touring applications. 5215 coaxials provide high efficiency and accurate reproduction with extended bandwidth. The 5215 employs Radian's full-sized 2-inch compression driver coupled with a 4-inch voice-coil, 400-watt 15-inch woofer. This combination provides the wide bandwidth of a studio monitor with the output and reliability essential for live sound reinforcement.

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Spendor SA-200 and SA300

The Spendor SA200 and SA300 are bi-amp powered twoway reflex near-field reference monitors. The LF is powered by a 50-watt amp while the HF is powered by a 130watt amp. With over 25 years in speaker design, Spendor is renowned for producing accurate monitoring systems. Features include switchable HF and LF equalization, preset input gain control (-6dB to +18dB) and active filters.

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Oakville, Ontario, Canada L6L 3H6 Phone 905/469-8080; Fax 905/469-1129

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Stage Accompany M59 Studio Monitor

The Master Series M59 large-format studio monitor uses a ribbon for high frequency and provides HiFi quality at 125 dB peak sound pressure levels. The M59 combines the accuracy of a ribbon near-field with the output of a main monitor. This active, three-way system consists of an SA8535 compact driver (1 kHz-32 kHz), two SA1203 12° cone mids, and two SA1513 15° loudspeakers (30 Hz-100 Hz). Frequency response: 30-30k Hz. Max RMS power (W) LF/MF/HF: 800/800/60. Physical dimensions 908x965x 569 mm. Retail price: \$6,950.

6573 Wyndwatch Dr. Cincinnati, OH 45230 Phone 513/624-9977; Fax 513/232-8709

Sumiko REL Studio II Powered Sub

Linkwitz-Riley extended response design with two 10-inch drivers; internal 300-watt amplifier; 12-100Hz frequency response. Features proprietary Active Bass Controller (ASC), designed to tune the speaker's output to match the characteristics of any system in any room, and Acoustic Resistive Matrix (ARM) loading cabinet construction to increase control, extension and authority. XLR single-channel 600-obm balanced and XLR twin-channel 100K unbalanced inputs; 28x25x21*; 180 pounds. Price; \$8,000.



Sumiko Sonus Faber Concertino

Two-way stand or console-mounted monitor, for use as ultrahigh-quality near-field speaker 5.5-inch PP treated cone mid-woofer; %-inch ferrofluid-cooled silk dome tweeter; 50-20,000Hz frequency response; 86dB sensitiv.ty: 6dB/octave crossover, 25-120-watt power handling; pass reflex front port; combination solid wood and leather sandwich cabinet construction; available in walnut or piano black; 9x13x12 incnes; 33 pounds per pair, stands optional, \$995/pair.

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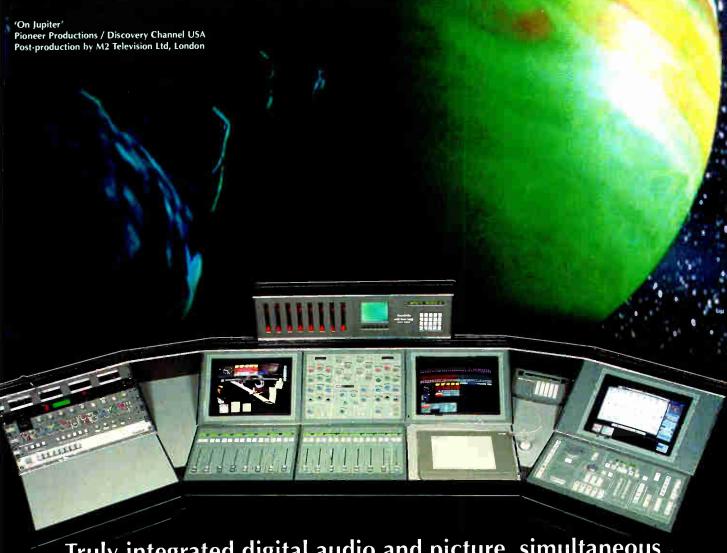
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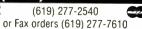
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Tannoy System 800

Coupled with the point source, phase coherent Dual Concentric drive unit is a new, innovative landscape cabinet design which provides a clear line over the console, improves overall tonal balance and results in deeper bass extension. The frequency response is 47-20k Hz ± 3 dB. The new System 800 is the tool to create well-defined, wellbalanced mixes and is ideally suited to near-field applications in recording studios, project studios, broadcast, video post, editing suites, surround applications, etc.

Distributed by TGI North America 300 Gage Ave., #1

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Technomad Weathertech Loudspeakers

Technomad announces a 25% price decrease on its entire line of loudspeakers. Technomad WeatherTech™ loudspeakers are designed for abusive, real-world situationsyear-round, indoors or out-without fear of water, sand. salt, temperature, mold, mildew, condensation, chemical, insect and other damage. Technomad loudspeakers meet military Specification 810E and are ATA III Rated. Technomads can withstand the weather conditions, drops, shocks, and abuse that would destroy all other loudspeakers. 12 Flm St

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TOA SL-Series Speakers

The SL™ Series of compact, rugged speaker and stage monitor systems are for applications requiring quality and economy. All enclosures house a constant directivity horn with piezo driver and a 12-inch or 15-inch woofer. Features: wide frequency response; 240 watts RMS continuous program handling; uniform coverage (90°Hx40°V); steel mesh grille; built-in stand-mounting adapter; interlocking corners for safe, easy stacking; gray textured vinyl covering.

601 Gateway Blvd., Ste. 300 South San Francisco, CA 94080 Phone 415/588-2538; Fax 415/588-3349

Turbosound Impact50

The Impact50 is the latest addition to Turbosound's Impact loudspeaker range. A passive two-way design incorporating a 5-inch LF driver with an HF device, the Impact 50 is used for music playback applications requiring accurate sound quality and elegant styling. A full range of mounting hardware is available.

Distributed by Audio Independence 9288 Gorst Road Mazomanie, WI 53560 Phone 608/767-3333; Fax 608/767-3360 Web site http://www.turbosound.com

Viking Audio MCW-1

Viking Audio's MCW-1 is a highly efficient horn-loaded two-way enclosure consisting of a single 15-inch loudspeaker mounted on an exponential horn with displacement plug and a 2-inch compression driver coupled to a high-frequency acoustic waveguide. Its fiberglass finish provides structural integrity and durability unmatched by conventional painted enclosures. As with all Viking Audio enclosures, the MCW-1 is supplied without drivers.

Viking Audio MCW-19

The MCW-19 is a dual 18-inch horn-loaded subwoofer, trapezoidal in shape to maintain compatibility with all MCW Series arrays. It is supplied without drivers, enabling the users to save money by installing the drivers themselves. The MCW-19 easily withstands the abuse of road tours due to its fiberglass-reinforced catalyzed polyester finish and powder-coated perforated steel grille. It can be used with or without a programmable signal processor. Juarez 51, El Colli

C.P. 45070 Zapopan, Jalisco, Mexico Phone 523/628-3950; Fax 523/628-3694



Westlake Audio Lc8.1

The Lc8.1 is designed for near-field monitoring, portable use, broadcasting, and more. The Lc8.1 is hand-built using only performance-matched components and handwound coils. Nominal impedance is 7 ohms, sensitivity is 90.5dB SPL, long-term power is 85 watts with short-term at 225 watts, weight is approximately 31 pounds each, and frequency response is 55-18,000 Hz.

2696 Lavery Ct., Unit 18

Newbury Park, CA 91320

Phone 805/499-3686; Fax 805/498-2571

Web site http://www.westlakeaudio.com

Woodworx Audio Products Inc. Wave Series

Woodworx Wave Series Systems provide high output with minimal distortion for a variety of applications. When quality sound and unobtrusive aesthetics are required, the Wave Series delivers excellent power handling with smooth power response in a compact package. Five models are available in portable and installation versions. Wave Series offers three arrays, one monitor and one subwoofer to satisfy the most extensive system requirements.

402 Edwardia Dr. Greenshoro NC 27409

Phone 910/855-5600; Fax 910/855-1488



Amek System 9098 Twin Mic Amp

The System 9098 Twin Microphone amplifier is a 1U rackmounted device that contains two separate channels, each with microphone amplifier and direct inject input. Maxi-

-LISTING CONTINUED ON NEXT PAGE

You can't buy a better 2 channel FFT analyzer – at any price.

SR780..\$9950 (d.S. list)

Unlike many analyzers, frequency response measurements to 100 kHz are no problem for the SR780.

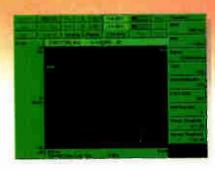
The SR780 performs 1000 averages in a few seconds - other analyzers can take minutes.



The SR780 two channel FFT Network Analyzer offers more standard features, is easier to use, has better specs and costs half as much as the competition. It

delivers 102 kHz dual channel operation, swept-sine measurements with 145 dB dynamic range, real-time ANSI standard octave analysis, waterfall plots, time capture, user math, context sensitive help, and that's just the beginning. Simply put, the SR780 is the highest performance two channel FFT analyzer you can buy. We're so confident that the SR780 will improve your measurements we challenge you to do a comparison yourself. Just call us and we'll send you a unit for a two week evaluation and you'll see why engineers with applications including modal testing, vibration analysis, control system design, filter design, audio analysis, and noise measurements have switched to the SR780.

	SR780	HP35670A		
Frequency range (2 ch)	DC to 102.4 kHz	DC to 51.2 kHz		
Realtime bandwidth (2 ch)	102.4 kHz	12.8 kHz		
Dynamic range	90 dB	90 dB		
Input noise	-160 dBVrms/√Hz	-140 dBVrms/√Hz		
Source distortion	<-80 dBc (<30 kHz)	<-60 dBc (<30 kHz)		
Swept-sine measurement	standard	\$1020 (option)		
ANSI std. octave analysis	standard	\$2040 (option)		
Arbitrary waveform source	standard	\$510 (option)		
Standard memory	8 MBytes	1.2 MBytes		
Price w/ options	\$9,950	\$20,820		



Using the SR780 swept-sine source, the measured zero in this anti-aliasing filter graph is resolved to a depth of -144 dB from the pass band.



The SR780 allows independent configuration of both channels. Choose different spans, start frequencies and functions. It's like having two separate analyzers in one instrument.



Stanford Research Systems

Telephone: (408)744-9040 FAX: (408)744-9049

Email: info@srsys.com WWW: http://www.srsys.com/srsys/

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The Radial JDI direct box... a real-world solution to noise with a straight forward design.

The JDI is laced with all the right features: flat to 80kHz, virtually zero phase deviation, de-couples source & destination eliminating common mode noise and incorporates a 60kHz filter to protect against residuals from computers & keyboards that cause overheating of amps and drivers. Since the JDI is completely passive, no worries about 48 volts of phantom ending up in your mains, no half-juice batteries to degrade the sound, just the warmth and detail available only from a Jensen.

Built for touring, ready for broadcast, made for studios, the JDI delivers. It even has a full non-slip pad so that it won't scratch your SSL! Contact the professionals at Cabletek for more information.

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• AES NEW PRODUCTS GUIDE 1998

-LISTING CONTINUEO FROM PREVIOUS PAGE

mum gain range is 72 dB with switched and fine gain controls. Highpass filter, mute switch, 7-segment LED meters, phase switch and phantom power are standard. Stereo operation is possible, and A-B and M/S (main and side) decoding circuits with width control are included. U.S. list price will be approximately \$1,600.

10815 Burbank Blvd. North Hollywood, CA 91601 Phone 818/508-9788; Fax 818/508-8619 E-mail amek@console-city.com

ATI (Audio Toys Inc.) 8MX16

The 8MX16 is a follow-up to the 8MX2. The 8MX16 contains eight of ATI's high-voltage (±48V) mic preamps, each with a main and an aux out, an 8x2 mixer and a host of operational features. Housed in a 1U chassis, the 8MX16 is equally appropriate in the studio or on the road. List: \$1,699.

9017-C Mendenhall Ct. Columbia, MD 21045 Phone 410/381-7879; Fax 410/381-5025 Web site http://www.audiotoys.com



Audio Upgrades High Speed Preamp

The acclaimed Audio Upgrades High Speed Mic Preamp has been improved by incorporating MIT and Infinicap capacitors. Housed in a single rackspace chassis, the unique current feedback amplifier design offers performance beyond traditional designs by reducing phase shift to below 1° and by maintaining a greater than 8 MHz bandwidth.

Audio Upgrades Mic Preamp Card

The Audio Upgrades Mic Preamp card offers high-end outboard mic preamp performance in a miniature 1x2-inch package. With a discrete Class-A front end and very high-speed video amps, the card outperforms outboard mic preamps. Specs: THD: .0005%; IMD: .0002%; Noise: -129.5dB EIN; Phase shift: 0° at 50 kHz; Output current: >100 ma; Siew rate: 3,000 volts per microsecond.

Van Nuys, CA 91401 Phone 818/780-1222; Fax 818/346-2308 E-mail AV119@LAFN.org Web site http://home.earthlink.net/~lmarx/

Crookwood Rackpot

The Rackpot is a 4-channel remote-controlled mic pre based on our successful Paintpot design. It is packaged in a 1U box, and all features, including gain in 1dB steps, can be remotely controlled by one Control Pot remote. It's sonically very accurate but has many features to get the best sound out of any mic. This modular design can be specified with transformers, distribution outputs, hi Z inputs and even a 20-bit AES output. From about \$3,000.

Crookwood Mic Brick

The Mic Brick is a 3U modular remote-controlled mic amp system designed for larger installations. It can be fitted with up to 32 ch. of Crookwood 2-channel pre cards (as used in the Rackpot), all of which can be completely controlled by one 2U Control Pot remote. It's wired to order and has many options including instrument inputs, transformer I/O, distribution outputs, backup PSUs, submixes custom connectors and 20-bit AES outputs. From about \$4,000.

The Old Police House

Station Hill Cookham, Berkshire, SL6 9BS UK Phone 44/1628/528-026; Fax 44/1628/531-959

Demeter H Series

Tube design delivering the sound of the Demeter mic preamp for a project-studio budget. Features Jensen input transformers, active balanced output, precision-tested 12AX7A tubes operated at 250 volts, 20-60dB variable gain, 48-volt phantom power, low cut, pad and phase controls and VU level indicators all in a sturdy single-rack package.

2912 Colorado Ave., #204 Santa Monica, CA 90404 Phone 310/829-4383; Fax 310/829-3755 Web site http://www.loop.com/~mits/demeter.htm



Drawmer 1962 Digital Tube Preamp

The 1962 digital vacuum tube preamp combines two perfectly matched mic/line preamps and two full 24-bit analog-to-digital converters, providing an ultrahigh-quality front end for digital recording. The inclusion of a "zero overshoot" transparent limiter enables the full dynamic range of the signal to be used without fear of digital overload. Further features include variable tube drive, dynamic enhancement, variable high/lowpass filters and fine-tune EQ. Distributed by QMI

Hopkinton, MA 01748 Phone 508/429-6881; Fax 508/435-4243 Web site http://www.proaudio.co.uk/drawmer.htm

25 South Street



Dumore Vintage Audio DR 2MP

The DR 2MP is an extremely sensitive, 4-vacuum tube microphone preamplifier. Its features include a master volume control for variable tube saturation (delivering an output gain of up to 84 dB), XLR balanced inputs, line inputs, switchable phase, switchable pad, switchable +4-10 outputs, 48V phantom. Optional full-range EQ network available.

5126 Vineland Ave.

North Hollywood, CA 91601 Phone 818/508-2540; Fax 818/508-2549 E-mail sincl@primenet.com

Web site http://www.primenet.com/dunmorevintageaudio/

Focusrite Dual Mic-Pre

A dual-channel Mic-Pre, with the input stage based around an exceptionally quiet, low-distortion circuit with very wide frequency response. Gain is variable from +10 to +60 dB, and equivalent input noise (EIN) is an impressive -128 dBu. Phase reverse, +48V phantom power and highpass filter, with 12dB/octave roll-off at 75 Hz provided on both channels. Each channel has a relay-switched mute operated manually from the panel or under external control. Clip light at +20 dB (6 dB below clipping). List: \$1,099.



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The music you hear in your Project Studio is distorted by interfering reflections and the room's low frequency modal response. Even the most sophisticated electronic equipment cannot overcome these acoustic problems. AcousticTools® is the first affordable, integrated system which lets you realize the full potential of your hardware investment. Listen to the music, not the room!





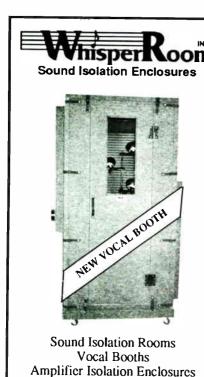


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116 S. Sugar Hollow Rd.

Morristown, TN 37813 USA

AES NEW PRODUCTS GUIDE 1998



Focusrite Voice Box

A single-channel processor incorporating a mic pre, equalizer and dynamics. The equalizer section consists of adjustable high- and low-shelving filters and a fully parametric mid band. The dynamics section includes compression, de-essing, and a noise-reducing expander. Sections can be switched in/out independently, and there is an LED bar graph for level metering. List: \$1,349.

Distributed by Group One Audio

80 Sea Lane

Farmingdale, NY 11735

Phone 516/249-1399; Fax 516/753-1020

E-mail G1DESERT@AOL.COM

Giltronics Model 356 AT

The Model 356 AT (\$2,850) is an all-vacuum tube unit combining two discrete mic preamps and two line amplifiers in a single 2U chassis. All inputs and outputs are transformer-balanced for wide dynamic range, low distortion, low noise and a 20-20k Hz (\pm 0.2 dB) frequency response. Effects can be patched between mic and line amps for direct-to-tape tracking. Hear it on Taj Mahal's latest "Phantom Blues." Also available: four mic pre and four line amp versions.

Phone/Fax 800/682-2778 E-mail gilamp@hawaiian.net



Grace Design Model 201

Grace Design's Model 201 microphone preamplifier is based on the critically acclaimed circuitry of its flagship Model 801. The Model 201 brings world-class performance to a broader market without sacrificing any quality or workmanship. The Model 201's transformerless design delivers a new level of subtlety and detail to the recorder without any coloration. It comes in a beautifully constructed single-rackspace chassis and is priced under \$2,000. Box 204

Boulder, CO 80306-0204

Phone 303/443-7454; Fax 303/444-4634

E-mail MBGRACE@aol.com

Joe Meek Tube Channel VC2

The Joe Meek Tube Channel VC2 is a development of historic tried and tested circuits from the 1960s to the present day in a single (and bright green!) 2-rackspace unit. The Tube Channel combines a mic preamplifier, photoresistive (non-VCA) compressor, HF enhancer, VU metering and tube make-up stage. Ideal for tracking instruments or vocals directly to tape, or use the line input to access the compressor or enhancer during mixdown.

Distributed by Peninsula Marketing

23773 Madison Street Torrance, CA 90505

Phone 310/373-9129; Fax 310/373-4714

Manley Mic/EQ 500

This fully differential microphone preamp and equalizer combo, the Mic/EQ 500, is a new all-tube design from David Manley. The passive EQ section is a refreshing revival of one of the most musical EQs of the past. Excellent for direct-to-tape tracking, switchable modes also allow

for stand-alone mic pre or EQ operation. The ±10dB boost/ cut EQ can be shelving or parametric. 2-Band: LF: 100Hz, 40Hz. HF: 3k, 5k, 7k, 10k, 15k.

13880 Magnolia Ave.

Chino, CA 91710

Phone 909/627-4256; Fax 909/628-2482

E-mail emanley@netcom.com

Web site http://www.manleylabs.com

Martech Modular Mic Preamp

Operates as a stand alone or with 4 units in a rack-mount, using our new transformer design, all discrete, dual-signal-path preamp with a distinctive vintage look to it. Retail: \$2,250.

1151 W. Valley Blvd. Alhambra, CA 91803

Phone 800/582-3555; Fax 818/284-3092

E-mail info@martinsound.com

Web site http://www.martinsound.com



Millennia Media Inc. HV-3C

Millennia's industry-standard HV-3 stereo mic preamp with integrated Apogee AD-1000 20-bit A/D converter. Offers a wide range of input and output options, including preamp-converter insert points and front panel linking. Retail: \$4.290

4200 Day Spring Ct. Pleasant Valley, CA 95667 Phone 916/647-0750; Fax 916/647-9921 E-mail il@ns.net



Night Technologies PreQ3

The PreQ3 is the only full-featured microphone preamp with NTI's VARIable AirBand™ equalizer, usable also on line inputs. The adjustable, high-frequency shelf equalizer can move above the microphone hiss and bring out the high end before distortion is introduced by any active circuits. The PreQ3, with switching power supply, balanced transformer-coupled inputs and actively balanced outputs, provides four channels in a single rackspace, also available as a 2-channel upgradeable unit. Two-channel: \$1,595; 4-channel: \$2.595.

1680 W. 820 N. Provo, UT 84604

Phone 801/375-9288; Fax 801/375-9286

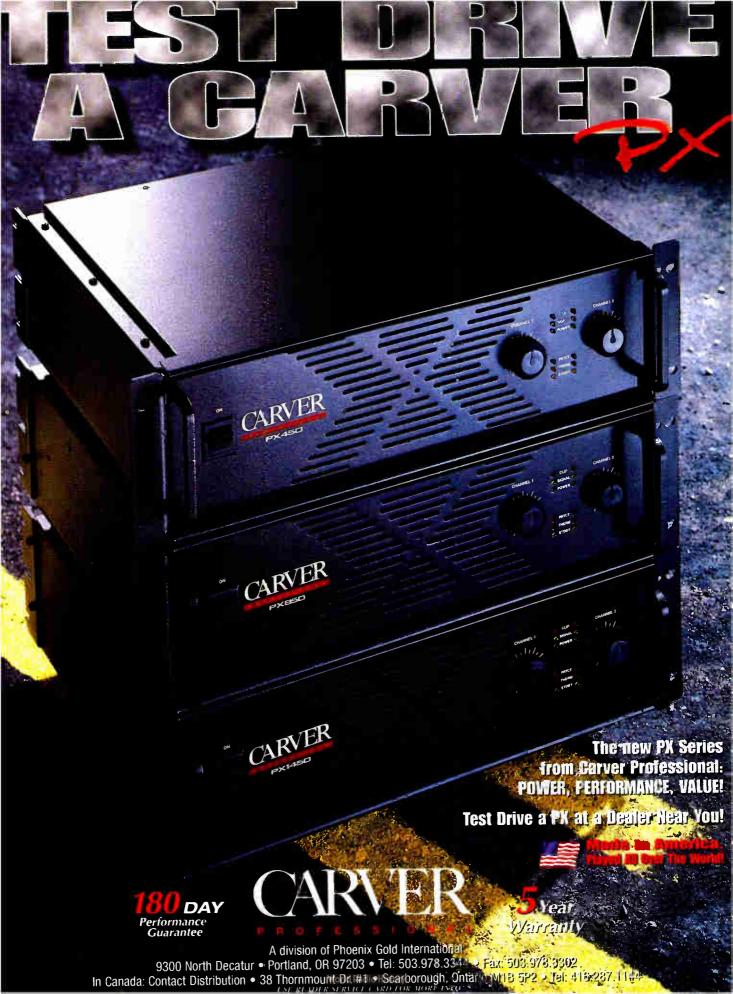
E-mail raventos@itsnet.com

Precision Analog Systems MPA 100

Dual-channel mic preamp: pure class-A operation. 100% discrete circuitry. Handcrafted quality controls for gain, 48V, pad, phase, mute, 60dB gain, 10-segment metering and peak LED on both channels. Single-rackspace chassis. List: \$2,195.

MSC 191 22323-6 Sherman Way West Hills, CA 91303 Phone 818/888-0388; Fax 818/704-7614 E-mail pas3@mail.idt.net

Web site http://shell.idt.net/~pas3



P.A.S.T. Mic Amplifier

Following the success of the P.A.S.T. Equalizer, the P.A.S.T. Microphone Amplifier is designed and built to individual custom order by ex-Neve engineer Steve Butterworth. The microphone amplifier is based on the same vintage console design philosophy as the EQ. The unit combines the best of 1970s discrete audio design and construction quality with a blend of vintage and modern high specification components for extremely high performance while retaining the classic warm sound.

Woolsack Barn, 24 Market St. Ely, Cambridgeshire CB7 4LS, England Phone 44/1353-669903; Fax 44/1353-669903

Summit Audio MPC-100

A single-channel unit composed of a tube preamplifier, with microphone, Hi-Z, and line inputs followed by a new compressor/limiter design providing extremely fast attack times to optimize the signal prior to the digital domain. "Clean to effect" valve sounds, 2-position pad, clip indicator, Hi-Z instrument D.I. with loading control; stepped attenuator; variable threshold/release controls; attack and release pre-set switches; VU meter for input, output and gain reduction metering; front-panel facilities for stereo link and bypass; output gain control; +4dB and -10dB outputs.

PO Box 1678 Los Gatos, CA 95031 Phone 408/464-2448; Fax 408/464-7659

Sytek Audio EQ4X-1A

EQ4X-1A is a 4-band parametric equalizer and 1-channel mic preamplifier. The equalizer is a true state variable Bessel Polynominial and can provide peak, dip and shelving mode for highpass and lowpass. The mid-band low and mid-band high have continuous bandwidth selection

from 0.1 to 2.5 octaves. The mic pre section contains controls for mute, phase, +48V and mic/selection. Bands: LF, 20-400 Hz; LMF, 50-1,500 Hz; HMF, 400-8,200 Hz; HF, 1k-20k Hz. Retail \$1,460.

Sytek Audio MPX-4A2

MPX-4A2 is the second-generation upgrade of the MPX-4A quad microphone preamp with new features. Transformerless design, Class-A, auto-bias bridge configuration, hybrid input stage with extremely low-distortion properties and gain of 70dB, THD is below 0.0015%, S/N ratio -96 dB and EIN of -129 dB. MPX-4A2 features a peak indicator, mute, phase invert and 48V phantom-power switch for each channel, XLR balanced I/O and low-EMI toroidal power supply. Retail: \$1,280. 2424 W. Irving Park Rd.

Chicago, IL 60618 Phone 800/692-3037; Fax 773/588-1682

TL Audio VP2051

The VP2051 Mono Valve Voice Processor combines a tube mic preamp, 4-band tube equalizer and tube compressor in a single rackspace, mono processor with mic, line and aux inputs. The front panel "Link" facility assigns all settings to a second unit attached via ½-inch connector. The mic pre has individual control of input gain, 48V phantom power, phase reverse and 90Hz low-cut filter. Master section includes 8-segment metering for output level and compressor gain reduction.

Distributed by Sascom Marketing 34 Nelson St. Oakville, Ontario, Canada L6L 3H6 Phone 905/469-8080; Fax 905/469-1129 E-mail sales@sascom.com

Whirlwind MD-1

The Whirlwind MD-1 is a battery-powered mic preamp/line driver with a separate built-in headphone amplifier. This compact package features a belt clip and quick-change battery access to two standard 9V batteries. Preamp gain and headphone volume are adjustable, 18V phantom and mic/line gain are switch selected. List: \$295.

99 Ling Rd.

Rochester, NY 94549

Phone 800/733-4396 or 716/663-8820; Fax 716/865-8930

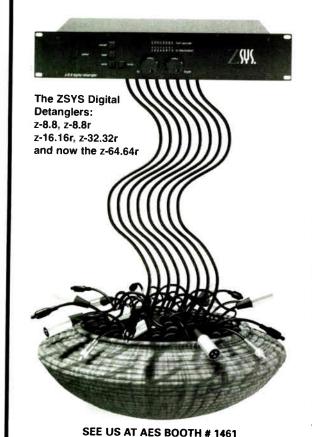




AKG Emotion Series

The Emotion Series is a line of cost-effective microphones manufactured using a new patent-pending process called Tiefzieh "Varimotion" Technology™. The Tiefzieh process

-LISTING CONTINUED ON NEXT PAGE



If digital was supposed to make things easier, why do you have a snakepit behind your rack of digital gear?

Tired of battling the constant tangle of cables every time you need to configure and reconfigure your set-up? Wondering how you're going to make *this* AES/EBU device talk to *that* S/PDIF device? Let a **ZSYS Digital Detangler** take care of your digital audio interface problems so you can get on with more important things. Whether you need **8**, **16**, **32** or even **64** ins and outs.... manual, remote, or software control......even format conversion and custom configurations one of our **Detanglers** is perfect for you.

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Introducing the M88 Classic

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Now you can be one of the privileged few to own the M 88 in its limited edition form. This collection has been limited to 999 pieces world-wide.

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Today, the M 88's design is considered a classic. Its technology which in 1963 was proclaimed as innovative and progressive has remained unrivaled for pure sound quality and accuracy.

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*An M 500 Classic Limited Edition microphone is also available.





Handsome mahogany vox tined in black velveteen, inlaid with a silver plaque. Solid clasp to safequard your historic investment.



Chromium placed stairdess steel basket with a brass barrel specially coated in combination or miskel and chromic called violunt. Unique enquaved serial numbering with M 88 Classic Limited edition logo.



Certificates of authenticity printed on parchment paper to quarantee the collection number of the microphone. Signed and validated by that R. Beyer, Managing Director of bryondyramic GrabH & Co.

The M88 Classic Limited Edition is a dynamic moving coil microphoue with performance that clearly define its classic status. It offers unrivaled off-axis rejection for live sound performance, extended low and high end frequency response for the ultimate in accuracy and high SPL capability to handle any performance. Its frequency response of 30-20,000 Hz is perfectly flat and uncoloured. The M88 Classic Limited Edition is not only the ultimate musician's microphone it is also a collector's item. Call beyordynamic today to locate a participating dealer near you to become one of the privileged few to own a classic piece of history!

For more information and a colour leaflet on the M88 Classic or M500 Classic call 1.800.293.4463

56 Central Ave., Farmingdale NY 11735 Tel(516)293.3200 Fax(516)293.3288

-LISTING CONTINUED FROM PREVIOUS PAGE

forms and adjusts the diaphragm during a single manufacturing process, resulting in a microphone element that does not depend on mechanical adjustments of the capsule to achieve the desired performance. The benefit is a premium product for the price of a conventional low-cost microphone. List price: \$108-\$131.



AKG WMS-300 UHF Wireless

The WMS-300 provides 16 user-selectable frequencies. Eight units can be operated simultaneously. Ten different combinations of handheld and bodypack units are available. The half-rack receiver features true diversity, 16 userselectable frequencies, signal strength, transmitter battery strength, squelch, mute indicator, channel selector and output signal level control. Transmitters feature 16 userselectable frequencies, sensitivity adjustment, power and mute switches and interchangeable mic capsules on the handheld units. Price: \$1,480-1,599.

Airpark Business Center XII 1449 Donelson Pike Nashville, TN 37217

Phone 615/399-2199 or 800/878-7571; Fax 615/367-9046

Audio-Technica AT854R

The AT854R is a multichannel boundary microphone with four cardioid condenser elements in a single housing. The shielded cable has a small, multipin connector at the microphone end and four XLR-type connectors for plugging into the mixer, allowing individual control of each channel. The AT854R is ideal for video and desktop conferencing applications, especially with the Audio-Technica AT-MX341a SmartMixer®, a 4-channel, microprocessor-controlled, automatic microphone mixer.

1221 Commerce Dr. Stow, OH 44224 Phone 330/686-2600; Fax 330/686-0719 E-mail pro@atus.com



Beyerdynamic MC 833

The MC 833 is a stereo condenser microphone equipped with three large diaphragm elements. It allows the user to vary the position of the capsules making it ideal for M-S or XY recordings without the need of a matrix amplifier. It is ideally suited for orchestral/recital recordings, ambience and sampling.



Beverdynamic MCD 100 Digital Microphone

The MCD digital condenser studio microphone features preamplification and A/D conversion of the micronhone signal. This previously was effected at the input of a digital mixing console but now is accomplished directly behind the microphone capsule. This provides an AES/EBU signal at the output of the microphone. 56 Central Ave

Farmingdale, NY 11735 Phone 516/293-3200; Fax 516/293-3288 E-mail beyerusa@aol.com

B.P.M. Studio Technik USA CR-73II

The CR-73II is a large-diaphragm German microphone. Handling sound pressure levels of up to 124 dB, this dualpattern microphone with bass cut and pad feels comfortable in any application. Linear response, classic, deep and rich sounding this microphone does it all. Comes complete in a custom aluminum flight case with shockmount. pop filter and cable. Suggested retail: \$999.95.

B.P.M. Studio Technik USA TB-95

The B.P.M. Studio Technik TB-95 is a German-manufactured tube microphone. This large-diaphragm microphone features a newly designed valve with high performance and a balance of high output and low noise. Frequency response of 20-20k Hz, three position, bass cut and pad. Comes complete in a custom aluminum flight case with shockmount, power supply and cable. Suggested retail: \$1,849.99

6945 Southwest 111 Place Miami, FL 33173 Phone 305/588-7008; Fax 305/266-6803 E-mail BPMSTUSA@aol.com

Bruel & Kjaer HMA 4000

The HMA 4000 has both electronically balanced and single-ended line-level outputs. Input signal in either channel can be independently amplified or attenuated by +20 dB, 0 dB or -12 dB with channel separation of up to 90 dB. The HMA 4000 uses state-of-the-art operational amplifiers and achieves very low self noise and a dynamic range of up to 140 dB with an impressive frequency range of 10 Hz-200 kHz (±0.5 dB).

Distributed by TGI North America 300 Gage Ave., #1 Kichener, Ontario, Canada N2M 2C8 Phone 519/745-1158: Fax 519/745-2364



Dunmore Vintage Audio DR 747/DR 747-E

The DR 747 is DVA's top-of-the-line vacuum tube studio condenser microphone, with performance characteristics very similar to those of classic U47s. All mics have large gold-sputtered double diaphragm capsules and five switchable pickup patterns. Options include an adjustable microphone EQ setting for optimal recording of a variety of voices/instruments, and "Vocal Personalizing," DVA's modification service that lets users tailor microphones to an individual voice.

5126 Vineland Ave.

North Hollywood, CA 91601

Phone 818/508-2540; Fax 818/508-2549

E-mail sincl@primenet.com

Web site http://www.primenet.com/dunmorevintageaudio/

Earthworks Inc. TC40K

Perhaps the most accurate microphone available, the TC40K is a very small-diaphragm, omnidirectional mic. It is accurate from 9 Hz to beyond 40 kHz. It delivers incredible realism, stunning detail, virtually perfect impulse response. The TC40K gives a true and accurate representation of the sound and experience of being there live. List: 0002

Box 517

Wilton, NH 03086

Phone 603/653-6427; Fax 603/654-6107

E-mail earthwks@jlc.net

Lawson Inc. L-47 Gold

The L-47 is a large-diaphragm cardioid tube microphone that features a 3-micron gold-sputtered diaphragm. Each capsule is shock-mounted and is precision-machined from solid brass and then hand-lapped to ensure consistent performance from mic to mic. It uses the time-honored 6072 vacuum tube coupled through a MIT multicap capacitor to provide a pleasing sound with an open top end and a slight presence peak. U.S. list: \$1.795. 2741 Larmon Dr.

Nashville, TN 37204 Phone 615/269-0828; Fax 615/269-0828 E-mail 75407.1104@compuserve.com

Lectrosonics UM200 UHF Transmitter

The UM200 transmitter is an advanced, high-performance design intended for the most critical applications, 256 frequencies are selectable in 100kHz steps for mobile or traveling applications to alleviate carrier interference problems. It includes a dual-band compandor for low noise and distortion and a pilot-tone signal for audio squelch control. The side panel has two rotary switches for setting operation frequency and a recessed control to adjust low frequency rolloff. List: \$1,595.



Lectrosonics UDR200B

The UDR200B receiver is an advanced, high-performance. frequency selectable UHF receiver designed for the most demanding applications. 256 frequencies are available in 100kHz steps. A unique tracking front-end retunes as the frequency is changed over the 25.6MKz range, preserving the benefits of a highly selective fixed frequency design while providing the frequency agility necessary to deal with interference problems in traveling venues. List: \$4,395. 581 Laser Rd. N.E.

Rio Rancho, NM 87124 Phone 505/892-4501; Fax 505/892-6243 Web site http://www.lectro.com/lectro/

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AD122-96



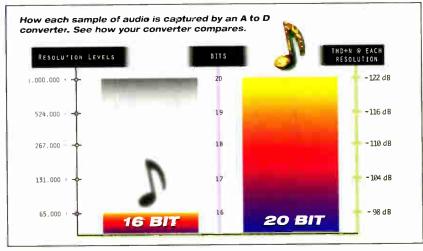
ew 20-bit storage provides 16 times the resolution of older 16-bit media. That requires precise conversion for the most critical stage of digital recording.

Following industrywide acclaim, our new AD122-96 meets and beats the new 96kHz and 88.2kHz standards with a true 24-bit digital audio stream and 122 dB noise floor.

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actual resolution with relentless attention to purity, infinitesimal quantization steps and rock-bottom noise figures.

With the AD122-96 you deliver the best possible sound for your clients – and those great masters will always be ready for future formats.





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From the think tank at

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AUDIO INTERVISUAL DESIGN 1155 N. La Brea, W. Hollywood, CA 90038 (213) 845-1155 FAX (213) 845-1170





Microtech Gefell UMT 800

This is a large-format condenser microphone for use in sound studios, motion picture soundstages and broadcast studios. It features the removed M7 capsule (used in the Neumann U47) in a 5-pattern configuration including omni, wide-cardioid, cardioid, hypercardioid and figure-8. The amplifier is phantom-powered with a balanced, transformerless output. Pro net price: about \$1,500.

Distributed by G Prime Ltd. 1790 Broadway, Ste. #402 New York City, NY 10C19 Phone 212/765-3415; Fax 212/581-8938 E-mail info@gprime.com Web site http://www.gprime.com/mtg

Nady Systems Inc. 950GS

Nady's 950GS wireless systems feature patented companding noise reduction, 120dB dynamic range, 160 channels in groups from 475 to 952 MHz and SMT modular design. Selectivity allows up to 40 systems in one location. Third-order intercept provides more headroom, less interference and lower distortion. Nady features a wide range of UHF transmitters with HT-60 handheld, LT-60 lavalier, GT-60 instrument, ENG-12 and headworp microphone options. Systems available under \$3,000.

6701 Bay Street Emeryville, CA 94608 Phone 510/652-2411; Fax 510/652-5075 Web site http://www.nadywireless.com

Neumann/USA TLM 193 Special

Introduced as a limited-issue microphone, the TLM 193 Special is a satin-nickel version of the venerable TLM 193. With only 50 units imported into the U.S., this microphone will be an instant collector's item. This special version uses the same dual-diaphragni capsule as the standard TLM 193, TLM 170R and U89i microphones. Like the standard 193, the Special is hard-wired for cardioid operation and features a transformerless output.

6 Vista Dr. PO Box 987 Old Lyme, CT 06371 Phone 860/434-5220; Fax 860/434-3148 E-mail neumtech@neumannusa.com Web site http://www.neumannusa.com

Pearl DS-60

New from Pearl Microphone Labs of Sweden (PML), the DS-60 provides two rectangular dual-membrane capsules, mounted one above the other, and each capsule is rotated 90° with respect to the other. Four discrete outputs from the microphone are available via a 9-pir connector. The microphone is an excellent choice for Blumlein and virtually any other stereo microphone technique. An optional matrix amplifier is available, which provides remote pattern selection, gain control and highpass filters.

Pearl TL-44

The TL-44 provides dual rectangular membranes mounted back-to-back allowing its use as a 180° coincident stereo microphone. Since each membrane's output is brought out discretely via a 5-pin XLR connector, it may also function as a mono microphone providing virtually any polar pattern by bringing the individual outputs of the microphone into a mixing console and using the console to configure the pattern inversion. U.S. list price: \$2,050.

Importer: Tom Der/Zero THD 1710 W. Fullerton Ave., 2nd Fl. Chicago, IL 60614 Phone 312/665-9066; Fax 312/665-9067 E-mail 75407.1104@compuserve.com

SCIP 414 Valve Job

SCIP Electronic Systems is pleased to introduce the Valve Job, a tube head-amp modification for the popular AKG 414 series of condenser microphones. SCIP installs this high-performance upgrade, which provides new 8319-based head electronics, multicore cable, UL-listed power source, improved feature switching and extraordinary tube sound. The modification is priced at \$789, making your upgraded 414 the most cost-effective high-performance tube condenser microphone on the market.

16169 Sunset Blvd. Pacific Palisades, CA 90272 Phone 310/454-1889; Fax 310/454-8796

Schoeps M222 Tube Mic System

A legend reborn, Schoep's 30-year-old M221B re-emerges in new garb with updated electronics. Similar in appearance to the familiar CMC-Colette microphone, it accents any of the current Schoeps capsules and active accessories. Its support package powers the microphone and has an optional line-level output via a solid-state amplifier. The complete system, including cable and stand clamp, comes in a transport case. The Schoeps M222 Tube Microphone System is \$1.765.

Schoeps MK 2 H Omni Capsule

This is the fourth omnidirectional capsule to join the Schoeps Colette Series. It is particularly useful for distant miking orchestal music. Its special characteristics include a slight high-frequency rise (2 dB at 12 kHz) and a more uniform off-axis polar response than other pressure capsules of similar size. The gold ring enclosing the sound inlet gives the capsule its distinctive appearance. The new Schoeps MK 2 H Omnidirectional Capsule is \$700.

Distributed by Posthorn Recordings 142 W. 26th St., Ste. 10-A New York City, NY 10001-6814 Phone 212/242-3737; Fax 212/924-1243



Sennheiser MD421 II

The MD421 II is a dynamic cardioid microphone with 5-position bass roll-off. The successor to the classic MD421-U, the MD421 II offers improved transparency for a more natural sound, easier positioning, greater durability, easier servicing, and is more immune to dust and humidity. Frequency response: 30-17,000 Hz. Retail: \$485.



Sennheiser SET1081-U

The SET1081-U is a 16-channel UHF switchable handheld system with a dynamic supercardioid microphone and true diversity receiver. The 16 switchable UHF channels are available in 3 frequency groups for up to 24 channels of operation. The handheld transmitter provides an output power of 50 mW and a frequency response of 80-18,000 Hz. The diversity receiver weighs only 25 oz. and has a frequency response of 40-20,000 Hz. Retail: \$1.995. A similar bodypack system is available.

6 Vista Drive
Old Lyme, CT 06371
Phone 860/434-9190; Fax 860/434-1759
E-mail miclit@sennheiserusa.com
Web site http://sennheiserusa.com



Shure UHF Wireless Mic System

Available in single- and dual-channel configurations, the system's single rackspace diversity receivers use tone-key squelch and Shure's proprietary MARCAD (Maximum Ratio Combining Audio Diversity) circuitry. Handheld transmitters are offered with Shure microphone elements, including the premium Beta 58A and Beta 87 models. Bodypacks feature Tini QC connectors and are compatible with Shure lavalier and headset mics. Prices begin at \$2,390 for a single-channel receiver w/SM58 handheld transmitter. Dual-channel receiver with two SM58 handhelds is \$3,980. FCC and IC approved.

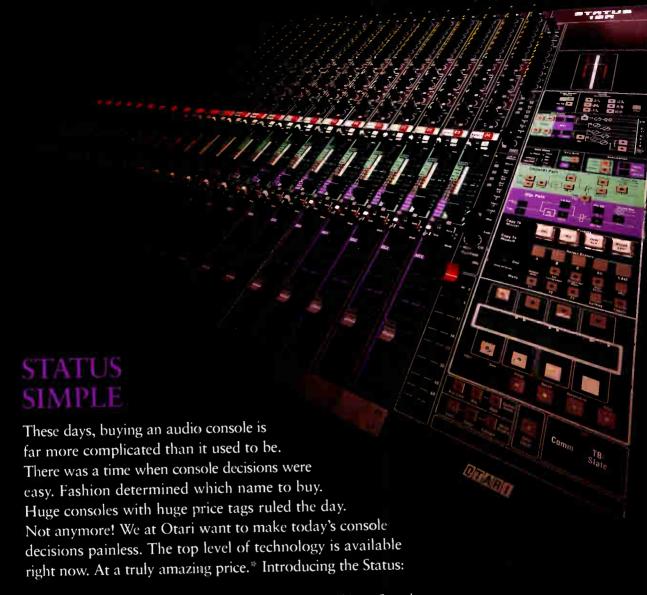
222 Hartrey Ave. Evanston, IL 60202-3696 Phone 847/866-2200; Fax 847/866-2279 Web site http://www.shure.com



Soundfield SPS422

The SPS422 Studio Microphone System is based on the same design principles as more expensive Soundfield sys-

-LISTING CONTINUED ON NEXT PAGE



Digital control of analog signal path • Master Status Switching • Snapshot Recall of routing and switch functions • Image Recall of all EQ, Aux busses, Panning and Mic trim potentiometers • Fader and Mute Automation on Mix and Channel paths • Metal TT patchbay versions • Optional Moving Fader Automation • Available in 3 frame sizes • and much, much more.

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Germany Phone: (49) 2159-50861/62/63 Fax: (49) 2159-1778

Otari Singapore Pte., Ltd. Fax: (65) 284-4727

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tems. Developed specifically for "main microphone" recording studio applications, the SPS422 can create highly accurate mono or wide-image stereo recordings. The system comprises a mu ticapsule mic and a 1U rack-mount processor and all microphone parameters can be adjusted from an optimum listening position in the studio control from

Distributed by QMI 25 South Street Hopkinton, MA 01748 Phone 508/429-6881; Fax 508/435-4243 Web site http://www.proaudio.co.uk/sndfield.htm



Stedman SC3 Condenser Mic

Large-diaphragm 480-volt, prantom-powered condenser with vintage and enhanced sonic mode selector switch. Vocal and acoustic applications. Satin black finish. Cardioid pattern. Frequency response 25-20k Hz; 150 dB max. SPL; 10mV/pascal sensitivity; impedance 250 ohms; bass rolloff 200 Hz; power requirement: 1.2ma 48 volts. Pricing: SC3 mic \$998 (U.S.); matched sets \$2,176. Options: shockmount \$49.50, windscreen \$24. Hand-built in the U.S.A. For literature, call 800/873-0544.

4167 Stedman Dr.
Richland, MI 49083
Phone 616/629-5930; Fax 616/629-4149
E-mail webwild@datawise.net
Web site http://www.datawise.net/~webwild/sted/



Telex ENG-500/UT-500 UHF

The ENG-500/UT-500 UHF broadcast wireless microphone system is the first in its class to offer crystal-controlled frequency agility. The ENG-500 receiver has an all-metal case and features six hours of continuous operation on one 9-volt battery. A locking external input power jack allowing 9-18 VDC operation is available. The ENG-500 is a true diversity receiver featuring Posi-Phase® auto diversi-

ty with diversity status indicators. The UT-500 transmitter is designed to plug into any standard, low-impedance (100-10K ohm) dynamic or electret microphone. 9600 Aldrich Ave. S.

Minneapolis, MN 55420 Phone 612/884-4051; Fax 612/884-0043

E-mail Patti.DuFresne@telex.com

Vega R-672 Programmable UHF

The Vega R-672 is a broadcast-quality, 16-channel (front-panel selectable) UHF true-diversity receiver, operating over the 512-806MHz range. Frequencies are user-programmable, and system functions can be remotely controlled. Adjustable helical resonator front ends provide extremely tight frequency "windows." Dynex III audio processing and well-designed audio/RF circuitry provide a S/N of 108 dB; also features dual-mode squelch. Use with Vega T-772 bodypack and T-690 series programmable transmitters or T-677 and T-680 transmitters.



Vega U2020

The Vega U2020 offers 100 user-selectable frequencies over three UHF TV channels; two "splits" are available from 746-782 MHz. The half-rackspace receiver features RF and audio level meters and an XLR output connector; antennae may be mounted front or rear. Bodypack and handheld transmitters with either the E-V N/D557 or N/D757B head are available. Exclusive DX20 companding provides excellent signal-to-noise ratio, and the receiver also has dual-mode squelch. The companion MC-2020 multicoupler provides both RF signal and power to four receivers.

9900 Baldwin Pł. El Monte, CA 91731-2294 Phone 818/442-0782; Fax 818/444-1342 E-mail 73513.1417@compuserve.com





Allen and Heath GL2000

4-bus front-of-house or stage monitor console featuring 4 bands of EQ with two sweepable bands, six discrete aux sends per channel and rear panel connectors.

8760 S. Sandy Pkwy Sandy, UT 84070 Phone 801/568-7660; Fax 801/568-7662



AMS/Neve Libra

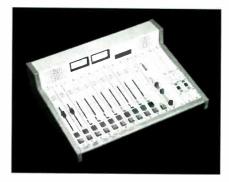
The AES in Los Angeles will see the first U.S. showing of AMS/Neve's new Libra digital music console. Libra is a fully automated digital console designed specifically for music production and optimized for maximum capability at an attractive price. Libra incorporates all the features needed for seamless audio recording and mixing, including integrated machine control and a wide range of digital and analog interfaces. Libra is available in 12, 24 and 48-fader versions.

Billington Road Burnley, Lancs BB11 5UB UK Phone 44/1282-457011; Fax 44/1282-417282 E-mail enquiry@ams-neve.com Web site http://www.ams-neve.com

Anatech VCM Recording Console

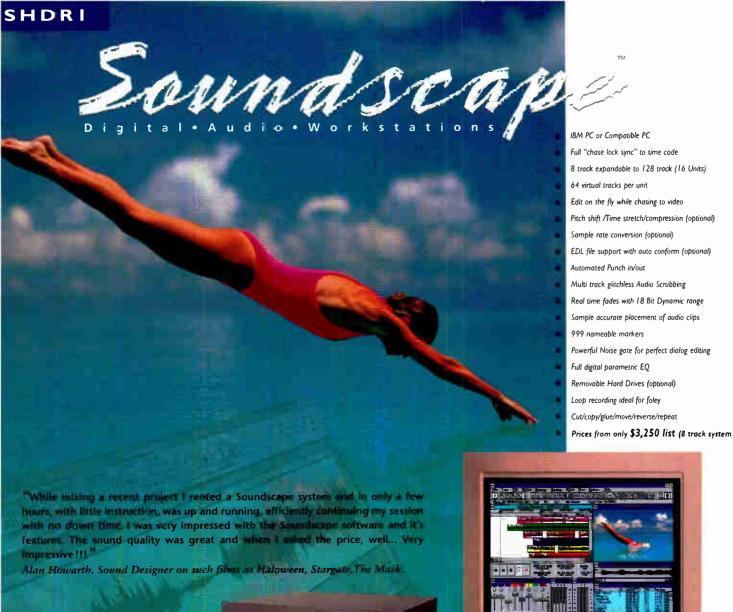
A music-recording console from famed British designer David Pope (of the Neve V Series). A 32-channel frame offers 64 inputs with 100mm faders on both paths. (This allows motor fader automation for all as an option.) Full 24 bus plus 2 stereo mix bus. It has a compressor/gate on each channel, 12 auxiliary sends and 4-band fully parametric EQ with no concentric knobs. There is an option for recall and reset. Retail: \$75,000 for 32 channels.

Alhambra, CA 91803
Phone 800/582-3555; Fax 818/284-3092
E-mail info@martinsound.com
Web site htp://www.martinsound.com



Audioarts R-16 Radio On-Air Console

Audio mixing console for on-air radio broadcasting, radio news workstation, remote broadcasting and basic radio production control rooms. Features include on-air muting and tally, talkback and com ports, built-in cue speaker, totally modular construction, machine control on every input and many other broadcast features. Like all Audioarts consoles, the R-16 exhibits better than 16-bit digital audio



In this age of global communications good new travels fast... especially in this industry. Talk to any of our users (there are over 2000) and they'll all tell you the same thing. Soundscape's SSHDR1 has the creative tools to improve productivity, the software is incredibly fast and reliable and saved them a great deal of time and money. This is why more and more of the worlds top professionals in sound design and motion picture editing are changing to Soundscape and the PC for their audio editing. From dialog replacement and foley recording to that blockbuster movie

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"Love it - Love it - Love it - Love it - Love it !!! Great box, I've got two of them and session after session I rely on my Soundscapes to deliver the pristine sound that our clients demand. It vari-syncs and chases video like a hound dog and believe-it-or-not the owners manual is intelligable. And HEY!! - just do it... buy one!!!!!!" Sunny Lake, Cybersound NYC, sound designer/producer for numerous commercials, records and films.

We've had the pleasure of using Soundscape for sound editing on 'Ace Ventura: When Nature Calls' and 'The Nutty Professor' and found it to be very smooth, very fast and very reliable. Soundscape is the only Intelligent choice for your next digital editing workstation.

Odin Benitez, Randall Guth, Dimension Sound (Burbank).

It's affordable-it's modular-it's expandable-it's got crash proof reliability!!! We have 3 x 16 track systems at the studio, and we've used the SSHDR1 on almost every project that's come through the facility. Soundscape is fast becoming one of the top systems around in digital audio post production here as well as around the world. Keep it up. guys!"

Frank Serafine, Sound designer on Star Trek, Virtuosity, Lawnmower man, VR5, Hunt for Red October.

performance. \$2,700-\$4,000 7305 Performance Dr. Syracuse, NY 13212 Phone 315/452-5000; Fax 315/452-0160 E-mail wheatstone@aol.com



Audio Centron ACM842

The Equinox Series of mixers from Audio Centron packs power and features into one simple-to-use unit with tremendous headroom and low noise. The rack-mountable ACM842 features 4 mic-level XLR and 4 line-level 1/4-inch balanced inputs, 2 sets of stereo pair 1/4-inch inputs, tape in/out w/level, 2 aux sends per channel, 2 stereo aux returns w/level, 2-band EQ, center detents, phantom power. headphone jack and peak LEDs on all mic/line channels. 1400 Fergussen Ave.

St. Louis, MO 63133 Phone 314/727-4512; Fax 314/727-8929



Audio Technologies Inc. MXS100

The MXS100 is a studio or portable, 3-channel, switchable microphone/line mixer with low noise balanced inputs, phantom power, panpots, switched low-cut filters and a test tone oscillator driving stereo, metered, low-distortion servo-balanced line outputs with switchable peak limiting. Optional expanders add more inputs. Battery or AC powerable. MXS100 Mixer, stereo line out, three panned microphone/line inputs: \$799. XPS100 Expander, stereo bus out, four panned microphone inputs: \$549, XPS200 Expander, stereo bus out, two stereo line-level inputs: \$379. 328 W. Maple Ave.

Horsham, PA 19044

Phone 215/443-0330 or 800/959-0307; Fax 215/443-0394 Web site http://www.ATIGUYS.com

Behringer MX 3282

The Eurodesk MX 3282 8-bus is a 32-channel mixer with 24 mic/line channels and four stereo channels and eight sub groups. All mic channels feature 3-band EQ with lowcut filter, mute and pan. The stereo channels have 4-band EQ, mute and balance. The mixer has eight balanced auxes (six switchable pre-fader) and four stereo effects returns. Solo-in-place and PFL on all channels, subgroups and auxes

Distributed By Samson Technologies Syosset, NY 11791-9031 Phone 516/364-2244; Fax 516/364-3888



Crest Century LMx

The first monitor console designed from the ground up to provide 100% multimode operation, the LMx offers breakthroughs in routing and control, accurate and visible metering, a clean, logical layout and can configure any or all of its 22 output buses for either mono or stereo pair operation. The LMx also features eight scene mute groups, a globally selectable AFL/PFL solo system, comprehensive subgrouping, separate pre/post switching for every pair of output sends and two separate monitor outputs. 100 Fisenhower Dr

Paramus, NJ 07652 Phone 201/909-8700; Fax 201/909-8744 E-mail webmaster@crestaudio.com Web site http://www.crestaudio.com



D&R Cinemix

Cinemix is D&R's answer to the ever-increasing demands placed upon the high-tech video, film, and post-production studio world of the '90s. A recording console with superb electronics, true dual input path design, complete recall of all digitally controlled routing and switching functions, true LCRS panning and two highly automated signal paths per module, Cinemix is about to change the way you view recording consoles.

Rt. 1 Box 54 F Brashear, TX 75420 Phone 903/485-2344 E-mail drna@koyote.com

Ensoniq 1682/1682fx

Designed for project studio and multitrack recording applications, the 16782 is an 8-bus mixer with pro features in a compact package. Standard are 34 inputs on mixdown, phantom power, phase reverse switching, semi-parametric EQ, solo-in-place, four aux sends, four stereo effects returns and a rotatable patch panel to suit various applications. Optional mono and stereo input expander modules allow users to create a custom console for their needs. The 1682fx version has on-board effects with a 24-bit DSP. 155 Great Valley Parkway

Malvern, PA 19355 Phone 610/647-3930; fax 610/647-8908 Web site http://www.ensonig.com

Euphonix Hyper Surround

Hyper Surround™ is Euphonix's new software-based panning and busing system that provides sound movement and localization centrol along with flexible mix busing for

any or all surround sound formats, even multiple formats at the same time! Euphonix provides advanced panning from every channel with front pan, rear pan, surround, Focus™ and divergence while maintaining the same image positioning across simultaneous formats.

11112 Ventura Blvd., #301 Studio City, CA 91604 Phone 818/766-1666; Fax 818/766-3401 Web site http://www.euphonix.com

Fidelipac MX/D Digital Broadcast Console

Fidelipac Corp. is introducing its new MX/D Digital Broadcast Console. Based on the popular MX Series, the MX/D offers a user friendly interface. Standard features such as analog and digital inputs, analog and digital output buses. sample rate converted digital inputs and 16 source inputs are just the beginning. Pricing under \$11,000. Box 808

Moorestown, NJ 08057

Phone 609/235-3900; Fax 609/235-7779



Korg SoundLink DRS 168RC

SoundLink Digital Recording Systems is a line of integrated products that bring completely digital, fully automated, component-based recording/mixing to the market at breakthrough prices. At AES is the 168RC Recording Console: a fully digital 16x8x2 device equipped with two ADAT optical inputs, eight analog inputs featuring 18-bit A/D convertors, two internal effects processors and full console automation. The 168RC retail is \$3,499.

316 S. Service Road Melville, NY 11747 Phone 516/333-9100: Fax 516/333-9108 E-mail (name)@Korgusa.com

Lafont Audio Labs FTC84

The FTC84 LCRS Transfer Console is a machine roomdedicated film/audio/video post-production tool. Its highgain audio structure (+27 dB) makes it adequate for any format transfer. The FTC84 is an in-line design, with each module carrying two input strips. A 9-module (18-channel) 8-bus/4-monitor standard frame is fitted in a 19-inch rack-mount housing. The meter bridge is located in a separate rackmount unit with the power supply.

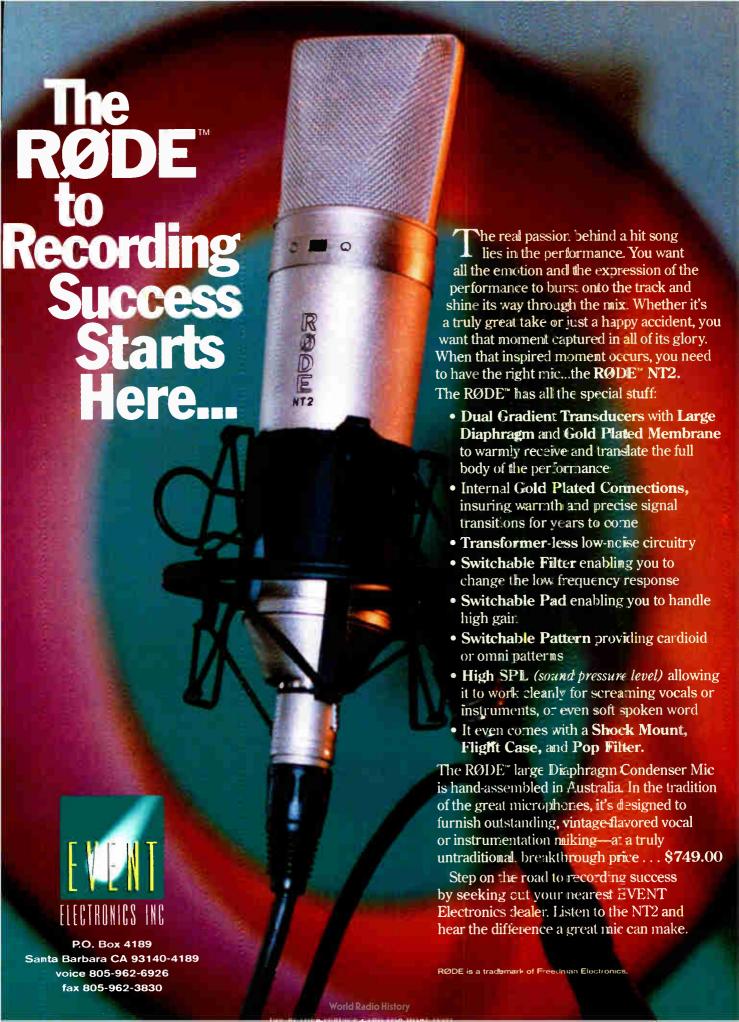
Lafont Audio Labs Panoramix Console

The Lafont Panoramix is a large-frame (96 or 192 inputs), in-line, film/audio post surround mixing console with fully discrete 5.1 panning and dynamics on each I/O module. Each module offers two line inputs simultaneously routed to 5x6 bus stems, plus a monitor return input routed to an 8-channel surround monitoring matrix. A 4x stem film/bus (Rec Direct) monitor switching system and Uptown Moving Fader automation are standard.

Distributed by Sascom Marketing 34 Nelson St. Oakville, Ontario, Canada L6L 3H6

Phone 905/469-8080: Fax 905/469-1129 E-mail sales@sascom.com Web site http://www.sascom.com

E-mail sales@samsontech.com



Miles Technology MTX-62

The MTX-62 is a 6-input, 2-output stereo/dual mic/line mixer designed for basic mixing applications where high-quality sound is needed in one rack space. Features include XLR and ¼-inch connectors, phantom power, stacking, individual two-band input EQ, input and output level indicators, built-in fourth-order crossover filters and balanced output. 90dB gain, -129dBu EIN, +18dBm ouput. List price \$499.

1826 S. Third St. Niles, MI 49120

Phone 800/280-8572; Fax 616/683-4499 E-mail 70252.1727@compuserve.com

Millennia Media Inc. Mixing Suite

GML-compatible modular mixing system intended for critical recording and submixing. Employing fully differential matched discrete summing amplifiers and Millennia's acclaimed mic preamplifiers, the Mixing Suite® delivers unmatched sonic performance. A 20x2 configuration retails for \$14,000.

4200 Day Spring Ct. Pleasant Valley, CA 95667 Phone 916/647-0750; Fax 916/647-9921 E-mail jl@ns.net

Neotek Multimedia Module

Provides a complete multichannel monitoring system. It accomodates mono, stereo, LCRS and 5.1 channel environments, three loudspeaker systems from mono to 5.1 and provides for insertion of an encode/decode processor. Retail: \$1.995.

1151 W. Valley Blvd. Alhambra, CA 91803 Phone 800/582-3555; Fax 818/284-3092 E-mail info@martinsound.com Web site http://www.martinsound.com

Otari Elite

While based on the same core technology as the highly successful Concept-1, Otari's new Elite music and production console offers new features and enhancements. Standard features include Image Recall, an enhanced 4-band equalizer, the new Eagle Automation package and a hinged patchbay. In addition, Elite may be fitted with the new MePANTM option for greater flexibility in bus assignment and multichannel film style panning. Moving faders and dynamics are optional.

378 Vintage Park Dr. Foster City, CA 94404-1134 Phone 415/341-5900; Fax 415/341-7200



RSP Project X Digital Console

The Project X™ Automated Digital Mixing System features integral Circle Surround® encoding and interfacing to ADAT, TDIF and AES/EBU devices and analog via 20-bit conversion. Individual input processing includes 4-band parametric EQ, high/lowpass filters, Hush® noise reduction/gating, compression and up to 42 ms of delay. Two DSPs provide effects (delay, chorus, reverb, pitch shift, etc.) on two of the eight auxes. Dynamic automation and snapshot setup recall is standard as are stereo returns. Project X is configurable for 32 to 64 inputs, from under \$32,000.

Rochester Hills, MI 48309 Phone 810/853-3055; Fax 810/853-5937 E-mail rocktron@eaglequest.com Web site http://www.rocktron.com/rsp



Solid State Logic V2 Software

New V2 software for the SL9000 J Series offers offine mix level, computer-controlled Master Fader Audio-fade, Motion Control Panel with extra buttons supporting more features and enhanced ergonomics and a save Total Recall™ on a single button press. FreeWay is a HiWay datastream on fiber-optic cables for interconnection of distances measured in kilometers. A new SDIF-2 to HiWay interface option connects multitrack machines or other SDIF-2 gear. Springmill Road, Begbrowe

Oxford, OXS 1RU England Phone 44/1865-842300; Fax 44/1865-842118 E-mail sales@solid-state-logic.com Web site http://www.solid-state-logic.com



Soundcraft Ghost LE

The Ghost LE console boasts powerful 4-band EQ with two fully parametric mids, 10 aux buses, individual phantom power and phase reverse switching and a new mic preamp that promises the lowest input noise yet. Features also include four stereo returns for 56 inputs from a 24-channel desk at mixdown, 24 and 32 channel frame sizes and a full solo-in-place facility on the main channel path. An LED meterbridge and a 24-channel expander are optional.

Soundcraft K2

K2 is a pro 8-bus console designed for touring or fixed live sound installations. K2 features the same wide-range input preamp as K3, Vienna and Europa, sweepable highpass filter, 4-band EQ with two swept mids plus switchable Q, 8 aux sends with external pre/post switching in pairs, LED input metering, MIDI-controlled muting system with 8 mute groups, 8 subgoups, 8 stereo returns (four on full-length strips), 11x8 matrix and built-in VU output meter bridge. A swap mode allows the aux outputs to access the group fader and insert point for use on foldback mixes. Available in 24/32/40 channel sizes.

1449 Donelson Pike, Ste. 12 Nashville, TN 37217 Phone 818/227-1800; Fax 818/884-2974 E-mail Awelti@harman.com

Soundtracs Jade S

Jade S is an automated, 24-bus production console featuring moving fader automation, LCRS panning, a 24-group in-line format, Assignable Dynamics Processor and a 4-band fully parametric FdB equalizer shareable between channel and monitor. Two-band EQ on monitor inputs.

Very low noise-balanced busing. 12 aux buses, 36 in remix. Separate fader bay. 24/32/40/48 input frames are available with or without patchbay.

Soundtracs Virtua Digital Console

Total 64 inputs to mixdown. $\overline{48}$ full inputs with 4-band parametric EQ, dynamics, 8 aux sends, group and master outputs. 16 return inputs: configured as 8 stereos with level, balance, mute and master output only. 48 full inputs comprise 32 analog mic/lines and 16 digital inputs. The 32 analog niputs are individually remotely switchable between mic (on XLR) and line (on $\frac{N}{4}$ jack) connectors. Price: \$35,000. Distributed in the U.S. by Korg

316 S. Service Road Melville, NY 11747 Phone 516/333-9100; Fax 516/333-9108



Spirit Folio NotePad

Spirit by Soundcraft's newest micro mixer is tailored to fit a host of applications from small live reinforcement to multimedia mixing. Features include 4 balanced mic and line inputs with 48V phantom, 2 stereo inputs with switchable RIAA preamps for turntables, 2 band EQ, post-fade Aux send and stereo effects return, 2 track return, separate Mix and Monitor outs, headphone out, +4dBu operation, compact size (approx. 9x9x2'). Retail: \$249.95.

Spirit Folio SX

Spirit's Folio SX delivers digital quality sound in both live and recording applications. Features: 12 balanced mic/line inputs, 4 stereo inputs (two with 100mm faders, EQ and auxes), 3-band EQ with sweepable mid, three aux sends. four mix outs (2 can be used as a sub to main mix) and a separate mono out. All surface-mount technology, rack-mount kit available. Retail: \$769.95.

11820 Kemper Rd. Auburn, CA 95603 Phone 916/888-0488; Fax 916/888-0480

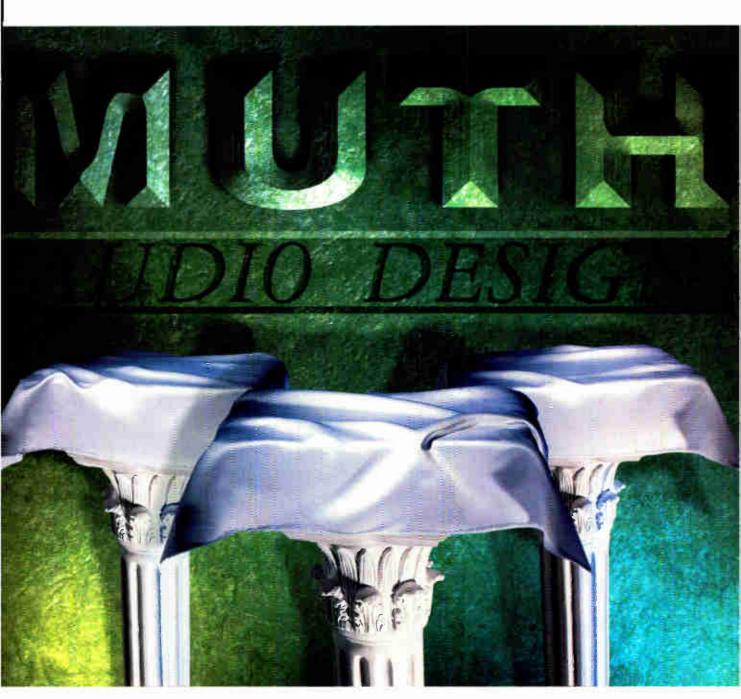


Studiomaster Trilogy

The Trilogy Series TR166 (rackmountable 12x4x2x1) and the TR206 (16x4x2x1) are designed for live sound, stage

—USTING CONTINUED ON NEXT PAGE

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monitor and multitrack recording. For stage monitor use, Stage mode switching reroutes 4 of the 6 auxes to the 4 subgroup outs. A rack-mountable 10-channel input expander is optional. Features include balanced mic/line inputs, channel direct outputs, 100Hz highpass filter, 3-band channel EQ with midsweep, 6 discrete aux sends, PFL and channel EQ with midsweep, 6 discrete aux sends, PFL and solo, 60mm faders, balanced outputs and more. Prices: TR166 \$1,195, TR206 \$1.395, TR140 expander \$749, 3941 Miraloma Ave.

Anaheim, CA 92807
Phone 714/524-2227; Fax 714/524-5096
E-mail stmstr@ix.netcom.com
Web site http://www.studiomaster.com



Wheatstone SP-8 TV Audio Console

Audio console for television broadcasting, cable program providers, remote truck and telco's involved in broadcasting. Features include mix-minus, dedicated metering, preselector overbridge, machine start, multiple mute and tally along with many other broadcast only features. Like all Wheatstone consoles, the SP-8 exhibits better than 16-bit digital audio performance. Price: \$50,000-\$80,000 (U.S.). 7305 Performance Dr.

Syracuse, NY 13212
Phone 315/452-5000; Fax 315/452-0160
E-mail wheatstone@aol.com

Yamaha 03D Digital Mixer

Intended for the audio post and music-recording markets, the Yamaha 03D is a smaller, more affordable version of the 02R digital recording console. The 03D interfaces directly with workstations for automated digital mixing. Features include 24 inputs, 4 bus plus stereo outputs, six aux sends, two internal effects and built-in automation. The Yamaha 03D accepts one digital I/O card, allowing 8 digital inputs and a total of 8 digital sends (4 buses plus 4 direct outs). The 03D features the same large LCD display as the 02R. A mouse may be connected for use with display functions and in selecting parameters and setting changes.

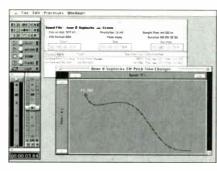
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Akai CD3000XL

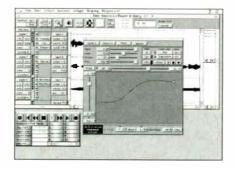
The new Akai CD3000XL sampler is a 3-rackspace professional stereo sampler with a built-in 4x CD-ROM drive. Its open architecture design allows the use of up to 32 MB of standard SIMM RAM and offers the ability to accept the SampleVerb™ 4-bus, voice-assignable multi-effects processor board. In addition, two ROM card slots allow up to 16 MB of nonvolatile flash ROM providing a total of 48 MB of sample storage.

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Arboretum Hyperprism-PPC 1.0

This Power Mac version of our award-winning software requires no additional hardware. Hyperprism-PPC has 21 real-time pro-quality effects including two reverbs and our new EchoTranz™. Sound files are processed on the fly through the Power Mac's Sound Manager. Hyperprism-PPC is a powerful add-on to Power Mac-native audio software, such as sound editors and MIDI sequencers that support Sound Designer II and AIFF file formats. Hyperprism-PPC also runs on Digidesign hardware with the Digi sound driver V. 1.3.1, which is included.



Arboretum Hyperprism-TDM 1.1.2

This Pro Tools/TDM plug-in of our award-winning software offers 23 real-time high-quality effects, including filters, modulation effects, pitch changer and spatial enhancers; built-in MIDI based automation of effects parameter changes; built-in timecode-based automation of effects parameter changes. Hyperprism-TDM has become the plug-in of choice for many Digidesign buyers. Compatible with most TDM software including Pro Tools 3.2, Studio Vision 3.0, Logic Audio 2.5 and Digital Performer 1.6. 915 Cole St., Ste. 387

San Francisco, CA 94117 Phone 415/626-4440; Fax 415/626-4439 E-mail info@arboretum.com Web site http://www.arboretum.com/

Corel Corporation Stock Music

The Corel Stock Music library is a set of 10 CD-ROMS with 352 minutes of royalty-free (except public performance) music in CD-audio and .WAV formats for multimedia producers. Clips are in 10/30/120-second lengths and presented in 21 styles, from corporate to classical, R&B to ambient. Retail: \$59 U.S.

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Los Angeles, CA 90039 Phone 800/468-6874; Fax 213/660-2070 E-mail mfuller@cssmusic.com Web site http://www.cssmusic.com

Egnater TDL 50 Series

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E-mu Systems EIVX and EIVX Turbo

The EIVX and EIVX Turbo are rackmount samplers that run EOS software and follow the EIV lineage. The EIVX features 64-channel polyphony (expandable to 128), 4 MB of RAM (expandable to 128 MB), 540MB hard drive, FLASH-based OS for easy upgrades, 4 MB of CPU/preset RAM, onboard FX, internal DSP option slot, 3 external options slots. Features include 8 ¼-inch TRS balanced outputs and 2 balanced inputs, SCSI and MIDI in/out/thru. Options include 8 more outputs (for 16 total) and 32-channel MIDI. The Turbo model has 128 channels of polyphony, 16 MB of RAM and a 1GB hard drive.

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ELECTRONIC MUSICIAN - MAY 1996

"There are so many enhancements in the K2500 that it would be impossible to describe them all in a single review. The K2500 is even deeper and more powerful than it's predecessor the K2000. The K2500 has one of the most powerful sequencers in any keyboard workstation today. I found it very easy to get around thanks to a logical layout. The editing functions are remarkably complete, and provide a variety of useful record and playback parameters, including quantization on input, auto punch-in and punch-out, looping, synchronization, countoff, and click options. Of special note is the powerful arpeggiator that can be used in Setup Mode. The ribbons are great fun to use. They let you play incredibly expressive vibrato and pitch bends. You can audition samples directly from disk without loading, which is very convenient. I applaud the breath controller input; it is far too rare in the synth world. The setups inspire creativity when you play them. It sounds fantastic, it's packed with useful and well-implemented features, it's lineage is impeccable, and it will continue to expand and improve. The K2500 is truly an awesome instrument. All that remains is for you to write a check!" - Scott Wilkinson

KEYBOARD - MAY 1996

"As a synthesizer, the K2500, like it's predecessor, is easily the deepest instrument you can buy. We couldn't wait to get our hands on one. The piano daughterboard (optional) provides a stunning stereo grand piano... you'd be hard-pressed to find a more playable instrument. It's warm, full, and responsive, and sounds equally realistic from one end of the keyboard to the other. The ribbon (controller) surface feels just right. The control over key velocity is superb. Basically, this is a serious piece of gear. The built-in sequencer has enough power to keep you jamming for a good long time. The sequencer has a much higher clock resolution than any other built-in sequencer that we know of. The K2500 is unabashedly aimed at the professional... it's a class act all the way. When it comes to overall musical muscle, this instrument really has no competition... this is the Steinway of electronic music." - Jim Aikin

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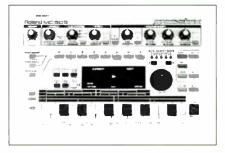
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Roland DJ-70mkll

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Sound Ideas Turner SFX Library

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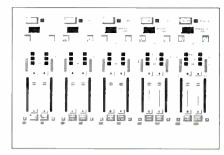
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Stewart World Series

The World™ Series consists of five umps. World 250, 600, 1.2. 1.6 and 2.1. They feature from panel detented level controls, power output ranging from 250 watts to 2.100 watts RMS and weigh 7 to 17 pounds. The World Series accepts balanced or unbalanced signals via XLR or ½* TRS terminations. Output connections are made via 6-gauge, 5-way binding post or ½* phone jacks. Five-yea: warranty. World 250, \$439: 600, \$699: 1.2, \$999; 1.6, \$1,199; and 2.1, \$1,399 retail.

120 Blue Ravine Rd., #2 Folsom, CA 95630

Phone 916/985-7200; Fax 916/985-7600



Aardvark Studio12

12-channel I/O card: Haven't you always wanted to edit the tracks on your ADAT? Bring in all eight ADAT tracks plus four more channels for audio editing on the PC. Turn your ADAT project studio into full-feature editing with your favorite software. Bounce tracks to/from DAT. Ana og out for easy monitoring. 18-bit conversion. 12-ch/I/O includes 8-ch ADAT optical in/out, 2-ch S/PDIF in/out, 2-ch analog in/out.

202 E. Washington, Ste. 306 Ann Arbor. MI 48104 Phone 313/665-8899; Fax 313/665-0694 E-mail lovell@aardvark-pro.com Web site http://www.aardvark-pro.com



Akai/IMC DD8

The DD8 Digital Disk Recorder is the nevest 8-frack digital recorder Akai has added to its growing family of compatible recorder/editors. The DD8 is designed as a random-access digital film dubber that offers plug-and-play replacement of DA-68s. It offers an optional onboard 2.6GB magneto-optical drive that provides instant removability on reliable media and data compatibility with the Akai DD1500 recorder/editor.

1316 E. Lancaster Ave. Ft. Worth, TX 76102 Phone 817/336-5114; Fax 817/870-1271 E-mail akaiusa@ix.netcom.com Web site http://www.akai.com/akaipro

Apogee Electronics CD-R

Apogee recordable CDs (in 63- and 74-minute lengths) are designed for minimum error rate and maximum archive life. Featuring high-quality "gold" Pthalocyanine dye. Apogee discs require lower laser energy and offer higher reliability along with a "DataSaver" resin layer that protects the disc from environmental damage. The disc also includes minimal surface printing—proven to increase longevity. Special "CD Pens" are available to end dye degradation problems due to writing on CD-Rs.

3145 Donald Douglas Loop S.
Santa Monica, CA 90405
Phone 310/915-1000; Fax 310/391-6262
E-mail info@apogeedigital.com
Web site http://www.apogeedigital.com



Augan Instruments OMX 24

The Augan OMX 24 represents the latest developments in digital audio workstations. The system features up to 24-track, 24-bit, 96kHz recording with up to 24 analog or digital inputs and outputs. THE OMX 24 will accommodate magneto-optical, fixed, removable or cartridge hard disk storage systems. Key features include outstanding 24-bit sound quality, true multitrack and film dubber emulation, sophisticated editing facilities, advanced serial and parallel interfacing and OMF interchange compatibility.

Distributed by Sascom Marketing 34 Nelson St. Oakville, Ontario, Canada L6L 3H6 Phone 905/469-8080; Fax 905/469-1129 E-mail sales@sascom.com Web site http://www.sascom.com



BASF Reference Maxima TPII

High-bias audio cassettes designed especially for studio use. The formulation provides for outstanding recording level headroom with minimum distortion. Specially marked hubs allow for easy cueing and editing. Available in 10-, 20-, 30-, 60-, 90- and 100-minute lengths.

BASF Splicing & Leader Tapes

BASF is introducing a full line supply of audio splicing and leader tapes for use in the studio market. These tapes, previously only distributed in Europe, are being introduced to complement BASF's audio studio and broadcast tape line-up. Splicing tape is available in V_a and V_a and the leader tape comes in V_a , V_a and V_a and V_a .

9 Oak Park Dr. Bedford, MA 01730 Phone 617/271-4000; Fax 617/275-2708



CreamWare CUTmaster

State-of-the-art Pentium-based digital audio production system for broadcasters. Lightning-fast editing, superb sound quality, networking, MPEG II editing and file transfer, full real-time DSP suite, synchronization, CARTmaster, audio preview and format conversion. No other system provides such reliability and ease of use at such a low price (starting at \$2,395).

CreamWare tripleDAT CDR

Full Red Book CD writing is added to tripleDAT digital audio production system for Pentium-based PCs. Support for all major CD writers on the market. Allows both track-at-once and Red Book disk-at-once modes. This feature, combined with tripleDAT's four I/O hardware/software package and the WaveWalkers DSP suite, set a new standard for DAWs and for value, at just \$1,798.

446 Harrison St. Sumas, WA 98295 Phone 800/899-1939; Fax 604/527-9934 E-mail sjmckay@axionet.com Web site http://www.creamware.com

Denon DN-610F CD/Cassette Combi Deck

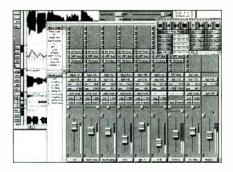
Independent CD and cassette in a single 3-rackspace unit. Independent operation of both CD and cassette, including simultaneous playback. Mixed or separate outputs. CD: digital servo circuit, hologram, pickup, direct track access. Cassette: auto-reverse, full logic mechanism, permalloy heads, Dolby B, pitch change ±12%, music search. Internal dubbing from CD to cassette. IF remote control (handheld remote optional). Auto tape selector. 19x5.2x11.4 inches.



Denon DN1100R Minidisc Recorder/Player

Ten "Hot Start" buttons, cue to music, track select, play modes, end of message (EOM), fade in, fader start, manual search, instant recording, auto track increment, manual track increment, pre-UTOC system, digital co-axial input, editing: erase track, erase disc, divide, combine, move, end trim. Parallel remote support, title input via front panel, XLR active balanced inputs/outputs, frequency response 20-20k Hz, S/N ratio: playback 90 dB, record 82 dB. 19x3.5x9.9 inches.

222 New Road Parsippany, NJ 07054 Phone 201/575-7810; Fax 201/575-2532



Digidesign Pro Tools V.4.0

Pro Tools V.4.0 represents the single most important evolutionary step in Pro Tools development since the introduction of TDM. Supporting Digidesign's new PCI-based Pro Tools III hardware and utilizing native PowerPC programming language, Pro Tools 4.0 achieves new standards of performance in operational speed and new creative tools. Pro Tools 4.0 also provides a host of new mixing automation features, including mute automation dynamic automation of TDM Plug-ins and separate Touch, Write and Latch modes. List price: Pro Tools III Core System (includes Pro Tools 4.0 software) \$7,995, PCI Version; \$6,995 NuBus Version.

3401-A Hillview Ave.
Palo Alto, CA 94304
Phone 415/842-7900; Fax 415/842-7999
E-mail prodinfo@digidesign.com
Web site http://www.digidesign.com

Dolby Labs Dolby Drive

Dolby Drive, an all-digital replacement for the classic 35mm mag film soundtrack dubber, comprises compact 8-track recorders and 16-track players using removable 1GB magnetic disks that can store more than 45 minutes of 8-track audio at 20-bit resolution. Dolby Drive units can replace and/or work alongside existing mag film dubbers and feature individual track slipping and seamless audio monitoring during punch-in/punch-out across eight tracks. 100 Potrero Ave.

San Francisco, CA 94103 Phone 415/558-0200; Fax 415/863-1373 E-mail info@dołby.com Web site http://www.dołby.com

E-mu Darwin DSP Option Card

Darwin's new DSP option uses 32-bit floating-point technology to provide high-quality pitch transposition, time compression/expansion and precise control of gain and fades. The DSP option can be installed into any Darwins at the field or ordered as an option for a new system. Open architecture will allow additional DSP features to be added later.

1600 Green Hills Rd. Scotts Valley, CA 95067 Phone 408/438-1921; Fax 408/438-8612 Web site http://www.emu.com

Fairlight Digital Audio Dubber

DaD is Fairlight's Digital Audio Dubber, designed to replace magnetic tape audio dubbers for mixdown of feature films, television and music productions. It provides up to 24 channels per unit, with up to 24 units connected to a single remote control. The system includes two integral components: an FC100 controller and an FD24 audio dubber (host for the CPU and storage). The dubber synchronizes to timecode at any frame rate in forward and reverse. The file formats are compatible with MFX3. Price: under \$1,000 per track.

Fairlight F.A.M.E.

F.A.M.E. stands for Fairlight Audio Mixer Editor, an integrated system for audio production. It combines the functions of a 24-track MFX3 recorder, a digital audio work-

station with full graphical editing and a fully automated digital mixer with total recall (including patches). F.A.M.E. is suitable for surround sound mixing, ADR and Foley recording, advertising post-production and music track layering. The console surface has moving faders, assignable EQ, Aux and Dynamics modules and a powerful touch-screen interface.

3855 Hughes Ave., 2nd Fl. Culver City, CA 90232 Phone 310/287-1400; Fax 310/287-0200 Web site http://www.Fairlightesp.com

Fast Forward Video Omega

Digital video replacement for your broadcast analog tape deck. Upgrade to broadcast-quality digital video while preserving your current edit suite investment. Omega delivers all the advantages of random-access, nonlinear editing with the same controls as your existing analog tape decks. Omega Deck™: Single-channel digital video recorder, 56,995. Omega Double Deck™: Two independent channels in the same chassis, \$10,995. Omega Raid Deck™: Dualchannel DVR with built-in RAID, \$13,995.

18200 W. McDurmott Irvine, CA 92614

Phone 714/852-8404; Fax 714/852-1226

Fidelipac DCR 1000 Digital Cart Machine

The DCR 1000 Digital Cart Machine has been redesigned as a Record-Play single unit. This reduced-cost version, offered with either the magneto-optical or 2MB drive, features the simple user interface and production features found in the DCR1000 Series. The MO drive provides over five hours of recording time per disk. The 2MB drive uses HD floppies for recording of spots, IDs, PSAs and jingles. Box 808

Moorestown, NJ 08057 Phone 609/235-3900; Fax 609/235-7779



HHB Communications Portadat PDR 1000TC

Model extends the timecode capabilities of the PDR 1000TC, answering the need for extremely accurate jam synching with timecode film cameras, ensuring that the drift will not be more than 1 frame in ten hours. An important new feature of the Portadat TC/Master Sync includes pull up at the 29.97 fps drop to 30 fps drop via a single switch. Plus the new model is compatible with all Aaton cameras and features a standard LEMO socket for direct connection to the film camera. LEDs indicate operational status of the 30 fps drop, and the Jam Sync switch is accessible on the front of the unit.

43 Deerfield Rd.
Portland, ME 04101
Phone 207/773-2424; Fax 207/773-2224
E-mail 75671.3316@compuserve.com

Maxell CD-R Discs

Maxell CD-R discs are ideally suited for 2x and 4x speed recorders (which account for the vast majority of the current installed base). After recording, they can be read by any speed CD-ROM drive or audio CO player that con—USTING CONTINUED ON NEXT PAGE

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-LISTING CONTINUED FROM PREVIOUS PAGE

forms to Yellow Book standards. Maxell CD-R discs correspond with Orange Book Part II standards in their unrecorded form and Yellow Book standards after recording. List: CDR-74H, \$8.99; CDR-63H, \$8.49.

22-08 Route 208 Fair Lawn, NJ 07410

Phone 201/794-5900; Fax 201/796-8790



MediaFORM SR-4400 and CD-2510

MediaFORM offers a complete line of manual and automated CD-R duplication equipment. The SR4400 CD Pro is a four-bay manual enclosure. Units can be linked to duplicate up to 40 CDs at 4x speed; has DAT to CD-R capabilities. MediaFORM will also show CD2500 Mac and PC-based autoloader. Utilizing a hopper design, the system duplicates up to 25 CD-Rs. supported by Toast DA and Red Rooster software. The CD2510 Standalone Duplicator automatically duplicates 25 CDs unattended.

Exton, PA 19341

Phone 610/458-9200; Fax 610/458-9554

E-mail info@mediaform.com

Merging Technologies Pyramix

The Pyramix Virtual Studio from Merging Technologies is a PC-based digital audio workstation that combines digital audio mixing, hard disk recording and editing, digital effects processing and CD-R mastering. Pyramix runs under Windows 95 or Windows NT* and supports direct ADAT, S/PDIF and TDIF I/O and the OMF interchange standard.

11440 ₩. Bernardo Ct., Ste. 250

San Diego, CA 92127

Phone 619/675-9703; Fax 619/675-2247

E-mail info@merging.com

Web site http://www.merging.com

Metalithic Digital Wings for Audio

Digital Wings™ for Audio is a Windows 95-based, complete hard disk recording system: hardware, software and optional breakout box. A recording studio on a board, it delivers 128 tracks with simultaneous playback, non-destructive editing and a suite of state-of-the-art effects. Specs: >90dB S/N ratio, frequency response 20-20k Hz (±1 dB), THD @ +4dbm <0.01%. Digital Wings for Audio with Way Cool Edit: \$1,695. Digital Wings for Audio with Way Cool Edit and Breakout Box: \$1,995.

3 Harbor Dr., Ste. 206 Sausa ito, CA 94965

Phone 415/332-2690: Fax 415/332-6735

E-mail info@metalithic.com

Web site http://www.metalithic.com



Microboards CD Maker

The CD Maker system is a CD-R creation/duplication station that develops Red Book audio/disc-at-once/glass-master ready and CD-R discs and is capable of burning up to 16 discs simultaneously. The CD Maker is extremely user-friendly and able to interface to both Windows- and Mac-based audio editing systems, including Digidesign, SADIE and others. Applications include single-track disc creation for distribution, DAT conversion to CD-R and audio premastering.

1480 Park Rd., Ste. B Chanhassen, MN 55317

Phone 612/470-1848 or 800/646-8881; Fax 612/470-1805 Web site http://www.microboards.com



MTU MicroSound Krystal Workstation

MicroSound Krystal™ delivers pro-quality 24-bit precision that is fully expandable to 16 tracks analog and digital I/O. Onboard I/O includes 24-bit transformer-coupled digital AES/EBU and S/PDIF, 16-bit 64x stereo A/D/A, MIDI I/O, SMPTE I/O and word clock. External I/O includes 2 to 16 channels 24-bit A/D and 20-bit D/A at 8-96 kHz with +24dBu option, 8 or 16 tracks 24-bit digital AES/EBU and 8 to 16 channels 16-bit A/D/A for home studios. Krystal is a PCI-bus DSP engine for MicroSound Professional DAWs that runs MicroEditor 2.6 software mixing up to 128 tracks. With MicroEditor, Krystal 1200 is \$1,999; Krystal 2400 is \$2,999.

6900 Six Forks Rd.
Raleigh, NC 27615-6427
Phone 919/870-0344; Fax 919/870-7163
E-mail info@mtu.com
Web site http://www.mtu.com

Nagra Nagra-D Series 2000

Leading the move to high-resolution recording with the original 24-bit Nagra-D portable 4-track location recorder, Nagra introduces the Nagra-D Series 2000 with 24-bit/96kHz recording capability. Developed in partnership with dCS Ltd., the first high-resolution recording platform able to meet the requirements of future-enhanced digital audio media delivers sustained S/N greater than 108 dB, unmatched linearity to -130 dB and the industry's lowest jitter performance. The Nagra/dCS combination offers the highest recording quality currently available.

240 Great Circle Rd., Ste. 326

Nashville, TN 37228 Phone 615/726-5191; Fax 615/726-5189 E-mail nagra@nashville.net Web site http://www.nagra@nashville.net

Otari DTR8-S DAT

The DTR8-S is Otari's newest professional DAT machine, incorporating all the features from the previous DTR8, such as balanced I/O on XLR connectors, AES and S/PDIF digital input and output and high-quality 1-bit audio conversion—all in a rugged 19" rackmount enclosure. Otari has added the ability for the user to monitor input signal without the need to engage record. The DTR8-S is \$1,495. 378 Vintage Park Dr.

Foster City, CA 94404-1134 Phone 415/341-5900: Fax 415/341-7200

SADIE Version 3

SADIE Version 3 is the newest free upgrade for SADIE owners. Features include background recording/archiving; waveform and scrub editing in the playlist; read and record in different file formats; unlimited virtual tracks; and clipbased automation of level, pan, EQ and dynamics. Optional software plug-ins include CEDAR De-Noise and Synchro-Arts VocAlign.

SADIE Octavia Modular Digital Editing

Octavia, the newest product from Studio Audio and Video, features an 8-I/O expandable architecture (analog and digital) and incorporates four AT&T DSP3210 32-bit floating-point processors, 20-bit A-D/D-A converters, 24 internal tracks, unlimited virtual tracks, VITC and LTC support and a set of customized hardware control panels. Octavia runs on SADIE Version 3 software and is fully Windows 95-compatible. A complete system starts at \$29,995.

1808 West End Ave., Ste. 1119 Nashville, TN 37203

Phone 615/327-1140; Fax 615/327-1699

E-Mail 100566.132@compuserve.com Web site http://www.sadie.com

Sharp XA-620 VHS HiFi VCR

VHS HiFi 4-head VCR incorporates improved record/play-back quality, shuttle control, universal remote, VHS HiFi (Stereo/MTS sound), end-of-video auto repeat function (for continuous playback applications) and BNC video connectors. For tape duplication use, the XA-610 has wired remote pause in/out jacks and a record protection override switch. List: \$550.

Sharp Plaza, Mail Stop One Mahwah, NJ 07430-2135

Phone 201/529-8731; Fax 201/529-9636

E-mail ProLCD@SharpSEC.com Web site http://www.SharpSEC.com

Simon Systems Digital Message Repeaters

The SAM family of message repeaters digitally records sound and control information directly to nonvolatile, solid-state memory. There is no tape or moving parts to wear out. The design allows direct transfer of information between units. The Mini-SAM is an inexpensive scaled-down version of the SAM 8M. The SAM is perfect for museums, theme parks, attractions, P.A. and robotics.

707 Clear Haven Drive Agoura Hills, CA 91301

Phone 818/707-9980; Fax 818/707-0465 E-mail ske@mail.earthlink.net

Sonic Solutions SonicStudio Master

SonicStudio Master™ redefines the high end of audio mastering with significant new capabilities: 96kHz high-density audio support; integration of the new DDP 2.0 mastering format; PQ verify, read and rewrite; and DDP playback and DDP loadback. This new system provides mastering engineers with the tools they need to produce the high-quality work their customers demand—sample-accurate editing, infinitely variable crossfades, high-resolution filtering, noise-shaped dithering and complete control of CD subcode data.



Sonic Solutions SonicStudio Post

SonicStudio Post™ provides post facilites with masterquality recording, editing and multitrack mixing and production. It includes 24-bit resolution, up to 96 channels of I/O, real-time crossfades and automated mixing. Sonic-Studio Post is designed to work in nonlinear digital video and film production environments for both orline and offline applications. Industry-standard file-format support is included for QuickTime™ AIFF and CMX as well as OMFI import and export.

101 Rowland Way Novato, CA 94945 Phone 415/893-8000; Fax 415/893-8008 Web site http://www.sonic.com

Sony MDM-X4 Multitrack MD Recorder

The MDM-X4 utilizes the MD-DATA format, as well as Sony's advanced ATRAC technology, to offer 4-channel recording and playback (up to 37 minutes per track). Editing features include full song-based editing and a Track Edit feature for various digital editing between tracks or as part of a track. Featured are a jog/shuttle wheel; $\pm 8.8\%$ varispeed; and MIDI Machine Control and MIDI T me Code for synching to other MIDI devices. The MDM-X4 has four mic/line inputs, two aux returns, two aux sends and one stereo input.

Sony PCM-3348HR 48-Track

The PCM-3348HR provides 48 channels of 24-bit digital audio recording using standard %-inch tape. Versatile audio interfaces are provided, including 48 channles of 20-bit oversampling A/D and D/A converters, 48 channels of MADI digital I/O and 8 channels of AES/EBU I/O. When operated in its 16-bit mode, the PCM-3348HR is fully recordand play-compatible with all current DASH recorders. The unit is equipped with a 9-pin serial remote connector for external machine control and can record up to 46 minutes on a 14-inch reel.

3 Paragon Dr. Montvale, NJ 07645 Phone 800/635-SONY; Fax 201/358-4907

Soundscape SSHDRI

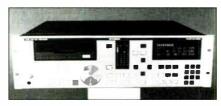
The SSHDRI is an 8-track, PC-based hard disk recording/editing system that comes complete with digital/analog I/O (crystal), full MIDI implementation in a 2U piece. Fully expandable to 128 tracks with options for pitch shift/time stretch/reverb and 8 ins and outs, the base unit retails for \$3.250.

4478 Market St., Ste. 704 Ventura, CA 93003 Phone 805/658-7375; Fax 805/658-6395 E-mail 74774.1337@compuserve.com

Spectral Turnkey System

This new system is for radio production. ENG, news editing, commercial productions, etc., featuring Express software. It is an easy-to-learn intertace with no menus, and everything you need is on one intuitive screen free from "computer-ese." It provides 8 tracks of simultaneous record and playback and includes computer system, monitor, drives, Prisma™ card, 2-channel analog I/O and software—all installed and tested for proper performance. 18800 142nd St. Ave. N.E., Ste. 4-A

Woodinville, WA 98072 Phone 206/487-2931; Fax 206/487-3431 Web site http://www.spectralinc.com



Studer D424-2 Stereo MO Recorder

The D424-2 features familiar tape deck controls with nondestructive editing and selectable 16/20/24-bit linear recording formats. The 424-2 has a digital scrub capability and serial control option, timecode reader and generator, AES/EBU and S/PDIF inputs and 20-bit A/D-D/A converters. Designed to replace high-end DAT recorders, its removable 5.25* high-density MO discs offer over an hour of uncompressed audio on a standard ISO 1.3/2.6GB cartridge. Network capabilities aid transfer from servers and workstations; its audio file and EDL formats are plug-andplay compatible with SADIE workstations.

Studer D827-MCH MKII Multitrack

Studer's fourth generation 24/48-track DASH-format recorder features a new autolocator, 20-bit A/D-D/A converters, an improved tape transport, standard 24-bit EDR (Extended Digital Resolution) capability, 180-second onboard sampler with edit-track slip and track-bounce features, MADI and AES/EBU interfaces and remote ports. The modular System Core allows for ideally meeting the user's requirements. Field-upgradeable from 24 to 48 tracks, the D827-MCH MKII offers total DASH compatibility. The highest-quality Noise Shaping Technology (NSTTM) is incorporated for best sound quality.

Nashville, TN 37210 Phone 615/391-3399: Fax 615/391-5974



Superscope Marantz PMD350

Marantz Professional PMD350 Combination CD Player/ Cassette Deck. Features pitch contol on both CD and cassette, independent outputs and mix output, digital output, fader start, microphone inputs, headphone selector and A-B memo points.

Superscope Marantz CDR615

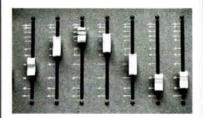
Marantz Professional CDR615 Compact Disc Recorder features built-in sample-rate converter and DAT subcode converter and complete Red and Orange Book compatability. 1000 Corporate Blvd., Suite D

Phone 630/820-4800: Fax 630/820-8103

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 1151 W. Valley Blvd.
 Alhambra, CA 91803-2493
 (818) 281-3555
 FAX: (818) 284-3092



Tascam 564 Digital Portastudio

The 564 Digital Portastudio combines the operational ease of the Portastudio line with digital audio quality afforded by the use of the MD Data MiniDisc format. The MD Data format provides 37 minutes of 4-track digital recording and offers random access functionality, including instantaneous locate, divide, combine and move capability. The 564 supports frame-accurate jog capability for precision search and cueing and has a digital output (S/PDIF) for mastering to 2-track in the digital domain.

Montebello, CA 90640 Phone 213/726-0303; Fax 213/727-7635



Vestax HDRV8

The HDRV8 is an 8-in, 8-out digital hard disk recorder at a price that is unparalleled in the industry. New menus, user-friendly, with optional ADAT, TDIF interfaces that make the HDRV8 the ultimate satellite for any studio.

2870 Cordelia Rd., Ste. 100 Fairfield, CA 94585 Phone 707/427-1920; Fax 707/427-2023 Web site vestaxusa@vestax.com



Yamaha MD4 Multitrack MD Recorder

The MD4 is the first multitrack recorder to use the Mini-Disc format and offers superb audio quality, portability and removable disc, all at an unprecedented price point of approximately \$1.199. Designed for musicians, the compact MD4 is extremely easy to use and offers powerful nonlinear program editing functions, MIDI Time Code output and untimited track bouncing with negligible signal degradation. Full mixing functions are built-in.

6600 Orangethorpe Ave. Buena Park, CA 90622-6600 Phone 714/522-9011; Fax 714/739-2680 E-mail Info@Yamaha.com Web site http://www.Yamaha.com



Acoustic Control Processors

A series of signal processors designed for project and professional situations, including the T-Series 15- and 31-band EQs and the VCO3 electronic crossover. Equalizer specs exceed those required by national touring acts, featuring a Turbo Circuit for EQ enhancement and a subwoofer output, allowing bi-amping without a dedicated crossover. The VCO3 features overlapping midfrequencies, +24dB gain, Linkwitz-Riley Filters and 24dB/octave slopes. A division of Samick Music

18541 Railroad St. City of Industry, CA 91748 Phone 818/964-4700; Fax 818/965-5224 E-mail samickmusic@earthlink.net

Web site http://www.samick_music.com

ADA Ampulator

A guitar amp and miked-cabinet emulator in a single rack-space box. Ampulator provides extensive control for studio or live applications. Amp controls include drive level, presence, tube "bias," hum injection power (0 to 200 watts) and Class (A, B or AB). Mic simulation controls include speaker size (10- or 12-inch), open/closed back, bright or dark speakers, resonance and hi-balance (on/off-axis effects). Inputs and outputs are balanced or unbalanced.

420 Lesser St.
Oakland, CA 94601
Phone 510/532-1152; Fax 510/532-1641
E-mail sales@adasignal.com
Web site http://www.adasignal.com

Alesis NanoVerb

We packed 18 of our best-sounding, most usable effects into the NanoVerb™ 18-bit digital effects processor, a compact one-third-rack package. NanoVerb offers plates, rooms, halls, chorus, flange, delay and rotary speaker effects—all adjustable via a single front-panel knob, Retail: \$179

3630 Holdredge Avenue Los Angeles, CA 90016 Phone 310/841-2272 E-mail alecorp@alesis1.usa.com

Amek System 9098 Dual Compressor-Limiter

The System 9098 Dual Compressor-Limiter by Rupert Neve develops the characteristics found in Rupert's much sought-after 2254 unit of the 1970s. The device has two channels linkable for stereo operation. The purest analog signal path is now enhanced by a digital control system, allowing parameters to be set with great precision and repeatability. An Ambience control allows suppression of intrusive or unwanted reverberation fields. U.S. list: approximately \$2.500.

10815 Burbank Blvd. North Hollywood, CA 91601 Phone 818/508-9788; Fax 818/508-8619 E-mail amek@console-city.com

Aphex Model 109 Tube EQ

The Model 109 combines studio-quality Aphex-engineered equalization with the company's patented Tubessence™ true vacuum tube circuitry. The 109 includes a unique mode switch offering either dual (stereo) or mono 4-band equalizer configurations in the same unit. This feature offers the user more flexibility for adapting the unit from "general sweetening" to critical problem solving. Unit can be operated in the EQ bypass mode yet still pass signal through the Tubessence vacuum tube stage.

11068 Randall St. Sun Valley, CA 91352 Phone 818/767-2929; Fax 818/767-2641

API 225L Compressor

The 225L is the second outboard module designed for the Legacy console and the L200 rack system. It is a circuit copy of the original API 525 compressor. It has been repackaged into the L200 format.

7655-G Fullerton Rd. Springfield, VA 2153

Phone 703/455-8188; Fax 703/455-4240

Apogee Electronics FC-8 Format Converter

The Apogee FC-8 is a low-cost, stand-alone, bidirectional converter providing simple, rapid conversion between the two most common modular digital multitrack formats—ADAT Optical and TDIF (DA-88). The unit allows Apogee's AD-1000 20-bit A/D converter to be utilized with Tascam and compatible recorders while offering a self-contained conversion solution.

3145 Donald Douglas Loop S. Santa Monica, CA 90405 Phone 310/915-1000; Fax 310/391-6262 E-mail info@apogeedigital.com Web site http://www.apogeedigital.com



ART Dual Levelar

Applied Research and Technology's Dual Levelar is a single-rackspace, 2-channel leveling amplifier offering stereo or dual-channel mono operation. The Dual Levelar utilizes electro-optical (Vactrol*) and vacuum tubes (two 12AX7A) in its VCA-less design for premium performance. Features include compression or limiting settings, adjustable threshold and output controls and gain reduction metering. Attack and release characteristics are adjustable: "Fast" for punchy, transparent character and "Auto" for a smooth, loud and fat sound. MSRP: \$339.



ART FX-1

The FX-1 is ART's latest Personal Effects Processor. Housed in a compact, all-steel chassis are two bands of 30 single and multi-effect algorithm chains. With ART's exclusive "More" feature, every program can be enhanced with more of just the right effect instantly. Choose from standard reverb algorithms, true stereo rooms and plates or special multi-effects. Dual-mono processing allows processing two individual channels with totally separate effects. THD: <0.05%; Dynamic range: >90 dB; MSRP: \$159.

Rochester, NY 14608

Phone 716/436-2720; Fax 716/436-3942

E-mail artroch@aol.com or artroch@cis.compuserve.com Web site http://www.artroch.com

ARX Anti Feedback Workstation

The trouble with feedfack eliminators is that's all they do—you still need to EQ the system and stop excessive levels. The AFW-1 is a unique signal processor with a 30-band EQ. Sabine FBX Feedback Exterminator, plus a peak limiter, all in a neat two-rackspace package. Balanced in/out on 'A' jacks and XLR connectors. If it's got a microphone and a speaker, it needs an AFW-1. Total control in one unit.

ARX 8-Channel Compressor/Limiter

Eight individual compressors plus a global limiter in a 1U package. Aimed at the modular digital 8-track project studio. Extremely user-friendly interface: The ULTM-8 is designed for musicians who don't want to be technicians. Transient Retention™ circuitry retains high-frequency clarity. Balanced in/out on ¼ TRS connectors.

4411 Brookford Ave. Woodland Hills, CA 91364

Phone 818/225-1809; Fax 818/225-1309

Audio Centron GE231 EQ

This dual 31-band EQ from Audio Centron offers true flat phase response with no coloration to speaker systems. Two control ranges make for greater accuracy in adjusting the audio spectrum. This unit features a low-noise design with constant Q filters, ISO frequencies, gain level slider, ±6 or ±12dB boost/cut, bypass switch, peak LED, signal LED, variable input level and variable highpass filter, with balanced XLR and ½* TRS inputs/outputs.

1400 Ferguson Ave. St. Louis, MO 63133

Phone 314/727-4512; Fax 314/727-8929

BBE DI-100

The BBE DI-100 Active Direct Box with Sonic Maximizer is a 2-channel active direct box with signal processing. Features include built-in BBE Sonic Maximizer with independent process and Lo-Contour controls; a function switch for comparing the BBE-processed signal to the unprocessed signal; ¼* phone jacks for signal insertion; input pad for instrument or line-level signals; and a ground lift switch.



BBE 262 Sonic Maximizer

The BBE 262 Sonic Maximizer is a versatile 2-channel signal processor that features independent Process and Lo-Contour controls to accommodate mono or stereo configurations; a function switch for comparing the BBE-processed signal to the unprocessed signal; and ¼ phone jacks for easy unbalanced connection into any sound system.

5381 Production Dr. Huntington Beach, CA 92649 Phone 714/897-6766; Fax 714/896-0736



Bellari Stereo Tube Sonic Exciter

The RP562 Stereo Tube Sonic Exciter is designed to bring clarity, life and brilliance to live or recorded material. Low and high frequencies are controlled via Bottom and Definition controls. The unit has a frequency divider that separates the subwoofer frequencies and provides for mono subwoofer control. This frequency is variable between 35 and 200 Hz; the subwoofer output level is also adjustable. Retail is \$400.

5143 S. Main St.
Salt Lake City, UT 84107
Phone 801/263-9053; Fax 801/263-9068
E-mail eric@rolls.com
Web site http://www.xmission.com/~rollsfx

BSS Omnidrive Install

Omnidrive Install takes all the Loudspeaker Management processing of stereo 4-way crossover, time correction delay, parametric EQ and limiting and puts it in a frame for studio and installations requiring security. Programming is achieved by MIDI dump from Omnidrive, PCCARD or computer control via SoundBench™ software. The digital unit features over 105dB S/N.



BSS All Digital Omnidrive

Omnidrive processing featuring AES/EBU digital inputs and outputs.

1449 Donelson Pike, Ste. 12 Nashville, TN 37217 Phone 818/227-1800; Fax 818/884-2974 E-mail pfreuden@harman.com

Canorus dCS 902D ADC

24-bit studio reference-quality recording and mastering ADC sampling at 88.2/96 kHz, with AES/EBU, S/PDIF and SDIF-2 interfaces. Proprietary discrete-component, 5-bit, oversampling, non-gain-ranged converter delivers a S/N of 108 dB and linearity to -130 dB. Crystal VCXOs with dual-bandwidth PLL deliver exceptionally jitter-free performance: ±10 ppm. Selectable truncation via back panel switches or optional Windows™ remote software and cable. Dual-voltage operation, 19° rackmount case. \$8,500.

Canorus dCS 952

24-bit studio reference-quality monitoring and mastering DAC sampling from 32-96 kHz, with AES/EBU, S/PDIF and SDIF-2 inputs. Proprietary discrete-component, 5-bit, oversampling, non-gain-ranged converter delivers a S/N of 110 dB and linearity to -130 dB. Crystal VCXOs with dual-bandwidth PLL deliver exceptionally jitter-free performance: ±10 ppm. Outputs are fully balanced and electronically floated. Unbalanced audio and SDIF-2 word clock outputs are standard. Optional WindowsTM remote software and cable allows truncation from 1-bit to 24-bits in 1-bit precision increments, 1st/3rd/9th-order noise shaping and temperature monitoring. \$8,500.

3 Jay Lane Acton, MA 01730-5754 Phone 508/268-2111; Fax 508/263-2282 E-mail info@canorus.com Web site http://www.canorus.com

Crane Song Ltd. HEDD

HEDD (Harmonically Enhanced Digital Device) is a 1-rackspace digital signal processor with analog and 20-bit digital I/O. The HEDD process provides real-time harmonic enhancement to create tube-like sounds in the digital domain.

2117 E. 5th St. Superior, WI 54880 Phone 715/398-3627; Fax 715/398-3279

Anthony DeMaria Labs Tube Direct Box

The 200+G stereo tube direct box improves on the original model 200 with an all-new, 3-tube design, better specs and 30dB/ch gain controls. Features ¼-inch and XLR outputs and a half-rack design allowing two units to be bolted together for 4-channel operation.

95 DuBois Rd.

New Paltz, NY 12561

Phone 914/256-0032; fax 914/255-3202

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DOD SR8300 Constant-0 EQ

The SR830Q offers two channels of 15-band, %-octave equalization. This full-feature unit includes ¼* balanced/unbalanced inputs, electronically switched low-cut and bypass controls with LED indicators. Center detented pots with 12 dB of boost or cut, configured on standard %-octave ISO centers, handle all equalization requirements. The SR830Q is available with balanced optional XLR connectors. Specs: frequency response: 20-20k Hz ±0/-0.5 dB; THD: 0.003% at 1 kHz typical; S/N: greater than 90 dB.



OOD SR231Q Constant-Q EQ

The SR231Q offers 12 dB of cut or boost per band and switchable low-cut filters for each channel. Electronic filter switching minimizes transients. Constant Q provides constant bandwidth from each filter throughout the full audio spectrum. The SR231Q can be used as a stereo equalizer or as two independent channels of EQ. Connections may be high or low impedance, balanced or unbalanced; XLR connectors available as a factory option. Specs: frequency response: 20-20k Hz ±0/-0.5 dB; THD: 0.004% at 1 kHz typical; S/N: greater than 90 dB.

8760 S. Sandy Pkwy. Sandy, UT 84070 Phone 801/866-8800; Fax 801/566-7005 Web site http://www.dod.com

Empirical Labs Distressor

The Distressor is a classic knee compressor that incorporates 2nd- and 3rd-order harmonic distortion to emulate tape saturation and the tonal characteristics and warmth normally associated with tubes. Classic analog compressors of the '60s and '70s can also be emulated. Digital controls and high-resolution numbered knobs allow for precise settings that are easily recalled. Frequency response: 5 Hz to 160 kHz, I-0, -3 dB. Dynamic range: 110 dB in 1:1 mode. List: \$1,499.

Garfield, NJ 07026 Phone 201/478-3522; Fax 201/728-2931 E-mail DDerr77961@aol.com Web site http://haven.ios.com/~nextwave/

Esoteric Sound Surface Noise Reducer

The Surface Noise Reducer is a stereo-level device designed for the removal or reduction of clicks and pops from disc record sources. It can be used with LP records, 78 rpm or other vintage records, such as broadcast transcriptions. It is designed for audiophiles, record collectors or professionals.

4813 Wall Bank Ave. Downers Grove, IL 60515 Phone 630/960-9137; Fax 630/960-9137



Galaxy Model 451

The Model 451 Gatex 4-Channel Expander/Gate offers ultralow distortion and wide dynamic range. It controls track leakage, enhances dynamic range, controls reverb decay times, quiets effects leads, eliminates breathing and lip smacks in vocals and provides superior buzz and hum control for recording and live performance.

601 E. Pawnee Wichita, KS 67211 Phone 316/263-2852; Fax 316/263-0642

GML Digital Noise Filter

The GML Digital Noise Filter is a stand-alone hardware product comprising a processor and a control head (desk-top controller with eight linear controls and I/O switch). This 2-channel digital I/O unit is intended for the selective removal of low- to medium-level noise artifacts. Eight controls tailor the threshold for each of eight bands, from -96 dB to 0 dB, with bicolor LEDs indicating whether each band is active. Developed jointly with the Walt Disney Company and intended for film production (removing noise from archival sources), DNF has applications in many areas of post and music production.

7821 Burnet Ave. Van Nuys, CA 91405 Phone 818/781-1022; Fax 818/781-3828 Web site http://www.gml@netcom.com

Kurzweil DMTi

DMTi is a 1U unit used as a stand-alone digital signal converter, digital patchbay, or for interfacing Kurzweil's K2500 Series production stations (proprietary KDS format) to MDMs produced by Tascam, Alesis, Fostex and others. The DMTi interfaces between ADAT or TDIF and AES/EBU or S/PDIF digital formats. The DMTi can perform real-time sample rate conversion on up to four stereo pairs of incoming digital data while acting as the master or slave clock. DMTI can also interface with digital mixers such as Yamaha's O2R or Korg's SoundLink.

13336 Alondra Blvd.
Cerritos, CA 90703-2245
Phone 310/926-3200; Fax 310/404-0748
E-mail kurzweil@aol.com
Web site http://www.youngchang.com/kurzweil

Leitch 20-Bit AES Converters

Available in balanced and co-ax versions, these converters offer D/A and A/D audio conversion. They can be housed in the same frames as Digital Glue* products allowing digital video and audio in the same frame or used in existing audio distribution amplifier frames. The converters feature flat frequency response from 20-20k Hz, excellent linearity, signal-to-noise specifications and dual outputs, eliminating the need for DAs after conversion.

Leitch AES/EBU DAs

The AES/EBU digital distribution amplifiers are differential input, 8-output units featuring cable equalization, data reclicking and contact closure output for remote error indication. Equalization and reclocking provide the ability to compensate for cable lengths exceeding 5,000 feet. Cardedge LED error indicators provide a quick, accurate assessment of the incoming signal integrity. These DAs can be housed in the same frames as Digital Glue® products or used in existing audio DA frames.

920 Corporate Lane Chesapeake, VA 23320 Phone 800/231-9673; Fax 757/548-4088 Web site http://www.leitch.com



Lexicon MPX 1

The Lexicon MPX 1 multi-effects processor features two independent microprocessors, Lexicon's proprietary Lexichip II for uncompromised reverb and a separate DSP chip for simultaneous effects. Access is provided via a totally new user-intuitive interface that provides unprecedented control. The MPX 1 features 200 factory programs, 50 user programs; five effects blocks including pitch, chorus, EQ, delay, modulation and reverb; and a unique Library

Sort, Search and Show function that allows exclusive database search and sorting functions with multiple search criteria. List: \$1.299.

100 Beaver St.

Waltham, MA 02154

Phone 617/736-0300; Fax 617/891-0340 E-mail 71333.434@compuserve.com

Lucid Technology 20-bit ADC/DAC

The Lucid TechnologyTM ADA 1000 is a 20-bit A/D and D/A converter with AES/EBU and S/PDIF digital connectors. Supports 32/44.1/48kHz sampling rates. Retail is \$599. PO Box 1583

Edmonds, WA 98020

Phone 206/742-1518; Fax 208/742-0564 Web site http://www.LucidTechnology.com

OmniSound SSP-300

The SSP-300 Cinema OmniSound Processor is a multichannel audio signal panner for cinema/video post-production. Omnisound's algorithms provide optimal sound distribution for all surround sound formats, including Dolby Stereo, Dolby Digital, AC-3, DTS, SDDS, Omnimax and IMAX PSE. One SSP-300 remote unit controls up to 15 processors. The SSP-300 records and plays back all movements, as well as level, divergence and stereo width in SMPTE lock.

1368 Lincoln Ave., Ste. 108 San Rafael, CA 94901 Phone 415/457-8114; Fax 415/457-6250 E-mail Sales@omnisound.com Web site http://www.omnisound.com

P.A.S.T. Limiter/Compressor

Tailored and built to individual customer specification, the unit is based on the same quality vintage design as the much-used Professional Audio System Technology equalizer and microphone amplifier. Combining the best of 1970s design, construction quality and components with modern technology produces that classic, warm, open sound while improving on technical specifications, reliability and accuracy.

Woolsack Barn, 24 Market St. Ely, Cambridgeshire CB7 4LS, England Phone 44/1353-669903; Fax 44/1353-669903



Peavey CEX5

The CEXTM5 digital processor comes with five bands of parametric EQ on each input and three bands of parametric EQ on each output for a total of 22 bands of parametric EQ. The crossover has selectable fitters and slopes allowing asymmetrical Linkwitz-Riley, Butterworth and Bessel filters with variable slopes of 6, 12, 18 or 48dB/octave. Analog I/O includes 2 inputs/4 outputs and AES/EBU digital I/O.

711 A St.

Meridian, MS 39301 Phone 601/483-5376; Fax 601/486-1154 E-mail george_douglas@peavey.e-mail.com Web site http://www.peavey.com

Power Technology DSP-FX

State-of-the-art 32-bit floating-point, Windows PC-based digital audio effects processor. A combination hardware/ software system runs on Windows 3.1 or better. 32-bit

—LISTING CONTINUED ON NEXT PAGE

[This approximates the amount of noise found in a Topia console.]



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floating-point precision, complete visual user interface, completely open-ended, user-upgradable. Prices starting at \$799.

100 Northill Dr., Bldg. #24 Brisbane, CA 94005 Phone 415/467-7886; Fax 415/467-7386 E-mail dspfx@dspfx.com Web site http://www.dspfx.com

Renkus-Heinz X-Series Controllers

The new X12, X14 and X24 controllers provide a costeffective alternative to optimizing your system by eliminating the need for separate crossovers, compressors and
limiters. These controllers utilize plug-in crossover,
EQ/delay and protection modules and preset parametric
EQs. All feature our Sense Fail circuitry and incorporate
gain reduction circuitry to guard against thermal damage,
over-excursion and high transients. Signal (time) alignment is also available on all models.

17191 Armstrong Ave. Irvine, CA 92614 Phone 714/250-0166; Fax 714/250-1035

RSP Circle Surround 5.2.5 Encoder

RSP Technologies announces the new Circle Surround® 5.2.5™ Encoder, a one-rackspace device providing L-C-R-LS-RS independent channels from a left/right signal that's backwardly compatible to all major matrix systems. Stereo surround channels are full bandwidth. The Encoder accommodates L-C-R-LS-RS +LFE inputs on a sub-D 524 connector that's pin-compatible with DA-88 I/Os so projects prepared for discrete digital release can be directly encoded on the Circle Surround 5.2.5 Encoder. The L/R output is electronically balanced at +4 dBu on XLR connectors. The stereo surround channels decode properly on units that employ only one surround channel. The system has no application or use licensing fee.

RSP Circle Surround 5.2.5 Controller

RSP's 4-joystick L-C-R-RS-LS panner can be used as a stand-alone audio steering unit to a console or multitrack recorder or as a steering controller for the new RSP 5.2.5™ Circle Surround® Encoder. The 5.2.5 Controller consists of a 1U electronics package with all I/Os on DA-88-pinout sub-D connectors and a remote box with the four rugged joysticks. Each joystick has an individual mute switch. All I/Os are balanced, with a nominal +4dBu level. Signal outputs are available for each of the panner outputs, as well as L-C-R-RS-LS summed from the four joysticks. A third output set interfaces directly to the RSP 5.2.5 Encoder. 2870 Technology Dr.

Rochester Hills, MI 48309 Phone 810/853-3055; Fax 810/853-5937 E-mail rocktron@eaglequest.com Web site http://www.Rocktron.com/rsp

Sabine FBX-Solo SL-611/SM-611

Sabine's FBX-Solo automatically detects and eliminates feedback by assigning one of six narrow filters to eliminate only the feedback. Upgrade models include SL-611 with ¼* in/out connectors and high/low input switch for use with acoustic instruments, patching to insert points or controlling feedback over the entire mix and SM-611, with mic preamp, selectable phantom power and XLR in/out connectors for use with mics. Both offer switchable filter widths. Price: \$299.95 (SL-611), \$349.95 (SM-611).

Sabine FBX-2020

Like its predecessor, the FBX-1802, Sabine's new dualchannel FBX-2020 automatically senses and eliminates feedback in sound systems, providing more gain and clearer sound. The FBX-2020 has improved 20-bit performance, allowing for better dynamic range and signal-tonoise specifications. The 2020 offers several new features: 10 feedback filters per channel, a dynamic filter reset button, automatic clip level adjust and internal power supply—in addition to standard FBX features. 13301 Highway 441 Alachua, FL 32615-2001 Phone 904/418-2000; Fax 904/418-2001 E-mail sabine@sabineinc.com Web site http://www.sabineinc.com

Soundware A/S SP02

Digital surround panel for the Yamaha 02R. The SPO2 enables mixing of 4-channel, 5.1 and 7.1 formats on the 02R. Pan through center with bleed control. Movements of every single channel may be recorded into the mixers automation system. Level is still controlled on the faders. When TC effect processors are used, they may be controlled to create dynamic reverbs or motion effects. Retail: \$2,200 ex. VAT.

Vesterport 8
Aarhus, Denmark 8000C
Phone 45/8613-2400; Fax 45/8613-2406
E-Mail sware@post1.tele.dk

Spatializer Retro

Spatializer® Retro™ provides real-time 3-D audio processing for the project studio. Spatializer Retro turns a console's existing 90° panpots into 270° 3-D positioning controls. Every panpot will locate any mono source in 3-D space, beyond the speakers and around the listener. Using two panpots, the user can control the size of stereo images. wrapping the listener in a 270° stereo surround panorama. The resulting 3-D effect adds a sense of realism to otherwise ordinary sound.
20700 Ventura Blvd., Ste. 134
Woodland Hills, CA 91364

Phone 818/227-3370; Fax 818/227-9750 E-mail retro@spatializer.com Website http://www.spatializer.com



SPL Charisma

Charisma is an 8-channel tube processor designed to create tube saturation effects for digital recording media and to bring tube's warm, fat sound to synths and samples.



SPL Tube Vitalizer

This vacuum tube version of the popular SPL Vitalizer features LC and tube technology. Targeted users include mastering and high-end recording applications.

Distributed by Beyerdynamic 56 Central Ave.

Farmingdale, NY 11735 Phone 516/293-3200; Fax 516/293-3288

Symetrix 55iE Parametric

The 55IE 5-band parametric EQ incorporates five fully overlapping bands of parametric EQ and features a new approach to equalization circuitry that delivers extremely low-noise audio performance. Each band allows for a range of 10 Hz to 20 kHz, adjustable frequency, bandwidth and boost/cut of each band, low- and high-cut filters and both XLR and ½" connectors for easy installation. U.S. list

is \$429. 14926 35th Ave. W. Lynnwood, WA 98037 Phone 206/787-3222; Fax 206/787-3211 E-mail 102102.1126@compuserve.com



TC Electronic Finalizer

Unique 3-band stereo compressor/limiter/expander with extensive control parameters; 5-band stereo parametric EQ; Normalizer (gain maximizer); Insert Tools such as Digital Radiance Generator™, stereo M/S adjust or de-essing; Wizard Function for optimizing preset selection; fade-in/out feature; analyzer functions for Phase, Digital Status, Level Overloads, etc. 20-bit A-D/D-A with 105dB dynamic range, 16-bit dithering and HP-TDF noise-shaping tools, AES/EBU and S/PDIF I/O. Price: \$2,495.

705-A Lakefield Rd.
Westlake Village, CA 91361
Phone 805/373-1828; Fax 805/379-2648
E-mail tcus@tcelectronic.com
Website http://www.tcelectronic.com

Troisi Octal Converter

Troisi announces its latest offering in the analog-to-digital converter market: The Digital Companion Octal Converter is an 8-channel ADC available with 16-, 20- and 24-bit converters and AES or multipin connectors for direct interface to the leading 8-channel digital multitrack recorders and workstations.

27 Almeria Cir. Westford, MA 01886 Phone 508/692-7768; Fax 508/392-9869 E-mail troisi@ultranet.com



Uncle Albert's Amplifier V.T.D.

The V.T.D. (Vacuum Tube Direct Box) is an active tube D.I. suitable for recording or live sound applications. The V.T.D. offers a transformer-balanced XLR output and a tube-buffered ¼* output to drive stage amps. XLR output. THD: 0.06% @ 1 kHz with a frequency response of 20 Hz-40 kHz, -0.5 dB. The V.T.D. uses one 12AX7 vacuum tube. Built in an aluminum case with solid walnut end caps. Price: \$362.95.

Indianapolis, IN 46226 Phone 317/546-7674 or 800/416-2444; Fax 317/546-0035



Weiss Engineering EQ1

Digital parametric equalizer with seven frequency bands in a 3U, 19-inch mount cabinet. All seven bands cover the

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entire audio frequency range, Each band has Boost/Cut. Frequency and Q/Slope knobs. The LCD display shows the overall EQ curve and detailed parameters for each band. A/B compare memory, snapshot event list and MIDI control are standard. Optional features in development include doubling sampling (88.2/96k) and linear-phase EQ. Pro user price: \$4,500.

Distributed by G Prime Ltd. 1790 Broadway, Ste. 402 New York City, NY 10019 Phone 212/765-3415: Fax 212/581-8938

E-mail info@gprime.com

Website http://www.gprime.com/weiss

XTA Electronics Audio Core Windows

Audio Core software is used to control the DP Series processors from XTA, including the DP100 Digital Audio Delay, DP200 Digital Audio Processor and the DP202EQ Digital Equalizer. Audio Core is Windows-based and can be used to program and control up to 32 DP Series units. Equalization, delay, limiting, crossover, gain and configuration parameters can be addressed in an easy-to-use screen format. Large systems can be programmed offline and updated in the field. Control protocol can be via MIDI, RS-232, RS-485 or contact closure.

Distributed by Group One Ltd. 80 Sea Lane Farmingdale, NY 11735 Phone 516/249-1399; Fax 516/753-1020 E-mail JAKELG1@AOL.COM

Yamaha REV500 Reverb

The Yamaha REV500 offers extraordinary performance at a very attractive price point, competing with units at significantly higher prices. Intended to recalibrate the market's expectations for reverb unit performance, the REV500 offers the first application of the Yamaha 3rd generation DSP chip, resulting in dense reverberation and smooth decay. This DSP chip is also used in the more high-end ProR3 reverberation unit and in the mixing functions of the Yamaha 02R digital console. REV500 features include 20-bit A/D-D/A converters for high dynamic range and extremely low noise and built-in sound source for snare drum, cross stick and pulse, enabling reverb parameters to be set without an external signal source. 6600 Orangethorpe Ave.

Buena Park, CA 90622-6600 Phone 714/522-9011; Fax 714/739-2680 E-mail Info@Yamaha.com Web site http://www.Yamaha.com



Zoom Studio 1204

The Zoom Studio 1204 rack processor features a range of unique new Vocoder programs, "intelligent" rotary speaker effects, MIDI control capability and a variety of worldclass Zoom reverb and modulation effects. It also features a front-panel 1/2" balanced mic input for DJs and vocalists: MIDI control capability; 512 factory programs (32 effects x 16 patterns); 100 memory locations, professional 18-bit (44.1kHz sampling) sound quality and "easy-edit" two-parameter controls. List is \$249.

Distributed by Samson Technologies PO Box 9031 Syosset, NY 11791-9031 Phone 516/364-2244; Fax 516/364-3888 E-mail sales@samsontech.com





Accurate Sound Corp. TMM-100

The TMM-100 Tape Motion Meter is a test instrument for measuring the speed and length of moving tape, film or other material. This microprocessor-based digital readout instrument accurately displays speeds from 15.32 to 400 inches per second and lengths up to 100,000 feet; media widths from 0.150 to 1.0 inch can be measured. Power is supplied by an internal 9VDC battery with a power-saving circuit that shuts down if no motion is sensed for three minutes. An optional AC adapter is available. List: \$995. 3475-A Edison Way

Menlo Park, CA 94025

Phone 415/365-2843; Fax 415/365-3057



AudioControl Industrial IASYS

New design, patent pending, for a mixed-domain measuring analyzer that gives answers, not just data. 22310 70th Ave. W.

Mountlake Terrace, WA 98043 Phone 206/775-8461; Fax 203/778-3166 E-mail info@audiocontrol.com Website http://www.audiocontrol.com



Gold Line DSP 30RM

A 19-inch digital rackmount RTA with precision microphone, duplicate line and mic connectors on front and rear, plus built-in pink-noise generator. Features include DSP triple-tuned ANSI 1/3-octave filters, 85dB window, LEQ time averaging, sum and subtraction modes and SPL in flat, A. C or user weighting. Expansion features include loudspeaker timing, RT60 and THD measurements, plus an RS-232 computer interface with software for PC- or Macintosh-based systems. Retail: \$2,195.

Gold Line 4-Channel Multiplexer

Gold Line announces the MX-4 4-channel microphone Multiplexer for use with real-time analyzers. The MX-4 provides RTA owners with the ability to do single-measurement spatial averaging. The package includes three measurement-grade microphones, XLR inputs and outputs and individual gain controls for all four channels. A channel mute function allows single-channel or multichannel measurements and comparisons between various channel data. Retail: \$755.

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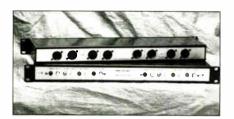
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Phone 702/791-3394

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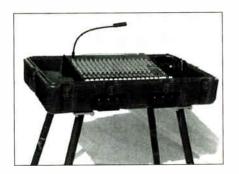
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World Radio History

NOVEMBER 1996, MIX 289

GEZA X

THE PERSISTENCE OF PUNK

hen punk rock hit the West Coast in the late '70s, disaffected youths responded to the call by pouring out invigorating doses of their own high-energy, committed noise. Among the new music's early innovators was L.A. native Geza X, who leapt into the fray as a musician, live sound mixer and recordist. In a flurry of activity, he produced

friend." As the punk underground spread throughout Europe, Geza found himself in the strange position of being internationally famous, but not known at all in any kind of an industry sense.

By the mid-80s, the difficulty of earning a living making punk rock in combination with the scene's hard-living ways had taken a toll, and Geza took a hiatus from the wholly different era, but as Geza X demonstrates, talent and spirit can still thrive.

In an old Slash magazine interview from 1978, you said that you first got into making records by engineering funk and disco stuff in '75? Yeah, my studio experience begins with a place called Artist's Recording Studio, I slept on the floor at

the studio, and I was reconditioning all the gear at night and running my first sessions by day. I did tons of Mariachi and disco and funk. So when I got involved in punk rock I had the know-how to make a record.

What were some of the origins of the punk scene on the West Coast? How did you get involved?

Well, the only club scene in L.A. at the time was all these little cafes where if you took a Fender Champ amp and turned it up past two, you'd basically get booted out. There was no rock music. It was just singer/songwriters playing for free in these endless

"audition nights." Then The Ramones came to L.A., and maybe ten of us went to see them, there was no audience. But we were in front drooling and screaming. We couldn't believe our ears, because it was the first Marshall amp we'd heard in five years. It was really right after that that the punk bands started in L.A. I don't know what the direct correlation is, but it was the Sex Pistols, The Ramones, and then all of a sudden there was [West Coast] punk rock, A lesserknown influence was Greg Shaw of Bomp Records, whose speculative articles about "garage punk" were highly prophetic. In fact, I think he coined the term "punk rock" as early as 1973.

In the earliest days, there were



PHOTO DON LEWIS

and engineered for ferocious Southern California combos such as The Weirdos, Black Flag, The Germs and The Screamers. His work with live music also took him up to San Francisco, where he established himself as an important figure in that scene, ending up producing and/or engineering The Nuns, The Avengers, and the Dead Kennedys' landmark Fresh Fruit for Rotting Vegetables.

It was a lot of success, but back in the days when a mohawk was truly threatening, punk was more of an avocation than a business, "It wasn't so much being an engineer for hire," Geza explains, "The person whose band you idolized the most in those days was also your next door neighbor and your best business. Within a few years, though, he had returned and was slowly easing his way back to full (musical) throttle. A decisive step came about three years ago, when he and partners built a personal studio, dubbed City Lab, housing a 24-track Stephens tape machine and a Soundcraft Spirit console.

Nowadays, with punk-inspired music topping the charts, Geza's long experience and past credits are standing him in good stead: Working largely out of his own place, he's been extremely busy producing and engineering projects for a slew of interesting acts such as 1000 Mona Lisas (RCA) and Magnapop (Priority). It may be a

BY ADAM BEYDA

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World Radio History

PRODUCER'S DESK

just a few punk bands in L.A.-The Germs, The Screamers, The Weirdos, and then I joined a band called The Bags. As a result, I met some of the pivotal early people on the scene. of which there were really only like 20 of us. Then this club opened called The Masque run by Brendan Mullen. There were some of us who rented rooms there that were ostensibly rehearsal rooms, but everybody lived in their rehearsal room because we were all broke. In the middle there was a larger area, where the bands that rehearsed there started doing shows. Brendan got outside bands, too, who were part of that local scene, and really, that network of people basically created punk rock in L.A. Needless to say, it was an incredible time: We were drunk as skunks every night. I was the Masque's...I guess you could say "soundman," because I had a P.A. [Laughs] We'd go out there just reeling with alcohol, and I'd mix all these bands.

I spread the word around that I was a producer (something I hadn't actually done yet), and lo and behold, Darby Crash of The Germs came up to me one day and said, "You're a producer? Produce us." That was The Germs' "Lexicon Devil," the first single for Slash magazine, which is what became Slash records. From there I ended up pretty much in quick succession producing a lot of stuff. I produced The Bags, I produced The Deadbeats for Dangerhouse. which was one of the first indie labels on the West Coast. It was the beginning of what is now the "alternative" scene. which then really was an indie scene. We were making our own records and learning everything by the seat of our pants. It was really time-intensive and kind of scary, because there was never any money, but it was insanely fun, too. And where were you recording those bands?

Just tacky little basement studios in Hollywood. Commercial studios of the fiveto-ten-dollars-an-hour variety.

Where did you record the Dead Kennedys?

At this place called Tewkesbury [in the San Francisco Bay Areal, which was Dan Alexander's old studio. It had this old MM1000; you'd press stop and the brakes were screwed up, so on all of "Holiday in Cambodia," I would rewind the tape, then shuttle it so it would slow down a bit and then actually stop it with my bare hands. If that tape would have stretched I don't know what



Magnapop

would have happened to the song! Was there a sense back then that what you were doing really mattered? Was it exciting on that level?

It was really exciting, because it was a people thing, and it was so strong. There was the punk stance kind of thing, but still there was this hope of getting signed. But major labels wouldn't even spit at us-it was just ridiculous, the gap between the indies and the major labels. Here was the biggest social movement since the '60s. and the major labels said there is nothing commercially viable in punk rock. therefore we're not going to sign any of it. I worked doing sound for The Screamers—this is a band that, in any universe other than that one, would have been courted by every label. But the labels didn't give a shit. That pressure created independent records, because there was no place to turn except inward. Now it's completely changed, and that whole "indie" thing is often a big scam. For a person like me, who was there at the beginning of that and is now seeing a lot of recognition for his work, in a way I also feel like I've been sucker punched, because this really isn't exactly the world I created

LIVE FROM THE MASQUE

So maybe your mom threw out all your old Screamers and Deadbeats LPs. or maybe you missed L.A.'s lesser-known original punks completely. Well, if you're curious, a good place to start is with three recently released CDs titled Live From the

The debut releases from Year 1 Records (a new label co-owned by artist and X stalwart Exene Cervenka), the CDs chronicle two shows from consecutive days in 1978. The event, which took place at the former Elks Lodge in L.A., was a benefit for key early punk venue The Masque (which had incurred excessive legal fees, thanks to regular visits by the L.A.P.D. and the fire marshab.

Featuring raw performances from Masque regulars such as The Skulls, F-Word, The Eyes. The Weirdos and Black Randy & the Metro Squad (alongside more well-known bands such as X, The Germs and The Dickies), the CDs give the listener a taste of the rowdy punk community, where there was little separation between the audience and the band, and the musicians played in several different line-ups.

Geza X did the live mix and recorded the shows on a Dokorder 4-track ¼-inch machine. "It's miraculous that these recordings survived." he says. "I lugged them from one seedy Hollywood apartment to another for nearly 20 years. In fact, the oxide was turning into silly putty, so I never played them back." Though the sonic quality of these live recordings isn't great, the spirit of oldschool L.A. punk comes through loud and clear.



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The REVERBERATOR (\$299.00) brings new power to your Saw6x/ Saw Plus environment by opening up the world of real sounding Room Reverberation to each track on the MultiTrack. The REVERBERATOR is capable of real-time processing of 16 bit stereo 44100 soundfiles on a Pentium 133 or faster machine. The algorithms used incorporate the same Comb/Allpass filter design found in many high

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in the design. A beautifully crafted interface gives visual displays of each of the Comb and Allpass filter parameters and a powerful Response View will actually display a real calculated impulse response of your chamber settings. You can also control the Dry and Wet mix as well as the Room Decay time for each of your selected chambers. Having the reverb control available within the Multi-Frack environment allows incredible control over room simulation effects within your mix. If your machine is not fast enough, you may also process a track thru the REVERBERATOR and output the result back to the original file or to a new file. You may choose to process just the wet signal to a new file and place that file on another track, and then automate dynamic reverb mixes by adjusting the fader up and down on the Wet track during a mix. The REBERBERATOR can seriously enhance any Saw production.



Combs Alipass Response

H2.20 .

The METER BRIDGE (\$199.00) enhances your SAW 6.x or SAW Plus environment with beautiful visual displays of individual or multiple track playback volume reference meters. The meters can be assigned to any track, including output tracks, giving you a live/real-time LED or VU meter display of your multitrack session. The displays can be mixed (LED/VU), labeled, and positioned anywhere.



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PRODUCER'S DESK

How did the original punk days end for you?

By the time I stopped the whole first go-around, I was burnt to a crisp. First there was a lot of drinking, then there was a lot of drugs, and I was probably ready to be hospitalized by that time. Tve always been really good at recording; the only difference is that that was a different era, and I did a lot of crazy things. I don't drink or take drugs anymore, but for then it was totally appropriate and essential behavior.

And fun, in a way?

Oh, incredible fun, but a lot of people never lived through it. Recovering from that was slow and difficult, and it took me a long time. Now that I'm in my power again and doing things that I really love doing, I'm doing them differently.

So when you came back to town, how did you re-establish yourself?

First I just started playing in bands and getting back into the clubs again, and as I started rekindling a lot of relationships. I basically took the same route. I got into a studio as a staff engineer and got my chops back up to speed and bevond. Then I built my own studio, and in the meantime I began producing records again. Then when I had my own place, it became much easier to do the kinds of projects that I wanted to do, to be able to have a much more specific control of the outcome. I am still, in a certain way, kind of a diehard punker because I really like to do things my own way, and I have a lot of recording methods that are atypical.

How so?

Well, I have a really, really long technical background spanning maybe 20 years. I know a lot of old-school and new-school recording methods, so I can draw from a really wide palette of ways of approaching something.

In terms of engineering, bow would

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SOME GEZA X TECHNIQUES

"I like to record totally dead and add all ambience later. I'll use several different short reverbs [.8 to 1.8 sec], room sounds and delays [favorite range is 18-28 ms] in the mix to give a track polish without sounding like there's anything on it. I will typically have four or five overlapping effects on a vocal, for example, even on a hip hop or punk song, yet it will sound totally dry in the track.

"I'll use a dual pitch shifter with one side sharp and the other flat, and then I'll put the main sound center or thereabouts, to create stereo ambience. The advantage of that is that the phase cancellation is taking place in the air rather than electronically, and it pushes a sound forward without the thinning that happens with a chorus. Putting a dab of that on can add 'intimacy' to a vocal without being audible as an effect.

"I'll mix through a pair of Telefunken V-76s set to unity gain to improve overall frequency response and reduce midrange harshness. There's nothing like tubes. Then I send that to the Apogee and master straight to the DR-4 or Panasonic 3700, depending on whether I want to do my edits on the spot or not. Incidentally, if you sync the DR-4 to the 24-track, you can also make assemble edits or 'punch into' a mix for sonic shifts that go bevond automation.

"A trick I picked up from my buddy Steve Snow, who does a lot of hip hop and acid jazz, is to set up a pre-fader effects chain through a cranked 1176 and a parametric EQ on a peaky setting, to recirculate drums and loops through. I've added an expander before the return to tighten it and clean up the crud. You can really get an exaggerated 'samply' sound with any signal source, and, amazingly, you can get a very cool room sound on drums, too. Or, I'll re-circulate stuff through a small amp with a gate on the send and return. I've also built various telephone transducers etc. into cardboard toilet paper tubes and plastic hoses for weird effects loops.

"I like to 'rebuild' a live kick drum in the mix by gating it way down and putting it through a super-tight parametric and tuning the bottom frequencv to, say, 90 Hz. Then I can incrementally add stereo ambience with something like an E-bass setting on a REV7 and fatten it back up with regular EQ, while being certain of what my floor frequency really is, and that it's dead in-phase. It leaves room for a nice, fat Pultec'd bass guitar and creates a huge, clear, focused bottom end that mastering engineers love."



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PRODUCER'S DESK

you describe some of the differences between old- and new-school techniques? The old-school recording method is like a jazz date or a string date, something like that. It's about using live sounds and live acoustics, and it's about the subtler points of mic placement and ambience, and the cohesiveness of capturing the moment, pretty much on the spot. The new school is the world of post-MIDI, post-rap music and sampling, which has had an incomprehensible impact on how recording takes place now. I don't think people really appreciate it as much as they should. The bridge between those two worlds was tape manipulation like Frank Zappa would do, and sound effects and altering sounds, things like that. I still include that in the old-school mindset, because you're using isolation as an effect, you're using a fuzz tone as an effect.

The new school is about plugging things in and using things that are generated electronically, and recorded and edited electronically and separately. Everything is very construction-oriented, and alteration-oriented, where the old school thing is more musician-, engineer- and arranger-oriented. So it's one spectrum but it's two different worlds, and a lot of the new-school engineers don't know a lot of the old-school tricks, because it goes back so far. Now. with the rekindling of interest in tube gear and a lot of the older gear, people are recognizing how unique, warm and good a lot of the old stuff sounds, People are becoming re-acquainted with it. In that era, there were really specific ways of using that equipment to achieve very exact things, and I feel fortunate that I have all of that stuff available to me, too.

For a guitar band, how do some of these new-school things apply?

It applies a lot if you do a project where you record portions of a song, or you record a song and then you take it apart and re-assemble it in Sound Tools or something like that and just pick the best of everything. You can create something that's analogous to a sequenced type of song, but it's done live. Do you do that?

Yes, on some projects, but I usually go for the rawness: If I'm working with a band, and it tends to be a loud and rowdy band, that's something where you want the heart of the thing to be communicated through the whole song. Then I prefer the live approach, or the semi-live approach with lots of

overdubs.

During the overdubs, I'm working with people on the actual parts, kind of writing parts on-the-fly and modifying them so they're tighter. Even if you work on songs in pre-production, you always find areas that clash, that aren't really rhythmically together, because people can play together for years and not notice certain things. So that's where I get a chance to refine all the parts; then when it gets to doubling them and creating counterparts, even with a punky sounding band it's really productive to do chords in different positions and hide them in the mix so you get a much richer chordal harmonic structure. So it can sound like a threechord band, but you've got all of this other stuff going on. The other thing is, I work very, very closely with the people element of the production process.

Bringing people's confidence up?

Of course there's that aspect, but there's also the element of breaking down their personal preconceptions of where their limitations are, or why they do what they do. That's delicate, because every artist feels very strongly about how they pursue their craft. But a lot of times I can see that they're limiting themselves, so what I'll do is work on that as a form of pre-production.

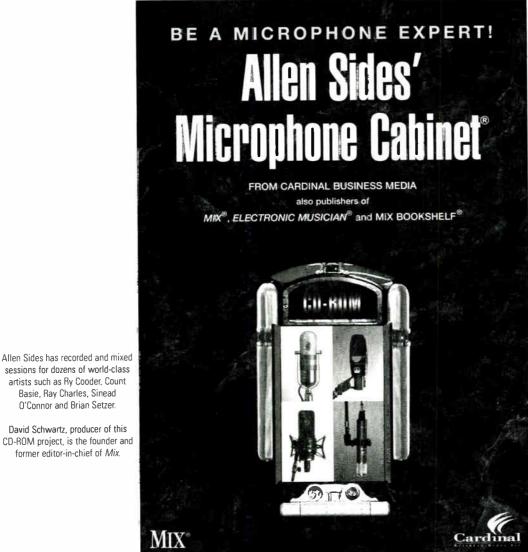
Explicitly, or in terms of the interaction? Both. It's something that happens gradually, ongoing, as the tracks are being recorded. I try to understand where a person's coming from, so that I can find the most translucent way to translate that onto tape. It takes a lot of time, because it's like you're opening a can of worms for them. But on the other side of it is the magic performance.

Everything you're talking about is a main component of producing. But what about engineering-do you find it difficult to do both at the same time? I've always done both. In a way, it's faster; if you're going to do a tight punch-in, like one letter at the end of a word, in the time it would take to explain that to someone else you could do it yourself ten times. So it's a lot more seamless when I do everything myself. I've been engineering for so long that I don't really think about it that much. It's kind of a drag, because my attention and focus is on both things, trying to maximize the craftsmanship aspect of the engineering, and still having to relate with the artist. So I guess you could say I do it, but it's exhausting. [Laughs]

Do you ever use a click track?

In most cases I use a click track: I'll take something like an MPC-60, run SMPTE

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PRODUCER'S DESK

from the multitrack, and run the click off of that, so later on if I feel like it I can, to a certain extent, sequence things into the live track. There are some prohibitions about that, because you go and retrofit any kind of sequenced or looped stuff into a live track and it's a lot more iffy about whether it's going to line up than if you do it the other way around. But you can get some great stuff that way-you can sequence keyboards, but even more interestingly, you can do little portions of things that are built around loops or samples and stuff and get a very modern sound onto a rock band kind of trip by having access to that. So I try to make sure that I have that option, but some songs just violate the whole click thing completely. It depends very much on the band and what kind of a thing you're going for.

As far as gear, are you a big fan of old tube and analog stuff?

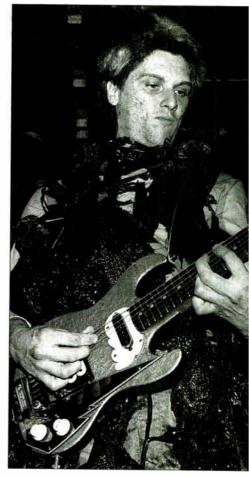
I love everything. I love the one-button Casio chord machines, and I love the full-blown digital editing schematic, too. I find that I get really good results with analog tape recording, although the hiss is always a problem in today's highly competitive marketplace. [Laughs]

Do you use SR?

No, I don't. What I do is use a lot of gain if I want muscle, or low gain if I want transparent highs. And the hell with it-if it sounds better, I deal with the hiss, because I like the analog tape. Luse 456, at plus three, which is pretty old-school, but it just gives such a great sound on this Stephens tape machine that it's worth the hiss. It sounds fabulous, it's so fat and rubbery. 456 is like a superball or something-you throw it on the ground and what comes back is even more bouncy.

What's some of the gear you use most

I like Telefunken V-76 preamps, I love tube mics—I like a wide range of mics. but I use a U47 a lot, and a Steve Paulmodified U87 that I have. I like Pultecs, once again because they do something a little different. You put a bass through a regular EQ and you put one through a Pultec, and the one that goes through the Pultec comes back sounding rowdier and more energetic, like the person played it with more spirit. How do you define something like that? I use a Roland 880 reverb a lot, and I love the Roland SRV2000 reverb: I don't know what the deal is with them, but they are the best, most hip-sounding drum reverb in the world. It just has that really



Playing with The Deadbeats in 1978

nice tin-can or metal-shack tonality to it that's so supportive of drums. You get short little reverbs that sound really

Luse a [Akai] DR-4 a lot for disassembling and re-assembling stuff; I've got the MIDI card and the SMPTE card for that. I inherited two EQs that were hand made by the chief engineer at Ithe now defunct] Pasha Studios that are just uncanny. And the Stephens is a monstrous tape machine-anyone who's in the Stephens cult will attest to that. I monitor with NS-10s and UREL811Bs.

The main thing is, my early roots are working with not enough gear, so I've learned how to squeeze every last bit of blood out of every piece. When you go to the last drop like that, you discover these almost occult properties that things have-when you push them absolutely to the limit, they give back more than you put in. I use that principle in a lot of stuff. It's hard to explain. It doesn't work with every piece of gear, you have to know how to use it, but when you strain things practically to the breaking point, new things happen. That's my own personal take on how magic works.

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TORI AMOS IN THE STUDIO AND ON THE ROAD

by Bryan Reesman

Dynamic singer songwriter Tori Amos is currently receiving some well-deserved attention. As a brilliant stage performer, lyricist and keyboardist, she has transcended the rules of pop music by implementing her classical background within the supposedly more confining rules of rock. Her ability to improvise within her work adds another level to her performances, instilling her songs with new life and allowing audiences to see another side to her music.

Her most recent album, Boys for Pele, features her agile piano, harpsichord and

harmonium playing, breathy vocals and characteristically cryptic lyrics, which continually befuddle critics who should probably spend more time listening to the music itself rather than dissecting her purposefully puzzling poetry. "It's like a novel to me," Amos says of the album. "It's the descent of this woman to find fragments of herself, and the record is very much in order of how the songs wanted to be presented. They made it quite clear to me in the recording where they wanted to go.

Boys for Pele was recorded, per the liner notes, "at a church in Delgany, County Wicklow, and at a wonderfully damp Georgian house in County Cork, Ireland." Mark Hawley and Marcel van Limbeck engineered the disc, which Amos produced.

The same team also handled the sound on Amos' most recent tour, in which she traveled the world with just her keyboards and a guitarist.

"It was her idea to record in a church," Hawley recalls. "Ireland was just a nice place to do it. We went around to ten or 15 churches, but we didn't have a lot of time to make up our minds, and it was this one that sounded the best." But it did surprise them in one way. "When we went there, it was really quiet, but realistically, there was this really busy road right down from the church. So I can hear the cars on the album, on a couple of tracks. They're very, very quiet, but I can hear them."

Considering the irreverent spirit of Amos' music, a church was an unlikely recording location, especially when one listens to her "unwholesome" lyrics. Yet the church provided her with the atmosphere she desired, not to mention some unusual recording situations. "We went to this church in Delgany and set up all the gear there," recalls Hawley. "We tried to set it up so she had the freedom to perform as she wanted to. She would just go in for two or three hours at a time and just play, basically. The church in Delgany was a beautiful acoustic [space], and I think the piano and harpsichord sounds are great for that. The thing that was compromised a little bit was the vocal, on the grounds that she performed in a little box."

"A little box" is understating things a little: Hawley and van Limbeek designed a wooden booth that housed the front ends of both the piano and harpsichord, with enough space between the

-CONTINUED ON PAGE 304

SIMON TASSANO

THE PRODUCER
AS ATMOSPHERIC
TECHNICIAN

by Bryan Reesman

Simon Tassano possesses both refined and simple tastes. He's someone who appreciates non-lyrical, improvisational music but also has an affinity for plain old good tunes. Whether producing a Welsh reggae song, an ethnic fusion jam, or engineering a live mix of folk music, the producer and engineer has become notable for his clear, welldefined mixes and attention to the atmospheric qualities of music, whether outlined by the music itself or by environmental sounds that he insinuates into the mix.





Trance Mission (clockwise from left): Beth Custer, Kenneth Newby, John Loose and Stephen Kent

Recent production chores have landed him in the ethnic fusion realms of artists on the eclectic San Franciscobased City of Tribes label. Tassano has worked out a careful balance between maintaining production slickness and capturing the earthy tones of the ethnic instrumen-

tation of Trance Mission, Beasts of Paradise and other artists. His recent credits on the label include producing the second and third Trance Mission albums (Meanwhile... and the new Head Light), some songs on the second Event Horizon compilation, and the Beasts of Paradise full-length debut Gathered on the Edge.

Tassano became involved with City of Tribes years after

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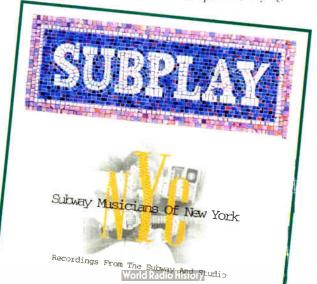
"SUBPLAY"

MUSICIANS IN THE STUDIO AND UNDERGROUND

by Evan Ambinder

It's no secret that New York City is a musical Mecca for performers, producers, recording engineers and musiclovers. Almost any kind of music can be heard day or night in jazz clubs, rock halls, opera houses and recording studios. But beneath the concrete foundations, aging water mains and sprawling copper wires lies a very different kind of performance space, one that doesn't feature a Meyer P.A. system, a carefully designed concert hall or an SSL console: New York City subway stations.

Every day, as tens of thousands of passengers shuffle underground to ride the rails, musicians—from around the world perform against tiled walls and on concrete platforms, pouring their hearts and souls into every note they sing and play. Whether they are strumming a classical guitar and singing about love in Spanish, laying down



a Clyde Stubblefield-inspired groove, or drawing a bow across an erhu, these professional musicians, who rely on the cavernous acoustics of the subway station rather than on an SPX90 for reverberation, represent a unique part of New York's diverse musical culture. And for New York producers/musicians/ composers Jamie Propp and Adam Chalk, it's a culture that was well worth spending the past two years documenting.

The resulting CD, Subplay: Subway Musicians of New York—Recordings From the Subway and Studio, was recently released nationwide. Comprising ten studio tracks written and performed by New York City subway

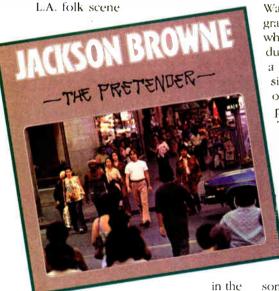
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JACKSON BROWNE'S "THE PRETENDER"

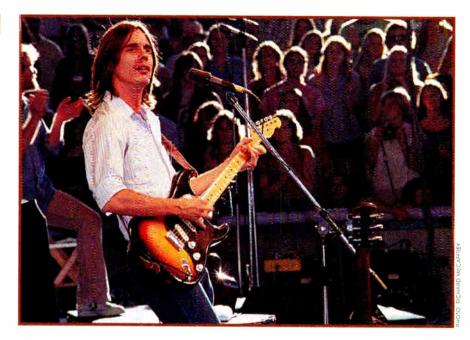
by Blair Jackson

Remember "The L.A. Conspiracy"? That was a tongue-in-cheek term in wide circulation in record biz circles in the '70s to describe a group of musicians and songwriters who seemed to be part of some sort of grand plan hatched over expensive weed in Laurel Canyon to take over the airwaves and the Billboard charts with mellow country rock and introspective ballads. This den of plotters was amorphous enough to include a passel of up-and-coming and established singers, songwriters and bands, including The Eagles, Jackson Browne, J.D. Souther, Linda Ronstadt, Warren Zevon and Andrew Gold, to mention a few. The group also came to include L.A.'s A-list session pros, including Bob Glaub, Craig Doerge, Russ Kunkel, Danny Kortchmar, Lee Sklar, Waddy Wachtel and a dozen others.

True, many of the good folks listed above had come out of the same



late '60s and early '70s, which was largely based around Doug Weston's venerable Troubadour club on La Cienega Boulevard. Some of them were friends who had lived poor together before the record companies came a-courtin'. And yes, they did write songs together in the early days, and they had a habit of showing up on each other's albums, usually singing backup harmonies. But the L.A. Conspiracy theory sold each of these writers and musi-



cians short, as any close examination of the music they made reveals. Ronstadt covered songs by Zevon, but didn't sound anything like the Excitable Boy. The music of The Eagles and Jackson Browne didn't have much in common except for the fact that "Take It Easy," penned by Browne and Eagle Glenn Frey, appeared on The Eagles' first afbum and Browne's second.

Jackson Browne grew up in John Wayne country—Orange County—but gravitated to the Hollywood folk scene while still a high school lad. Music industry types recognized his gift as a songwriter very early on; he was signed by Billy James to Elektra Records' publishing wing and managed to place songs he wrote on albums by Tom Rush, The Byrds, Bonnie Raitt and others before he became established as a singer-songwriter himself with his debut album in 1972, Saturate Before Using. (Hold your cards and letters-I know it was technically called Jackson Browne.) That record and his second album, the still-spellbinding For Everyman, established Browne as one of music's most insightful writers.

someone able to take highly personal themes and somehow make them seem universal. His third record, 1974's Late for the Sky, remains one of the finest albums about relationships, loss and personal growth ever made. And running through each of those records are broader themes about the human condition and where we're headed as a civilization—fortunately, he would never articulate those themes as obviously or clumsily as I just did; he's the poet, not me,

Browne's popularity increased with each album through the early '70s, helped by a combination of FM radiofriendly songs like "Doctor My Eyes," "Redneck Friend" and "Fountain of Sorrow," and Browne's strength as a live performer—he toured often, always with a crack band (dominated by guitar phenom David Lindley), and he tirelessly played benefits for an astonishing number of Good Causes. He was the right guy at the right time with the right attitude—a mixture of self-awareness, self-deprecation, hip humor and a modicum of political savvy, all hallmarks of '60s-moving-through-the-'70s consciousness

From his first album, Browne always looked to seasoned audio engineers to help him commit his vision to tape in the studio, and each of his early records succeeds on its own merits, while not exactly breaking any ground sonically. For Saturate Before Using and Late for the Sky, he was aided mainly by veteran Al Schmitt; on For Everyman and the 1976 album The Pretender, the source of this month's Classic Track, his most important studio partner was the highly respected engineer John Haeny.

Haeny, who for the past decade has done film sound design and facility design for Todd-AO, first met Browne years before the singer's first album was recorded. Haeny's long and winding career path had taken him from work as a cinematographer also interested in sound and recording in his native Minneapolis in the early '60s, to a series of high-profile engineering positions in Los Angeles and San Francisco: After landing a job at United Western Studios in L.A., he moved to S.F. and worked at

Coast Recorders, where he engineered many sessions for acts signed to Tom Donahue's Autumn Records label, as well as other bands. His next move was back to Hollywood and a brief job as "house hippie engineer" at RCA Studios, before going back to United Western. He was Elektra Records' chief engineer for three years and helped the label build its West Coast studios, Then he worked for Sunset Sound for a while before becoming one of the most successful independent engineers in Southem California.

Though Browne and Haeny had been good friends since Browne's days as a scuffling songwriter in the Elektrastable, and they'd worked well together on For Everyman, "By the time we got to The Pretender, I'd taught him how to do some things like composite vocals, and I couldn't stand working with him any more because everything took forever," Haeny says, "[On For Everyman] we'd record ten tracks of vocals, and then he would sit at the console and I'd let him push the buttons. I'd go outside and smoke cigarettes and try to keep out of his hair. By the time The Pretender came around, I essentially just shot the live tracks for him, because acoustic music and live recording was always my stock-and-trade. So basically I was the hired gun who came in and did all the tracking for him."

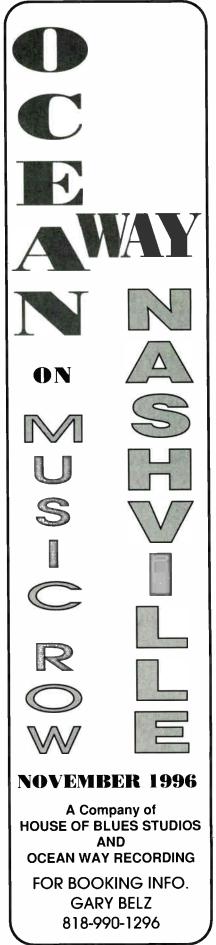
Work began on the album on March I, 1976, at Sunset Sound, and Haeny says that "knowing the way that Jackson works, probably the first song he had was 'The Pretender.' In those days he was pretty much a concept writer, being a poet. And I think he had a handle on the name of the album being The Pretender and the lead track being 'The Pretender' from the start,"

Certainly "The Pretender" was the strongest song Browne had finished since Late for the Sky—it sat comfortably in the line of such somber philosophical musings as "For Everyman" and "Before the Deluge," the songs that occupied the last-song slot on his previous two outings. Lyrically, "The Pretender" is dark and laced with self-doubt and cynicism. The protagonist wrestles with his idealism in the face of a culture obsessed with greed and, sadly, resigns himself to being part of that commercial world he once abhorred: "I'm gonna be a happy idiot and struggle for the legal tender," he sings, wistfully adding that "true love could have been a contender/Are vou there? Say a prayer for The Pretender/ Who started out so young and strong only to surrender..." Bummer. Fortunately, Browne was never too believable as the character in the song; his idealism has always shone through the veils of disillusionment, and the album's lead-off track, "The Fuse," was as hopeful as "The Pretender" was despairing.

For the first time on any album, Browne chose a non-engineering producer to help him make The Pretender. Jon Landau had the big industry buzz surrounding him after he shepherded Bruce Springsteen (whom he manages to this day) through the making of the brilliant and critically lauded Born to Run album, released in the fall of 1975. It's not exactly clear what expertise this former music critic brought to his work with Browne, but Haeny notes that "Jackson, being ultimately insecure, would select people to mentor him through the process as an additional opinion. Did I view Landau as the producer of the record? No. Was he around? Yeah. Was Jackson talking to him? Yeah. Was he getting his face in various things? Yeah. Did I listen to him for direction? No way. In the end, nobody can tell Jackson what to do. He'll listen to what you have to say and then he'll do whatever he wants. Jackson was always the final word."

Haeny says that the tracking for the album went fairly well and that "it was pretty much a band album in terms of the approach to recording, just using a variety of heavy hitters, depending upon who Jackson thought stylistically fit in with the song the best," This particular basic track had a small band on it: Craig Doerge on piano, Jeff Porcaro on drums, Fred Tackett on guitar and Bob Glaub on bass. Speaking generally about the process of getting basics with Browne, Haeny says, "It was not a quick process. I did lots and lots of albums with people that came in and nailed it in two or three takes. And then there were people who went on endlessly. I don't remember Jackson as someone who went on endlessly, but I would say he was someone who could go on repeatedly, which means we might go up to six, eight, ten, 12, 14 takes and then put it to bed. Then, if he felt we didn't get it, he'd come back to it with a fresh approach, and sometimes a different band, a couple of days later."

Haeny had recorded For Everyman in Sunset Sound's Studio 1, but for The Pretender he moved into Sunset's Studio 2, which he describes as "a lovely sounding room. Studio 1 was the main vein of that studio. That's where the classic Bruce Botnick stuff was done with The Doors, 'Happy Together' by



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The Turtles, all sorts of big records, I also worked there for a long time. But Studio 2 is a room that I had a significant impact on. It was a bigger room with a higher ceiling and a warmer sound. At that point in time, we'd just put in a new API console. Sunset Sound was all Deane Jensen/API stuff then. That control room was a departure in that George Augspurger and I had done a three-way, bi-amped JBL system. The Elektra facility I built was the first solidstate facility in the United States, and Alan Emig and I had put in a bi-amplified, soffitted, three-way, non-horn monitoring system which was, to the best of my knowledge, the first of its kind in this country." Sunset 2's monitor system represented an extension of those ideas.

The mics that Haeny used in those days "were all the microphones that people would now give their lives for-47s, 48s, Elam 251s. Sunset had one of the best collections of what is to this day one of my favorite microphones, the old Sony C37A. They were great for many things—I'd use them for violins, for acoustic guitars, for drums." Often Haeny would use three 37As for drum overheads, "adopting a left-center-right perspective. But the center mic wasn't centered over the drums; it was forward over the front toms." Typically, Haeny might use a pair of 251s on the piano, and for bass do a combination of direct and a U87. Another mic he liked was the old Altec 633 "salt shaker" on bass drum. For lead vocals, he usually used a 47 or 48.

"I had the classic UA tube compressor/limiters and some Pultecs for outboard equalization," he says, "I also had the silver Langs [for EQ]. I wasn't excessive with any of it." For reverb, "Sunset I had a small chamber that was magical, and Bruce [Botnick] used that a lot during his great days there. In Studio 2, though, we had AKG BX-20s, and EMTs were around. They were very sweet and lovely, which I find is an odd thing for me to say about springs and plates." The sessions were recorded on an Ampex 1100 24-track, "That was not the popular choice for machines then, but we'd done a little souping up of the cards on them, and they were by far the best multitrack recorders, in terms of sound, available in those days," Haeny says.

After the initial tracking, Sunset engineer Mark Howlett took over for most of the overdubs and perhaps the all-important string session—David Campbell's moody string arrangement, including a long coda, is one of the key elements that made "The Pretender" so

powerful musically. (Haeny wasn't sure if he did the string date or not, and I was unable to locate Howlett.)

Originally, Val Garay, one of the city's top engineers, was hired to mix The Pretender, but for some reason that didn't end up happening, so Garay's second, 24-year-old Greg Ladanyi, went to Browne and said, "You should let me do this," Ladanyi remembers, "and he basically said, 'Okay, let's give it a try.' I had spent a lot of time in the Sound Factory with David Hassinger mixing from 1 o'clock till 5 o'clock in the morning, after the client sessions were over, and I used to do a lot of mixing for various bands—this was my way of getting out of that Jassistant engineer's seat quickly. So I did a mix and Jackson liked it, and if I remember right, I think he also had a couple of other people try some mixes, but he ended up deciding to use me to mix the album."

The album was mixed at the Sound Factory on an API console, and while Ladanyi agrees that mixing sessions with Browne could be laborious, "He and I got along great. I was always able to maintain some kind of tempo with him where the mixes didn't take months to do. He has a great mind for what he wants to hear, so at the beginning, it was just a matter of us educating each other about what we like and don't like."

Ladanyi says that he used relatively few effects on the mix—mainly just some plate reverbs and that era's trendy gizmo, the Aural Exciter, which "cleared up the upper high-end harmonic distortion.

"I tried to emphasize with Jackson that the sound of the record was really important, and I think maybe on his earlier records he'd been a little more concerned with the songwriting and the performances," he says. "With *The Pretender* album, I think there was more time spent getting the sound right. The guitar sounds and drum sounds were more pristine than they'd been on his previous records. I don't remember having to do much EQ on the record; there was some, but most of it was recorded really well [by Haeny and Howlett]."

In contrast to Haeny's evaluation of Jon Landau's role, Ladanyi comments, "Jon was always there for support for Jackson, and I remember times when Jon would say, 'I'm sorry, Jackson, this just isn't happening; you've got to look at this.' And he would say it in such a way that Jackson would listen to him. I think he had a very important role in the album. Jon took a lot of responsibil-

ity, and he was able to keep Jackson focused and pointed in the right direction; not so much telling him what to do, but saying, 'Hey man, I think you can make that better.'"

The Pretender was an instant hit when it was released in November 1976, largely due to the strength of the title track, which was an FM radio smash. The first single from the album, "Here Come Those Tears Again," made it to Number 23 in early '77, but as a single, "The Pretender" peaked at only Number 58 that spring. It didn't matter: The Pretender became Browne's first Platinum album, topping off at Number Five on the charts and ushering in an era of mega-stardom that would last for several years. Ladanyi went on to coproduce Browne's next two albums and mixed the two after that, and they remain friends to this day.

Browne's career has had its ups and downs the past decade, but creatively speaking, he's on a roll these days: His last two records, *I'm Alive* and *Looking East*, are my favorite of his albums since 1978's *Running on Empty*, and his current band is also his best since the late '70s. And he's *still* fighting the good fight for all the right causes.

-FROM PAGE 300, TORI AMOS

instruments for Amos to sit and perform and switch between them. This small structure helped the engineers avoid any crossover between the vocal, the two instruments and the natural reverb of the church. "Her attitude toward that is she didn't mind what she had to put up with as long as we could record her live," Hawley says.

The new album possesses a warmth that can be attributed to both the acoustics of the church and the overall recording setup. You can even hear the hammers hitting the strings in the piano. It's an intimate feeling that Amos wanted to capture, like "when I try to stick my head inside the belly of the piano," she states, "or try to stick my head inside the harpsichord. I wanted you to hear it how I could hear it. The piano hopefully goes inside of your stomach. When you put it on a decent hi-fi, you should be able to crank it up and it should just crawl into your capillaries."

As intimate as her piano sound is her vocal performance, which is particularly noteworthy for its wide range of emotion and dynamics. "She's so particular about her vocal sound," Hawley says, "and being able to hear the real-



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The harpsichord also is rich in texture and detail on such tracks as "Professional Widow," on which Amos combines the instrument's tone and an unusual melody to make the instrument sound downright sinister.

Strong examples of the intimacy that envelops the listener throughout the album can be found on its opening two tracks, "Beauty Queen" and "Horses." We can hear Amos sitting at the piano, shuffling perhaps, preparing to play, then quietly beginning the delicate "Beauty Queen," which features fragile, high-pitched singing and sparse piano. The lightly galloping "Horses" picks up the pace for the album and builds to the more edgy harpsichord tune "Blood Roses." "Horses" features a short bridge that shifts to a louder dynamic, and the piano reverberates quite strongly, while still holding on to an ethereal edge. To achieve this effect, the Bosendorfer was played and recorded through a Leslie cabinet, a setup that Hawley and van Limbeek duplicate live, giving the piano an almost organ-like quality.

To record the instruments, Hawley and van Limbeek used two Neumann U87s in a cardioid pattern on the piano and two Neumann KM140s (also in a cardioid pattern) on the harpsichord, positioned above the bridge (located between the sound board and the strings). To record the main stereo sound for the piano, the engineers used two B&K 4003 omnidirectional mics, one on each side, about ten feet high and five feet apart. To capture more ambience of the space, they placed two more 4003s near the back of the church and farther apart than the main pair.

The mic signal was run through Focusrite preamps straight onto Sony 24-track digital, "We didn't record anything through a mixing console because of the limitations of being on location," says Hawley, although they did have a small Tascam M3900 board for playback.

Hawley and van Limbeek later mixed the album on a Neve VR60 at Jacobs Studios in England. "Everything you hear on the album, apart from the fact that it's gone through a really nice console, is very much how it was recorded," remarks Hawley. "There was not a lot being done to it."

The recording process was fairly straightforward and uncomplicated considering the subtleties and complexities of the sound design on many of Amos' songs, whether it be the unusual guitar effects of Steve Caton, the interaction of the many electronic and acoustic elements throughout the record or the multitracked vocal passages. Amos records many tunes that would be very difficult to reproduce live without a whole band, such as the first single, "Caught a Lite Sneeze," which features piano, harpsichord, drum programming, multiple vocal tracks, bass and Caton's overdubbed "swells." Live, Amos plays without the benefit of the drums, bass and backing vocal tracks, but it somehow still manages to sound full.

The engineers say that during the recording, there were no actual plans to record a specific song at a set time. For songs with other elements (such as choir, rhythm programming, guitar or sousaphone), Amos would perform the piano and vocal parts first, and the other parts were recorded afterward. If Amos did not get a good take, she'd play another song before returning to it, and this process resulted in many of the Bsides for her singles. "Alan (Friedman), who did all the loops on the album, tried with us a couple of times to get her to play to a loop," Hawley explains, "but I don't think anything got done like that in the end. She would just decide to play the songs. On 'Caught a Lite Sneeze, the harpsichord, piano and vocal were all done as one take, so there were no overdubs,"

In fact, no demos were done for any of the songs on *Pele*. "Basically, two or three songs on the album and many of the B-sides were written as you hear them there," says Hawley. "'Marianne' and 'Not the Red Baron'—the first time she ever played them and the first time we ever heard them was the performance that you hear. The whole recording process was really special for that reason."

During their recording sessions in Ireland, Amos and company recorded some 40-plus songs, many of the extra tracks becoming B-sides on her neverending stream of singles, including the recent "Talula," which has two versions overseas. In fact, during this interview, Amos, Hawley and van Limbeek were in Boston recording still more B-sides. The singer is prolific, to say the least.

Another reason Amos has developed

such a passionate following is that she is a compelling performer whose passion and warmth translate well onto the stage. For her 1996 world tour, Hawley has worked as the FOH engineer with van Limbeek as the monitor mixer.

The tour has been exciting for both engineers, whose previous experience was exclusively overseas. The Britishborn Hawley started as a recording engineer in various studios in the north of England and then worked at London's Chapel Studios, which is essentially a songwriting studio. Since then, and before working with Amos, he was FOH engineer on tours for both Curve and the Beautiful South. Van Limbeek, on the other hand, worked in England for sound companies, mostly as a rigger, although earlier in his career, he did a lot of live work in his native Holland, both as FOH and monitor engineer. The duo hooked up for the first time for Amos' Under the Pink tour in 1994.

According to Hawley, the overall sound philosophy for Amos' recent tour was that "it can't be wimpy; it should be powerful. It should be a nice, good hi-fi sound, not deafeningly loud. I don't mind if it gets a bit edgy when she screams or if the piano becomes quite loud in some sections, but overall it should be a good listening level."

For the tour, both men use 40-input Midas XL-3 mixing consoles, although van Limbeek also uses a 16-channel stretch (an extension of the Midas board) because of the loops on "Talula," which come from an 8-track hard disk recorder. Hawley says the Midas "is the best-sounding live console I've used."

Despite the fact that the setup onstage seems relatively simple—Amos at the piano and guitarist Steve Caton by her side—the show presents a series of challenges which keep both Hawley and van Limbeek on their toes. Hawley says that getting a clear lead vocal is paramount on this tour, and "that's something that is quite tricky. The main problem with the live stuff is the fact that we have a piano with the lid up. It's not so much a problem getting the piano sound, but the vocals both from the monitors and back from the house go straight into the piano mics, and that's our main problem. In bad venues, it can take a second-and-a-half for the vocal to hit the back wall and get back to the piano."

The duo use the same cardioid mic pairs (U87s and KM140s) they used on both the piano and harpsichord when recording *Pele*. "There are only a few microphones there, and they're all pret-

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ty much on the high gain," says van Limbeek, "so the whole sound is incredibly open. This is mainly because the piano lid, which is looking into the audience, works as one big microphone. As soon as Mark changes anything at the front of house, I can immediately tell, and so can Tori. And that works the other way, too-if I change something, he can tell immediately."

Then, of course, there's the harpsichord, which sits behind Amos and the piano. "The harpsichord, even though the lid is facing the other way [upstagel," explains van Limbeek, "is very, very quiet and fragile—the wood is so thin-so the whole thing becomes mi-

crophonic. You can stand next to it and talk and be picked up."

"Any problems with vocal leaking into the piano mics," explains Hawley. "you can quadruple for the harpsichord because it's such a quiet instrument, and a piano is really quite loud. We started out with monitors, but we got more of the vocal from the monitors into the harpsichord mics than we got of any harpsichord, so it just wasn't working, basically." To help Amos, van Limbeek has given her a set of headphones, although they monitor sound in only one ear.

To solve their acoustical problem with the instrument, the engineering

duo placed a plank of wood, with sound tiles on the inside of it, against the lid of the harpsichord to deflect unwanted sound. Luckily, the audience cannot see inside the harpsichord because of the lid.

Another challenge is properly mixing Caton's acoustic and electric guitars. Caton's musical presence adds another level to the show, whether it's his rhythmic acoustic guitar on "Cornflake Girl" and "Talula" or the more ambient sounds he pulls from his electric on subdued numbers like "Little Amsterdam." Caton's pedal box is a Roland GP-8, and he also uses volume, wahwah and distortion pedals. Caton's amp is miked with two AKG 414s.

"The way Steve works with his equipment really suits Tori's style of playing," says Hawley. "The speaker for the amplifier [for the electric guitar] is offstage somewhere, and he just listens back through his monitors. 'Cornflake Girl' is one of my biggest problems with the acoustic [guitar]. In the piano solo, I can almost turn his acoustic off. because there's so much bleed from the acoustic guitar into the piano mics. That is a bit of problem, and I find it very difficult to get that right. It can be very distracting. And the sound of the guitar isn't that nice when it's coming down the piano mics,"

Monitoring the mix for Amos and Caton is also a challenge, given the parameters. "I'm mainly using onstage wedges made by SSE, the sound company we use from Birmingham, England," explains van Limbeek. "It's a twoway active system. They have built-in crossover cards, so that one side of the amplifier is doing the low end, and the other side is doing the high end. Steve is actually listening to just a stereo mix, an FOH-type mix, except that the guitar is more up-front, whereas Tori's vocal is more in the mix. Tori's listening to two stereo mixes at the same time. I've found what I need to do for Tori's vocal is so complicated that I'm using a separate stereo mix for her vocal and the reverb on the vocal. Those are two wedges on either side of her. More to her back is another group of wedges. which is basically stereo piano. When Steve plays, his guitar will also show up in the wedges assigned to the piano."

Caton has two monitors, one for Amos and one for him. "He's listening to the piano pretty compressed," says van Limbeek. "He's got a little Galaxy Hotspot next to him, and all that's in there is either piano or harpsichord, whichever Tori is playing, not her vocal.



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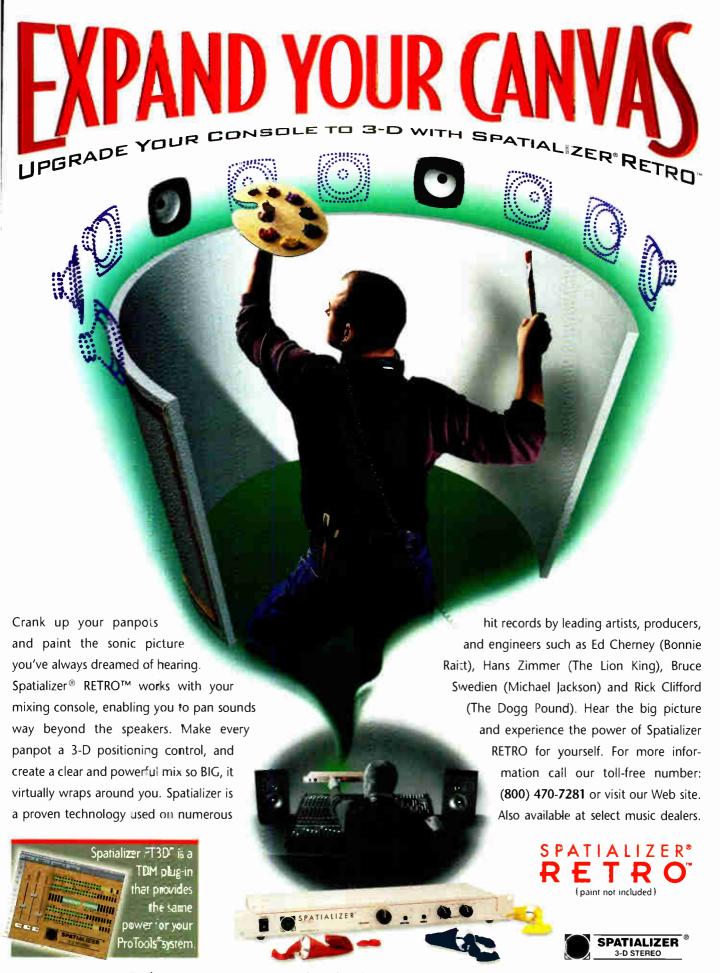
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If he gets into a problem, especially timingwise, it's hard for him to look back at me and say, 'I need more piano.' So he's got this little Galaxy Hotspot, which is nothing but a trashy little speaker, but he can turn up the piano, harmonium or harpsichord from there in case he does need it." The Hotspot is placed on a mic stand, whereas the speaker with his main mix sits on the floor, and "that contains everything."

Van Limbeek's positioning offstage is also important. "I'm on stage-left," he says, "so when Tori's playing piano, she can look me in the face, and I can usually tell from the way she looks what the score is, whether she's happy or not. She has a few signs she can give me."

Such an involved show requires plenty of teamwork, and Hawley and van Limbeek have risen to that formidable task each night at a variety of different-sized venues. "Especially in smaller venues, when you sit in the first few rows, what you hear is a good crossover between sound coming offstage from the monitors and the P.A.," states van Limbeek, "and to keep the whole thing consistent, it's pretty important that Mark and I use similar compression ratios. The smaller the venue, the more Mark and I have to work together. If we're playing in a real theater designed to stage plays or whatever, usually we have a proscenium arch and a stagehouse, which for us is usually ideal, since we're more separated. Whereas, if we play in a traditional concert hall, where the stage is really in the same room as the auditorium, then the whole thing becomes a lot more open and we have to rely a lot more on each other."

-FROM PAGE 301, SIMON TASSANO

engineering the first album by Lights in a Fat City, a group consisting of his friend Eddie Saver and future Trance Mission member Stephen Kent, a didgeridoo player. Their 1988 debut, Somewhere, on which Tassano also contributed effects and atmospheres, was recorded and mixed in just four days. Thus began a working relationship between Tassano and Kent, which led to several studio projects, predominantly contemporary dance soundtracks with Kent as musical director and Tassano as engineer/co-producer. "I can think of no other producer/engineer with whom I feel such an affinity," Kent savs.

Tassano has worked for folk legend Richard Thompson over the past 15 years as both live engineer and tour manager. He has also worked for John Hiatt, Kate and Anna McGarrigle, Los Lobos, David Lindley and many others. "I always seem to end up with guitar players," he muses. Tassano once again went on the road with Thompson on a two-month national tour that started in September.

But it's Trance Mission's latest release, *Head Light*, that has Tassano talking animatedly this afternoon. The CD continues the group's tradition of creating exotic world fusion, this time with stronger African influences. As always, the pulse of the quartet's work comes from their integration of Middle Eastern, African, folk, jazz and other music into a captivating aural stew of timeless, primal sounds. The group creates their sound through an exotic variety of instruments—including ethnic percussion, didgeridoo, clarinet—and digital effects.

Much to his regret, Tassano was not able to be present for the recording of the basic tracks of *Head Light*. Christian Jones of San Francisco's Mobius Studios handled those sessions. "I enjoy working with Christian," Tassano says. "He was also my engineer on the tracking sessions for Beasts of Paradise so I could concentrate on performances rather than levels." Tassano came in for overdub sessions for the record and engineered the mix and produced it from that point onward.

"That was interesting since he was completely fresh to the material," remarks Kent. "We had had a very intense writing and rehearsal period of about a week, in which most of the pieces were pretty clearly formulated, followed by a week of tracking. We had six days to mix. We were very clear that we wanted *Head Light* to have a more present sound quality than *Meanwhile...*, and all told I think that the compositions are leaner and more direct."

Head Light was recorded 24-track analog on Mobius' Neve 8068 console. Mixing was done at Coast Recorders, also in San Francisco, on an all-discrete custom Neve 5305 with GML automation. To record the various players and their large number of instruments, Tassano and Jones used a variety of microphones, including several Neumanns— U47 (both for the didgeridoo and the vocals of guest singer Eda Maxym), U87, KM84, KM85, KM81 (clay pot and hi-hat) and KM54—and others including an AKG 112 (kick and orchestral bass drum), Shure SM57 (snare), Telefunken 251s, Sennheiser 421s (toms and hand percussion) and B&K 4006s, "On the

whole, cardioid position was used," Tassano says, "The B&Ks were often used as overhead ambient mics."

"I particularly like the tube mics for picking up the very acoustic sounds of reeds, voice and some of the softer percussion with less attack," Tassano says. "The 251s are great for ambience-miking percussion, as the top end is gentle and not too 'fierce.' Likewise for the clarinet—especially the B-flat clarinet—as it can get very thin on the higher notes."

Other than the technical details, the challenge of working with a group like Trance Mission is their very spontaneous, improvisatory nature. "Often what happens is that three or four of them will go down live together," Tassano explains. "There may be some clarinet and didgeridoo and some percussion, and once that's down, that's the basis for the whole thing."

"Most of the pieces were built from the rhythm section [John Loose and Kenneth Newby play percussion] upwards," adds Kent, "followed by didge, digital atmospheres, cello and Kenneth's wind playing, with Beth Custer's input [clarinet] usually the last to be formulated. This format applied to the recording of our last two projects, whereas in the case of our first CD we pretty much performed and recorded live in the studio."

"One of the reasons we use Mobius is the main studio room has two iso booths," says Tassano. "Having isolation booths is really important because obviously here you're dealing with instruments that have a huge dynamic range within them and between the instruments themselves," At the same time, Tassano says, he sometimes uses bleedthrough to his advantage: "It can add an ambience you can't capture any other way. I do also like to use the natural ambience of the studio in quite a few places. I'll put a speaker out into the studio and put a couple of mics up and send stuff on an auxiliary bus out to the speaker in the studio and then have a stereo of the two mics coming back into the mix."

One cut on *Head Light*, "In Frog Pyjamas," even features some outside street ambience that was recorded live during mixing. "We put a stereo pair out into the street. I was real insistent that we didn't record it and just play the same bit every time with the mix. I like to inject a little chaos. In this kind of music, you can do that.

"With this kind of music, especially, arrangements tend to start happening in the mix," he continues, "because not being in a straight song format, there's a

lot of stuff going on all the time. When you get these tracks that are pretty full, the trick is to weed them out, to give them form, to give them shape. Since this isn't verse-chorus-verse-chorus-middle-out, you can take the palette of all these colors that are being laid down and say, 'Let's make this more happening, let's drop the drums out here or let's not bring this sound in here.' You have an infinite amount of control, depending upon how much time you want to spend on it."

One of Tassano's main goals in mixing is to make sure that every instrument has a clear, distinct place in the fabric of the music, and to that end, he says, "I like using lots of processors, lots of reverbs, bits of echo, to give everything its individual space and make them work with each other." His main processors on *Head Light* were a Lexicon 480, the TC Electronic M5000 and two Eventide UltraHarmonizers, the 3500 and 4000.

"The group was attracted to the sense of space that Simon can create around each instrument and the music as a whole," says Newby. "He's very open to the collaborative process so that both tracking and mixing were very much a team production effort. Since both John Loose and I are quite involved in the production of our own and other people's music, the level of in-studio technical and production expertise within the group is quite high. This means we can communicate clearly and effectively with each other when building up a track."

"Simon himself is an excellent musician," Kent adds. "However, his instrument is the mixing board/studio, on which he is a virtuoso. He works excellently in collaborative situations, bringing the best out of both the music and the musicians, and he has an intuitive, as well as technical, overview of the whole that I think entirely complements the views of the composers. His ability to position sounds in the mix [in a way] that lets each instrument shine in its own aural space is amazing!"

-FROM PAGE 301, "SUBPLAY"

musicians and 11 musical segues of additional performances recorded live on subway platforms, *Subplay* is a compilation of music as diverse as New York: from soul, R&B, jazz and Latin ballads to pop, rock, New Orleans blues and Chinese classical. In addition, the album is presented as a musical ride up-

town on the Broadway line, complete with trains rumbling, brakes squealing and an actual subway conductor announcing station stops in between each studio cut.

Subplay was born, appropriately enough, during a subway ride a few years ago while Propp and Chalk were home on winter break from the University of Miami School of Music. "These two guys, who we later found out were called B&G, burst through the car and put a smile on everyone's face by singing this spiritual called 'This Little Light o' Mine' and jiggling a cup of change for percussion," Propp says, "It was at that point the light bulb went on and we said, 'This would be an incredible project,' because there's such a diverse selection of talented musicians down there." Although subway musicians had been recorded before by other producers (and primarily in the subway), Propp and Chalk decided early on that they did not want to make just an album of location recordings, because that would have limited the album's commercial appeal, not to mention its ability to jump-start the performers' recording careers. So they brought the most talented subway singers, musicians and songwriters into recording studios. their respective homes and a church and produced radio-friendly songs.

"We began working on this record in the summer of '94 by spending a few days a week looking for artists," Propp says. "After scouting talent for a while, we realized that there were people who had something to say with their music. an urgency that made people want to stop and listen. We befriended them, started hanging out with them and got to know their music and backgrounds intimately. This not only introduced us to music from all over the planet, it also helped us to mature as producers." Not only did they discover performers who could make a rush-hour crowd scream for more, but they also came across some uniquely talented musicians and songwriters. "Our top priority was to record original songs," Chalk adds. "First, to validate these artists with the public, and second so that they could collect publishing royalties. We fell in love with certain songs, and in some cases had to beg the artists to let us record them. In the end, everyone was really supportive of the project and was very pleased with the way their songs turned out."

In total, 35 New York City subway singers and musicians were eventually chosen to perform on *Subplay*, which

was recorded over a period of 15 months at Sorcerer Sound, various subway stations, two New York City apartments and a Presbyterian church. Tracking began in February 1995 in Sorcerer's Studio B with engineer Tim Conklin at the helm. Conklin was initially impressed with how important the sound of the record was to Propp and Chalk. "They were more concerned with the quality than how much time it was going to take. We discussed the format and kind of tape we were going to use and went with Ampex 456 because of its reliability and Dolby SR for the sound quality."

Conklin, who has worked with such engineers as Ed Cherney, Mario Salvati and Ron St. Germain, recorded the Sorcerer sessions through a custom Acoustilog-Neve console and on a 24-track Studer A820. "This album was an engineering challenge because we had to switch modes due to there being so many different musical styles," Conklin says. For example, on "Thunderbird," a bluesy, New Orleans rocker featuring the smokey vocals of Luke Ryan, Conklin first tracked bass, drums, percussion and a didgeridoo live before overdubbing the honky-tonk piano part. "A good, rich piano sound just wouldn't fit. There was so much else going on, especially with the constant drone of the didgeridoo. So we did a very old-style technique that works well on a good Steinway B piano played on a good floor in a good room. It's a mono recording technique, where we placed a U47 three inches off of the floor and about four feet out from the piano facing the open side. You would think that it sounds far away or that you wouldn't get enough high end, but you do, and it is a bit darker sound, but it goes along with that whole New Orleans style where you can really hit the piano hard but not get a blaring brightness. It picked up very well throughout because the sound board was reflecting off of the floor. But because the walls [of Studio Bl are absorbent and the ceiling is 25 feet high, we weren't getting delayed returns."

However, in order to capture the fluid piano comping and ostinatos on guitarist Bruce Edwards' bossa nova piece, "Knobby," Conklin tried an entirely different miking approach. "I took two B&K 4007 omni microphones and positioned them on the sound board for high and low end, front-to-back, five inches off the piano, slightly angled. Because of the 360-degee pickup, it kept the stereo image very even throughout

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so that I got a very smooth piano sound."

Because each song on *Subplay* was recorded according to its own particular musical style. Conklin was challenged to come up with new miking techniques. "Thunderbird' was the first time I had recorded didgeridoo. I talked with Simon [the didgeridoo player] about how he likes to play it, and he said the best way is into a corner where the three intersecting walls give you good

resonance. But what happens is if you have a didgeridoo pointing into the wall, it's very hard to record the front and get a really rich sound without a lot of reflections, Sowe took the Steinway grand, rested the didgeridoo on top and lifted the front cover of the lid up to a 90-degree angle so that we had two nice pieces of wood up against the didgeridoo. We were now able to put a U47 tube microphone in front, and that made all the difference."

While tracking sessions continued intermittently for 15 months at Sorcerer, Propp and Chalk were busy sequencing, recording, overdubbing and editing at home, "We were going to expand my ADAT setup with another ADAT and a BRC and lock it up to an Atari running Cubase," Chalk recalls, "but we had Sorcerer's sonic standard to match. We also knew there were going to be a lot of audio tracks. especially on the rock and R&B songs. This is what led us to investigate hard disk recording. So we got a demo of Pro Tools III at Audio Techniques and were blown away," Propp and Chalk also realized the benefits of recordingon-demand that a home studio provided when scheduling the musicians, all of whom are full-time performers, became a challenge in and of itself. They purchased a 16-track Pro Tools III system with the Digidesign 888 I/O interface, a Macintosh Quadra 950 with 64 MB of RAM, a SampleCell II TDM and Logic Audio 2.5. They also acquired, at Conklin's suggestion, a Neumann U87, two Joe Meek Voice Channel microphone preamps, a Summit DCL-200 compressor/limiter and a pair of KRK6000 monitors. They then transferred the 24-track analog masters for

"Thunderbird," "Knobby" and "Tan-hat-man of Man-hat-tan" (a tribal jazz collaboration by saxophonist Sayyd Abdul Al-Khabyyr and the group Didjiworks) to ADAT, and the ADAT tracks into Pro Tools, so that they could record, over-dub and edit songs.

Meanwhile, Propp rode up and down the Broadway line capturing ambient subway sounds and live performances with a Denon DTR-80 DAT recorder and a Sonic Studio omnidirec-



L to R: Jamie Propp, Tim Conklin, Adam Chalk

tional stereo microphone. "Sonic Studio is a company based out in Oregon that handcrafts the DSM-6 condenser microphone, which attaches to your glasses and makes stereo recordings that sound very three-dimensional," according to Propp. By the time mixing began, Propp had already logged approximately 20 hours of raw sounds and musical performances, "We sorted through the DATs and transferred the recordings that we liked to Pro Tools. We then created regions and layered them on multiple tracks to create these audio interludes. The effect was to put the listener on a seat in a NYC subway car. They're riding on the trains, a stop is announced as the train pulls into the station, the doors open to a musical performance on the platform, which then fades into the next studio-produced cut as the train departs," The musical segues, which were mixed in with the subway sounds, feature everything from Little Joe (of Money Train fame) performing "When the Saints Go Marching In" on guitar and kazoo to Ji Shen's unique rendition of Bach's Garotte Partita on chromatic harmonica.

In May 1995, location recording briefly shifted to Rutger's Presbyterian

Church on Manhattan's Upper West Side, where Gabe Wiener of Quintessential Sound used a Schoeps KFM-6 stereo microphone, FM Acoustic preamplifiers, Prism A/D and D/A converters and an HHB PortaDAT to record "Memories of Moonlight on the Water." Propp and Chalk decided that "Memories." a traditional Chinese folk song performed by Cao Bao An on erhu (a two-string, bowed instrument) and Christina Huo on pipa (a plucked fretted instrument).

should be recorded using a minimalist recording approach in an acoustically rich space in order to capture the instruments' natural sonic characteristics.

By May 1996, all ten studio songs had been tracked, and Conklin set out to mix them at Sorcerer in four successive days, At any one time, Conklin was combining between 45 and 55 tracks per song—in some cases from almost every currently available recording medium—using the

63-input custom Acoustilog-Neve board. For example, by the time Propp and Chalk had sequenced all the drums, percussion and synths from SampleCell II and recorded vocals, guitars, a cello trio and a 12-person choir in Logic Audio for the rousing acoustic rock ballad "Teach Me About Love," they had more tracks than their Pro Tools system could play back. So when it came time to mix, they borrowed a bridge I/O card and another 888 I/O in order to have a separate output for each of the 16 available Pro Tools tracks, Conklin then had to transfer the excess audio and MIDI tracks to a 24-track Studer A820 (the last track was striped with SMPTE), which was then synched up to Pro Tools or Logic Audio, depending on which program the songs were recorded in, via Digidesign's SMPTE Slave Dri-

"There were so many things in the electronic world that could have gone wrong. It was like we had Murphy sitting in the room with us," Conklin jokes. At first, it actually seemed like Murphy was assisting on the session, "We initially encountered problems with locking up, which is to be expected," Propp adds, "Everything from not

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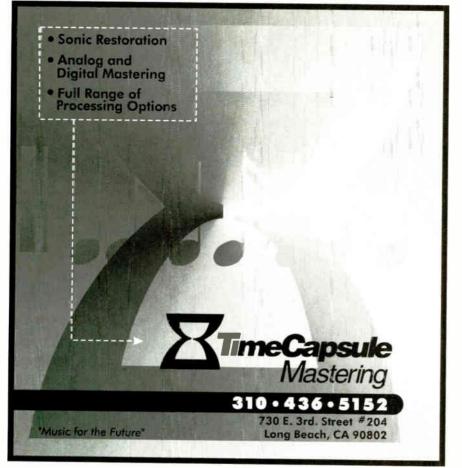


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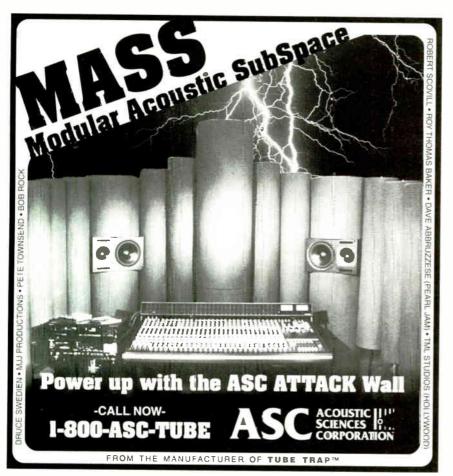
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having the proper extension for the bridge I/O card, to having Logic Audio sync up differently than Pro Tools. I was literally sitting there [in Sorcerer] with my Apple PowerBook, downloading new extension and control panels until we found the right pieces."

Although Conklin had a bank of Lexicon DSPs at his disposal, he often incorporated some old-style reverberation techniques during mixdown, "We had sequenced tracks and drum machines with good-sounding samples (on some songs], but you knew they were samples. So, for example, one of the things I did on 'Seduccion' [a Latin pop ballad written by guitarist and vocalist Yilv Nelson] was I took the snare track, pumped it out into a Fender Champ, which has a lot of high end, layed the amp on its back, put a snare drum on top of the amplifier and miked it with an SM57 so that when the snare track would play through the amplifier, it would actually resonate off of the snare drum." He also used a pair of mounted speakers and the wall surfaces in Studio B's drum room to get a very live vocal and guitar sound for Kathleen Mock's acoustic song, "When I Think Too Much." By setting up a B&K 4007 in the center to record the room's sound, a Neumann U47 FET pointing toward the wall to capture reflections, and some blankets on the floor to control the overall reverberation, Conklin was able to mix in the right amount of natural reverb.

Since its release, Subplay has received favorable attention in both the New York and national press. Not only has the album provided 35 New York City subway musicians with a commercially accessible medium for their unique talents, but it has also demonstrated that they can sound on a parwith top commercial recording artists and professional songwriters. Propp and Chalk credit much of that achievement to Conklin's talent as a tracking and mixing engineer, as well as to his very musical approach to engineering. In turn, Conklin says that their enthusiasm and dedication was a major source of inspiration for him.

"When you live in New York City, the guy playing on the subway is just there," Conklin notes. "You see him every day, and maybe sometimes you listen and sometimes you don't. But if you're from Ohio, you rarely get to see a band on the corner you're walking around, and Propp and Chalk had the vision to see that."

[Audio clips from Subplay can be down-loaded from www.subplay.com.—Ed.]





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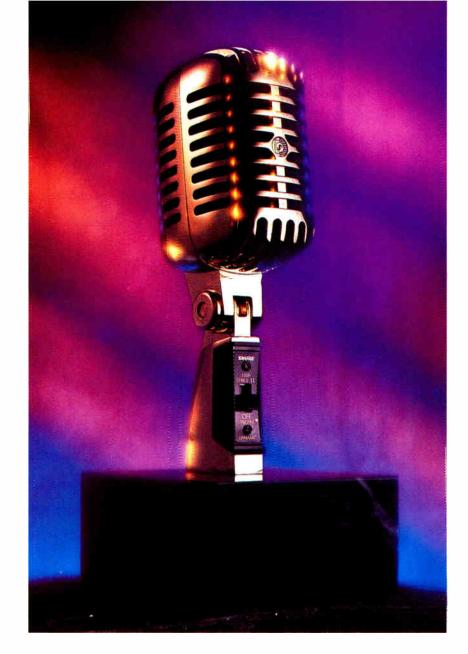
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SHURE'S 55 SERIES

BY GREGORY A. DETOGNE



leek in design, with a futuristic look suited for a '30s science-fiction movie,

Shure's 55 Series mics symbolize what many think of when someone says the word "microphone." The 55 Series made its debut in Shure's 1939 catalog; in the following six decades, the microphone attained an unmatched level of recognition. The high visibility of the 55 Series—and its ubiquity—are hardly the result of chance. Nor are they the careful craftings of some slick advertising campaign. The 55 Series earned its reputation as a tireless workhorse and de-

pendable performer.

Shortly after its introduction, the 55 Series mic became a mainstay in the world of audio professionals and came to be relied on by celebrities, entertainers and politicians. The mics were widely used in the military and became familiar fixtures at well-known mo-

ments in history. Hundreds of photographs, films and videos show Shure 55s in the company of kings, queens, presidents and generals. They stood in front of Frank Sinatra and Doris Day during the big band era. Elvis embraced them, too (both in person and on a 29-cent U.S. stamp issued in 1994), as have countless other rock stars over the years. Today, some 57 years after their first appearance, 55 Series microphones are still popular and sought after.

ORIGINS

In 1939, the original Unidyne* was the first 55 Series offering. In order to satisfy various applications, it was sold in three configurations, each with a different

impedance. The first, model 55A, had a low-impedance design for operation in 35 to 50-ohm systems, Model 55B was for 200 to 250-ohm systems, while the model 55C was built for use with high-impedance gear. The 55A listed for \$42.50; the 55B and 55C

cost \$45.

Catalog copy claimed the mic incorporated the "very latest in dynamic microphone design." It was, after all, "the first high-quality, low-cost moving-coil-type dynamic [microphonel with true cardioid unidirectional characteristics." The Unidyne was built to address problems created by feedback, background noise and reverberation.

The advantages embodied in the original Unidyne remain

PHOTO: BILL SCHWOB

PERFORMANCE

LIVES ON OVER SIX

DECADES



Prior to the Uniciyne, the most common way of creating a mic with unidirectional response was to combine omni- and bidirectional (figure-8) elements in a single housing. If the outputs from both capsales were combined in equal proportions, the result was a cardioid pattern. In fact, you could obtain supercardioid. hypercardioid, omnidirectional or bi-directional patterns simply by controlling the relative balance of the two cartridges with a multiposition switch or panpot.

as were a special locking microphone plug attached to the

cable, and threads for stand mounting.

These early dual-element "unidirectional" mics had many

cult to control. The concept was far from perfect, but better than nothing if you were facing serious feedback or noise problems.

Shure engineer Benjamin Baumzweiger (he later changed his name to Bauer) is credited as the driving force behind the first Unidyne and began developing the mic in 1937. His primary objective was to create a unidirectional mic using a single dynamic element. Bauer began by examining the physics: A single element exposed only to sound on its front side would

yield an omnidirectional response. Conversely, a bidirectional

mic has both sides—the front and back—exposed to sound. In

theory. Bauer believed that partially blocking the backside of a

mic element would achieve a response somewhere between omni- and bidirectional that would be heart-shaped, or cardioid. In setting out to create this hypothetical cartridge, Bauer wound up with what Shure would name the Unidyne.

Bauer's completed Unidyne design had a series of front and rear openings allowing sound waves to reach both sides of the element's diaphragm. The sound waves reaching the diaphragm from the rear had a longer path and passed through openings that produced a time delay between the sound entering from the rear and sound waves striking the front of the diaphragm. By varying the amounts of acoustical resistance encountered at the rear openings, Bauer achieved cardioid, supercardioid or hypercardioid patterns using a single element, and the first true unidirectional dynamic microphone became reality.

An instant success once it hit the marketplace, the original Unidyne set a new standard of dynamic mic performance combined with predictable polar response for discriminating un-

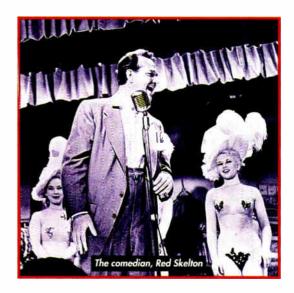
wanted sounds. In addition, its small size (relative to competitive offerings) made it popular with singers, entertainers and public speak-

From 1939 to 1946, the Unidyne remained largely the same. Variations to the original design included the 1940 introduction of a separate broadcast version (model 555) with an improved isolation mount. A call-letter plate and a shroud were available options. By 1947, the broadcast version became model 556, and the three models designed for

use with different impedances were replaced with a single model 55, with an impedance switch under the case.

"THE MICROPHONE THAT NEEDS NO NAME"

"In 1950 we developed a print ad which dramatically illustrated the dominance within the industry the Unidyne held around the globe," recalls Shure



communications consultant Howie Harwood, "It was titled 'Used the World Over More Than Any Other Microphone.' The subhead simply read, 'The Microphone That Needs No Name.' Beneath the headings we ran a large photo of the Unidyne. The name or model of the microphone didn't appear anywhere. We created it to demonstrate how familiar the Unidvne had become. By that time, it needed no name or introduction. It was recognized everywhere."

About this time, Bauer finalized his plans for the next generation of Unidynes. Unveiled in 1951, the new "Small Unidyne" mics (featuring the Unidyne II cartridge) improved upon all the features that made the original Unidvne such a success. As the name implies, the Small Unidynes were lighter in weight and more compact than the originals. Compared to their predecessors (still offered as "Standard Unidynes" in '51), the Small Unidynes were only about two-thirds the size and were available in two model configurations-Model 5568 (for broadcast) and Model 558 (for general purpose).

The new cartridge's improved performance was due to improvements in magnet materials, diaphragm suspension and cartridge isolation. Random noise energy pickup was reduced even further; frequency response was improved, and the new Unidynes also featured impedance switching. The new cartridge carried the marque until 1988, when it was replaced by a modern cartridge similar to that used in the Shure SM₄8 handheld mic. The period between '51 and '88 saw little change in product configuration.

Today, the mic is almost outwardly identical to the 1951 version. Other

—CONTINUED ON PAGE 339

HIGHLIGHTS IN 55 SERIES HISTORY

The 55 Series microphone has led an exciting life. It helped to define different eras and enjoyed front-row seating at noteworthy events of all descriptions. Some highlights from its illustrious history include:

- The day crooner Rudy Vallee scrapped his quaint, but old-world, megaphone and switched to a Unidyne, he became the first prominent entertainer to adopt the technology for live performances.
- General Douglas MacArthur used Shure Unidynes on the deck of the U.S.S. Missouri during ceremonies that ended the war with Japan in 1945.
- You don't have to look closely to see the Unidyne in the famous photo of President Harry S. Truman holding up the erroneous newspaper headline reading "Dewey Defeats Truman."
- JFK was frequently photographed making speeches with a stylish chrome-plated microphone stand-mounted in front of him.
- Photos of Eva Peron delivering speeches clearly demonstrate her microphone of choice. True to history, the Unidyne also made it into Evita. the hit Broadway musical based on her life.
- · The film Good Morning Vietnam, starring Robin Williams, made the Unidyne its virtual co-star. The microphone was also seen in print ads and posters for the film across the U.S.
- In 1994, the U.S. Postal Service issued six stamps that prominently featured the Unidyne. One of them was the aforementioned 29-cent Elvis
- The list of major entertainers who used or are still using Unidynes would probably fill two thick volumes. Just a smattering of names from the complete list includes Marlene Dietrich, Dean Martin, Jerry Lewis, Tony Bennett, Red Skelton, Axl Rose and Tom Petty.

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COAST TO

L.A. GRAPEVINE

by Maureen Droney

Brandon's Way, the new studio owned by Kenny

"Babyface" Edmonds and named for his newborn son, is taking shape. It's situated in Hoilywood on a block of Highland near Melrose that's populated with post houses, coffeehouses

and some interesting examples of L.A.-style architecture. The three-room, studio bau:ton-designed facility was still under construction when I visited, but already had work under way on the new Babyface album, as well as on projects for Vanessa Williams and Az Yet. Brad Gilderman and Jon Gass are the two regular engineers

Brad Gilderman at Brandon's Way at Brandon's Way, Gilder-

man (who has also been in charge of construction while continuing his engineering chores), and studio manager Jill Pearlman gave me the tour.

Brandon's Way has the clean, efficient feel we've

come to expect from bau;ton rooms, with an interesting use of textures—brushed cement on floors and some walls, and other surfaces composed of combinations of metal, granite, mahogany and birds-eye maple. For console selection, the "best of both worlds" route was chosen, with two Euphonix boards for preproduction and tracking, and an 80-in SSL G Plus with 40 E and 40 G Series EQ for the large mix room. "Kenny had the Euphonix at home-actually all of Studio B was his home studio," comments Gilderman, "And it's also because of the restriction of the space. You have to realize, the Euphonix in the little writing room is 144-in, more inputs than our SSL! We chose the best console for each application.

The pre-production writing and the tracking rooms have duplicate setups of all of Edmonds' keyboards built into the walls and normaled to the consoles, with the central wiring setups designed by Gilderman and Bruce Millet, "Everything is clearly labeled as to where it comes up on the board," Gilderman says, "so that

—CONTINUED ON PAGE 326

NY METRO REPORT

by Dan Daley

There hadn't been this much interest in a recording studio in Manhattan since the new Hit Factory was built three years ago. On June 28, Voikunthanath

> Kanamori took possession of one of New York's recording legends,

> > Power Station, from Chemical Bank in an anticlimactic auction proceeding that saw Kanamori pledge \$4.925 million for the four-room facility on West 53rd Street, Two months later, when I visited, Kanamori was in the final stages of formulating the game plan for what is now known as Avatar Studios, a name (taken from the Hindu concept of reincarnation) Kanamori chose to reflect both a vision for the studio's future and an acknowledgment of its past.

Kanamori, who started out as a studio musician in Japan and transitioned to producer, has considerable experience in studio stewardship; he owns both the SSL-equipped

Studio Somewhere (the purchaser of Sony's

first PCM-3348 digital multitrack) and the Neveequipped Sound Atelier in Tokyo. He started the studios in the mid-1980s to pursue his own productions and, like many musicians-turned-studio owners, quickly found himself spending far too much time administrat-

ing and far too little

time making music. He did find that he had an affinity for ownership, however. and in the early '90s he began casting about for a U.S. studio location to help gain wider exposure for Japanese pop

"When I started the studios in Japan, there were maybe 80 studios in Tokyo," Kanamori re-

calls, "Five years later, there were over 200, plus project studios. The industry there was hurting, and I got to understand what was happening to the studio business everywhere, and I knew I could make a studio work in the U.S., too,"

Kanamori employed a market research firm to help -CONTINUED ON PAGE 330





Avatar Studios' owner Voikunthanath Kanamori (R) and studio president/general manager Zoë Thrall in Studio C

DAST

SESSIONS & STUDIO NEWS

SOUTHERN CALIFORNIA

After a five-year hiatus, Sound Image Studios is back. The business recently reopened in a new two-room 2,500square-foot facility in Van Nuys. Sessions so far have included RCA artists Eleventeen tracking and mixing with producer engineer Randy Pekich and assistant Gus Agostinelli...Atlantic recording artist Lili Hadyn recorded her self-produced debut in Studio B at NRG Recording, North Hollywood, with engineers Adam Kasper and Tim Boland and assistant Steve Mixdorf...At Master Control in Burbank, producer/engineer Tony Phillips mixed an Almo Sounds project for Lazlo Bane. Producer John Baxter and engineer John Punter overdubbed and mixed with Interscope act Date With Dizzy...Weezer returned to Sound City in Van Nuys to finish tracking their next Geffen release. The band produced, Dave Freedman engineered and Greg Fidelman assisted...So is Jessie still with that girl? Erstwhile heartthrob Rick Springfield was working on a project with engineer Bill Drescher and assistants Dave Huron and Tommy V. at Lighthouse Recorders in North Hollywood...Hoping for a backlash to the backlash, Hammer mixed his new Death Row Records album with co-producer Kevyn Lewis at Music Grinder Studios in Hollywood. Engineer Conly Abrams was assisted by Rudy Haeusermann...Producer Jorge "G-Man" Corante and mix engineer Rob Chiarelli were at Sound Castle Recording in L.A. mixing for La Face Records artist Az Yet. Gabe Chiesa and Dino Johnson assisted...

NORTHEAST

New York City's Sound On Sound Recording hosted mix sessions for Shaquille O'Neil, Gato Barbieri and George Benson in Studio A, while Himuro Kyosuke with Neil Dorfsman. They Might Be Giants and Donna Lewis worked in Studio B...Bananafish recorded and mixed an EP for European release on sol 3 Records at BearTracks Recording in Suffern. NY, with producer Richard Gottehrer and engineeer Jeffrey Lesser...The Tindersticks did some overdubbing at NYC tube mecca Sear Sound with guest vocalist and scintillating international star Isabella Rossellini. Dave Bedford produced, John Siket engineered and Tom Schick assisted...At Fastside Sound in New York City, artist David Wolfenson recorded songs for an upcoming relase with producer R. Damien Fusco, engineer Paul Higgins and assistant Gary Townsley. The project was recorded on a Studer A827 equipped with a IRF Magnetics UltraAnalog 2-inch, 8-track headstack assembly... A similar project involved sessions for the band Pine Box at Krak Häus Studio in Foxboro, MA. The band tracked for Mecury on a 4-inch, 16-track format—actually, two linked Studer A800s, each fitted with JRF UltraAnalog heads. Producer engineer Fletcher called the sound "mindblowing."...Producer Godfrey Diamond was at Dreamland Studios in Woodstock, NY, recording English foursome Speedway for an early '97 release on Lava Records...At



The in-house studio at Malaco Records in Jackson, Miss., was remodeled in January by acoustic designers Steven Durr and Associates. The facility includes an API Legacy 32x16 with GML automation, Durr-designed monitors and a Studer A820 24-track.

Applehead Recording in Woodstock,

NY, Rob Fraboni produced a project for indie act Q, and Victory recording artists Warzone tracked and mixed a new release produced by Gary "Dr. Know". Miller... Changing Faces tracked for an Atlantic release at Reel Tyme Recording in New York City with producer Ronald Pitts and engineer Ernie Lake...At The Loft Studios in Bronxville, NY. Carl Sturken and Evan Rogers produced nine songs they composed for artist Lorraine Cato's forthcoming MCA release. Sturken/Rogers, working with engineers Al Hemberger and Scott Cresswell, have also recently cut tracks with artists ranging from the Brand New Heavies to Kristine Blond...Belly leader Tanya Donnelly spent four days in the Neve room at Sound Techniques in Boston mixing new material for a European release with engineer Wally Gagel and assistant Dave Kirkpatrick. Wynonna was in the SSE suite recording vocals on a duet she is doing with Aretha Franklin for a Motoven project. Daryl Simmons produced, Thom Kidd engineered and Kirkpatrick assisted... At Studio 4 Recording in Conshohocken, PA, Phil Nicolo produced, engineered and mixed for new Interscope artists Pur, while Joe "the Butcher" Nicolo worked with Cypress Hill's DJ Muggs on the Soul Assassins Ruffl Jouse debut for Call O' Da Wild...

NORTHWEST

Chris Isaak recorded B-sides for Japanese and European release with his touring band and producer Fric Jacobson at Coast Recorders in San Francisco, Mark Needham engineered, assisted by Ann Marie Scott... Big Head Todd & the Monsters recorded for their third Revolution Records release at Studio D in Sausalito, CA, with producer Jerry Harrison, engineer Karl Derfler and assistant Warren Latimer...Harrison was also over at Skywalker Sound in San Rafael, CA,

---CONTINUED ON PAGE 330

NASHVILLE SKYLINE

by Dan Daley

NAPRS Report—I can no longer use the adjective "fledgling" when it comes to the Nashville Association of Professional Recording Services. The organization, which was founded earlier this year, is now up to 32 members, including every major studio in town (with the exception of Masterfonics), and it has broadened membership re-

Original country boy John Denver (L) was recently at Nashville facility Recording Arts dio community cutting an album for European release with engineer Roger Nichols

quirements to include individuals, Bob Bullock is heading up the engineers' membership cell, according to NAPRS president Jozef Nayens (owner of Castle Recording), who added that the next group targeted is pro audio manufacturers.

Studios join NAPRS for \$250 annually; individuals in pro audio-related fields may now join for \$150 per year; manufacturers' dues are being estimated at \$1,000 per year, with varying levels of sponsorship up to \$5,000 annually.

"Several of them have expressed very serious interest in becoming affiliated," says Nuyens, "including SSL, Neve, Otari, Quantegy and Sonic Solutions." Some of those companies have already made presentations at the organization's monthly meetings. In a move that illustrates the collective leverage of the group, as many as sever; studio members are considering a mass purchase of a multitrack hard drive recording system, specifically Otari's RADAR, as a nonlinear standard for the community. RADAR is already in use at Midtown Tone & Volume and by independent engineer Justin Niebank. *It's been the feeling of many of the studios, discussed at the meetings, that the future of recording is not going to be tapebased," says Nuyens, "As a result, the

feeling is that it would be unwise at this time to invest a quarter of a million dollars in a 48-track digital machine with everything going toward hard disk recording."

That is a significant statement, not so much for the sentiment as for the fact that the Nashville studio community has historically tended to collectively embrace technology platforms and stick with them for a long time. This is evidenced by the fact that the 32-track ProDigi format is still a major platform here, "The

> manufacturers are beginning to realize just how powerful a collective buying force Nashville can be," Nuyens comments.

Now that NAPRS has established its roots in Nashville, one of the next orders of business will be to project the stu-

here beyond its geographical bor-

ders, considered by many to be critical to the city's studio prosperity. The first move in that direction is a group NAPRS presence at the AES convention in Los Angeles and a table at the TEC Awards ceremony, including a sponsorship. "Getting Nashville beyond Nashville is definitely part of our mission statement," Nuvens says. "We need to be visible to other markets so we can attract other types of business to Nashville. We didn't want to do that until we had our organization in place and running smoothly here first." Along those lines, Nuyens says, NAPRS has maintained communications with other studio organizations, most notably SPARS.

On the home front, other business on the NAPRS agenda has been to finalize a booklet laying out booking and cancellation guidelines for regional studios. Those guidelines, intended for the production assistants and A&R people in the city, were being sent to them in draft form for input before being finalized. And technical committee members Warren Rhodes (Sound Stage Studios), Lee Groitzsch (Battery Recording), Milan Bogdan (Emerald Recording) and Mike Janis and David Faulkner (The Castle) are developing various technical standards for current common platforms, in particular uniform alignment procedures for the aging base of 32-track decks.

Fax Nashville news to Dan Daley at 615/646-0102 or e-mail to danwriter@aol.com.

FACILITY SPOTLIGHT

BEATSTREET PRODUCTIONS by Gary Eskow

"I no longer need to rock the world," says drum ace Joe Franco. Seated behind a Soundtracs Topaz console in his Manhattan project studio, Franco, whose career as a first-call drummer includes stints with Twisted Sister, The Good Rats and guitar great Leslie West, mused about the changes a 9-month-old daughter can bring.

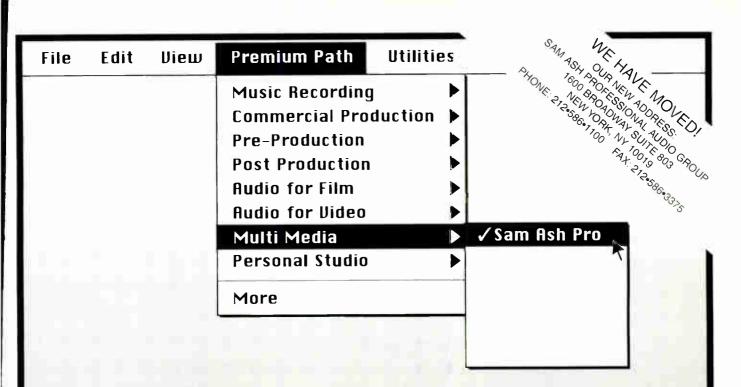
"Having a child really centers you around your home. [Franco's wife is veteran jingle producer Cheryl Smith.] I still love playing rock in roll, but the idea of touring doesn't have the same appeal that it once did." Melding computer skills and beaucoup de drumming chops helped



Joe Franco with the IAC Noise-Lock door at his Beatstreet Productions

Franco, who took a degree in computer science and stuffed it in a drawer while pursuing a performing career, avoid the death sentence that drum machines dealt to many studio sticksters. By the late '80s, he had established himself as one of the top drum programmers in Manhattan. "My experience working on records by Hall & Oates, Mariah Carey, Celine Dion and others-both as drummer and programmer—as well as the countless jingles I helped create, got me centered around studio work here in New York. The natural evolution was Beatstreet Productions, which I opened in October of

Before his child came, Franco shared a loft in Gramercy Park with his wife and



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a mess of recording equipment. The expected arrival of a baby left little space for gear, so Franco moved his ADATs, effects processors and mics, along with his drums, into a new facility.

"In Manhattan you can move into a classy building and spend lots of bucks on acoustic paneling, or move into a cheap place to trash. I opted for a classy place by the Flatiron Building. But I'm a drummer! I had to be able to bang and be sure that I wasn't disturbing the neighbors above, below or next door to my studio."

A friend turned Franco on to Industrial Acoustics Company Inc., a Bronx-based soundproofing firm, which was in the process of expanding its client roster to include music studios. "They really did a great job, installing a series of 2-foot wide panels that extend eight inches into the wall. The room has a double-floating floor that rests on a 4-inch rail, providing a great deal of insulation."

We asked Franco to take a spin on the traps so we could hear him and the room. The decay on the cymbals in particular was exceptionally smooth, tapering off in an extremely natural fashion. Inside, standing less than five feet from Franco as he worked out on his double-

bass drums it felt like Mike Tyson was working the mid-section. Out in the hall...nothing, "We have office workers right behind my set, and we haven't had a single complaint, which says a lot for the work that IAC did. I'm really pleased with the way the room records anything we throw in there—horns, string quartet, vocals, you name it, the room sounds great."

---FROM P.16T. 322, T.A. GRAPPA INF

Kenny could, if necessary, go into a room without an engineer, push up the faders and write a song," All three rooms are linked by a computer/MIDI network, "You can look up lyrics, tape logs, equipment, whatever, from any of the rooms," he continues, "There are also cameras in each room, so that you can have two-way visual communication anywhere in the building. Eve built three other studios for Kenny over the last three years, and we've worked together for so long now that I kind of know which situations come about. So if you want to use the piano (which is in the vocal booth in A) in Studio B instead, you can have visual communication as well as audio. Everything comes

up on our central ticline and can be patched into any of the rooms. If we are in the middle of a mix in A and Kenny needs to add a keyboard, he can plug in one of his keyboards in the credenza in A and activate all the keyboards in the tracking room. Or, if he's more comfortable working in B, by the touch of a button the mix shows up in B, and he can add the keyboards from there."

The actual recording spaces at Brandon's Way are relatively small, with the bulk of the area being devoted to control rooms and creature comforts like the lounges and the two kitchens, "We don't need a lot of big rooms," Gilderman explains, "because we don't do that kind of work. We do strings once every two or three months, we do drums once a month or two, so we don't need to waste that much real estate on a big room and all those microphones. We just go somewhere that is set up for that kind of thing."

Besides its 80-in SSL, Studio A features Augspurger monitors for LCR with surrounds in the back, and a 53-inch screen in the front center with banks of video monitors on each side. Gilderman is particularly proud of Studio A's outboard complement. "Eve worked in a



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lot of studios," he says, "and I haven't seen such an impressive collection of outboard in a single room. We've got everything, from the old to the new, We have lots of APIs and Neves, plus Focusrites, all the new Avalon gear, tons of compressors, and every kind of harmonizer." Each studio is also fitted with a timecode DAT machine, three regular DAT recorders, and a small duplicating system that includes two CD cutters, along with VCR, laserdisc and satellite dish.

The curious engineer will want to know that Babyface's projects are usually mixed to both analog 1/2-inch and DAT, and that Gilderman and Gass use a combination of digital and analog to record. "We use the 3348 more as a work tape," he comments, "For example, we may do 40 tracks of backgrounds, and that's easier to do on the digital, and not have to make all those analog slaves and deal with all the accompanying hiss. You can keep things really clean and tight that way. We usually mix off the analog, so we would generally cut analog, work on dig, and transfer back to analog to mix."

High-tech transmission systems yep, they have that, too. The central patchbay controls not only all the audio and the video cameras, but also has the capability of running approximately 99 T1 phone lines, Gilderman says, "We have four systems—we're actually a little bit ahead of ourselves. We're working with audio and video—we've been getting into the movie world, and a lot of the movie houses send us film. We can see the dailies; they can send us picture, and we send them back music, over our fiber optic lines. We have the Dolby matrix system to do EDnet, and we also have three other systems: Pacific Bell has been working with us to test out a lot of very advanced stuff."

People may not realize that Sony Studios, in the Santa Monica Sony Music building, is available for booking by non-Sony artists. The Vincent Van Haaff-designed facility is fitted with a unique 56-input console, the Sony MXP 3056, which features 25 API 2128 mic preamps and 50 API 5508 equalizers, as well as GML automation. Also in the room is a Sony PCM-33/18 for digital recording, and for analog, two Sony APR-24s and a Studer A827. There is a large recording room with three iso booths, which can also be used in conjunction with the adjacent 1,015-squarefoot presentation room that is set up with audio and video for interface with the control room.

On the day I stopped in, producer Maurice White was mixing new Urban Knights material for GRP Records, with engineer Paul Klingberg and assistant Troy Gonzalez. Also in recently have been Earth, Wind & Fire with engineer Don Murray, Shawn Colvin with engineer Paul Deiter, and hit newcomer Fiona Apple working on tracks with producer Andrew Slater and engineer Mark Endert.

"The studio was really designed from



Rose Mann-Cherney

the user's standpoint," says Peter Barker, director of maintenance, "We have all kinds of tielines for MIDI and guitar, all those sorts of conveniences built in. And the studio itself is a super tracking room—it's definitely catching on."

Barker has designed a new addition to the facility, a 24-track analog MIDI studio that is completely portable. Normally housed in the presentation room, where it makes a handy second studio, it features a PowerPC with Vision and Performer, Mackie 32.8 console, Korg Trinity Workstation, and a host of outboard effects, processors, samplers, etc. The studio can be interfaced with a Yamaha C-7 piano via Disklavier, Designed to be completely flexible, it can be used in the presentation room as a self-contained studio, taken off-site as a portable or used to augment the main studio's equipment.

The mastering room has also been busy, with projects for Neil Diamond, Social Distortion, Charlie Rich and guitar whiz Jennifer Batton. Recent acquisitions by mastering engineer David Mitson include Prism A-to-D and D-to-A converters, a Sony PCM-9000 magneto-optical recorder, and a GML mastering

equalizer. "David's reputation as a mastering engineer continues to grow," comments Barker. "So it's kind of an exciting time for us." An expanding time, too. Although Sony Studios is only four years old, the space is already increasing—an Avid editing suite resides in an adjacent warehouse.

30-year industry vet who started his career at United Western, was president at ABC Dunhill, and owned and built Jennifudy Recording Studios, sums it up: "What's unique about Sony Studios on the West Coast," he says, "is that we're really a mom and pop operation. That allows us to get very per-

Sony Studios director Phil Kaye, a

Oh, and if you are in need of a reverse 78 turntable that will play the metal stampers for your reissue project, give traffic manager Lee Ann Paynter a call—Sony has one!

sonal with our clients and treat them

like family, and that's what we do

here."

We couldn't get Rose Mann-Cherney to pose for her photo **next to a console**, even though she oversees sessions on four of them every day and has made her living for more than 20 years working in recording studios. Most of those years were spent at Record Plant, and, in case you haven't heard, she's now been promoted to president of the facility, making her one of the highest-ranking women in the studio business. It's a well-deserved promotion, as there are few people more experienced. Mann-Cherney joined Record Plant as traffic manager 20 years ago and has served as studio manager, general manager and VP/GM, along with putting in stints as manager of several other top-flight L.A. studios. She was quoted recently in Billboard as saying, "I've had three big birthdays here (30, 40, and just recently. 509. This place has been wonderful for me. My best friends are here, and I met my husband here."

It's well known that Mann-Cherney is married to producer/engineer Ed Cherney, who has worked with artists from Bonnie Raitt to Roy Orbison, Jackson Browne, Jann Arden and the Rolling Stones. What do they talk about when they're home alone? New outboard gear? Assistant engineers? Or do they enforce a house rule of "No shop talk?"

Oh, and, by the way, besides no photo with console, we couldn't get a quote for this piece from her either, but she did want to know if we had any leads on bookings that might be up-

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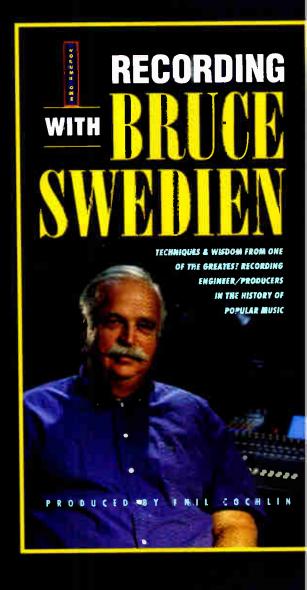
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News Flash from Pacifique Recording: The rumors are true, and by the time you read this, the two-room facility in North Hollywood will have installed an 80input SSL J9000 with Ultimation in Studio A. The board is due to go online in mid-October, when other upgrades for Studio A have been completed, including increased power capacity and a general refurbishment. The main speakers will be changed to TADs, making them compatible with Studio B's system. More outboard racks are being added, and a larger air conditioning unit to accommodate the new outboard being added to the already substantial arsenal. The new pieces will include Manley, GML, Summit and Tube-Tech compressors, an Eventide 4000 and a TC M-5000. "It's time for us to have another mix room," explains owner Joe Deranteriasian, "an SSL mix room. We already have the best of Neve in Studio B, but we get a lot of calls for SSL. We waited to buy until SSL had something better than Neve. We know the 9000 sounds great-it works for tracking and for mixing."

Fax L.A. News to Maureen Droney at 818/346-3062.

-FROM PAGE 322, NY METRO REPORT

him evaluate the U.S. market, but his first choice was always New York City. "All my heroes-John Lennon, Miles Davisall chose New York, and so did I, and L.A. has too many earthquakes," he laughs. Kanamori was casting about for a site to build from scratch when he heard about the Power Station sale 12 days before the auction was scheduled. "I knew the name, of course, but I was pleasantly surprised by all the vintage gear there," he says, "Most Japanese studios will have one Neve limiter; this place has 60 of them." He visited the studio every day before the auction, noting the apparently high level of maintenance on the older equipment and seeing potential even in the fire-damaged fourth floor. He also saw the potential in the staff, he said, and after considering the purchase, he asked studio manager Zoë Thrall if she would be willing to stay on along with most of the rest of the present staff, which had been taking bookings for the rooms up to three days before the auction. "When she said yes, I was able to make my decision in a minute or two," he says.

The auction itself was dramatic, but not in the way that most expected it to be. It was widely rumored in the local

studio community that Sony Studios was very interested in the property, as were a few other independent studio owners, including Electric Lady Studios owner Allen Selby. The conjecture was that some of the potential bidders may have hoped that both the sealed and the floor bids would fall below the minimum necessary to cover the nearly \$5 million judgment against the studio and thus make Chemical more eager to negotiate a total facility sale at a later date. Kanamori, one of the stated "bulk" bidders, says he approached the auctioneer minutes before the opening of the proceedings and asked if he could make an official offer. His initial offer of the \$4.925 million caught everyone off guard, and Kanamori remained firm on that even as the auction manager tried to nudge his bid upward. When word got out-quite quickly-that the studio was bought by a Japanese bidder, Kanamori says with a satisfied grin, "People tell me that the Sony people said to themselves, 'Who is it? Mitsubishi?"

As for Avatar's future course, Kanamori is planning a characteristically Japanese course of balance—between the level of additional investment in the facility and the realities of the local studio economy on one hand, and, on the other, between upgrading the facility and retaining the acoustical and other elements that made the Power Station legend. Studio D, also known as AV1 and the most recent of the four studios at Avatar, will get a new console and an acoustical/aesthetic redesign as a premier mix room. Neither the new console nor the designer has been chosen yet (although Kanamori's Somewhere Studios were done by Tom Hidley), but it has been decided that Studio D's SSL G Series board will be moved to Studio B, whose SSL E/G will likely be relocated to a new pre-production studio to be built on the fourth floor, "[Studios] A and C are the best-selling ones, so they'll stay mostly the same," Kanamori says.

Monitoring presents a somewhat tougher decision. The Altec Big Reds that serve as the mains in two of the studios are dated, and while Kanamori acknowledges that, he also notes that they are integral to the magic of the rooms. "I don't want to touch that," he says. Decisions such as those, which in the case of this facility remind one of the angst accompanying proposed renovations of landmark historical structures, will be expedited via a volunteer advisory panel (Kanamori, who is the sole owner of the facility, calls it a board of directors) made up of some of the studio's longtime fans,

including producer Neil Dorfsman, engineers Joe Ferla and Ben Fowler, former staffer Alex Haas and musicians Jeff Bova and Pat Thrall (husband of Avatar's studio manager). "The idea was to bring people on who have a love for the facility and who knew it well," says Kanamori, "and they are very happy to do it."

Avatar also embarks on its current incarnation with a substantial reserve of goodwill in its karmic bank account. Other New York area studios seem positively thrilled that the new ownership is attempting to balance its heritage with its future. Kanamori maintained the studio's membership in the local SPARS chapter and addressed one of its recent meetings, where a slew of studio owners satisfied their curiosities and anxieties about him to one degree or another. "I'm glad that someone like him bought it," says Pie Studios owner Perry Margouleff. "Power Station was the most amazing studio New York ever had, and it needed someone who could keep the faith with that."

Dan Daley is Mix's East Coast editor. You can contact him at danwriter@aol.com

—FROM PAGE 323, SESSIONS & STUDIO NEWS tracking a new project for Rusted Root...George Clinton's P-Funk All Stars touched down at Hyde Street Studios in San Francisco to record and mix a few tunes for their new album, The Amazing Power of a Fully Operational Mothership, Matt Kelley engineered and Sanjia Ross assisted...

NORTH CENTRAL

Guitarist Billy McLaughlin mixed his debut Narada Media release, Fingerdance, at DV Productions in Milwaukee, W1...At Red House Recording in Lawrence, KS, Outhouse and their coproducer/engineer Ed Rose tracked and mixed for an upcoming Mecury release, assisted by Tim Geisert...

SOUTHEAST

Metal act Corrosion of Conformity tracked two songs for their new Columbia release with producer John Custer and staff engineer Tracey Schroeder at Reflection Sound Studios in Charlotte, NC... Vocalist/songwriter John Crooke of Jolene tracked and mixed an upcoming solo project at Ardent Studios in Memphis, TN, with co-producer/engineer Jeff Powell and assistant Pete Matthews...Ladies' man Julio Iglesias wrapped up mixes on a tango album for Sony International at Criteria Recording in Miami. Produced by Iglesias and Roberto Levi, the sessions were engineered by Carlos Alvarez and



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assistant Steve Robillard...John Michael Montgomery mixed an Atlantic release with producer/engineer Csaba Petocz and assistant David Hall at Masterfonics. Nashville...Tony Vincent recorded his second album at Star Song in Nashville with producer Dennis Matkosky...Producer Dallas Austin recorded female vocalist Lou's Rowdy/Arista debut album at Nashville's Woodland Studios...Recent sessions at Sound Emporium Recording in Nashville included the Nashville Mandolin Ensemble tracking for Sony Music with producers Butch Baldisari and Paul Zonn and engineers Mark Lambert and Carl Meadows; and Perfect Stranger overdubbing for a Curb Records release with producer Clyde Brooks and engineer Bob Bullock...

SOUTHWEST

Wayne Kerr of BlueHeart Productions recorded his second album at Rivendell Recorders (Houston, TX) with producer/engineer Jeff DeVerter...Hoot Gipson mixed their upcoming Nub Records debut with producer/engineer Corey Roberts at Nub Studios in Norman, OK...At Planet Dallas, vocal group extraordinaire Shades tracked material for the soundtrack to The Associates with producer Clark Kent and engineer Rick Rooney. Dunn 1 Records' artists Korupshun finished their first release with producer CP and mix engineer Amado Carrasco...Interscope artists Soak worked at Aryln Studios (Austin, TX) with producer/engineer Ben Gross and assistant Boo MaCleod...At Arlyn's sister studio Pedernales (in Spicewood, TX) Benny Valerio was in, produced by Paul Domsalla and Roy Rueter. Larry Greenhill engineered...

STUDIO NEWS

Brandon Amison, composer and owner of Yaking Cat Studios in Santa Teresa, NM, purchased a Synclavier 9600, the largest of its kind in the Southwest...Boston's SoundMirror installed a Yamaha 02R and Tascam DA-88 in its newly renovated Studio E...Ironwood Studios (Seattle) remodeled Studio A and installed an automated Neve 8428 console. The first project in the room was R.E.M. guitarist Peter Buck producing tracks for local act Tube Top...Music Annex in Menlo Park, CA, purchased a restored 56-in Neve 8128 for its Studio C mix suite...Cherry Orchard Studios in Montgomery, AL, installed a digitally controlled, fully automated Otari Status 18R console.

-FROM PAGE 110, CAPITOL STUDIOS

a certain feel to it-I believe it's much better that way."

It's that kind of skill and experience that Frondelli has been trying to preserve, while also guiding the studios into the future. "My goal is as simple as this," he explains, pointing to a blackand-white photo of Sinatra with an orchestra in Studio A, circa 1956. "See this podium and the stool that Frank is using-I've restored them. My goal here was to bring the studios back up to this level of excellence without losing the roots and the soul of what made this place—like restoring an old painting."

To that end, Studio C was revamped as a mix and movie scoring room, with a design by Vincent Van Haaff and the purchase of a Neve VRQ VSP 72-input console. The addition of a Studio City sound module that is used in film consoles at Paramount and Todd-AO proved a wise investment, as many top scoring mixers like Shawn Murphy, Dennis Sands and Tim Boyle now regularly work at Capitol. Album work is also on the rise, with recent projects by both established and new artists, including Toto, Tony Williams, Helmet, female rockers Murmers, Supertanker, Wild Orchid and the Drill Team.

EDNET—A WHOLE NEW BUSINESS

The installation of EDnet, the network that enables multichannel audio, compressed video and multimedia data communications to be sent and received via fiber-optic phone lines, was another successful upgrade. It was Phil Ramone who introduced Capitol to EDnet, during the recording of a Gloria Estefan Christmas record in April 1993. Most people know that EDnet provided the means for Ramone to produce Frank Sinatra's first Duets album, with Sinatra recording at Capitol while some of the other vocalists made their contributions from a variety of studios on both sides of the Atlantic. Shortly thereafter, Capitol upgraded to a 6-channel system. "Following Duets," says Frondelli, "the use of EDnet really took off. Charlie Paakkari, our chief engineer, pioneered an advanced cueing system that helped turn it into a whole new business for us. Now we sometimes do two to three EDnet sessions a day."

Today, Capitol's three main studios house Neve consoles. Studio A features a VR60 fitted with Flying Faders, B has the vintage Neve 8068 Class A, and C has the VRQ 72, also with Flying Faders. In the works is an addition to the Studio B console of a Fred Hill-modified

Neve 8058, making 64 inputs available; that's planned to be online in January.

"It's the completion of the concept I thought of," explains Frondelli. "I needed a mix room, and once we got that together, it was 'what do we do with studio B?' I loved the idea of having an old Neve transformer-balanced console in the room, and being able to mix transformerless working in the other rooms. And we didn't want to change B too much, as people love it the way it is-kind of like an old couch."

THE CANVAS AND THE TOOLS

Housed in the Tower, in addition to the three studios, are a mastering suite and six post-production rooms, one of which is currently being turned into a new mastering/editing/Sonic Solutions/DVD/5.1 surround suite "I think this is something people will really have use for," comments Frondelli. "Artists will paint within the canvas that they are presented, and we want to supply the canvas and the tools. We are in a unique position here at Capitol Studios because we are the technical arm of Capitol Records and EMI in the U.S., so there is a technical involvement that wouldn't come up in a private studio. That means that when it comes down to recording concepts and technical issues, we are directly involved in all of it, from imbedding code systems, to DVD, to enhanced CD, to replication. We also have an archive to watch over-keeping masters in good shape and advising the company on issues like digitization of audio for retrieval over a wide area network with all the documentation attached.

"I'm in a place where we can push the envelope a little bit because we are not so attached to the private sector," he adds. "[Capitol boss] Gary Gersh has been wonderful—he grew up in studios and has a real passion for them, so he's been really supportive and wants to make sure that we get it to a certain point, where people recognize these studios for what they are, and for what they once were and what they meant to people. They were the studios that everybody wanted to work in because Nat and Frank and all these great musicians worked here, and they were the most modern studios of their time. And today, we are still moving forward. Any studio that thinks that they can just sit back and sit still is wrong, because it's really all about evolution."

Maureen Droney is Mix's L.A. editor.



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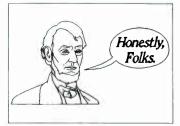
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LUNCHING WITH BONZAL

—FROM PAGE 33, THE RHINO BROTHERS

Flock, which might be a great band and did good music, but if you were alive in the '60s you would know that The Flock were last on the bill at the Fillmore, had absolutely no influence on culture or the music of that era. I think it's important that people who lived it and were the fans have the connection to what is released.

Bronson: A lot of times people look at chart books and those are the songs that go on the album. Just because something charted doesn't necessarily mean that it was good, or should be reissued. That's part of the perspective of understanding, and the other part is understanding that certain songs were regional hits that really had more importance than what they did nationally. There's more to it than reading the old charts and Trouser Press to learn about the '60s rather than living it.

Bonzai: Do you have any stories about actual material that might have been missed?

Bronson: The one I remember happened when we wanted to put out some early Everly Brothers. We had determined that the first-generation master tapes had never been used on their recordings: it was always a second- or third-generation tape. To be able to hear our "pressing" at the time—and to hear that first generation—sounded so much better, had so much presence. That was a real pleasure. We also put out an outtakes album called *All They Had to Do Was Dream*, and it was noticeably different, with different arrangements.

The Monkees' "Missing Link" series, the third one was released early this year. Ordinarily, by the time you get to the third rarities record, you would think that the material is pretty thin. But it's actually the strongest of the three albums.

Bonzai: Where did you find the tapes? **Bronson:** Some were found in a closet, some were at Screen Gems music publishing. There are a lot of things that get forgotten about. It's unfortunate, but there are still a lot of Monkees multitracks that we haven't been able to track down, even though we own them. Things get thrown out, they are mislabeled in old tape vaults.

Foos: The major labels and most record companies never dreamed that the music of the day in the '50s and '60s would still live on and that anybody would care in the '80s and '90s, So,

there was a lack of preservation.

Bonzai: You must have a pretty extensive archiving operation here.

Bronson: Yes, but it's not guys in white lab coats working at microscopes. We take advantage of the evolution of technology, and we choose our mastering labs carefully.

Bonzai: Bill Inglot is your main inhouse engineer?

Bronson: Yes, but he spends most of his time in the mastering labs and in recording studios.

Foos: Or out hunting for tapes.

Bonzai: Are you two the main guys responsible for the compact disc reissue business?

Foos: Actually it started way before the compact disc...

We never were
extremist collectors.
We were music fans,
but we didn't spend
every moment
looking for
rare B sides.

-Richard Foos

Bronson: In those days, major labels coming out of the late '70s, it was *Saturday Night Ferer* and Fleetwood Mac and Platinum-selling albums as their main focus. To sell 10,000 of this or 20,000 of that didn't relate to them. When we came along and put out the Best of the Spencer Davis Group, or Best of Love, of The Turtles—because it wasn't available—the major labels didn't care too much.

Rhino's growth was always very slow, but very steady, and at some point four or five years ago the majors woke up and said, "Let's do what Rhino does." Columbia Records started Legacy, and in the first ads for their reissue label you saw someone hunting rhinos, like they were coming to get us. PolyGram has "Chronicles." All the majors now have their own reissue labels, so this business is attributed to what Rhino started. The good thing is that the major-label reissues tend to be of higher quality than they were ten or 20 years ago, so we did influence that. Also, for the obscure music trivialist who wants albums by

The Flock—you can get them now.

There is more competition for us, which keeps us on our toes and sharper and better at what we're doing. But there tends to be a glut of product in the reissue bins, and the consumer may be a bit confused.

Bonzai: Is there a minimum sales level below which you won't accept a project?

Foos: One thing that should be noted is that we never were the extremist collectors. We were music fans, and passionate, but we didn't have hundreds of thousands of records, spending every waking moment looking for a rare B side. We're fans and we're into compilations, so if there's a particular group, we are generally satisfied with having their greatest hits. We're looking to selfa lot of units, and one of the reasons for our commercial success is that we put out records for fans rather than fanatics. There are labels like Bear Family in Germany that put out 20-CD Hank Snow boxed sets.

Bonzai: So there are companies even weirder than Rhino?

Foos: Exactly, and they might sell 500 copies, but they are such fanatics—maybe the guy has an inheritance and does this to lose money. We don't have that bankroll, so we have to make money.

Bronson: For the most part, we try to gear ourselves for profitability, so we can maintain a healthy company. But occasionally, we will put out albums that we expect we might lose money on, and sometimes we're surprised. One example is a compilation of a British band, "The Best of the Bonzo Dog Band," Going into it, I was thinking it might sell 3,000 to 5,000 copies, but I felt that it was important to make the work available in the U.S., and we actually sold about 8,000. That's about the breaking-even point. If it's music that we perceive as being really great, we will make it available regardless of the profit.

Bonzai: Are you two the main choosers of who gets saved and who gets lost?

Bronson: No, it's a group process. Gary Stewart in our A&R department is very instrumental. In the early days, it was primarily us, when we were a smaller company, but we like to encourage others to join.

Foos: And our primary emphasis is on the '50s and '60s, so we need younger people to do the '70s, '80s and '90s.

Bonzai: Do you ever get any flack from artists who wished their work was forgotten? The *Golden Throat* series, for in-

stance—does Leonard Nimoy feel uncomfortable about his recording of "Proud Mary"?

Bronson: Hard to say, I don't know exactly how William Shatner feels about his "Lucy In the Sky With Diamonds," but he might be a little bothered when he does a radio station interview and they drag it out.

It's usually the opposite. One of the most touching examples was shortly after our Roy Orbison anthology came out, we got a really nice letter from him and his wife thanking us and appreciating the job we had done. Two months later, he died. That was especially poignant. Most of the people we are in contact with love the job we do, because we are thorough and the sound quality is good, and the documentation is good.

Bonzai: The great one that got away? **Foos:** The Phil Spector Box Set. We almost had it.

Bronson: We had contracted for it, but ultimately we weren't able to do it.

Foos: I get frustrated a lot when I buy compilations from other labels and they just don't get it. If it's an artist I grew up listening to, I know what should be on an album with a historical perspective—and when there are great tracks missing, it drives me crazy. I just got a "best of" album from another company, a compilation of one of my favorite groups in the '60s, and it was done in a haphazard manner. That's very frustrating, but it reminds me of why Rhino is needed.

Bonzai: Is this kind of travesty a function of business ruling over the creative side?

Foos: It could be either one. If the creative side gets too prominent—let's say the person who put that collection together was 27 years old and didn't live in that era, there is no way he could do it from a historical perspective because he wasn't there. Only a few people have the proper expertise to combine the creative side with the business side. Bronson: Dave Clark Five—we really wanted to do that one, and if that had been solely our project, I think we could have done a better job. We tried for many years. Another one was Badfinger, from the Apple catalog—we made a substantial offer, but in the settlement between the Beatles and EMI, I understand they threw in the Apple catalog.

Bonzai: Do you have a lot of sharp lawyers?

Foos: Yes.

Bonzai: Any gangsters? **Foos:** Not that we know of.

Bonzai: Do you push it to the wall to make sure you get the very best possible technology for this type of work?

Foos: Yes, and we push it to the wall on every level to make our albums the best they can possibly be: technically, photos, graphics, liner notes, sound, song selection. Every one has to be working together. If any one is missing, you have an unsatisfying package.

Bonzai: What's the most exciting new project for you, Richard?

Foos: We've got the *Doo Wop Volume 2* coming out—I'm excited because we have one of my favorite songs from the '60s, that no one heard if they weren't living in Pittsburgh. It was a hit, and we got the rights by pure accident. The grandson of the original owner of the label wrote to me, and if I didn't happen to have lived in Pittsburgh as a music fan...

Bronson: Tell us what the song is! **Foos:** "Arabia" by the Delcos. They were actually from Indiana, and the story is amazing. It was an elderly white woman in a small town who got the idea to do a Doo Wop song with all black singers. She started a label with The Delcos, and they did this unbelievably R&B black-sounding record that was completely out of date, Doo Wop in 1964.

Bonzai: Funny what happens when people follow their passions...

Foos: Exactly, and the song was a complete stiff, but it was Number One in Pittsburgh, and I really don't know why, **Bonzai:** As I listen to you, it makes me think that for many artists the timing was simply wrong.

Bronson: Happens all the time. That's why we try to turn people on to great records that they might not have heard. A few years ago, I put together the British Invasion series with the hits, but there were some bonus tracks that were hits in England but weren't heard here. That's part of the mission. To echo Richard and come full circle back to The Monkees-in addition to the new album, we've got a Disney Channel documentary, a CD-ROM with nu,millennia, and there's a Rhino coffee table book in partnership with General Publishing Group. And we'll also be doing watches and T-shirts and things like that. We're gearing up for this 30th anniversary in a big way, and as a result, we're getting into some new areas of business for us.

Roring editor Mr. Bonzai's version of the Sex Pistols' "God Save the Queen" will be included on Golden Throats Vol. III. ---FROM PAGE 320 SHURE 55 SERIES MICS

than a modification made to each model's base in 1962, and the elimination of the impedance selector switch in the late '70s, the only other visible changes made have been to the material lining the housing, which started out as reddish-brown silk in the earliest models, was changed to blue, then black, and finally to black foam. Shure's current catalog shows the 558H Series H, which houses the SM48-style cartridge. As reliable as its forebears, the microphone's cardioid/dynamic design has even better frequency response and directional characteristics.

THE STATUS OF AN ICON

For anyone who has read this far, a twofold question logically arises: What's so special about the 55 Series microphones, and why do they remain so popular? "Part of the answer lies in the fact that they have become cultural icons," answers Shure applications engineer Tim Vear. "Technically speaking, they also had the luck of falling into a design category which proved to be the one which won out over everything else. Carbon and crystal microphones gradually fell by the wayside, but dynamic mics live on."

One of Shure's prominent—albeit unofficial—historians and keeper of corporate folklore, Vear is an expert on 55 Series facts, philosophy and trivia. "With the exception of some reissues of old Neumann condenser mics, I don't think there are any mics in production today that go back as far as the 55 Series models," he states, "The reality of having been around for generations has helped make these products an icon. both internally here at Shure and to the rest of the world. Something I refer to as a 'coolness quotient' also adds to the icon status of the 55 Series, Viewed from a design perspective, they exude all of the coolness of a '57 T-Bird, Stratocaster guitar or a James Dean movie."

INTO THE FUTURE

If the evolution of the 55 Series from the original Unidyne to today's model 55SH Series II is any indication, these hardy performers will see use in the next millennium. The future will likely find 55 Series mics continuing to serve sound reinforcement needs and being used in films, videos and TV, adding realism to scenes depicting events from the past.

Will they still be cool, too, in 2002? Take a look into the polished luster of the ribbed housing. The answer is right there.



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TASCAM 102 MKII / 103

Stereo Mixdown Cassette Decks



Best values for musicians, studio operators and production houses, the 102 MKII and the 103 consistently produce only the

houses the 102 wcll and the 103 consistently produce only the higest quality tape recorded output.

They Feature:

- 6008 signal-to-noise ratio combines with wide frequency response for high-fidelity sound reproduction using any type of cassette tape.

- Industry-stander

- Industry-standard Dolby B/C noise reduction and Dolby HX Pro sound technology extends high frequency performance up to 6dB and minimizes distortion.

- Advanced bias -sensing electronics automatically chooses ophimal recording settings for the type of tape you load in—Normal. Metal or Cr02.

Normal, Metal or Cr02.
Record/Mute autospacer automatically inserts 4 seconds of

Modern Manufacture and statements of seconds of silence between songs or broadcast segments
 Multi-function display clearly indicates transport mode, tape counter position, tape type and level indicator

Mulli-counter with both tape counter and run-time modes
 Independent L and R stereo level controls and master record

level control

Tascam 103 Advanced Features:

3-head system allows you to record on a tape and monitor it at
the same time, without rewinding

MPX filter button eliminates pilot and sub carrier broadcast
tones that can interfere with Dolby noise reduction

202 mkili **Dual Auto Reverse Cassette Deck**



The 202 McIII provides high-fidelity sound reproduction and a wide frequency response, as well as a host of features that help you dub, edit, record or playback onto/from one or two cassettes easily and efficiently.

Normal speed and high-speed dubbing.

Autospacer automatically inserts 4 seconds of silence between songs or broadcast segments for pro quality tapes.

Incorporates Dolby HX Pro sound technology to extend high frequency performance and minimize distortion on Mormal. Metal and Cr02 tape.

Metal and CrO2 tape

• Allows you to quickly and easily create a professional-sounding composite tape from several sources. Functions like Intro
Check, Computerized Program Search, Blank Scan and One
Program quickly find the beginning of tracks you want.

• Twin two-head cassette decks in a durable rack-mount housing that can be used separately or in tandem during recording
and playback for total flexibility.

• Play material on deck 1 while deck 2 records on one or both
sides.

-Record simultaneously on both decks from an external master
-Play back both sides of one or both decks in a continuous loop.

up to five times

Auto Reverse automatically reverses tape direction during play-

back and record

Repeat rewinds tape and allows infinite looping during playback Timer switch for unattended record/playback (timer required)

New! 302 **Double Auto Reverse Cassette Deck**

All the features of the 202 mkIII, the new 302 adds even more recording and playback flexibility. Thats because the 302 is actually two fully independent cassette decks. Both decks have

actually fwo fully independent cassette decks. Both decks have their own set of interface connectors, transport control keys and noise reducing functions. Autor-reverse capability on both decks. Individual/simultaneous record capability both decks. Indevidual/simultaneous record capability both decks. Indevidual RCA unbalanced in/out for each deck. Cascade and Control I/O let you link up to 10 additional machines to rmultiple dubbing or long playing record and playback applications.

CD-601 Professional CD Player



Frame-accurate cuering precision, extremely high-fidelity and a small form factor make the CD-601 ideal for post-production applications where sound effects and music are "flown-in" from compact discs. The CD-601 integrates with most post-production equipment including mixers, video editors and computer future controlled. tudio controllers

Balanced XLR and unbalanced RCA outputs

Precision cueing control and Auto cue
 Linear motor-driven pick-ups eliminate dead air
 Optional RC-601 remote control adds additional features and

Optional BU-2 RAM for instant start and seamless loops up to three minutes

naran

PMD-101/201/221/222/430 Portable Professional Cassette Recorders

The world standard for field recording, the PMD line is also the value leader. They all feature RCA line input/outputs, 1/4-inch headphone jack, built-in speaker, pause control, audible cue and review, tape counter, full auto shut-off and low battery indicator

All models except the PMD-430 General have 1/2 speed playback/record capability With 1/2 speed playback, musicians can slow down complicated passages for analysis. And when played back at 1/ sis. And when played dack as speed, the pitch is lowered by exactly one octave, so the notes are still musically correct—ideal for figuring out complicated solos or picking patterns.

By recording at 1/2 speed, a

three hour meeting can be titlee hour treeing can be recorded on a single tape. A built-in microphone and automa-ic level control make operation simple, and built-in speaker makes transcription convenient

1/2 speed recording is equally ideal for churches, because 90 minutes can be recorded on a single side of tape—no interrupt ing your recording to flip the tap over. Line inputs make it easy to use and connect to your existing sound system.

Sound System.

Three standard 'D' cell batteries provide up to 7-1/2 hours of operation and the optional RB431 rechargeable battery delivers up to 5-1/2 hours

PMD-101 PMD-201 PMD-221 PMD-222 PMD-430

St	ereo/Mono	Mono	Mono	Моло	Mono	Stereo
He	eads	2	2	3	3	3
. In	puts/Dutputs					
2 M	ic Input	1/4-inch	Miniplug	Miniplug	Mins/XLR	1/4-inch
Co	ondenser Mic	Built-In	Built-In	Built-In	Built-In	
Re	emote Jack	_	Yes	Yes	Yes	_
M	odular Tel. Jack	_	Yes	Yes	Yes	_
Ex	dernal Speaker Jack	_	Yes	Yes	Yes	_
Re	ecord Controls					
VI	J Meters	_	1	1	1	2 (illuminated)
2-	Speed Recording	Yes	Yes	Yes	Yes	
t- De	olby B NR	_	_	_		Yes
dt	x NR	_	_	_		Yes
M	ic Attenuation	_	0,-10dB, -20dB	0,-10dB, -20dB	0,-10dB, -20dB	015dB30dB
Ar	mbient Noise Cont.	_	Yes	Yes	Yes	
M	PX Filter	_	_	_	_	Yes
M	anual Level Control	_	Yes	Yes	Yes	_
LI LI	miter		Yes	Yes	Yes	Yes
e Al	C	Yes	Yes	Yes	Yes	-
Pe	eak Indicator	-	_	Yes	Yes	_
PI	ayback Controls					
Pi	tch Control	±20%	±20%	±20%	±20%	±6%
Bi	as Fine Adj	_	_	_	_	Yes
O To	one Control	Yes	Yes	Yes	Yes	_
H	alf-Speed Playback	Yes	Yes	Yes	Yes	_
M	emory Rewind			Yes	Yes	Yes

Telex

ACC2000/4000 Series Cassette Duplicators

Designed for high performance and high production. Telex's ACC Series (ACC2000 ACC4000) and (ACC2000 Designed on might performance ain unit in production, release and sense (Accessor Accessor Ac copy positions (with aboritional copy modules) with the extra copy modules, you can duplicate up to 27 copies of a 6-60 original in legs than two minutes And they copy both sides at once The XL. Series feature "Extended Life" cassette heads for increased performance and wear characteristics They also offer improvements in wow and flutter, frequency response, signal-to-ratio and bias Additionally the ACC4000 XL allows for either chrome or ferric cassette duplication XL- models are avail able in stereo (ACC4000 XL) or mono (ACC2000 XL) versions

· Individual rotary audio level controls

ACC2000 Mono MasterModule

1/2 track,two-channel monaural duplicator produces 3 copies

Expands up to 27 copy positions by adding ACC2000 copy modules (four positions each)
 Erase heads in the copy positions automatically erase existing

Includes removable power cord and protective dust cover.

ACC2000 XL Mono Master Module:

Same leatures as ACC2000, plus-Extended Life cassette heads

ACC4000 Steren Master Module:

1/4 track, four-channel stereo duplicator. Same features as

ACC2000 Mono Master Module:

- All features as ACC4000, plus—Extended Life cassette heads

Can be configured for chrome or ferric cassette duplication

audio as new material is being recorded

Track select, short tape indicators, auto/manual operation

from a cassette master at 30ips (16X normal speed)

allow for an increase or decrease of audio levels as the master translates to the copies. Peak reading LED indicators allow

quick and accurate monitoring of audio fluctuations. Side A or A/B select button let you set

up for duplication of either 1 side or

both sides of a cassette at once.
Stop all tapes instantly, at any point during the copy or rewind cycle.

Fingertip Operation

rewind and copy operation:

-Rewinds tapes to the beginning or end automatically (AUTO mode) or manually.

-In AUTO mode the copy button activates the entire rewind/copy/rewind sequence. In manual it starts copying

Easy Maintenance:

Short tape indicators alert you if a tape

Short allow less oxide build up on the heads and makes cassettle loading and unknown that you have the heads and makes cassettle loading and unknown the heads and makes cassettle loading and unknown that you have the heads and makes cassettle loading and unknown that you have the heads and makes cassettle loading and unknown that you have the heads and makes cassettle loading and unknown that you have the heads and makes cassettle loading and unknown that you have the heads and makes cassettle loading and unknown that you have the heads and makes cassettle loading and unknown that you have the heads and makes cassettle loading and unknown that you have the heads and makes cassettle loading and unknown that you have the heads and makes cassettle loading and unknown that you have the heads and makes cassettle loading and unknown that you have the heads and makes cassettle loading and unknown that you have the heads and makes cassettle loading and unknown that you have the heads and makes cassettle loading and unknown that you have the heads and makes cassettle loading and unknown that you have the heads and makes cassettle loading and unknown that you have the heads and makes cassettle loading and unknown that you have the heads and makes and heads and

quidance system that eliminates skew prob guidance system that eliminates skew prob-lems. Plus, when a tape is inserted, each cas-sette position is activated to prevent unneces-sary wear and tear on the tape head mechanism. Audio and bias, along with head adjustments, are made easily from the top of the unit and a

switch on the back engages the head and pinch roller for convenient cleaning

ACC2000 Mono Copy Module

. 1/2 track, two-channel monaural copy module · Each module has four copy positions with erase heads and

Controls for side select
 LED displays indicate end-of -lape status for each pocket.
 Includes ribbon cables for connection to ACC2000 master and

other copy modules

· Includes removable power cord and protective dust cover

ACC2000 XL Mono Copy Module:
 Same features as ACC2000 Copy Module, plus-Extended Life cassette heads Connects to ACC2000 XL Master Module.
 ACC4000 Sterea Copy Module:

 1/4 track four-channel copy module. Has all the features of the ACC2000 Copy Module.

ACC4000 XL Stereo Copy Module:

Same as the ACC4000Copy Module. plus-Extended Life heads

Configurable for chrome or ferric cassette duplication

Copyette EH Series Duplicators

The popular Copyette series produces high quality, low cost cassettes in large quantities at nearly 16 times normal speed This means you can reproduce both sides of a C-60 tape in less than two minutes. Available in two versions, the Copyettes are capable of duplicating

either one cassette or three at a time. In addition each are available in both mono and stereo models

They couldn't be easier to use You simply insert the cassettes, press the START switch and they do the rest. They rewind all lapes to the beginning, copy, then rewind to the beginning and before stopping. The whole process can be stopped at any time by pressing in CVCLE button. Side Select feature allows you to set them up to copy one side of a tape or both sides at once.



able Stereo Copyette 1-2-3

This duplicator copies both sid of three cassettes at once, yet it's as small as the 1-2-1 lt weighs only 12 pounds (5.4) km) and includes a hard cover to protect the unit while not in use. It uses all DC Servo motors for the ultimate in reliability. A mono



TASCAM

112 mkli Stereo Cassette Deck



The classic "no frills" production workhorse, the 112 mk II is a 2 head, cost effective deck for musicians and production studios. Extremely rugged and reliable, the 112 km li is ideal for produc-tion mastering and mixdown. It also features a parallel port for external control an and optional balanced connector kit means it is flexible enough to integrate into any production studio

Utilizes Dolby B or C noise reduction with Dolby HX Pro

 Onlines body 8 of Choise reduction with body Ario
 Automatically selects proper bias type, so you get optimal
 recording & playbank response with Normal, Metal or Cr02 tape
 Gear independent input dials let you dial in stereo VU calibration with one dial. You can also adust for channel specific calibration

Offers two Autolocator buttons and a MEMO IN control. Thes controls allow you to select two points on any tape for one button forward/reverse to wherever the action is. Additionally, RTZ (return to zero) quickly spools the tape back to 0000 on the tape counter

Rear-mounted RCA input/output jacks for easy connection to

high-quality sources

Optional LA-112 connector provides additional balanced or unbalanced XLR inputs and outputs. Installation is simple and requires no special tools

requires no special tools.

25-pin D sub connector (parallel port) on the back, I nks the deck to the optional RC-134 remote control unit or for fader start from any mixer that use the same protocol

112R MKII **Bi-Directional** Stereo Cassette Deck

The 112R wkil is a sonically uncompromising, auto reversing and continuous play cassette deck. It offers the finest independent head auto-reverse design at this price level, plus it has extra dubbing and editing features that make it ideal for long program

All the features of the 112 mx II plus

Three-head transport with separate high-performance record and playback heads. Manufactured from resilient record and playback neads. Manufactured from resilient Cobalt Amorphous materials, the independently-operating heads combine with precision FG servo direct-drive capstan motors to provide the highest standards of reproduction quality and performance • Frequency response is 25 Hz to kHz with less than 1% total

harmonic distortion

Equipped with Hysteresis Tension Servo Control (HTSC) the 112R wiklivirtually eliminates wow and flutter. HTSC is an advanced servo control system that maintains consistent back tension on the tape all through the reel, combatting inconsis

tencies brought on by extreme temperatures and humidity.

Super Acculign Rotating Head System alllows recording or playback tape direction to be changed with one button. A single-screw azimuth adjustment makes it easy to maintain the head alignment after many hours of continuous use

For unattended record/playback of material that is longer than one side of a tape, there are two features that spare you from

constantly attending to the deck

Auto Reverse mode plays or records in both directions before stopping, switching sides on the fly
—Continuous Reverse mode allows you to loop the tape dur-

ing, layback up to 5 times, or record in both directions, with out pausing to flip the tape and re-engage the record mecha-nism. Bothfeatures are accessible from the front panel, with

122R mkili 3-Head Stereo Cassette Deck



The standard for production and broadcast facilities, the 122 MKIII features smooth faultiess tape handling mechanisms, a three head transport with high-performance Cobalt Amorphous record/playback heads and precision servo direct-drive capstan

All the features of the 112R mx II (no reverse of course) plus-

 XLR balanced and unbalanced RCA inputs and outputs are selectable with the flip of a back-panel switch. There are 1/4-inch inputs on the front panel for simple and direct plug-in of e-level gear

MPX filter button eliminates polot and sub carrier broadcast

tones that can interfere with Dolby noise reduction.

Bias and level fine tuning for each channel. These tuners can be used in conjunction with the one-touch 400 Hz or 10 kHz oscillator adjustment signals to get proper VU calibration before or during each recording session.

Record/mute autospacer automatically inserts 4 sec. of silence

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ALESIS 3630 Compressor

The 3630 provides two full-featured professional compres-The 3dox provides two instructive professional complex sor/limiters in one tack space, Ideal for any application from studio recording and mixing to live sound reinforce-ment and broadcast • Qual mono or linkable true stereo operation.

- Choose between RMS and peak compression styles as well as hard knee /soft knee characteristics.
 Dual 12-segment LEDs display gain reduction and input/out
- put levels. Each channel's built-in noise gate has an adjustable thresh-
- old and close rate to ensure clean, transparent performance Variable attack and release times and a sidechain function for "ducking" in broadcast applications

t.c.electronic Wizard M2000 Studio Effects Processor

The M2000 features a "Dual Engine" architecture that permit multiple effects and six different routing modes. There are 250 flactory programs including reverb, pitch delay delay, chorus flang, phase, ambience, EO, de-essing, compression, limiting, expansion, gating and stereo enhancement. The M2000 also features 20-bit analog conversion AES/EBU and S PDIF digital intersection analysis conversion that Asserts damages and applying the inputs outputs. "Wazard" help menus, 16-bit dithering tools, Tap and MIDI tempo modes and single page parameter editing.
The array of enhanced pitch shift (up to 8 voices), chorus, and

- delay effects are characterized by their precision and versalility Everything from the fine and subtle to the wide and spectacular is handled with equal superority. The algorithms in the dynam-ics section (compressor, limiter, expander, gate and de-esser) are unique as stand-alone effects, but are particularly useful in
- combination with other effects. Those might be de-esser/room gated hall or compressed pitch. The possibilities are endless Tempo Tap function lets you match effects to the beat. Tempo can be adjusted in beats-per-minute and sub-divided any way.
- you like-even in triplets The tempo can also be read from MIDI Preset "Gilding" (morphing) function ensures seamless transi-tion between effects. Very useful in live and mixing situations

Compact Control **Monitor Loudspeaker**

The Control 5 is a high per formance, wide range contri monitor for use as the prima ry sound source in a variety of applications It's smooth, extended frequency response combines with wide dynamic capability to provide acoustic performance that s ideal for recording studios. AV control rooms and remote



- 6-1/2 inch (165mm) low frequency driver provides solid, powerful bass response to 50 Hz and a pure titanium 1-inch dominandles high frequency response to 20 kHz
 8 bith transducers are magnetically shelded, allowing use in
- luse proximity to video monitors
- Dividing network incorporates protection circuitry to prevent system damage and utilizes high quality components including bypass capacitors for outstanding transient accuracy Molded of dense polypropylene foam, with a choice of black.
- gray or white finish. Pleasing enclosure allows it to easily fit into any environmen
- A host of mounting systems including ceiling, rack and tripod allow positioning in exactly the right spot for best, performance.

4200 Series Studio Monitors

The 4200 Series are console-top monitor models designed specifically for use in the near field. Both the 6.5-inch (4206)and

- the 8-inch (4208) offer exceptional sonic performance, setting the standard for today's multi-purpose studio environment. Unique Multi-Radial sculptured baffle directs the axial output of the individual components for optimum summing at the most
- common listening distance (approx 3 to 5 ft). The baffle also positions the transducers to achieve alignment of their acoustic centers so that low mid and high frequency information reaches your ears at the same point in time, resulting in superb imaging and greatly reduce phase distortion.
 Curved surface of the ABS baffle serves to direct possible reflec
- Curved surface of the ABS baffle serves to direct possible reflections of the shorter wavelengths away from the Isteming position, eliminating baffle diffraction distortion.

 Vertical alignment of the transducers across the baffle center produces natural mirror-imaging.

 Pure titanium diaphragin high frequency transducer provides smooth, extended response.

 Magnet assembly is shielded, allowing placement near magnetically sensitive equipment like CRT's tape recorders, etc.

 Low frequency components also feature magnetic shielding making the 4200 Series monitors dieal for use in video nost.

- making the 4200 Series monitors ideal for use in video pos production facilities as well as music recording studios

FOSTEX

YR-5 Features:

FOR PHOID & VIDEO"

- · High-speed (3-3/4 ips) four-track (2-tracks simultaneously) recorder with built-in Dolby noise reduction (can be turned off)
- Pitch controller varies the tape speed within a range of ±12°
 Punch in/out function makes corrections and phrase insertions when necessary, can be done easily with optional footswitch
- Four inputs accommodate two microphones in channels one and two. Has convenient insert points for connecting a com-
- pressor/limiter and other devices for the mic channels
 Each channel is equipped with two-point high/low shelving
 equalizers to help shape the sound, and an AUX send function
- Trum function lets you switch High/Mid/Low input levels for channels one and two
 Alternate Mix mode lets you independently select the signal

for processing anbient system effects

- from the input jack or the tape playback. Prefader effect send.
- inline monitor & other functions are also possible using this mode Post foldback (monitor) send function routes the foldback signal to the AUX send. When the foldback is activated you can actually mixdown at the same time you add reverb to a tape

 MIDI/TAPE multi-mit mode supports MIDI synchronization Together with the Alternate Mix mode the XR-5 can simultanious! mix all MIDI sound source output
with tape playback sound and effect - utput while monitoring!

The XR-7 has all the features of the XR-5 plus-

- 6 inputs, plus the ability to record to ir tracks simultaneously
- Only C noise reduction plus dual spired recording

 Ouring recording, Channels 5 and 6 are the primary inputs for microphones and acoustic instruments. They have trim controls and mid-sweep EQ. During mixdown, these channels act as the main stereo L/R bus
- Auto rehearsal mode let's you concentrate on the music instead of the machine

TASCAM PORTA 03 MKII Ministudio

The easiest way to get into multitrack recording, the PORTA 03 is an extremely economical 4-track recorder that lets you overdub as well as mixdown to standard cassettes · SAFE selection keeps you

- · 4-track recorder with integrated two channel mixer
- Two 1/4-inch MIC/LINE inputs with trim control
 Extended dynamic range with Dolby B noise reduction · 3-digit tape counter keeps track where you are on the tape
- · Master level control for the entire mix, and the level sent to
- LINE OUT for stereo mixdown

 Track selector indicates which of the 4 tracks you're recording to
- from inadvertently recording over tracks you've recorded earlier Headphone tack for com



PORTA 07 Ministudio

The PORTA 07 packs high-end features into a compact and economical package. Achieves great sound with high speed tape transport high-low EQ and DBX noise reduction

- 4-track recorder with integrated four channel mixer
 Two 1/4-inch LINE inputs and two 1/4-inch MIC/LINE inputs
- with trim control
- Separate high and low EQ for each track provides 10dB of
- dbx noise reduction for improved signal-to -noise ratio
- . Punch-in/out ir manually or with optional RC-30 footswitch Effects send with stereo return can be applied in varying amounts to all four channels

Bounce or "ping pong" a submit of multiple mono or stereo tracks onto a single empty track, leaving the original submix tracks free to over dub new material onto. You can

even add a "live" track to the submix while you're bouncing down, to squeeze in yet another

424 MKII Portastudio

The 424 is premium Portastudio that takes multitrack recording to the next level. Features superior audio quality, balanced XLR inputs, enhanced equalization and a big-studio style AUX section.

- All the features of the PORTA 07 plus—

 4-track recorder with 8-input mixer (4 mono MIC/LINE inputs with 1/4-inch and balanced XLR jacks and 2 stereo inputs with
- Separate 3-band EQ section for each of the four mono
- channels with 10dB of boost or cut and sweepable midrange

 Auto Punch in/out with rehearsal, plus a Repeat switch lets you set up a tape loop that goes over the same area of a tape while you practice your punch-in/out and overdub moves-without committing a single note to tape. Two independent dedicated AUX sends let you use more
- effects or use one as tape due during tracking
- Dual-speeds, logic-controlled tap transport system improves tape handling and sound quality Select 3-3/4 inch per second HIGH speed for the best possible recording quality or NORMAL 1-7/8 ips speed.
- Monitor output makes it easy to connect an external monitor amplifier without repatching—at mixdown.

 Tape DIRECT OUTS are provided for integration with exter-
- nal mixers

MIDI Musicians Take Note of you've got MIDI keyboards, drum machines and sound modules in your set up, you can exploit the power of , writual tracking" with either the PORTA 07 or 424/464/488 Portastudio. You can use s MIDI synchronizer like the Tascam MTS-30 MIDI-Tape Synchronizer to record (stripe) a code onto track 4 (track 8 with the 488). Just select SYNC mode on the DBX switch and record the tone to tage. After striping the tape with FSK or Song Position Pointer information, all your MIDI instruments will faithfully follow the tape during playback and recording, even if you slow or speed the tage sang the PITCh controls. The big benefit is that your MIDI tracks (called virtual tracks) don't actually have to be recorded unit final mixdown, giving you lots more unused tracks to record on.

464 Portastudio

The functionality of a pro recording studio in a small, lightweight package, the 464 Portastudio is a full-fea-fured eight input, four-track cassette recorder complete with a 12x2 internal mixer and dual buss design that lets you create separate recording and cue mixes. All the features of the 424 up II plus

4-track recorder with 12-input mixer (4 mono MIC/LINE with 1/4-inch and balanced XLR jacks, 4 stereo 1/4

. Channels 1-4 offer High and Low shelving FOs and a internal EQ



488 MKII Portastudio

When 4 tracks are just not enough, then you need the perfect creative tool—the 488 mkll Portastudio. The most cost-effective 8-track recorder on the market, the 488 not only wifers additional capacity. but versatile capability and intuitive operation for easy capturing & manipulation of your ideas. Universame expansing and monther operation for easy capitum is inalignation or your loss. Whether recording acoustic or electronic instruments or vocals, the 486 offers maximum creative freedom to produce your best work. With all the functionality of a professional studio, the 488 may be the ultimate demo recording machine.

Includes phantom power for use with high-quality condenser

All the features of the 464 Ms II plus-

- microphones
- meropinones.

 Built-in mixer features low-noise circuitry, with 12 inputs and 2 group busses. There is a separate input for your stereo master recorder.

 Each of the 8 main input channels included.

 Each of the 8 main input channels include group individual 3-band equalities. You get thi and Low shelving EQs. plus a semi-para-
- metric sweepable midrange EQ
- Unique multi-mix mode with the capability of handling up to 20 inputs at mixdown
- . The only 8-track cassette that offers a servo controlled tape transport complete with electronic braking Equipped with a high-performance Hysteresis Tension Servo Controlled (HTSC) tape transport, the 488 delivers better sound than the first 8-
- track reel-to-reel machines

 HTSC maintains precise and consistent tape tension from the beginning until the end of the tape. Dactually dynamically adjusts the back tension on the tape as it moves from one end to the other, allowing precise locating capability

ALESIS

Monitor One

Near Field Studio Reference Monitor Designed by engineers with decades of experience, the award win-

ning Monitor One provides the last critical link in the recording studio's signal chain; giving you an accurate reproduction of what is being recorded.

- Delivers excellent image and transient reproduction, powerful bass, and smooth, extended high frequency detail.
 Exclusive SuperPort speaker venting technology eliminates the
- "choking" effect of port turbulence for solid high-power bass transients and extended low frequency response
- Ferrofluid cooled 1" silk-dome driver eliminates the harshness and ear fatigue associated with metal or plastic tweeters, making it easy to mix on for extended neriods.
- Monitor One's powerful bass incorporates a proprietary 6 5" low frequency driver with a mineral-filled polypropylene cone and a 1.5" voice coil wound on a high-temperature Kapton former.

 They come in a mirror-image left/right pair covered with a non-
- slip rubber textured laminate for stable mounting

Monitor Two

Mid Field Studio Reference Monitor

With much of today's popular music demanding more bass at louder volumes than a rotinom bled reen tlema can possibly produce—the Monitor Two delivers-at a price no higher than many

of these smaller speakers Utilizes a 10" Three way speaker design with a

unique asymmetrical crossover to maintain the same accurate tonal balance and

- imaging of the Monitor One-but with a much larger sound field 10" low frequency driver incorporates Alesis' SuperPort speaker
- technology to provide powerful, extended bass 5" mid frequency driver offers exceptional mid frequency detail
- 1" silk dome high frequency driver delivers a broad but natural frequency response from 40Hz to 18kHz
- Covered in a non-slip rubber finish, the Monitor Two comes in a mirror imaged pair for mixing accuracy



Reference Monitors The PBM il Series is the industry standard for reference moni-tors. They feature advanced technologies such as variable thick-ness, injection molded cones with nitrite rubber surrounds and the highest quality components including polypropylene capaci-tors 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 rubber surround for extended linearity and accurate low frequency reproduction. They are better damped for reduced distortion and exhibit more naturally open and detailed midrange.

Wooter blends seamlessly with the " polymide soft dome

ferro-fluid cooled tweeter 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 minimal resonance and features an anti-diffraction radiused front baffle design

PBM 6.5 II

Transportable and extremely powerful, the PBM 6.5 li is the ideal monitor for almost any project production environment

 6.5" lowfrequency driver and 3/4" tweeter are fed by a completely redesigned hardwired hand selected crossover providing uncom-promised 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 features true bi-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.
- Ensures precise low frequency tuning by incorporating a large diameter port featuring laminar air flow at higher port velocities.



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SPIRIT FOLIO LITE

Compact Professional Mixing Console

- 12 inputs as standard (up to 16 at inixdown)
 4 mono channels & 4 stereo channe
 Inserts on all mono inputs and mix outputs
- EIN) mic inputs
- Musically responsive 2-band EQ · 2 Aux sends on all channels Aux 1
- switchable pre/post fader PFL Slolo on all inputs, dedicated tane retiring
- Headphone socket and discretel /B outputs for mon
- 10-segment three color bar graph metering
 Consistent high performance controls, global phantom powering
 Optional rack mounting panel and PortaPower Unit

FOLIO SI

Stereo Input Mixing Console All features of Folio Life PLUS— - 18 inputs as standard (20 including stereo returns) - 18 inputs as standard (20 including stereo returns) - 20 inputs as the consolerance of the consolerance of

- from various source

FOLIO RAC PAC

111111111111

4-Bus Multi-Purpose Mixing Console

- 14 input channels with up 28 inputs at mixdown
- 2 stereo inputs with 60mm
- faders and 2-band EQ Low-noise (-129 dB) mic
- inputs Comprehensive 3-band EQ
- with swept Mid plus high pass filler on every mono
- rsatile Aux sends, 4 dedicated fully-fledged stereo return 6 versalle Aux sends, 4 deducated plus 2 steroe effects returns Stereo solo-in-place (PFL) on every input channel Direct outputs on each mono channel for recording direct to

- multitracks

 Dedicated 2-track tape return routable to mix
 Global phantom powering, compact 8U raik-mount design

POWERSTATION

Powered Mixer

ve performance. 8 mono and 2 stereo input

- channels 18 inputs at mixdown
- ing tape and effects returns
- Bullet-proof UltraMic pre-amps with

- Bullet-proof UltraMic pre-amps with
 Oo (df guin range for
 stunning signal handling capability
 High-spec 265W +265W (RMS) power amp
 Bull-in Lexicon effects mixer
 Consistent high performance controls, PFL solo on all channi
 3-band EQ with swept mid-frequency on mono channels
 3-band EQ with swept mid-frequency on mono channels
 3-band FQ substances for effects and foldback
 7-band precision dual graphic EQ
 High pass filter on mono inputs
 40 Hz substance filter on outputs to protect speaker cabinels
 48 w phantom power

- 48v phantom power Inserts on mono channels and main outputs

- Separate power amp input to amplify external sources
 Dedicated record outs and tape returns, dedicated mono output
 Rugged steel chassis, hinged cover for protection

PROTRACKER In-Line Multitrack Recording Console

In-line monitoring signa format 2 discrete

- nputs per channe 8 channels with 60mm faders
- Expansion sockets
- Profrackers
 High quality, high gain mic pre-amp (+129 dB),
 5Hz-150kHz) with switchable 48v phantom power on every inpit
 Switchable high pass littler on every channel
 Built-in limiter (300ms attack limer/3 see release) salectable on
 every channel. Overload and limiter indicators on each channel

- Insert and aux switchable between channel and monitor paths
- Aux globally switchable pre/post lader
 Monitor fader and pan control
 Balanced tape & send/return switchable between -4dB &-10dB
- Separate pre-fade insert and return sockets, eliminating the need for Y-cables inputs switchable to mix to allow simultaneous front -of -hous
- Inputs switchable to mix to allow simultaneous front -of-housing mixing and recording.

 Mix routable to tape sends 7/8 for simultaneous 2-track recording on a single multi-frack without effecting multitatack leeds from channels 1 to 6.

 Headphone monitoring of 2-track return aux 7/8 or mix.

 Monitor outputs follow headphone output.

 Mix output & 2-track return accept +4dB XLRs or -10 dB RCA phonos.

54MSON MIXPAD 9

Ultra-Compact 9-Channel Audio Mixer

A remarkably compact 9-channel muser the MIXPAD 9 offers professional audio performance and a wide range of user-intensive features. It boasts low noise and distortion specifications includes wide-range gain time controls for both mice and line inputs and provides exceptionally low group delay over the full fire quency bandwidth for a more transparent, open sound. It also has a very high slew rate—usually found only on larger, more expensive mixing consistent—allowing it to react very quickly to transents and manifain a crisp articulate sound. It offers phanton power (48v) for use with condenser microphones and an united source report expensive more expensive them. in-line power supply eliminates magnetically-induced hum

- 3 mic/line inputs and 3 stereo channels (total 9 inputs)
 2 auxiliary sends for effects, and two Stereo returns.
 Independent 2-band shelved EQ, pan control for mono channels and balance control for stereo channels.

- Adjustable mic input trims allow use with a wide
 Phantom powered XLR mic input connectors.
 Peak LEDs for left and right main outputs
 Extremely durable, extruded aluminum chassis



MICRO SERIES 1202-VLZ

12-Channel Ultra-Compact Mic/Line Mixer

Usually the performance and durability of smaller mixers drops in direct proportion to their pince I ortunately. Macke's faintical approach to pro sound engineering has resulted in the Mero Senes 1020-VLZ, an alfordable small mixer with studio specifications and rugged construction. It delivers no-compromise non-stop, 24-hour-a-day professional duty in permanent PA applications IV and radio stations. broadcast studios and editing suiteswhere nothing must ever go wrong

- Working S/N ratio of 90dB, distortion below 0 025% across the
- entire audio spectrum and +28 dB balanced line drivers

- A mone channels with discrete, balanced balanced micfune inputs and 4 stereo channels (12 inputs total)
 Line inputs and outputs work with any line level. From instru-ment level, to semi-pro -10dB to professional +4dB
- Switchable phantom-powered (48v) inputs for coadense
- Every input channel has a gain control parried line EQ at 80 Hz, high EQ at 12.5 kHz and two aux sends with 20dB gain.

 Master section includes two stereo returns headthone evel
- control and metering

 Sealed rotary pots resist and other contaminants



- Studio grade mic preamps (chs. 1-6) with high headroom, low noise and phantom power. Also incorporate low cut, filters to cut mic handling thumps, pops and wind noise. Lets you safely
- use low shelving FO on vocals use fow snerving EU on vocals

 - Trim controls (ch 1-6) with ultra wide range (+10 to -40dB)
 handle everything from hot digital multitrack leeds to whispering lead singers and older, low output keyboards

 - Pan control with constant loudness and high LIVA attenuation
 so you can pain hard left or right without bleed-through

 - Two aux sends per channel with 15dB extra gain above Unity
- accurate along their whole length of accurate along their whole length of travel and employ a new long-wearing contact material for longer fader life & uper resisance to cust smoke etc • Control room/phone matrix adds incred ble tape monitoring.
- mixdown and live sound versatility

 Mute switch routes channel cutput to extra ALT 3.4 stereo bus
- Use if for feeding multitrack recorder clannels, creating group via controlroom/phones matrix monitor ng a sig bringing it into the main mix or creating a "mix minus" . Solid steel chassis instead of alternature or plactic

The new MS-1202, 1402 and 1604 all Include VLZ (Very Low Impedance) circuitry at critical signal path points. Developed for Mackie's acclaimed 8. Bus console series, VLZ effectively reduces thermal noise and minimizes crosstalk by raising current and decreasing resistance.



16-Channel Mic-Line Mixer initiation in The hands-down choice for major touring groups, studio session players, as well as broadcast and sound contracting The new CR-1604 VL2 features everything you would expect from a larger console, and then some '24 usable line inputs with special headroom will reside this play to the property seven AUX sends, 3-bande0 constant power pan controls, 10-segment LED output metering and discrete front end phantom-powered mic inputs of the property of

- Genuine studio-grade phantom powered balanced input mic preamps on channels 1-6 All CR-1604 VLZ (and optional XLR10 for ten more) discrete input mic preamp stages incorporate four conjugate pair large-emitter geometry transistors. So, whether recording nature sound effects or heavy metal, miking flutes or kick drums you get the quietest cleanest results possible
- Rear panel features include insert points and 1'4 inch i⊀LR con
- nectors on every channel, as well as RCA tape . New standard size channel from nots are found at the tan of
- Rotary input/output "pod" allowing three different positions for

TASCAM

M2600 MKII Series 16/24/32-Channel 8-Bus Mixers

LOW NOISE CIRCUITRY

- Combining completely redesigned low noise circuitry with Absolute Sound Transparency** the M-2600 delivers high-quality, extremely clean sound No matter how many times your signal goes through the M-2600, it won't be colored or altered. The signal remains as close to
- the original as possible. The only coloring you hear is what you add with creative EQ and your outboard signal processing gear.

 Double reinforced grounding system eliminates any hum World-class power supply provides higher voltage output for better headroom and higher S/N ratio

- PREMIUM QUALITY MIC PRE-AMPS
 The M-2600 s mic pre-amps yield an extremely low noise floor enormous headroom and an extremely latf frequency response if also increases gain control to an amazing 51dB Plus, you get phantom power on each channel
- phantom power on each channel Accepts balanced 1/4" inputs, and low-imped-ance XLR jacks. Better still the TRIM controls operate over a 510B input range. For the hottest incoming signals, all It lakes is a press of the -20 dB PAD button atop each channel strip to bring any signal down to manageable levels. Plug in anything keyboards guitars basses active or passive microphones

THE BEST AUX SECTION IN THE BUSINESS

Versatile AUX section has 8 sends total, 2 n stereo. Send signal in stereo or mono. pre-or post-fader. Available all at once. Return signal through any of 6 stereo paths.



B-directional split EO means you can *-e either +r both EO sections in the Monitor or Channel path. or defeat the effect aftogether with one bypass button. Other * mparably priced mixers will lock the shelving mix into the More for path only limiting. your EQ application

ADVANCED SIGNAL ROU ING OPTIONS

either without repatchi ERGONOMIC DESIGN

Direct channel input switching Asign to one of light busses direct to tape or disk or to the mister sterior bus. Because the group and direct-out jacks are one and the same, you can select

The M-2600 has a big studio feel All Luttons are tightly spring loaded, lock into place and accommodate evin Yie bigge 1 fingers. The laders and knobs have a tight ismooth "expensive" feel and are easy to see, reach and manuplate. Exter delens a source zero positions for EQ and PAN knobs. Smooth long throw 100mm faders glide nicely yet allow you to posit on them secure-ly without fear of accidentally slipping to another position

BEHRINGER MDX 1200 Autocom

- Attack and release times with Intelligent Program
- Detection, prevents common adjustment errors
- Newly-developed, powerful noise gate Switchable soft knee/hard knee characteristics for varied
- sound pressure levels Bright, illuminated LEDs show gain reduction

MDX 2100 Composer

- Integrated auto/manual compressor expander & peak limite Compresses 'musically in dynamic range without any audible "numping or "breathing"
- Attack & release times are controlled automatically or manually Interactive Gain Control (IGC) combines a clipper and peak limiter for distortion-free limitation on signal peaks
- Servo-balanced inputs and outputs are switchable between

Stewart

Amplifiers PA-1000 PA-1400 PA-1800



- High frequency switch mode poy er supply fully charges 120 000 times per second (1000 times faster than most power supplies) requiring far less capacitance for littering and storage
- requiring far less capacitance for intering and storage High speed recharging also reduces power supply "sagging" trat afflicts other designs Incredibly efficient: 5 PA-1000 or PA-1400's (4 PA 1800 s) can
- be run on one standard 20 amp circuit. No need for staggered turn-on configurations or other preventive measures when using multiple amp set-ups
- They produce smooth and uncolored sound, while offering very full detailed low end response and tons of horsepower

 Each amp carries a full 5 year warranty on parls and labor
- PA-1000 weighs 9 lbs is 15 deep and occupies one standard rapk
- space Delivers 1000 watts into 452 when bridged to mono
- PA-1400 weighs 16 lbs. is 15" deep and takes 2 standard rack
- spaces. Delivers 1400 watts into 412 when bridged to mono PA-1800 weighs 17 lbs. is 17' deep and takes two rack spaces

Performance Series Amplifiers

Performance Series 1

- 300 Watt Power Amplifier
- Measuring only 3.5 inches high and weighing 26 pounds the Series 1 delivers more than 150 warts per channel Its welded steel chassis is unbelevably strong while a custom heat sink extension provides exceptional thermal capacity An internal fan provides quiet background noise levels for critical
- monitoring applications and when pushed hard the cooling sys-Active balanced inputs with both XLR and 1/4 phone jacks · Supplied with quality 5-way binding posts for highly reliable
- speaker connection
 Front panel handles are reversible for either rack mount installa tion or easy handling · LEDs are provided for signal presence and clip indication, the

detented gain controls have large knobs for easy front panel Performance Series 2

600-Watt Power Amplifier Same as above except the Series 2 weighs 32 pounds and delivers more than 300 watts per channel

Performance Series 4 1200-Watt Power Amplifier

Same as above except the Series 4 weighs 53 pounds and deliv ers more than 600 watts ner channel · Has a switch selectable clipping eliminator that prevents damage

to the speakers

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TASCAM

DA-P1 Portable DAT Recorder

- Rotary two head design and two direct drive motors for the best transport in its class X.R.-balanced michine inputs (with phantom power) accept signal levels from -60dB to 44dB
 Analog line inputs & outputs (unbalanced) plus S/PDIF (RCA) digital inputs and outputs analed (incert digital transfers
- digital inputs and outputs enable direct digital transfers
 Uses next generation A/D & D/A converters for amazing quality.
 Supports 32/44 1/48kHz sample rates & SCMS-free recording.
- · MIC limiter and 20dB pad to achieve the best possible sound without outside disturbances
- TRS tack & level control to monitor sound with any headphones Built tough, the DA-P1 is housed in a solid, well-constructed hard case. It includes a shoulder belt, AC adapter & 1 battery

SONY TCD-D8

DAT Walkman Player/Recorder

- Long Play (LP) mode allows 4 hours of record/playback of 12-bit
- hours of record/playback of 12-bit audio on a single DAT cassette Equipped with digital coaxial and optical input connector. Also has analog Mic and Line inputs. High-speed Automatic Music Sensor search function finds & plays tracks, skips forw. back up to 99 tracks, all all 100x normal speed. Digital Volume in Impler System increases, listening control.
- Digital Volume Limiter System increases listening comfort &
- sound quality by automatically adjusting for sudden level changes
- Two-speed cue-review lets you hear sound write player is in fast-wind modes, up to 3x or 25x normal spe#d
- tast-wind modes, up to 3x or 2xx normal speed -(CD display with backlit windows clearly shows recording level, track number, operating status and 4-segment battery indicator even in low ambient light condrious Optional RM-D3X System Adapter Kit for complete digital interface. It has inpul/output connectors for both the optical cable & the coaxial cable. Also includes a wireless remote contri-

TCD-D10 PRO II Portable DAT Recorder

mic (-60dB) or line (+4dB) inputs A 12-pin digital con-nector provides interfacing with AES/EBU digital sig-nals of 32/44 1/48 0 kHz sampling rates

Comprehensive self-diagnostics fund tion constantly monitors the rotation of the

- head drum, capstan and reels. The tape transport mode and load/unload time are continuously checked as well. Up to 99 start 10s can be recorded in the subcode area. When the record button is pressed, the start 10 s recorded automatically for 9 seconds. During recording, it can also be added manually to any position of the tape. Search for start IDs is 100X normal speed
- 20-segment digital peak level meters include overload instica-tors. Closely tracks input signal for accurate level indications. During playback, the date and time of recording is displayed. Has a record-level limiter with a fast attack time of 300ms. Mic
- nas a reconstruction miles with a last attack time of Journs Miles afternation prevent distortion to youtpressing signal level 20 dB immediate playback is possible through a built-in speaker. Supplied wired remote controller also accepts a mic holder. Two mic stand screw adapters are also supplied. Supplied NP-22H rechargeable battery provices 1.5 hours of on AA bart. Supplied ACP-88 AC adapter operates on 100-240v.



DAT Recorders



- Direct drive transport with 4 heads for confidence Direct drive transport with 4 heads for confidence monitoring. Balanced XI. R mic and line analog input: and two RCA analog ine outputs. Digital inputs and outputs include S/PDIF consumer (RCA) and AES/EBU balanced XI.R

 Left/Right channel mic imput attenuation selector(0dB/-30dB) - 48v phantom power, built-in limiter & internal monitor secleve "Illiumnated LCD display shows clock and counter, peak level metering, margini display, battery status. IO number tape source status and machine status.

 Supplied Mickel Metal Hydride rechargeable battery powers the PDR1000 for two hours. The battery has no "memory effect" and is charged in two hours with the supplied AC Adapter/charger.

PDR1000TC Additional Features:

PDR1000TC Additional Features:
In addition to all the features of the PDR1300 recorder the PDR1000TC is equipped for record, generate and reference to time code in all existing international stardards.
All standard SMPTE/EBU time codes are supported, including 24, 25 29 97 (drop frame and non-drap frame) and 30 fps.
External syncromization to video, field sync and word sync.

Roland DM-800



POWERFUL EDITING

Non-destructive cutting erasing, copying

· Fast looping for music or ambiance editing

FLEXIBLE I/O STRUCTURE

Digital stereo input and two digital stereo

4 balanced analog inputs with gain con trols and 4 balanced analog outputs

ACCURATE SYNCHRONIZATION

Frame accurate sync to any time code Generates/reads SMPTE time code—

24 25 29 97 (Drop non-drop) and 30

frames per second . Locks to MTC

Full digital patch bay Stereo AUX send buss, 2 stereo AUX

tputs . Direct channel outs

waveform zoom Optional RS-422 intertace

ime compression

returns

FOR PHOTO & VIDEO"

Digital Audio Workstation

A compact, stand-alone multi-track disk recorder that provides an amazing array of features at an unbelievably low price. Whether for music production post production or broadcast, the DM-800 lets your work easier and faster A full function workstation, the DM-800 performs all digital mixing opera-tions from audio recording, to editing, to rotation track-bouncing, to final mixdown. It fully supports SMPTE and MIOI time codes and also features a built-in Sample Rate Resolver to synchronously lock to any time code

HIGHEST QUALITY SOUNG

Sampling rates of 48/44 1/32 kHz • 24-bit internal processing
 18-Bit A/D and D/A with 128 and 8 times oversampling

FULL AUTOMATION

Microscope editing of automation data . Dynamic and snapshot automation of level pan 2-band EQ, including frequency select, boost and cut *Phase level editing of level, crossfade and fade in/our

MIOI FEATURES

MIDI machine control • Internal tempo maps •MIDI clock and song position pointer output •8 MIDI triggers for instant phrase playback • MIDI trigger of record and punch in/out • Tempo maps from external sequences. MIDI or tap input

RECORDING OPTIONS

 Records to standard SCSI hard drives
 Up to 24 hours recording time possible Uses MO Syguest or Jazz drives for fast project change overs

TRIGGER FEATURES Trigger mode to play any combination of 8 tracks for vocal fly ins or sound effects

- placements Advanced trigger mode for live operation
- with preset or dial up cue of phrases to be played one after another

- PROJECT CATALOGING
 Up to 150 projects on line at once
 Cataloging of sound effects and projects
- · Easy transfer of sounds from one project to another

VIOEO OUT

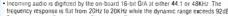
- Composite S-video digital RGB output
 All track overview with infinite level of project zoom
 Views of phrase and waveform editing
- Very accurate level meters
 Track status and time location

Digital Multi-Track Recorders

TASCAM DA-88

The first thing you notice about the eight channel DA-88 is the size of the cassette small Hi-8 video cassette. You'll also notice the recording time + up to 120 minutes These are just 2 of the advantages of the DA-88's innovative use of 8mm technology

ATF system ensures no tracking errors or loss of synchronization. All egight tracks of audio are perfectly synchronized. It also guarantees perfect tracking and synchronization between all audio tracks on all cascaded decks - whether you have one deck or sixteen (up to 128 tracks) Incoming audio is digitized by the on-board 16-bit Q/A at either 44.1 or 48KHz .The



frequency response is flat from 20Hz to 20KHz while the dynamic range exceeds 92dB.

Execute seamless Punch-ins and Punch- outs. This feature offers programmable digital crossfades, as well as the ability to insert new material accurately into tight spots. You can even delay individual tracks to generate special effects or compensate for poor timing

SONY PCM-800



- · Flawless sound quality, outstanding reliability and professional audio interfac-
- -rraviess sourio quariny, outstating relationity and processional audio intertacting with AESIEBU digital 10 and XLR analog 10 connections

 Combines audio functions such as precise auto punch in/out digital cross fade technology, external synchronization with SMPTE/EBU time code and selectable sampling frequencies of 44 1 and 48kHz.

 Shuttle dial for precise tape control, variable speed playback of 6% in 0.1%
- Operate up to 16 PCM-800's in perfect sync with optional RCC-S1 sync cables for up to 128 channels of digital audio recording.
 Optional DABK-801 Sync Board provides SMPTE/EBU time code generation and chase sync. It locks to the incoming time code with subframe accurate offset—ideal for audio-follow-video applications. Also synchronizes to external video reference signal. els of digital audio recording. Optional RM-D800 provides comprehensive remote control over all PCM-800 functions. The RM-0800 can control up to six units. for up to 48 channels of digital audio

ALESIS adat xt

8-Track Digital Audio Recorder

An incredibly affordable lool, the AOAT-XT sets the standard in modular digital multitrack recording. With new features & enhanced capabilities, the AOAT-XT operates up to four times faster than the original AOAT, offers an intelligent software-controlled tipe transport and provides onboard digital editing and flexible autolocation.

Stunning Audio:

- Incorporates ultra-high fidelity 18-bit, 128 X oversampling A/D converters which provide better-than-CD audio quality • For outputs, the D/A converters provide 20-bit. 8x oversame
- pling performance for a flatter frequency spectrum, improved phase response and much less fow-amplitude distortion 20 Hz to 20 MHz v 0 50B frequency response 92dB S/N ratio, crosstalk between channels better than -90dB & 1kHz

Onboard Autolocator with Auto Record:

- Chboard 10-point autolocate system provides quick access to multiple lape locations. Four specialized locate points make your recording sessions quicker and easier. Auto play the moment any autolocation point is reached. Auto Feturn automatically rewinds at the end of a loop.
- Auto Record function lets you automate punch-in/punch-out times that are accurate to 1/100th of a second
 Rehearse Mode allows you to enter or exit record modes without actually laying tracks to tape
 - To record on the fly, you can even use the individual Record Enable buttons to punch in and out of tracks Includes remote control with transport and locate functions.

 offers a footswitch jack for hands-free punch-in
 - Intelligent Transport Advanced transport software continuously monitors autologation performance and the head constantly reads ADAT's built-
 - in sample-accurate time code—even in fast wind modes Dynamic Braking software lets the transport quickly wind to locate points while gently treating the tape

ליים מים מים Flexible Inputs and Outputs

mulii=#

- Servo-balanced 56-pin ELCO connector operates at +4dB to interface with consoles with +4 dB bal/unbal inputs/outputs Also unbalanced +10dB inputs/outputs (phono connectors)
- · Has an electronic patch bay built-in so it can be used with stereo
- and 4-bus consoles

 Multiple Optical Digital I/O carries up to eight tracks at once. T
 digital I/O combined with the ADAT Synchronization Interface make it completely compatible with any ADAT-format recorder or other devices that use Alesis' proprietary digital protocol

Digital Editor

- Make flawless copy/paste digital edits between machines or even viithin a single unit. Track Copy feature makes a digital clone of any track (or group of tracks) and copies it to any other track (or group) on the same recorder. This allows you to assemble composite tracks for digital editing.

 Use multiple ADAT-XTs and Tape Offset lets you copy and paste
- not only track to track, but from location to location. Tape Offset assembles your project with a minimum of repetitive overdubassembles you inject which a minimum or rejentive overauli-bing and changes the Tape position of a slave XT to its master, so you can "fly" audio to different locations on each tape. Track Delay can delay the time reference of a track by up to 170ms. Also easily change sthe groove of a tune. Track Delay is
- individually adjustable on each channel and is excellent for fixing slight timing errors in recorded tracks (player lags behind or right infining errors in recorded tracks, (player lags benind or rushes the beat). In recordings with multiple microphones, you can time-align each track, precisely compensating for the spac ing between mics with accuracy to 0 0001 seconds.

Panasonic SV-3800/SV-4100 **Professional DAT Recorders**



Designed for professional applications, the SV-3800/SV-4100 have highly accurate and reliable transport systems with search speeds up to 400X normal, and 20-bit D/A converters to satisfiy the highest professional expectations both in terms of sound and functionality

- Recording via analog inputs offers sampling rates of 44 1 or 48kHz
- level is +4db
- Built-in shuttle wheel has two variable speed ranges 3 to 15x in
- buni-in strutic wheel nas two variables speed in Paus and in 172 to 3x normal speed In Paus mode and 172 to 3x normal speed in Paus mode with thigh speed in Paus mode. The search was the searching up to 250x normal speed Search up to 400x normal speed is possible once the tape has been scanned in Play, FF of mode. This ensures access to any point on a two-hour DAT in under 30 seconds
- Ramped record mute and unmute with three seconds fade in and five seconds fade-out provides automatic level changes at the start and end of a recording.
- Comprehensive display includes program numbers, absolute time. program time, remaining time and Table of Contents

SV-4100 Has all the leatures of the SV-3800 Plus-

Offers enhanced performance required for professional production. broadcast and live-sound systems. Features such as instant star external sync capability and enhanced system diagnostics make the SV-4100 the DAT quality standard.

FOSTEX



10 editing function, GPI and XLR connectors and 300X speed locate and search function Playback/record audio with32/44 1/48 kHz sampling in SP (stan

dard play) mode Equipped with LP (long play) mode it can play/record at 32 kHz up to 4 hrs on a 120 minute cassette Analog interface includes switchable (+4dB/-10dB) balanced and

Analog interface includes swinchable (140b) Toub) balanced and unbalanced XLR inputs and outputs
 AES/EBU digital interface (XLR) for professional use and optical (SiPDIF) input/output for consumer/semi-pro connections

5-pin GPI input connector allows Play, Stop & S-ID search to be implemented through commands from an external source

Records CD-0 code sync ID, enabling precise music start up. When performing digital signal transfer from CO through it's opti-cal input, the D5 precisely records S-IDs according to the track number and index information of the CD-0 code. So even if there is a break in the middle of a song or there isn't a non-recorded sec-tion between two songs, you can locate to the S-ID location (eg. beginning of song) precisely

D-10 **Digital Master Recorder**



Switchable 44 1 and 48kHz sampling frequeries
 Analog interface includes switchable XLR-balanced (+4dB)

and unbalanced RCA -(10dB) inputs and outputs.

Equipped with and XLR-balanced AES/EBU digital interface and optical (S/PDIF) input/output conforming to IEC consumer Built-in 8MB RAM (4 MB x 2) offers instant start as well as scrub

bing at 1m/second accuracy Advanced jog/shuttle for precision cueing and monitoring

Auto Cue provides automatic locating to the exact start of audio modulation during ID search and tape loading
 Universal GPI input/output enables easy and fast assemble editing,

based on A-time between a pair of D-10s Switchable 2-position reference level. -12dB/-20dB

Start and Skip IDs as well as up to 799 P-NOs can be recorded and 0-digit key-pad lets you store and recall 100 cue points

Continuous or peak reading level meters can display available headroom with an accuracy of ±0.1dB Reads and displays A-time or Pro R-time, also provides PCM moni-

Optional 8333 interface card adds timecode and RS-422 (X 2)

functionality to the D-10 Reads an external timecode and records on the sub-code area

Reproduces and outputs the timecode from sub-code area -Switchable RS-422 and ESbus protocols. Using the ESbus, up to 16 D-10s can be daisy chained

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World Radio History NOVEMBER 1996, MIX 345

ford to the site for the final mix. Blackford also put his mixing skills to work when needed. Updates on the panning software came as regularly from Palo Alto as the suggestions and corrections did from Orlando.

The music mix sessions went smoothly and were completed in only three nights. Dialog also went well, but it was no surprise that quite some time needed to be devoted to the spectacular Foley and sound effects. Even lastminute sound design changes were made. At one point in the film, there are puffs of steam where appropriate sounds were originally spotted to the tracks for later mixing. Once in the auditorium, the Micelis serendipitously noticed the sound of the liquid nitrogen blasts and instead decided to program LN2 blasts into the show control computer where needed and use the natural sound instead. However, for the most part, the theater sessions were devoted to perfecting the position, tonality and ambience of more than 1,000 discrete sonic sensations that contribute to the total presentation.

Even with all the theatrical elements, the system uses only one live microphone. Everything else is canned. Because all the live actors are lip-synching, the sound is that of the film actors with no leakage difficulties and all panning and effects perfectly matched to the rest of the production.

The Miceli brothers feel there is much more involved here than putting together a good film. John Miceli sums it up this way: "Guests come over from around the world. They want to come in and see something, feel something, taste something completely new, and they want to take that home with them for a year until they can come back. So we want it to be completely 'over the edge.' It's not just a matter of levels, it's a matter of presenting extreme detail and delivering it well."

The show starts out with rapid-fire action and speeds up from there. This aggressive pace pumps up the adrenaline and inundates the viewer with intensive sensory input. As a result, not all the small details will be picked up by each person the first time. "I think this is one attraction that you need to see four or five times before you really get to see everything." John Miceli continues. "I don't know how many times I've seen this already, and I still find new things and get more out of it than I thought was there before."

The flip side of this is that when

there are so many things to pay attention to, it is possible for the viewer to get off track by examining some small detail. The mix needs to address this issue. "We try to first establish something and then play it down so it leads the viewer away and keeps the focus on the story," John Miceli says. "The most important thing is to be sure that everybody leaves with a clear understanding of the story."

By early spring, the show was ready for a soft opening. This means the audiences were let in to watch the show even though it was not yet advertised. On April 27, Universal Studios Florida officially opened the attraction, and by the first of June was running as many as 27 shows a day.

Meanwhile, the Miceli brothers have more ideas in the hopper and certainly will draw on their experiences here to bring the next project to an even higher level. The field of special venue sound is far from mature. Tony Miceli sees it this way: "This show represents only the start of something completely different. But there is much more here than the future of special venues. I see this direction as the future of all theater entertainment."

After being a professor for 15 years at the University of Miami's Music Engineering Technology program, John Monforte is currently in between jobs. He would like to find a way to visit theme parks for a living.

-FROM PAGE 60, SOUNDELUX

lems in filmmaking, but their latest product has a more universal appeal: a vacuum tube microphone called the U95.

Recently, Soundelux purchased Signet Sound, a music-recording studio that began life as Motown's Hitsville and later became known as Soundworks West. Now they are doing music sessions for artists ranging from Kenny Rankin to Kenny G.; however, the main motivation is the ability to do orchestral scores in-house or use the newly added Foley stage for film projects.

Another branch of the business, situated in Hollywood, is Soundelux Media Labs, the multimedia sound company responsible for the music in games such as "Pitfall!", "Shanghai: Great Moments" and "Howie's Great Adventure." The company has also done sound effects for "Spy Craft" by Activision and "Descent" by Interplay.

Did I mention sound effects? Soundelux is also the author and publisher of the popular Hollywood Edge sound effects library, which is used in more of everyone else's productions than anyone would like to publicly admit.

Speaking of publishing, Soundelux Audio Publishing is the division that records books on tape. The titles here range from the latest John Grisham novel, *The Chamber*, to classic Louis L'Amour westerns read by Willie Nelson.

Then there is, of course, specialvenue audio, which is handled out of Orlando at the Soundelux Florida division, which was created only five years ago. So far they have garnered more than 50 Addy Awards, 15 Telly Awards and two International Monitor Awards. Although they do a great deal of film and television work, their forte is special-venue audio. To date, they have created sound for more than 90 attractions, including theme parks and theme restaurants. Attractions include "Kongfrontation," "ET," "Earthquake," "Jaws," "Barney," "Fievel's Playground," and "Waterworld," at Universal Studios. Paramount Parks have used them for "Top Gun," "Nickolodeon," "Wayne's World," and "Days of Thunder"—just to name a few. Six Flags and Disney are also regular clients.

Soundelux Florida also excels in music composition and production, stretching from traditional large orchestral scores to the latest in pop and contemporary music. David Kneupper and Joseph Phillips, also principals in Soundelux, have credits including "Waterworld" for Universal Studios Hollywood, and "E.T.'s Adventure,' "Kongfrontation" and "Jaws" for Universal Studios Florida (Kneupper); and "Barney and Friends," "Universal Studios Florida Dynamite Night Spectacular," "E.T.'s Adventure" and Nickelodeon's "Allegra's Window" (Phillips). Along with several other staff composers/producers, this team can handle just about any musical challenge.

Soundelux can put together either the sound system design or the audio production, but they specialize in integration. According to Tony Miceli, "We design the system and soundtrack together, with one goal in mind: the ultimate guest experience. This guarantees a superior audio experience and reduces changes so the client gets a great final product."

—John Monforte

INSIDER AUDIO

-FROM PAGE 25, VINTAGE?

Capable of reproducing sound down to 1/4 Hz (later models can also, paradoxically enough, handle very short "ping"-like bursts in the 100kHz range), The Boot can develop 180 dB SPL at 100 meters—sufficient to, so to speak, blow the competition out of the water. It is surprisingly portable over approximately % of the world's surface area, as well as a few very large ponds.

The secret to its "oomph" is that it uses disposable, single-use charges known (depending on what city you are in) as "heroes," "hoagies" or sometimes "torpedos." After performing a particularly taxing musical passage, like say Tchaikovsky's 1812 Overture or anything using a Roland drum machine, the unit must be "reloaded." At the same time buildings in the immediate area should be checked for structural damage.

The superstructural material is steel, with special sound-absorbing black paint, for deadly silent, rust-free operation in even the saltiest of environments. It is best-suited to residential studios with large, unused swimming pools, in neighborhoods zoned for military use. Of thousands built, very few remain, as they tended to self-destruct after a few months' use. Original cost DM1,000,000; street price \$2,000 plus \$200 per "hoagie." FOB Buenos Aires.

American Foods Gelaplex Reverberator (1954). American Foods (Amfoo) was not known for its professional audio products, and in fact this was its only foray into the field. The Gelaplex was an attempt by the marketing department of the company's Gelatin Dessert division to go head-tohead with Jell-O; without resorting to the risky (as they saw it) medium of television advertising. Although it was a colossal failure, the Gelaplex presaged the acoustical modeling that became a crucial design element in the digital reverbs of the future.

The device is stunning in its simplicity. 1/11-scale aluminum molds of desirable acoustical spaces are provided with the system, and purchasers can then create gelatin models of these spaces, using Amfoo's "YummiGel" product. Sound is input into the YummiGel using transducers mounted in soft-drink straws (supplied with the original units). Other straws contain tiny microphones for picking up the reverberated sound. The vibrations of the transducers travel through the YummiGel to its boundaries and to the pickups in a manner equivalent to sound in a reverberant space. Since YummiGel transmits sound at a speed of \(\frac{1}{10}\)-Mach, sound propagating through the model resembles a free-air reverberant field to a surprisingly realistic degree. Since any number of input or output straws can be inserted into the YummiGel, the user can simulate any number of feeds and pickups within the field, just like the multi-input, multitap digital devices of today.

Unfortunately, since stereo had yet to come into common usage (to say nothing of surround), the capabilities of the Gelaplex were not appreciated in its time. Further, Amfoo took a somewhat provincial approach in its choice of acoustical models to include with the system: the combination auditorium/gymnasium/cafeteria of the West Peedsville District Vocational and Technical High School, West Peedsville, Iowa; Bob's Lucky Strike Bowling Lanes and Billiards Emporium, Peeds River, Iowa; and Grain Elevator 17 at Amfoo's corporate headquarters in East Peed, Iowa. Requests from customers for more widely recognizable spaces such as the Mormon Tabernacle, the Taj Mahal and Yankee Stadium fell on

Gelaplexes, like many Amfoo products, sold like hotcakes, which is to say, in Aisle 6 of Amfoo stores. Few housewives, however, appreciated the incredible auditory qualities of these remarkable molds, and the company received many letters from irate purchasers along the order of "My pineapple-cherry mold won't set in this thing!" Of some 4,000 sold, approximately 20 remain, mostly in private collectors' hands (alas, no Bob's Lucky Strike Bowling Lanes survive), but they occasionally find their way into the vintage equipment market.

YummiGel itself was discontinued in 1956, and thus the supply is limited to aging desserts found in some Iowa refrigerators, all the way in the back behind the peach preserves, but many East Coast users report that rendered chicken fat makes an acceptable substitute.

Original price, \$5.95; street price, \$14,000, chicken fat extra.

Paul D. Lebrman usually finds trutb much funnier than fiction, but occasionally makes exceptions. He profusely thanks Dave Moulton for his contribution of items from his priceless collection of fabulous equipment.

NEXT MONTH

Coming in Mix December 1996

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- EQUIPMENT FIELD TEST Soundtracs Virtua **Empirical Labs Distressor**
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THE FAST LANE

—FROM PAGE 18, ABC

been going through life believing that humans had not yet developed a working artificial sun, only to see the blinding light of truth when I first walked out onto the field. Not only is it a beautiful, color-corrected uniform daylight out there at nine at night, but it is a good Arizona noon's worth. I have never seen this much artificial light in my life. The first thing I thought of was that if I got this setup for my pool, I could tan 24 hours a day and die even sooner. Then I realized that no space traveler could ever actually get lost as long as Earth holds these night games. Lots of light.

Oh, yeah. Lots of sound, too. In fact, that is why I was there (more or less) to see how all this sound was handled.

A PRIZE IN EVERY BOX

The metal boxes I mentioned earlier were divided into two categories: video trucks and video trucks with audio in one end. The video trucks were impressive and contained everything from special super slo-mo rooms to yards and yards of guys sitting at little video recording stations. I have basically no

JANUARY 1997

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idea what all this stuff was actually for. Video is not my area of expertise.

In the main truck (where the producer lives) is the audio mixer, shoehorned into a very cramped control room in one end. This guy lives and works in...

TRUE AUDIO HELL, AND HOW TO BUILD IT

Take the cockpit from the space shuttle and shrink it 50%. Add more gear. Set it up as a singular spherical control surface intended for one person in the center. Put that one guy in that center, but add two or three guests. Give the center guy lots of stereo monitor systems, some in front, some off to the

I underwent two totally new experiences: I saw the first football game of my life, and I looked straight into the face of true audio hell.

side, some above, some below. Oh, yeah—make sure that each of these systems is playing different stuff at the same time. Add a full surround system. Add more communication monitors than you can keep track of, and make sure that each one has a different guy velling instructions at this center guy at the same time. Add some more communication monitors so that more different guys can ask the center guy questions that he needs to answer immediately.

Now set all this up so that the producer can watch him cook and dance through the glass.

WIRE IT AND THEY WILL COME

Then you glue mics on a bunch of guys out on the field and shoot a bunch more with parabolics. Bring in crowd mic feeds, but try to keep out the house P.A. Bring in commercial feeds, your network return, load up carts with effects and spots...and you are ready to mix some very spooky live stereo surround programming for the entire country to hear. You are in True Audio Hell.

EVEN IF IT RAINS

And, just to keep it from getting boring-bring in a monster thunderstorm with unbelievable amounts of water just as the lady begins the Anthem, and you are set (this, by the way, was how I got underwater). This generates the most irritating snapping sound as the raindrops hammer the plastic parabolic dishes.

The guy who I found in this hell was a Mr. Don Scholtes. I thought we had it rough mixing live music until I watched him. In my world of music producing and engineering-and even playing-if too many people have too much to say too loud, you can always leave for a few minutes to collect your thoughts and, medically speaking, cool your jets, or give them time to cool theirs. But not here. This is one nonstop session, constantly changing, no second takes, no breaks. It occurred to me that it would be a very bad idea to have several cups of coffee before this session. It then occurred to me that it would indeed be a very bad idea to get yourself into a situation where you were doing this session in the first place.

Scholtes actually had much less trick technology in there than we are used to for a simple music session, but he did much more with it. He sat there in his chair, sort of anticipating what was about to happen and laying his fingers on the proper faders in case it did. Constantly sneaking them up a shade and then back down if it looked like it might be too soon, he reminded me of a baseball runner stealing a base.

He would also push a switch here or there, and (my personal favorite) grab a pair of scissors and use it to push another button just out of reach overhead.

I liked this bit of technology. One little pair of scissors and the reach radius of a person is significantly expanded, so much more gear could then be (and therefore was) mounted overhead and around him in truly NASA-like style. And to think, we used to cut off the frayed ends of 2-inch tape with those things.

Anyway, the next time you find the pressure of your job building and your stomach knotting, imagine yourself in the situation I have just described.

I have always been interested inno, fascinated with—live show mixing, and have never had any desire to try it. Now I have found something even more intense to admire and never try. We simply have it made.

SSC is now a wiser, more rounded individual—be has seen a football game.

INTERNATIONAL UPDATE

-FROM PAGE 127, BITS & PIECES

Avex UK is equipped with a 48-input SSL 4000 G Plus console that will be used mainly for mixing and dubbing...

THE CONTINENT

Tannoy appointed new distributors for its professional division. Sound Productions (Dublin) represents the company in the Irish Republic, and Philippos Nakas (Athens) is the new Greek distributor...Soundtrack Studios (Gran Via, Spain) provided post-production services for the Spanish-language versions of Nixon, Pulp Fiction and Tombstone, as well as a number of British TV series. This facility is equipped with two AMS Neve Logic 3/AudioFile suites, a Logic 2 console, and seven stand-alone AudioFiles...Studio design firm Munro Associates (London) completed work on a mobile broadcast facility for Swiss-Italian broadcaster TSI. The truck includes a control room and recording room with audio and video monitoring. Equipment is being provided by Switzerland's J&C Intersonic. Munro Assoc. also designed Dave Rodgers Music (Mantova, Italy), a joint venture between Italian producer Giancarlo Pasquini and Alberto Contini...The Hamburg High School for Music and Theatre took delivery of a 24-track TimeLine Studioframe equipped with two MediaMatrix DSP boards. The system was supplied by Skazzi!, TimeLine's North German distributor...Studio L'Equipe (Brussels) acquired a DAR Sabre Plus system, as did Dutch facility Studio Michel Mulders...

ASIA

London's InFlight Productions (May 1996 Mix) opened a facility in Singapore this summer. The new studios, equipped with SADiE disk editors, will serve the company's Far Eastern clients, such as Singapore Airlines and Cathay Pacific...JBL Professional has created a custom loudspeaker system for Hard Rock Cafes in Shanghai and Guangzhu, China. The system consists of modified Control 1 speakers, which are already in use in Hard Rock Cafes in Hong Kong, Beijing, Bali, Bangkok, Singapore, and many other Asian cities...Production company Omnibus (Tokyo) ordered two additional AMS Neve AudioFile hard disk recorder/editors for its facility in Minato-ku. Work done at Omnibus includes film dubbing and production of TV commercials and dramas...Avon Studio (Hong Kong) installed an SSL 9000 J Series console. A new facility in Shanghai, The Shanghai Radio, Film and TV Broadcast Bureau. also ordered a 9000 I Series...

CANADA

Turtle Recording Studios (Richmond, BC) reports that engineer/producer Larry Anschell has been working on new releases for Nickelback, Jar and Diesel Candy. The facility also recently hosted demo sessions with the Spirit Merchants, Tumbleweed, Nadine States and Brave New World...Live Wire mobile recording (Toronto) recorded recent performances by Coolio, Tom Cochrane and Amanda Marshall. During the Toronto Jazz Festival, the facility also taped a show by Rence Rosnes that will be the first in a six-part series featuring Canadian jazz pianists for Brilliant Corner Productions.

RE-PRO INTERNATIONAL REPORTS PROGRESS

In most countries, recording artists and even session players are paid performance royalties when their music plays on the radio. (This is in stark contrast to the current system in the United States, where only songwriters and publishers receive money for airplay.) In Europe, the producer and engineer are practically the only people present in the recording studio who do not receive broadcast royalties. This system may soon change.

Some progress in the initiative to have record producers share in performance royalties for airplay in the United Kingdom and Europe is being claimed by the London-based Re-Pro International (the Guild of Recording Producers, Directors and Engineers). According to vice chairman, Peter Filleul, Re-Pro's strategy is "essentially a two-pronged approach": (1) having the contemporary record producer's role recognized as a performance, and (2) creating a new organization, the European Sound Directors Association (ESDA), to lobby for this change. "You've got to recognize the recording process is entirely different nowadays," he says. "We have multitrack recording, sequencers, samplers, and we have the ability to make multiple contributions to a single recording. These things have altered the expectation [of producers] to the point at which artistic direction takes place."

At the 100th AES convention in Copenhagen last May, the inaugural meeting of ESDA sought to coordinate efforts among its 11 member nations in their submissions to the European Commission and the World Intellectual Property Organization. At this November's show in Los Angeles, the guild will continue

its quest to get American producers and engineers involved. Re-Pro and ESDA will host a meeting and a Producer's Event, where they hope to attract successful U.S. producers and their managers.

It is clear that a major shift would need to occur in the U.S. to give performers and producers a slice of the airplay royalty pie. Airplay in the U.S. has long been viewed as advertisement for the sale of albums. Still, to our European counterparts, the fact that airplay often continues long after albums are out of print is reason enough to argue that performers are not being well looked after.

Newly passed legislation in the UK, which Re-Pro lobbied for, seeks to make the performance royalty payment process more accurate and modern. Re-Pro also supports the use of digital markers to electronically monitor airplay, a use of technology it sees as inevitable. "Where we [producers] will play a pivotal role is in the gathering of information," says Filleul. "The only people who will be absolutely sure about exactly whose performances were included on the master are the record producers. It will be an extraordinary responsibility, because we will probably have to authorize the fact that those performances actually took place.

This inaudible data may soon be embedded in every commercially released recording, and could do for airplay monitoring what the bar code did for retail tracking. This, as well as video, cable, Internet and future new delivery media, give urgency to Re-Pro's quest to define the producer's participation in performance royalties—both financially and structurally.

-Stephen Webber





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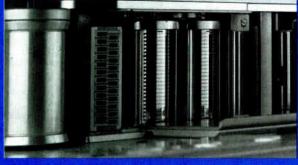
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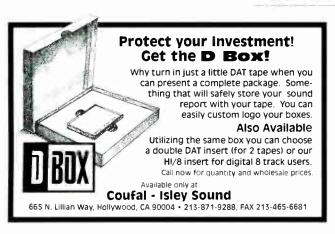
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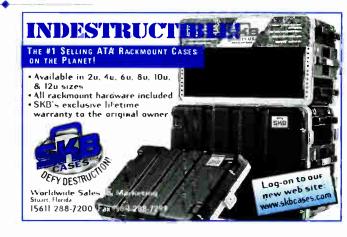
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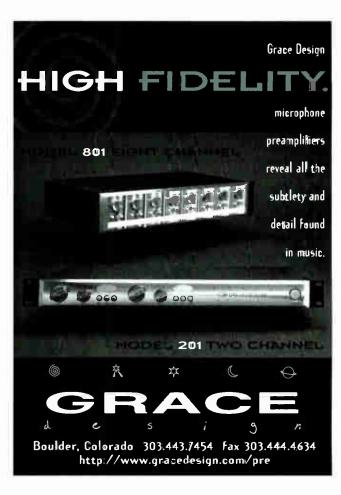
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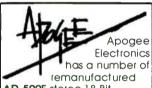
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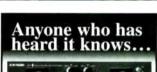
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