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Chameleon amplifier — See page 96

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March 1992 Volume 34 Number 3 ISSN 0144 5944

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EDITORIAL & ADVERTISING OFFICES Spotlight Publications Ltd, 8th Floor, Ludgate House, 245 Blackfriars Road, London SE1 9UR, UK. Tel: 071-620 3636. Fax: 071-401 8036.

NEWSTRADE DISTRIBUTION (UK) UMD, 1 Benwell Road, London N7 7AX, UK. Tel: 071-700 4660. Fax: 071-607 3352.

AMERICAN OFFICE Publishing Services Manager: Fred Vega Studio Sound, 2 Park Avenue, 18th Floor, New York, NY 10016, USA. Tel: (212) 779-1212. Fax: (212) 213-3484.

JAPAN & FAIL EAST AGENT Contact: Mikio Tsuchiya, Media Sales Japan, Inc, Tamuracho Bldg 3 3 14, Shimbashi, Minato-Ku, Tokyo, Japan. Tel: (03) 504-1925. Telex: J25666. Fax: (03) 595-1709.

© Spotlight Publications Ltd 1992 all rights reserved.

Origination by Ashford Scanning Studio Ltd, The Print Centre, 70-72 John Wilson Business Park, Thanet Way, Chestfield, Kent CT5 3QT, UK Printed in England by Riverside Press, St Ives plc, 2 Grant Close, Gillingham Business Park, Gillingham, Kent MES 0QB, UK.

Studio Sound and Broadcast Engineering incorporates Sound International and Beat Instrumental.

The magazine is available on a rigidly controlled requested basis, only to qualified personnel (see classified advertisement for terms)



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Total average net circulation of 19,166 per issue during 1991. UK: 6,655. Overseas: 12,511. (ABC audited)

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**Open arms, crossed fingers** 

One of the reasons the AES moved their European convention to Vienna this year was to be more attractive to the Eastern European pro-audio and broadcast industries. Next year Berlin is the venue with even more glasnost intended. Well intended and a good idea generally, but will the welcome visitors go shopping and justify the AES' decision, or will it be more of a matter of window-shopping and wish lists?

A major pro-audio supplier in Vienna told me that he had been to Hungary's capital, Budapest a number of times and was convinced there was money around. He had seen people driving large cars and buying expensive hi-fi products! He had even gone so far as to appoint a Hungarian agent for his distributed products. A few weeks later he received an invoice from his new agent for  $\pm 500$  petrol costs, with an accompanying letter saying that the agent had been doing well and had driven all over Hungary talking to people. But alas no business so far. Needless to say the relationship was short-lived.

Whether this was a demonstration of dodgy Hungarian business practices or an unwise Viennese choice, I know not. Another view on the subject came from the owner of a Vienna recording studio who was investing in a video edit suite as an extension of his studio just for the work coming from Eastern Europe. He felt he could make hay while the sun shone getting bookings from these countries before they bought equipment and were able to work for themselves.

We've also recently received a letter from the chief soundman (who is in fact a woman) at the Russian TV and Radio Broadcasting Company in Moscow, who said that she would like a copy of the magazine as she was in charge of a seven million dollar budget. I only mention this as its the first time I've heard a budget mentioned from this particular organisation.

Hopefully the Vienna show should answer more questions that are raised and we can see how far the Eastern European economies have to go if they are to act as a financial catalyst for the pro-audio industry recovery.

• There are a number of new products being launched in Vienna and not all are in our AES preview. This usually means a busy and exciting show as companies hold back launch information. Let's hope so.

At the time of writing we hear that Virgin Music, which includes Virgin Studios Ltd, has been sold to Thorn-EMI, the UK consumer electronics giant. This keeps recording studios Olympic, Townhouse and The Manor British-owned, halting a possible trend of foreign label investment in UK studios.

Julian Mitchell

Cover: The first sale of AMS' Logic 2 desk to Chicago's Editel Studios

100





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# All Saints Acoustics

'It's the most glorious natural acoustic, it doesn't swim, the definition is extraordinary and everyone loves playing in it,' states an effusive Keith Grant, as we walk into All Saints Church at Petersham. Built in 1906 at enormous expense by an eccentric local woman, who felt the parish church was too small, this extravagant red brick and terracotta building is an exact copy of an Italian Basilican church. Its colonnaded interior offers a 90 x 45 ft recording area, under an impressive barrel vaulted ceiling 60 ft above. Although not a new recording venue - Decca used it extensively in the past - it has become a favourite location for Keith Grant and a permanent home for some of the equipment he took with him from Olympic Studios. Grant first came across the church three years ago when he was looking for somewhere to record the London Chamber Orchestra.

'I found it by chance. The LCO wanted to record their second album in a church but they wanted to record on a Sunday. Of course everywhere we tried had services, and I was about to say it was impossible when someone mentioned that All Saints Petersham had been deconsecrated. I came down here, clapped my hands and thought this sounds wonderful - so we made LCO 2 for Virgin, which got fantastic reviews - one paper actually said that the orchestra's seventeen strings sounded bigger than the Berlin Philharmonic! We've made nine albums with the LCO here and have got consistently good results. We're also doing a lot of film work and we've recorded a Johnny Mathis album and a Jack Jones album both of which were big band set-ups with rhythm section and strings.

The recording we're doing at the moment is for a Merchant Ivory film, Howard's End, with music composed by Richard Robbins — he was very unsure at first about using the church, until I played him some of the things we'd recorded, then he was down here like a shot and has loved it ever since.'

This year will be Grant's 35th in the industry, and almost apologetically he confesses to being

as enthusiastic now as when he started at Regent Sound, London, on his sixteenth birthday. From Regent he joined IBC, and from there he went to Olympic in Carlton Street where he ended up running the studio. Grant moved with Olympic to its current Barnes premises in the 60s, which he was largely responsible for setting up, and as the studio went from strength to strength so too did Keith Grant's reputation as a first class recording engineer. When Olympic was sold to Virgin a few years ago, Grant left taking selected pieces of equipment to set-up a new facility. This he did at Twickenham Film Studios installing a 48-track remix room with most of the equipment from Olympic 3, including the computerised Raindirk console. He now does all his mixing here, and the majority of his recording at All Saints.

When he first started using the church, Grant like everyone else, would bring in mobile equipment which he set up in the crypt; but with the increasing work-load, this soon became less practical. So, in the early part of '91, a small side chapel adjoining the chancel was made into a permanent control room; here he installed his pride and joy, the console from Olympic 1.

'The console had been in storage for three and a half years, and everyone told me that I'd never get it working again - we brought it down here, connected up the power supplies, turned it on and everything apart from outputs five, six and seven worked perfectly - the reason for that was a junction strip had been ripped off when it was carried in --- it was quite remarkable. Actually the console was never designed to be moved around, and it took four men just to lift the centre section of the frame. We built the desk over a three year period at Olympic to the most exacting standards — the components alone cost in excess of £75,000 (approx \$135,000) and that was 15 years ago - no expense was spared, whatever was the best of its type was used. I was recently asked to make up a little demo tape of some of the things I've recorded here this involved material recorded on this and two of the mobile consoles. When I cut them together and compared them I was flabberghasted, the difference in this desk's bottom end and the cleanliness of the sound was astonishing.

Also from Olympic 1 are two 3M M79 24-track machines and Dolbys (SR or A). Digital multitracks are



Recording at All Saints Church, Petersham, London

hired in, but direct digital stereo recordings are catered for using Sony 701 with a DAT backup. The control room is fitted with full sound to picture facilities, and the main monitors are Yamaha NS1000s.

Over the years Grant has built up an impressive stock of valve mics; currently standing at 27, he believes it's the second biggest collection next to Abbey Road. He also has one or two vintage ribbon mics including STC 4038s and RCA 1001s. So far the largest session he's recorded at All Saints is a Christmas Album for Sony, with an orchestra of 60 and a choir of 24, but the church will comfortably hold more and has been used quite recently to record a 100 piece opera. I wondered if he had a favourite layout?

'I always set it out classically because it sounds so good. I'll use screens now and again — for example I've screened off the percussion here to give me a cleaner woodwind feel, but you can easily work without them because the sound is so controled. When I get a rhythm section, I usually encircle them with transparent screens and put a lid over the top.'

The church is still used by other companies who bring in their own equipment, and during my visit, Nimbus were making a duplicate recording from the crypt using their ambisonic set-up.

Its situation on the fringe of South West London has some plus and minus points — parking is never a problem but public transport can be more awkward; with its proximity to Heathrow, there are occasions where plane noise may be obtrusive enough to halt a take, but Grant believes the acoustic advantages of the church far outweigh this slight inconvenience.

## 3M 996 in use

There is a degree of irony in the fact that the greatest advances in analogue tape recording have come when it was becoming known as a format of receding importance. Just look at the history over the last ten years. First came the generation of tape machines that offered improved performance and a host of features such as auto-alignment and far greater headroom. These were followed in the mid 80s by Dolby Spectral Recording (SR) that effectively removed the distance in performance between analogue and digital recording systems.

The last element in the chain is, of course, the tape. At the Los Angeles AES Convention in September 1990 3M announced 996 with claims that, if true, it would represent a significant improvement in tape technology

Also of interest was the fact that 3M had retreated a certain amount from servicing the recording market over the years, and now appear to be back in a very positive way.

The most specific claim is that the user can set an operating level of +9 dB with no increase in print through in fact an improvement of 3 dB over other mastering tapes. Bold claims if without any need for qualification. The tape is a polyester base and has an oxide coat and a back coat of brown and black respectively.

996 has been made available in the full set of widths - ¼, ½, 1 and 2 inch and in reel sizes of up to 5000 feet on 14 inch reels. So this is not just a single tape area that they are entering but the complete range of uses.

There have also been some significant changes to the tape packaging that is also an attractive feature. The reels come in a TapeCare library box, a black 'high density' polyethylene container with integral carrying handle, locking clips and label space. The reel is held internally on a central hub (which can rotate on the 2 inch box) and cannot hit the sides of the box in a fall. Supplied inside are a set of adhesive labels for the back and spine of the casing. This is an impressive casing — almost certainly dustproof — and reminds me of the video tape containers that always seemed so ideal. The spools themselves are identified as 996 by their gold colour.



3M tape with its TapeCare library box.



An interferogram of 996, showing its surface profile.

If the claims for 996 were correct. then it would have considerable impact on the non-digital user. It would also appeal to analogue users not using any noise reduction. There would be little advantage in performance when used with Dolby SR for example.

3M provided reels of 2 inch and ¼ inch for evaluation and we have commenced a two part examination. Firstly, the tape was tested practically. Three tracks of different styles were recorded using an MCI JH-16 16-track. This machine is quite standard and I guess about 15 years old. It has been well looked after and would seem to represent a worthwhile test because it was designed to handle the tapes available at the time it was developed, and not the new high level types. But it had proved effective in the past and if this machine would function well with the tape I reasoned that a newer machine would show even greater

improvement. The JH-16 is normally run at 30 ips with Ampex 456 Grand Master running at +4 dB. It was decided at first to run at this level and just realign the machine to run 996. 3M say that the tape is bias compatible to industry standards so we checked this as well. The JH-16 has a record head gap of 0.25 mil and 3M recommend a 2 dB over bias at 10 kHz for 30 ips and we found this to be compatible with the normally used Ampex 456. Record EQ was checked and, apart from some minor tweeking, was fine. The off tape signal, with a 10 kHz tone, is very impressive being almost rock steady. This was also reassuring as I had been rather concerned about the smoothness of the wind on the unplayed tape.

As an aside, I have a dislike of tapes that smell strongly when they warm up. If you are using a machine room then of course it is not a problem but with two multitracks

within ten feet of the user the smell can be unpleasant over a long period of time. I am pleased to say that 996 exhibits few of these symptoms even when on a warm tape machine for some hours.

The session was started and the first track was laid; a heavy rock number with two guitars, bass and drums. Record levels were run through carefully but the performance levels were regularly 3 dB higher than the run through. Playback was however a surprise with none of the expected increased distortion. Tape noise was absolutely minimal and the sound was very close to line-in. For subsequent takes we loaded the level on the tracks not caring if the meters strayed heavily into the red. Even meters occasionally pegging on the end stop seemed to have little audible effect on most signals. And it is true to say that about an hour into the session we forgot about the tape.

A few hours later we recalibrated the machine to run 4 dB higher. My feeling was however that the JH-16 is not so suited to run at such elevated levels and then push the tape as hard as we were. I have to say that apart from a small increase in S/N performance I felt happier to run at the original level setting and use the headroom. The limitation is with the machine - a newer machine would have probably been far happier at these high levels - I am fairly certain that the tape is capable.

Other types of sound were recorded with equally favourable results. About a week later the tape was checked for print through and I was favourably impressed. There was far less than I would have expected from the standard tape even when the level had been really pushed.

It would be worthwhile carrying out further practical tests on 996 on a more modern machine and really pushing the operating level. I checked with some other users about this aspect and the use with machines capable of handling high record levels and I have received positive comments about 996 and how they were also surprised about the maximum peak levels you can get away with.

The next step in our testing is to measure the performance specification and this will appear in a few months time. Meanwhile I can only recommend that you try this tape if you run analogue without SR. It would seem to have a great deal to Keith Spencer-Allen offer.



## THE NEW PANASONIC PROGRAMMABLE DAT. JUST LOOK WHAT YOU CAN GET OUT OF IT.

ES-Bus and P2 interface. 9 pin D-sub connectors.RS-422 interface, balanced AES/EBU. No it's not Mission Control, it's the back of Panasonic's new SV-3900 DAT machine. A remarkable new DAT recorder that boasts an unprecedented array of remote control possibilities plus superb sound quality.

#### ES-BUS AND SERIAL CONTROL PROTOCOLS.

Such is the versatility of the SV-3900, it can be used equally successfully to record music or as a scientific research tool. You can, for example, interface it with a wide variety of digital devices – CD players, workstations, recorders. Or, alternatively, it can be networked with up to 31 other SV-3900 DAT machines. (To achieve this you can use either the RS-422 industry standard computer interface, or the optional SH-MK390 remote controller.)

Communication on ES-bus and P2 interface is two-way. All tape and transport modes and functions can be controlled by computer, which in turn can receive and act upon technical and diagnostic information imparted by the SV-3900. Absolute/program times, counter number, error rates and the sampling frequency setting can all be read by the control computer.

With suitable software, the potential applications are almost limitless.

You could for example compile an overnight radio broadcast by using pre-recorded material from one machine, library selections from another Other less obvious applications include sophisticated telephone call management, data capture and satellite radio broadcasting. And because any sort of digital information presented in IEC II or AES/EBU format can be handled, the SV-3900 can even be used as a data recorder for remote applications such as monitoring oil flow in pipelines. (Information could be downloaded over the phone, or other network.)

Analogue data logging is of course possible using balanced inputs between —14dBu and +26dBu with >92dB dynamic range.

#### ONE-BIT ADCs.

Naturally the SV-3900 also offers stunning audio performance. One-bit ADCs linked to 64X oversampling anti-aliasing filters mean a complete absence of zero – cross distortion, and ensure total transparency and lucid detail at both high and low levels.

Similarly, the high resolution 4DAC system ensures low distortion and enhanced linearity at low levels on playback. Other useful touches include an error rate display (on-machine or output to the control computer) to keep you informed on the condition of tape and heads. A new tape transport system that allows access to any point on a two hour tape within 27 seconds. And, as you'd expect, sampling rates can be switched between 32, 44.1 and 48Khz.

The list of features packed into this machine is truly remarkable. But go down to your Panasonic

and then patch into network news broadcasts at the appropriate times. (It goes without saying of course that traditional eight track cartridges are a thing of the past.)



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## NEWS

## Euro ADAT launch

Alesis have demonstrated their new 8-track digital multitrack, for the first time in Europe, at a pre-Musik Messe German dealer launch in Frankfurt.

ADAT uses a S-VHS 120 cassette and transport in a 19 in rackmount to provide eight tracks of 40 mins each.

Studio Sound were invited to the demo at the Inter-Continental Hotel by Alesis and their new German distributor Jacque Isler.

The demo showed all of *ADAT*'s main features including its ability to be joined up with up to 15 others to provide 128 tracks. Timecode for the link-ups is internal, timecodes for synchronising with other equipment such as sequencers or video and film is either by SMPTE or MIDI. Also realtime, beats and bars can be displayed on the remote control.

An interesting and welcome feature is the fibre-optic input and output. The recorder does have analogue and digital I/Os, but those using more than one machine, may find themselves very happy to be able to use fibre-optic connectors. Not just that they are remarkably easy to use and allow long runs free from interference, but the *ADAT* itself has no XLR connectors; all unbalanced -10 dBu I/Os are via conventional  $\frac{1}{4}$  in jack and balanced lines, in and out, are supposed to be connected to a single multi-core socket.

The ADAT uses 16 A/D Delta-Sigma 16-bit converters with 64 times oversampling and sample rates from 40.36 to 50.85 kHz. Output is 18-bit.

Alesis announced their plans to promote *ADAT* for a variety of markets, not just home recording where it is likely to find its first sales, but also film and video, the variety of timecode options and optional ES-Bus interface are witness to that.

Because of its low price, (approx. £3500 in the UK, Alesis are trying to keep prices the same across Europe apart from local taxes) Alesis are optimistic enough to envisage a day when *ADAT*s will be in studios all round the world and the universal availability and low price of the S-VHS cassette is seen as a key to this development.

# Contracts

• The French console manufacturer Saje has sold a *Memory* digitally controlled, automated desk and the new AFV universal video mixer interface to Eurosport for their on-air suite.

• Finesplice the digital audio post production facility near Heathrow, London, has moved into 20-bit editing with a **Mitsubishi** *PDX-8620* 2-track digital recorder.

• Reykjavik based film facility, The Icelandic Film Corporation has taken delivery of two **AMS** AudioFile PLUS systems.

• One of the UK's premier post graduate arts institute, The Royal College of Art, has bought a **DAR** SoundStation II digital audio production system for their film and television department.

• Studio Instrument Rentals in Hollywood, CA, has taken delivery of an **Adamson** Acoustic Design Corporation *Concert* System for their Soundstage 6.

• Society Francais de Production, who were responsible for supplying sound and video equipment for the winter Olympics in Albertville were using a number of **Soundtracs** SPA and Megas Mix consoles for some events.

• Belfast based Audio Processing Technology has recently won major orders from many Japanese AM stereo broadcasters for the DSM 100 digital audio transceiver, an APT product that incorporates apt-X100 4:1 compression technology.

• **Trident** have announced the recent sale of a 64-channel *Vector* 432 to CBS Television City in Los Angeles.

• Neotek have recently sold an Elite console to Yae Sung Records in Korea, through their agent Jin Loo Dee.

• Todd AO, one of the largest film scoring stages in the US has recently taken delivery of the biggest in **ATC**'s range of monitors the *SCM300*s. These have been supplied in a special left-centre-right configuration.

• Saturn Research has won a contract to supply twelve Saturn 624 2in 24-track machines for the EBU's operations at this years Olympic Games in Barcelona.

# THE FUTURE-PERFECT DIGITAL CONSOLE



alk about perfect timing. As audio is increasingly generated, edited, processed and recorded in the digital domain, along comes Yamaha with the DMC<sup>-000</sup> digital production (second) with 98 inputs 10

 an all digital production/recording console with 22 inputs, 10 busses and 4 auxiliary busses, capable of handling all the major digital formats.

Touch sensitive moving faders, dynamic automation of all console parameters to timecode, 4 band parametric Eq on all inputs plus 2 FX processors make the DMC1000 ideal for audio post production. And as digital audio moves into the video edit suite, there is full ESAM II implementation and an accessible delay on each channel for frame delay correction. Of interest to all will be the familiar control surface, with extensive monitoring and talkback facilities.

But perhaps the best news about this console of tomorrow is that the DMC1000 is available from HHB today, for around £20,000.



HHB COMMUNICATIONS LIMITED 73-75 Scrubs Lane London NW10 6QU Phone 081 960 2144 Telex 923393 Fax 081 960 1160



## T.C. Multi Function DSP

The Danish company TC Electronic have announced the release of the M5000 Digital Audio Mainframe. Digital processing is enhanced with tc's DARC (Digital Audio Reverb Coprocesssor) technology which provides the extra power required for extremely complex algorithms. Programs include Reverb, Ambience and Pitch Shift effects. The M5000's High Speed 24-bit bus can support up to four modules — the standard configuration being one AD/DA module and one DSP module. The 2U unit may also be configured in the digital domain to provide up to four

stereo channels of processing with AES/EBU, SPDIF and Optical I/O. Standard interfaces include MIDI, RAM Card and SMPTE; options include SCSI, LAN and Disk interfaces. The company will produce additional modules for the system providing future updates. **TC Electronic AS, Grimhojvej 3, PO Box 1420, DK-8220 Brabrand, Denmark. Tel: +45 86 26 28 00. Fax: +45 86 26 29 28.** UK: TC Electronic, 24 Church Street, Oswestry, Shropshire SY11 2SP. Tel: 0691-658550.

## **Future Equipment Group Products**

Fax: 0691-658549.

German-based company, Future Equipment Group, have introduced a number of new products. Optima is a comprehensively specified video editing system with full listing and transfer to on-line capability. Up to four serial or parallel machines may be controlled with full transport control from the editor's control panel which is available in CMX or dedicated format. To aid integration, the screen can be configured to mimic other manufacturers layouts. LTC and VITC are available with the parallel machine control option. Extensive libraries of serial protocols for all commonly used VTRs are accessible.

The Audio Solution II is a digital audio recorder that is available in two forms. The first is a 2-track rack mounting unit that is intended as a digital mag machine replacement system which may be serially controlled by edit controllers, or used as a stand alone record/replay. External reference include Biphase, T-Code, Video Sync and Pilot Tone.

The second is an editing version that includes a control panel based around familiar film post operating techniques. Real time scrub editing and drop-in/out (either manual or programmed) are provided exactly as for present analogue systems. On screen waveform editing is also provided. Storage of FX is possible internally with access through a film type bin system. Both systems can be used with either hard disk or Magneto Optical disk storage. Future Equipment Group GmbH, Fasanenweg 25, 2000 Hamburg 73. Germany. Tel: (49) 40 6449041. Fax: (49) 40 6448567.

## **DDA Profile Moves Uptown**

Profile, DDA's latest 24-track console, is now available with a low cost version of Uptown's System 2000 moving fader automation. System 990 saves costs by using a processor to control eight channels rather than just one. The same mix software is used featuring on-line help, trackball control, 500 point cue list, MIDI, offline mix editing for fader adjust, crossfades, splicing, snapshots and a switch event editor for channel mute, aux mutes and insert return. Operationally the new system is very similar to the 2000 with commands being made from an eight-key control panel or from a built-in computer keyboard. Faders are accurate to a frame and 0.5dB, mutes will replay to within %th of a frame. DDA Ltd, Unit 1, Inwood Business Park, Whitton Road, Hounslow, Middx TW3 2EB. Tel: 081-570 7161. Fax: 081-577 3677.

## Audiosoft CAD Software

The Australian company Audiosoft have released version 2.50 of CALSOD, a PC-based software package for computer aided loudspeaker design and optimization. CALSOD can simulate the sound pressure and impedance response of individual drivers, as well as being able to compute the summed response of multiway systems. Closed box, vented box, passive radiator, band pass and filter assisted low frequency alignments can be defined using Thiele-Small parameters. The designer can inspect both the magnitude and phase of the summed sound pressure response, the impedance of each speaker, the input impedance of the crossover and

## **Soundtracs Consoles**

Soundtracs have announced The *Solo* range of consoles designed for PA and recording markets.

The Solo Live, PA version, is a 4bus split console with the option of 16, 24 or 32 inputs. Features include 4-band EQ, 6 auxiliaries, 4 stereo effects returns and 100mm faders. A meterbridge is standard. The console is intended for venues where 'the budget is limited but certain facilities are essential.'

The Solo MIDI, recording version, is an 8-bus in-line console with the same input capability and features of the PA desk, but with the addition of MIDI muting on the channel, monitor, group and auxiliary outputs. An external PSU is



speaker combination, the response of

each filter as it is loaded by its

driver, the filtered and unfiltered

sound pressure response of each

speaker, and the desired target

that mathematically varies the

and active crossover networks to

pressure response function. Data

files containing sound pressure and

Audiosoft, 128 Oriel Road, West

Heidelberg 3081, Melbourne,

achieve a given target sound

impedance responses can be

Tel/Fax: +61 3 497 4441.

imported

Australia.

Also included is a circuit optimizer

components of user defined passive

acoustic response function.

standard. The console is seen as a complement to the low cost digital products readily becoming available. Soundtracs PLC, 91 Ewell Road, Surbiton, Surrey KT6 6AH. Tel: 081-399 3392. Fax: 081-399 6821.



## **Studer Digitec Modules**

In the wake of the Virtuoso digital console and miscellaneous digital peripherals, Studer Digitec have launched the DS-D range of digital audio modules. These are housed in a 3U frame with PSU. Available modules include the DS-MC high precision digital audio reference clock or Master Clock, the DS-D DA dual distribution amplifier 1-8, and the DS-D M 81 preselector 1-8 which is mainly designed for monitoring and maintenance. I/Os conform to AES/EBU.

Studer Digitec, 25 avenue de l'Europe, F-78400 Chatou, France. Tel: 33 (1) 34 80 87 00. Fax: 33 (1) 34 80 87 79.



# Not to be opened until AES Vienna!





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## Optical Recorder from Audio Follow

French company Audio Follow have introduced the *DD02* magneto-optical disk recorder designed for broadcast and post-production applications. The system is designed to record, edit and/or broadcast a stereo sound on several independent channels, and more than five hours of stereo recording can be stored on one removable, rapid access disk. Two stereo or four independently controllable mono channels are available, and MIDI, SMPTE and AES/EBU interfaces are incorporated. The rack mountable unit can be networked to allow sound sources to be shared between studios. Audio Follow, 73 rue de l'Evangile, 75018 Paris, France. Tel: 46 07 26 26.

# Extended ADAM

Akai have developed an upgrade for their DR1200 A-DAM digital recorder which increases its recording time from 16 to 21.5 minutes. The DR-EX Extended Recording Kit is used in conjunction with Akai DTR2130 Extended 8mm tape — existing recommended 8mm

tape remains compatible with extended systems. **UK:** Akai Digital, Haslemere Heathrow Estate, Silver Jubilee Way, Parkway, Hounslow, Middlesex TW4 6NQ. Tel: 081-987 6388. Fax: 081-759 8268.

## **Otari R-DAT Series**

A new range of R-DAT recorders has been introduced by Otari called the R-DAT Series. Presently available are the DTR-7 which is described as a competively priced, basic implementation, professional R-DAT, and the DTR-90 which tops the range.

The DTR-90 is equipped with a unique removable front panel which can be laid flat, or mounted, for remote operation. The machine is designed with four heads to work in tandem with its companion editor, and an optional Edit Memory PC Board is available to provide non-destructive preview editing.

# Mytek Products

Mytek Technologies have announced two new products — *Private Q*, and *The Little Black Box*.

*Private Q* is a 12 channel cue system allowing artists to balance their own cue mix or update the engineers mix. Each individual cue box is mic stand mountable, and up to 16 can be run from one distribution rack using single snap DL connectors.

The Little Black Box is designed to

# HHB Upgrade Sony

UK distributor HHB have announced their own upgrade for the Sony *PCM*-2700 DAT machine. The HHB *PCM*-2700 '*PRO*' provides full AES/EBU interface using balanced XLR connectors which replace the original

Switchable AES/EBU-SPDIF is standard, but an optional, interchangeable board will conform the interface to SPDIF-II. Other options include Memory Start, which offers instantaneous playback by loading audio into a RAM buffer, and a Time Code generator/reader/ sychroniser. ŬK: Otari (UK) Ltd, Unit 13, Elder Way, Waterside Drive, Langley, Berks SL3 6EP. Tel: 0753-580777. Fax: 0753-542600. USA: Otari Corporation, 378 Vintage Park Drive, Foster City, CA 94404, USA. Tel: (415) 341-7200. Fax: (425) 341 7200,

interface between Sony digital multitrack machines and SSL G and E series consoles. The interface improves tach division versus SMPTE for precise locating. A version for use with *Lynx* synchronisers is also available. **Mytek, PO Box 1023, New York, NY 10276, USA. Tel: (212) 533-1787.** 

unbalanced phono-based IEC-958 Type 1 I/Os. **HHB Communications Ltd. 73-**

HHB Communications Ltd, 73-75 Scrubs Lane, London NW10 6QU. Tel: 081-960 2144. Fax: 081-960 1160.



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## **Mark IV Interface Console**

The Interface console is the first product to come out of the Mark IV Audio 'multi-brand concept'. Jointly developed by DDA and Dynacord, and manufactured by Dynacord in Germany — the console will be sold under DDA, Dynacord, Altec Lansing and Electro-Voice brands.

Interface is supplied in 8, 16, 24, 32, and 40 channel mainframes, with an eight-channel rackmount version also available. Various input, group output and master modules are available. Four group mixing buses allow the use of up to 4 group output modules. Six auxiliary buses are provided with master level controls. Optional I/O transformers are supplied to isolate the balanced XLR connections. Other features include 5 segment LED input meters on every channel, padded mic inputs, switchable auxs to channel direct outputs enabling a single channel to drive an effects device without tying up an entire bus (a facility taken from DDA Q Series), pre/post switching for aux send 1 and 2, console configuration switching, subgroup to stereo mix switching, mono feed from stereo master, 100mm faders throughout. UK: DDA Ltd, Unit 1, Inwood Business Park, Whitton Road, Hounslow, Middx TW3 2EB. Tel: 081-570 7161. Fax: 081-577 3677.

## Ariel Digital Interface

Ariel Corporation have introduced the ProPort 656 self contained digital audio interface intended for ISA/EISA, Sun, VMEbus, Macintosh, Hewlett-Packard and NeXT computers. Connection is via the DSP Port serial interface and sampling rate is selectable between 5 kHz to 96 kHz. The device employs 16-bit oversampling for the input converters, electronically balanced mic/line inputs, switchable phantom power, peak reading level indicators, continuously adjustable gain controls with 60 dB range, as well as overvoltage and surge protection. D/A conversion is 20-bit, eight times oversampled. Analogue outputs are driven by active balanced, low impedance line level amplifiers. Input and output channels are sampled concurrently.



ProPort's analogue inputs have an A-weighted dynamic range of more than 95 dB, and the A-weighted outputs attain 100 dB dynamic range, exceeding the 96 dB theoretical limit of signals with 16bit resolution.

Ariel Corporation, 433 River Road, Highland Park, NJ 08904, USA. Tel: (908) 249-2900. Fax: (908) 249-2123.

## **Martech Revitalize Echo Plates**

Martech, the technology division of Martinsound, have introduced an upgrade kit for the EMT 140 Echo Plate which replaces all the electronics, pickup transducers and cables with low noise, low distortion components. Average installation takes approximately two hours, and mono EMT 140s can be converted to stereo by installing an optional mounting bar kit to attach the preamp for the second channel. Also included are level indicators and a warble tone oscillator to simplify level and stereo balance adjustments. The highpass filter has been refined by adding half octave steps.

According to Martech the problems encountered with old plates are noise, hum, distortion and the general aging of components. Primary objectives have been to improve headroom and cleanliness, while retaining the richness and warmth of the sound. The company claim their new transverse mode transducers minimize the pickup of longitudinal waves responsible for producing 'metallic' colouration. Martech, 1151 West Valley Boulevard, Alhambra, CA 91803-2493, USA. Tel: (818) 281-3555. Fax: (818) 284-3092.

## The lengths we go to to satisfy our clients

## 15 minutes

Not satisfied simply with being the leading supplier of DAT recorders, IIHB announces the first DAT tape designed specifically for professional recording applications.

## 30 minutes

An ultra-fine metal particle formulation on a stretch-resistant polymer backing guarantees performance and long-term stability, while a concave tape profile ensures optimum tape to head contact.

## 48 minutes

The high-strength, anti-static cassette shell is completely sealed against contaminating dust particles and features a calibrated window for at-a-glance indication of remaining remaining tape time.

## 62 minutes

Fape labelling conforms fully to the new .APRS guidelines and easy archiving is further enhanced by the availability of optional "Twin Pack" hbrary cassettes, storing two tapes along with detailed documentation.

## 92 minutes

And trust *IIHB* Communications to go that bit further. Our PQ Series Professional Digital Audio Tape is available in six lengths, ensuring an economic use of tape whatever the application.

## 122 minutes















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## LETTERS

## Rupert Neve of Amek replies

Mr Brooke asks AMEK to '... explain whose brain can be so added with fullness from signals ... 'etc., citing his garage door transmitter as his reference. (*Studio Sound Letters February 1992, P.70*).

In fairness I don't think that Mr Brooke is the only person in our Industry who cannot hear discrete signals that are well above the normally accepted human hearing cut-off of around 18 kHz.

As the author of statements that have aroused Mr Brooke's scorn, I am glad to answer as helpfully as possible within the limits of my own experience which, I suppose, now goes back to nearly 55 years if you accept that I first built sound equipment at the age of 11 and was dissatisfied with the sound quality!

I cannot 'explain' how we respond to sounds. There are many researchers who have made and are currently making extremely valuable contributions to this field and there is valuable reading in the references given below.

Extended frequency response is only one characteristic of sound quality. Freedom from non-linearity in the transfer characteristic at all levels and frequencies, is another obvious one. That this must include those frequencies well beyond the 18 kHz criterion, must also be apparent when you consider the different signal produced by two similar frequencies beating together above normal audibility.

I was always puzzled by the fact that two pieces of equipment which measured pretty much the same often sounded different. The early NEVE consoles were designed in fear and trepidation. Everything was class A and even although transformer coupled, the bandwidth and linearity were well in excess of the figures considered necessary at the time. We were accused of over- designing, of course!

During the late '70s Geoff Emerick, at AIR Studios, showed me that he could hear a difference between two channels in a console, one of which had not been correctly terminated and was producing a 3 dB rise at 54 kHz. The maximum point of the rise was itself several dB down.

Shortly after that I designed the Montserrat console for AIR. Three were built and one is still in daily use by them and the other surviving one at A & M in Los Angeles. These consoles represented a substantial step forward in terms of noise, distortion and the bandwidth was well in excess of 100 kHz. It is not just my opinion but that of many famous names who have used them that the advanced performance made a worthwhile difference.

To confirm whether harmonics falling outside the audio band could make a difference to the audible sound. I devised a simple test. switching between a sine and square wave. I first tried this at an IBS lecture in London some years ago and have repeated the tests with a number of audiences in other countries more recently. I do not usually take my own equipment, so the audio path provided is always different.

Audiences are always professional audio people, musicians, engineers and producers who are used to critical listening. I make no claims but ask whether they can hear a difference as I switch between sine and square. There has been a remarkable co- relation in that some 60% of those present on each occasion have been able to hear a difference when the fundamental is as high as 10 kHz. A smaller percentage have been able to make the distinction as the fundamental is raised as high as 18 kHz.

I have always believed that. no matter what the subsequent processing and ultimate destination of the signal, the sound quality at the end always benefits from the most meticulous attention to detail in the early stages of the signal chain. This belief is shared by many professional friends who have used my equipment over the years. The frontiers are being pushed back and new layers are being explored. Who is to say there's nothing there?

The MOZART-RN is a signal path of which I am proud and which, thanks to AMEK's incredible skill in the manufacturing field, has been affordable to many studios with modest budgets. An ever increasing circle of users have endorsed its performance. However, we try not to stand still and as we learn more and continue to listen to the musicians and producers. so we will build the sort of equipment that we think adds fullness and enjoyment to music even if we do not fully understand all the factors that make it so.

One final point, I have never been able to give a quick A/B assessment in paired comparison tests. I find that 'straining' to hear something is counterproductive. I like to leave ►

## How far will you have to go?

#### Australia

Studio Supplies Pty 1 td Phone Leon Hart 612 957 5389

Belgium Amptee BVBA Phone George Lemmens 011 281458 Mill's Musie Phone Patrick Voets 03 8289230

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> Italy Audio International SRI Phone Riccardo Zunino 02/25390121

**Japan** Cameo Interactive 1 td Phone Seiji Murai 03-5272-1871

**Malaysia** Meteor Sound & Lighting System Phone Mr Y T Tan 03 291 6559

Netherlands K&D Professionele Flektro Akoestiek Phone Daan Verschoor 31/2526/87889

**Portugal** SPGC Audio Pro Department Phone Paulo Ferreira 1 692456

Spain Kash Productions SA Phone Jim or Carmen 91 267 5222 and 91 377 0068

Sweden Intersonic AB Phone Mikael Sjostrand 08 7445850

Switzerland RTG Akustik AG Phone Thierry Sutter 061 272 19 12

> UK HHB Communications 1 td Phone Sales 081–960–2144

USA Stellar Audio Phone Bill Griffith 914 735 8107













Digital Audio Tape

HHB COMMUNICATIONS LIMITED 73-75 Nerubs Lane, London NW10-6QU Phone 081-960-2144 Telex 923393 Fax 081-960-1160 something playing in the background while I do something else (such as writing to you Mr Editor) and after a while something starts to irritate me and I have to find out what it is. Perhaps Mr Brooke can take advantage of his quiet environment and let the music flow without straining. My cut-off is around 12 kHz these days so I know it would be useless for me to offer to help locate his garage door opener.

Papers read at the AES Convention, N.Y. Oct 4-8th 1991 1) High-frequency sound above the audible range affects brain electric activity and sound perception. Tsutomu Oohashi, Emi Nishina, Norie Kawai, Yoshitakam Fuwamoto and Hiroshi Imai National Institute of Multimedia Education, Chiba-Shi 260, Japan.

2) Estimating the significance of errors in audio systems. J. Robert Stuart.

3) Predicting the audibility, detectability and loudness of errors

in audio systems. J. Robert Stuart, Boothroyd Stuart Ltd., Huntingdon, Cambridgeshire,

PE18 7EJ. Lecture given to the AES London,

24th Sept., 1991, by Bob Stuart. Understanding Noise and distortion

BY NOW IT MUST

— a new approach.

## Witness to hearsay

Dear sir, pursuant to the letter from the County of Spires and Squires (Studio Sound Letters February 1992 p.70)rubbishing comments made by Mr Rupert Neve as to the extent and limitations of human hearing, I would like to describe an experiment performed by Mr Neve on an audience at the University of Lowell, Massachusetts during October 1990. The writer of this letter was present at the lecture.

Mr Neve was invited to lecture on sound and console technology. One of his propositions, and a fundament of his design approach, is that although measuring techniques propose that human hearing at its best hears an audio band of 20 Hz to 20 kHz, human perception can be aware of frequencies which are far higher. As a consequence the elimination of these frequencies from the audio chain result in a loss of quality in music. This quality is perhaps not at



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present quantifiable but certainly appears to be subjectively identifiable.

In practical terms this means that, especially in the origination part of the recording process, techniques used in digital audio engineering or even a step as simple as rolling off an analogue console severely above the audio band, will reduce the system performance and the listener's enjoyment.

The audience at Mr Neve's lecture consisted of around 30 or 40 people. Their average age was probably about 20 years old. Mr Neve alternated a sine wave with a square

HATSWANA

SOUTHERN

AFRICA

wave manipulating the signal in such a manner that the audience was unable to see him pressing any switches on the signal generator. He also raised the base frequency during the experiment, and each time he changed the waveform he would ask the audience how many of them detected the change.

As your readers will know the 3rd harmonic of a square wave is three times the frequency of the fundamental, so that a 12 kHz fundamental has (sic) a 36 kHz 3rd harmonic, which is well outside the 'established' hearing range and therefore should be impossible to detect. In fact, a substantial number of the audience could detect when Mr Neve changed the waveform up to a base frequency of about 18 kHz, which indicates that they could detect something happening (or the effect of something happening) at 54 kHz. The writer of this letter could not distinguish between sine and square waves above about 8 kHz or 9 kHz but he puts this down to catarrh rather than his age (40).

It is fair to say although that this experiment was not conducted under absolutely rigidly controlled conditions as a demonstration, in my view, the results were more than suggestive that Mr Neve's proposals are at least in their basic premise, correct.

Yours faithfully, Nick Franks, Chairman, Amek

Systems and Controls Limited, New Islington Mill, Regent Trading Estate, Oldfield Road, Salford M5 4SX, UK.

Letters should be addressed to: The Editor, Studio Sound, Spotlight Publications, Ludgate House, 245 Blackfriars Road, London SE1 9UR, UK.



## BUT HOW MUCH HAVE YOU Heard About Our wild Nightlife?

IT GOES WITHOUT SAYING, HOW, IN THE RECORDING JUNGLE, ACOUSTIC VOLUME IS KING. WE'LL SAY IT ANYWAY. ERGO, THAT ALL THREE CONTROL ROOMS WILL BE INFRASONIC WITH A PRESSURE BANDWIDTH OF 12 HZ -- 20 KHz, IS NOT ONLY A WORLD FIRST BUT NOTHING SHORT OF AN ACOUSTIC MIRACLE. BUT ENOUGH OF THE GAOGETRY, YOU CRY. GIVE ME AFRICA. WIDE OPEN SPACES. AIR I CAN BREATHE. ANIMALS WITH NO BARS AROUND THEM. AND ALL THE CREATURE COMFORTS TO RELAX ME. (WE DID SAY A <u>WILD</u> NIGHTLIFE.) OK. IT'S ALL YOURS.



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STUDIO: HREE AZOOOO48. (0PHO-O-PE-E+ JOHNSOP

8681.

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27-140-89-7297

## Hard core cases

The US made SKB range of cases for instruments are all fully moulded and use rolled rivets for support of the hardware fixtures. They are available for electric guitars and basses, acoustic guitars and violins.

The company also manufactures lightweight rack road-cases that are stackable, have O-ring gaskets for water and dust proofing, use welded frames and are available from 2U to 12U sizes. A similarly endowed mic road-case is also offered.

**US:** SKB, 3906 Sandshell Drive, Fort Worth, Texas 76137. Tel: (817) 847 5400.

**UK:** JHS, Salem House, Garworth, Leeds LS25 1PX. Tel: 0532 865381.

## Akai master

Akai's *MX1000* master keyboard can be converted to a ten sound 16-bit sampled piano with an optional *PM76* module.

The weighted 76-note keyboard - with velocity key follow and six preset and eight user programmable velocity curves — can be split into four keygroups each with various MIDI parameters assigned to it. Each of the 100 internal programs includes four keygroup settings and can be arranged in four program chains with information shown on a 320 character LCD with six software keys. Assignable MIDI parameter controllers include four sliders, four switches, four footpedals, four footswitches, one sustain switch and program up/down switch. A panic button transmits all notes off from the four individual MIDI out and data storage is via card. UK: Akai Professional, Haslemere Heathrow Estate, Silver Jubilee Way, Parkway, Hounslow, Middlesex TW4 6NQ. Tel: 081 897 6388.



BBE has launched three guitar preamps all with Sonic Maximiser circuitry. The *381* has clean and distortion channels, a stereo effects loop, noise gate, remote switching and a speaker simulator.

For bass players the 383 has a compressor, effects loop and a crossover for bi-amping purposes. With parametric EQ and a switchable notch filter and unbalanced output the 386 is applicable to acoustic guitars in live and studio situations. **BBE, 5500 Bolsa venue, Suite 245, Huntington Beach, CA 92649. Tel: (714) 897 6766. Europe:** TCI, Unit 12, Barnwell Road Business Park, Cambridge CBN5 8UY. Tel: 0223 416660.

# SD TARA

Seymour Duncan's True Acoustic Response Amp has been designed for acoustic guitar reproduction. The two channel 100W amp, with two-way speakers, has a sweepable notch filter for feedback suppression. Duncan has also released the *SA2* acoustic guitar pick-up and the beefed-up, PAF-style, Blues, Parallel Axis Trembucker with Alinco V magnet and Parallel Axis pole piece design.

Seymour Duncan Research, 601 Pine Avenue, Santa Barbara CA 93117. Tel: (805) 964 9610.

# **EMG acoustic PU**

EMG has entered the acoustic guitar pick-up market with its AS93 and AS125 piezo electric film devices. Both include the APA1 active buffer pre-amp as standard — a matchboxsized lump of circuitry that, together with the required battery, is mounted to the instrument's neckblock. Units are supplied with fitting instructions, diagrams, screws and an end-pin iack.

EMG, PO Box 4394, Santa Rosa CA 95402. Tel: (707) 525 9941.

## Rotary effects unit

US company Rolls Corporation have released the 1U rackmount *RP147* Rotorhorn processor that simulates rotating speaker effects under MIDI control and the *MP1288* MIDI Wizard with eight continuous controller inputs and the ability to map program changes to two external devices. For karaoke and church installations, the Rolls RA5KM singer pre-amp is a stereo mixer intended for mic and programme applications. Europe: TCI, Unit 12, Barnwell Road Business Park, Cambridge CB5 8UY. Tel: 0223 416660. US: Rolls Corporation, 6995 South 400 West, Midvale UT 84047. Tel: (801) 562 5628.

# **Bass Combo**

Hartke's model 2000, 200 W into 4  $\Omega$ , bass amp has a 10 band EQ and a valve pre-amp running through a solid state power section. The amp is coupled to a 15 in aluminium coned driver in the 2115 bass combo. Cabinets supplied by the company now include the 215XL, powered by a pair of 15 in sub-bass drivers, and the 405XL is designed as a high frequency add-on to existing rigs, using four 5 in aluminium coned drivers.

**Europe:** TCI, Unit 12, Barnwell Road Business Park, Cambridge CB5 8UY. Tel: 0223 416660.

## Carlsboro combos

Carlsboro Electronics has released the *Viper* bass guitar amp series, *Colt* keyboard series and the *Sherwood Baby*.

Available in 30 W and 65 W versions, *Viper* bass amps have active inputs and Celestion speakers. The 30 W has 3-band EQ and compression while the 65 W has footswitchable 9 band EQ and compression.

*Colt* combos are available in 30 W, 65 W and 100 W versions with Celestion speakers. The *Colt* 100 has three channels, one of which has an XLR mic connector and all of them have reverb and effects control and switchable limiting.

For electro acoustic guitars, the 30 W *Sherwood Baby* combo has a high impedance input channel and a high and low impedance input channel.

Carlsboro Electronics, Cross Drive, Kirkby in Ashfield, Nottinghamshire NG17 7LD. Tel: 0623 753902.

Studio Sound's Music News is compiled by Zenon Schoepe.



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# **SSE Analyses Simply Red**

SSE's tour with Simply Red — whose Stars album topped the 1991 UK LP sales charts — featured further refinements to the company's EV *MT-4* system packaging and a new room analysis/system pre-emphasis control set-up.

Some 45 kW of MT-4 was used on the UK arena dates with a flown stereo MT-4 delay, engineered by Robbie McGrath through two, linked, TAC SR6000 desks. Steve Flewin mixed 56 channels of monitors with a Midas XL-3.

Extending the packaging ideas developed by Chris Beale & Steve Connelly for SSE's six pack amplifier racks, the grey-carpeted control rack and desk flight-cases now have integral multiway connector panels to simplify patching, while every system component shares unitised flight-case sizes — allowing, said SSE's John Penn, the Stars show to tour in just two trucks.

The System Control has been enhanced using a completely new drive rack set-up. System crossovers are the TOA Saori digital units which have integral time alignment, equalisation, frequency points and filter scope, all adjustable under software control. The Saori is programmed with the relevant system pre-emphasis EQ and cabinet time alignment. A TEF Room analyser is used for room measurement via a Mac computer, and is used in conjunction with a Sound Technology RTA 4000. The TEF information is then used to set system delay times in the Saori for the delay system, and also to adjust the response for the six tc Electronics  $1128/\hat{1}128X$  programmable EQs. All these elements — plus FX racks patches - will be combined soon via a Mac Hypercard MIDI Cue Sheet programme which SSE Director Chris Beale has specially written.

## Soundcraft's new Vienna

Vienna, the show, is the launch pad for Vienna, the console — Soundcraft's replacement for its Series 8000 SR desk.

Vienna — in 16, 24, 32 and 40 channel frames — adds a number of features to its predecessor's design. Like the new styling, many features are derived from the *Europa* desk. However, overall size is similar (it will be a 'two-man lift') and, at the time of going to press, Marketing Director Alison Brett confirmed the list price would be 'not much more'. Both conventional and VCA Masterequipped variants should be available immediately, with a monitor version likely to follow later this year.

Among the new or upgraded facilities now fitted as standard are eight fully-equipped stereo input/return channels, Mix L, R and

AUDIO MULTI-TRACK FORMAT RECORDING SYSTEN

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mono buses, bargraph metering on all inputs, and solo-in-place. Illuminated buttons (as used throughout the console) alongside channel faders select the eight mute buses, with a 'Safe' switch for security. Input EQ is a revised 4-band sweep design with dual-Q mid-bands, eight aux sends and an electronically balanced direct output are provided on each input module. Electronic enhancements including balanced internal buses are claimed to improve noise and crosstalk performance.

Optional extras are headed by a full matrix capability — space

# F2 for London rock venue

London's latest regular music venue, the newly refurbished Grand Theatre in Clapham, has chosen a Martin F2 system for its house SR system. South London, hitherto something of a musical desert, apart from Brixton's Academy, stands to gain most from The Mean Fiddler Organisation's determination to transform this theatre into an established fixture.

Encore were contracted to install four Martin F2Bs and two BSX's a side, along with 10 Martin LE700stage monitor wedges and a Midas XL-3 house console. According to Martin Audio's Dave Bearman, it rates as one of their most comprehensive installations to date in the capital — as well as being the first permanent UK installation for an XL-3.

## BSS FCS-926

BSS launch its FCS-926 Dual Equaliser Analyser in Vienna, with the new Varicurve system of EQ processing and control. Configured as two separate channels of programmable 6-band parametric EQ, it provides assignable controls and a large graphic display that shows the composite EQ curve and RTA response (generated by an internal 30-band analyser). The FCS-926 also features a Peak Mix mode that is said to minimise interactions between adjacent EQ bands. A 1U EQ slave module and a hand-held remote control will be available later in 1992

for four dual matrix modules is provided in each frame - and eight VCA groups (located above the audio groups in an optional version of the Master Group module). Unlike Europa, the latter are single-assign only; nor is there a VCA 'grand master' output fader. Aux masters are on one module, while the new Grand Master module features more bus metering, source monitoring and talkback routing options than before. Vienna also has full logic and audio bus linking - either to another Vienna or (thanks to identical connector specs) to a Europa.

## On tour

AUDIOLEASE has a Meyer MSL-3 system on tour, in the UK and Europe, with Lou Reed. It seems the star has both an uncommonly deep interest and the expertise to match in all matters audio, specifying AKG 460 condensor mics and Massenburg line amplifiers on stage. Paul Young dates and the Red Hot Chilli Peppers are also out — using the second production run of Audiolease's A2 PA system, now in its final, more compact, form.

#### BRITANNIA ROW

**PRODUCTIONS** has a Flashlight system out in the US now with Dire Straits, while home credits include the Brit Awards, Barbara Dickson, Love Hate and 'supergroup' Little Village.

CLAIR BROTHERS' Stan Horine professes 'cautious optimism' from their US base, on the subject of an upturn in 1992. They have Sting, U2, Prince, Lynyrd Skynyrd, Kenny Rogers and Joe Cocker ready, either out now or soon, to head towards Europe.

SHOWCO also looks to have a healthy start to the year with the Beach Boys, Eric Clapton, Harry Connick Jnr and Ozzie Osbourne onboard. Genesis, the Moody Blues and Salt'n'Pepa are on for the spring, while Little Feat, Anthrax and Santana have just finished. SSE, besides Simply Red, has had a fully occupied start to the New Year with no family contacts allowed. After installing the aforementioned band's tour bus quad hi-fi system; they won Wet Wet Wet through to April-May, had an on-going situation with Metallica, and supplied a couple of large European TV specials. Chris Beale wearily described his slice of the market as 'blistering'.

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# AN INSIDE STORY

The Symphonic Microphone System is an internal system for stringed instruments. Mike Lethby reports on its use on ELO's last tour.

ack in May last year, a re-formed Electric Light Orchestra set up camp in the Birmingham NEC's cavernous Forum Hall for two weeks of production rehearsals, in advance of a planned world tour of remarkably ambitious concept.

The band (retitled ELO Part II, with five members of the original ELO but minus former

leader and hitwriter Jeff Lynne) were to play their 'greatest hits' plus songs from a new album, in the esteemed company of the Moscow Symphony Orchestra.

The tour was ambitious, in fact, on at least three counts.

One: Not even their legendarily sharp manager, Don Arden, could have predicted how well the ELO phoenix would sell seats. Despite their awesome back catalogue of hits, it's been a long time since the band were fixtures on the road.

Two: on a massive, motorised 'Star Ship' stage set were the aforementioned 88-piece orchestra, on their first major international tour and — for most members — facing their first experience of playing with a rock band. Equally new for the MSO were the massive moving lights and lasers rig, and the special demands of sound reinforcement at rock-nroll levels via ShowCo's *Prism* PA system.

Three: David Scheirman, ELO Part II's Sound Designer and FOH sound mixer, chose a radical solution to the task of miking orchestral instruments within a loud ambient sound field.

By boldly replacing each stringed instrument's tail-pin with a non-destructive 'intravenous' mic insert, he aimed to eliminate feedback problems and otherwise simplify the FOH mixing job.



It was the first large-scale SR usage of the new string microphone system (complete with notch EQ and pre-emphasis) that's being packaged by Soundlab GmbH Munich as the 'SMS' (Symphonic Mike System).

Seeking further control, Scheirman also specified a cut-down version of the Tube Trap LF absorption system to quell resonance around the stage risers.

To assess the fruits of these ideas, *Studio Sound*'s Keith Spencer-Allen and I spent an afternoon at the Forum talking to David Schierman, ShowCo's senior crew and some members of the MSO. In this article, we examine the microphone techniques they employed — and take a closer look at SMS itself.

ShowCo personnel included Mike Poncaek, System Engineer; Chris Wade-Evans, Monitor mixer and Jeff Cohen, Symphony mixer, with Tour Manager Barrie Evans. They had arrived for a fortnight of rehearsals at the Forum: a huge, lowceilinged exhibition hall, echoing despite heavy wall drapes and smelling of stale hamburgers.

Incidentally, while the sound crew put the MSO and their SR systems through their paces, both the set design and the lighting (by LSD, Vari-Lites and Laser Media) were being busily re-worked **>** 

#### PERSONNEL KEY

LS-F Lothar Strunk-Fenner

DS David Scheirman

KS-A Keith Spencer Allen

ML Mike Lethby

JC Jeff Cohen.



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### The orchestra

The Moscow Symphony Orchestra was founded by Stas Namin in 1989 under musical director and chief conductor, Konstantin Krimets, and principal violinist, Grigory Mishouris. In its ranks are some of Russia's top musicians. They claim a special affinity for modern music, citing first-time performances for Soviet music admirers of works hitherto hidden due to 'certain historical and political circumstances'.

The MSO, in fact, is the hub of the Stas Namin Centre in Moscow - a new 'music and cultural centre' that was very much a child of glasnost. Orchestra Manager Ellen Levine's words now have a poignant ring in the light of subsequent events: 'We have the first independent radio station in the USSR, where we play rock and roll music, jazz and classical music, and we also have a recording studio and concert agents at the centre. Before, there was only one, Melodiya, the state recording organisation, but we're truly independent'.

The musicians, she says, had adapted remarkably well to working in this novel way. 'They're very co-operative, because it's such an interesting project. Normally they play symphony music in big halls and I thought they might find it compromising, but in fact they love it.'

## Defining the PA

David Scheirman, with his company Concert Sound Consultants, was appointed sound designer for the tour, charged with specifying a system and inviting tenders from PA companies. DS: 'They (the tour management) were looking at different sound consultants. They heard some shows I did last summer as SR director for the Pacific Symphony Orchestra in southern California - outdoor shows for up to 20,000 people with traditional classical mic systems and 48-location delay speaker systems. They liked what they heard - so they asked me for a proposal about sound for this tour.'

He explains that while the organisers appreciated the project's complexity, time for action was short.

DS: 'They finally committed to a contract for the sound design in early March. They asked for the specifications two days later and wanted to put them out to bid a day after that. I would have liked more time to handle the details but . . . it happened fairly quickly!"

Having conceived an overall plan, he identified three crucial requirements: top-notch monitor and symphony pre-mix engineers; no large-area coverage (for example side-fills) on stage; and acoustical treatment of the stage itself to attenuate potentially troublesome frequencies.

The tender spec was aimed, Scheirman says, at 'sorting the wheat from the chaff' — meaning the choice of PA companies.

DS: 'I specified an SR provider with a minimum of 15 years in world-class SR touring; a minimum of eight similar systems on the road; a proven history of work with symphonic projects as well as rock and pop bands; and a large number of foundationtype items.' All of which, he says, would guarantee the tour producers 'a certain quality, consistent with the best in the industry,' while sifting out 'a lot of smaller, aggressive companies that might make marketing claims about possible performance but then not have the resources to

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back them up.'

ML: 'In other words, ShowCo, Clair Brothers and Maryland Sound?'

DS: Yeah - it was a kind of narrow band-pass filter.' David, who regularly engineers for ShowCo, emphasises that the tight spec left the final choice of PA company with the tour producers — rather than his own opinions.

DS: 'It came down to those ground rules to "shield" the tour producers from proposals that were not in their best interests. All three of those companies responded to the proposal with a different approach; and the producers went with the one that was most in alignment with the specifications and which made the best attempt at meeting the challenge

Available inventory in the UK was also a factor; ShowCo have an arena system warehoused here in the UK. In the event, they decided on ShowCo.

### MIC systems and Levels

David Scheirman's main tasks were to achieve 'rock concert' PA levels out front, give the band acceptable monitoring volume - and simultaneously keep it all out of the orchestral mics for the sake of clarity.

The band had wedge monitors, while a wide gap between them and the orchestra aided microphone separation. The only losers — as he freely admits were the orchestra, who could not be given monitors; again, in the interests of clarity.

The orchestra itself was mixed in stereo, using two specific microphone systems - the SMS internal mics and a more conventional overhead pattern.

**DS**: 'The biggest problem in getting a realistic ensemble sound (in this type of arena) is that there's no reflected advantage into a traditional overhead mic system. And there's a 30ms delay between one side of the stage and the other.

'We don't expect studio quality, but the quality we're getting is quite fantastic for the situation we're in. There would be no other way to do it; we couldn't put condensers on all these instruments and turn them up. There are some sacrifices you have to make in this kind of situation.'

The levels on stage were fairly daunting, as Jeff Cohen, symphony pre-mix engineer, affirms. JC: 'Between the drummer and the conductor there's about 108-110 dB C scale; and up on the top around 102-103 dB. We're trying very hard not to put a lot of band sound in the orchestra and the other way around, just enough to hear each other. There are 12 JBL Control-1s up there for percussion, brass and strings - and for hi-hat and snare from the band.'

KS-A: 'It must be difficult for the orchestra to pitch — can they hear themselves above the band's monitors?

DS: I doubt that they hear it very well. But they have been able to play so far; basically, we've tried to only add things if required.

The close micing has helped us a lot; we've been able to get a lot of gain before feedback and a good orchestral sound. We have a few other mics up, there as well for the problem areas like the tuba player; we're teaching him how to play consistently into a microphone. It's kind of a learning curve for all of us. It's not often you have to get 88 orchestral instruments over the sound of a rock and roll band.

Jeff adds: 'It's great having no clip-on mics or the like picking up ambience. And you have to remember thaat with the ELO, the cello and violins are a big part of the music." DS: 'In the finale, Back In The USSR and Roll Over Beethoven, I can have the symphony at the same or greater level than the mix without compromising the band's sound. There are points in the show where the band stops and the symphony takes over the same instrumental passages, and it's a smooth transition; the overall level doesn't change.

When this system is correctly implemented, it gives a very full, realistic, naturally balanced sound of the symphony for reinforcement in very large-scale environments. But you obviously have a gain-before-feedback barrier; a symphony has tremendous dynamic range.'

On the role of reverb, he adds: 'The close-mix inputs are panned to some extent, but much of the stereo image comes from a Lexicon 224 programme for the close-mic inputs, to give a more naturalsounding ambience. We have a separate stereo reverb for just the high strings, the violins and the violas; on a programme with the low end taperred out where the strings tend to 'bark', like 1-2.5 kHz, ►

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Peavey Electronics U.K. LTD. • Hatton House, Hunter's Rd. • Weldon Ind. Est. • Corby, Northants NN17 1JE • United Kingdom 44-536-20-5520 © 1992 and a long reverb tail from above 6.5 kHz up.

'So you get the natural sense of what happens when they're all bowing together and the time smear that occurs in a wooden concert hall — it's a very pleasing combination. With close-mic'ing through an SR system in an arena, you haven't much chance of getting that sound unless: one, your signal is as close to the instrument's sound as possible and two, you have the signal processing to take that sound and build or layer a re-creation of a concert hall environment.'

### Pre-mixing the orchestra

With most members of the MSO having their own microphones, the role of the 'symphony pre-mix engineer' was crucial in balancing those mic lines to feed a sub-mix into Schierman's FOH console. **DS**: 'The symphony comes into a stereo group on my FOH console with the overhead mic system that's used on the symphony — only when the rock band is not playing.'

Keith suggested to Schierman that he and Jeff Cohen, on the pre-mix desk, were doing a job that the orchestra would normally do for itself. **DS**: 'Precisely — Jeff Cohen acts as my extension. He has to do things the way I want them done without having to discuss it.

'He's an amazing guy, he has an electrical engineering degree, and on Paul McCartney's tour he was responsible for mixing 80 stage inputs down to 32-track digital. He was a violinist himself; he's used to orchestral work in large arenas; plus he's got great stamina and experience.

'I needed someone who understood the symphonic world, so he was ideal. If you rang a PA company and asked for that kind of CV, it would trigger some high-level discussions about available personnel!'

**Jeff confirms**: 'The two of us are working side by side. We're trying to complement each other all the time.'

**KS-A**: 'You're almost becoming a member of the orchestra.'

JC: 'Yeah, though I don't speak Russian — yet!' KS-A: 'When you mic an orchestra in sections, you're relying on the internal balance of the orchestra. The minute you start mic'ing every individual instrument, that balance is down to the sound mixer. Coming from a studio background, I can't think of any case where we've had a microphone on every instrument. Do you involve the orchestra leader in the balance or has it been left to vou?'

**DS**: It's all down to Jeff — he's following the score, muting sections when they're not playing a passage, anticipating emphasis on things that might not stand out like the harp or triangle. He's aiming to give me an average O VU at all times; I couldn't do a good job of the whole show if I had to do Jeff's job as well.'

JC: 'We're trying to balance them as best we can; we solo them to find out what they're playing and get the proper blend. I listen to every line pre-EQ, if I hear one instrument that doesn't sound as good as another I might bring it down just a touch. To get a triangle versus timpani . . . I have to play my gain structure a little bit! Kick up the volume on the on compression side and back it down once it's inserted back in.'

Cohen pre-mixed the MSO on a customised Ramsa desk that he says is the only one in existence. 'The funny part about it is that's what Ramsa actually designed this desk for, to be able



to do a full orchestra mix. But this is the first one with this many inputs.'

His experience was also important in positioning the musicians on stage. JC: 'Since I work with symphonic ensembles I understand why they are laid out as they are; for the timbres of the different instruments and the locations of the various sections. I wanted to keep all the brass up at the highest point so that they fire out, and have the strings down at the lowest level — so that the area behind them has the greatest amount of absorbent material — with the percussion up on the top corner so the cymbals and timpani radiate into the open air.'

**KS-A**: 'A major issue for you must be noise — do you have any problems on that score with so many channels?'

JC: 'No, the mics are real quiet, and we've spent a lot of time isolating grounds between the house, monitors and us. I send eight feeds to David and three sends to monitors; monitors in turn feeds me a send of the band, and with all those sends we have to make sure we're absolutely quiet. We've got the system to the point in rehearsals where you wouldn't even know it was on, except when the orchestra are tuning up!'

**KS-A**: 'What about handling noise? When a musician's finished his little piece and he puts his instrument down you see him nervously tapping; don't you pick that up?'

**DS**: "They're doing it very softly. They've been very good. We've shown them how to leave the stage, what to take with them and what to leave; what's theirs and what's ours. Not a problem!"

# Overhead mics: by tradition

David explains the overhead system used to pick up the orchestra.

**DS**: "The overhead ensemble pattern is modelled after the old Decca recording engineers" "tree" — from above it looks like a Christmas tree, with a single centre mic in front of and above the conductor, and the principals of the reed and woodwind sections arranged in a line on-axis with that mic, with your oboe, flute, clarinet, french horn and so on in line, two by two, going up each instrument.

'Then there's a left and a right mic in the "tree" pattern in alignment with the principal first and second violinists, the principal viola and cellist plus two "outrigger" mics, left and right, for the principal double-bassist, harp and keyboard; then the percussion section in line with that but farthest away. The brass comes in of its own accord on the right mics.

With a minimal number of mics we have minimal phase problems. Yet we pick up the whole ensemble before anyone has to touch the faders, which you can bring up evenly so the symphony sort of balances itself.

'It's vital to have the greatest microphone sensitivity and the lowest line noise possible. We used Sennhesier *MKH-20* omnis which have the highest sensitivity of just about any current microphone, and they're all converted to line level onstage via a high-quality mic pre-amp. Those signals go to the house console, directly into outboard parametric equalisers, then into the console's fader and EQ section. So each one only passes through one mic pre-amp, located as close as possible to the microphone.

The EQ is the highest quality that's readily available from our road package; I have parametrics from George Massenburg for the 'outriggers" and Klark Teknik DN-410s for the left/centre/right "tree" mix. Those mics get adjusted on a daily basis, they're on aluminium boom poles that can go up to 15 ft, so the initial balancing is done by minute adjustments to their declination angle and axial placement.' ML: 'What mics are you using on the percussion?' JC: '81s on the snare and the bass; 57s on the tympanies; and I have 81s on the gong and bells; 201s on the clarinets. Trying to keep the spill down and still keep a good condenser sound is very difficult; we tried some 441s but those didn't work out well.

#### Tube traps

Another unexpected sight on the MSO's riser was a new version of the familiar Tube Traps LF absorption system. Unlike the Tube Trap, these

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were semi-circular in profile.

**DS**: 'We needed acoustical treatment for the difficult areas of the symphony's stage riser, some absorption to attenuate the frequencies I felt would be a problem, around 150-300 Hz.' It was the stringed instruments that most needed this protection, he says, from 'That typical low-mid build-up which would mean death to the sound of the symphony if we couldn't contain it. You can't stop it with plexiglass, which is good for HF but not for lows.

'So we have 256 ft of Tube Trap, from Acoustic Sciences Corporation, on the symphony risers, mounted vertically on every surface that faces the band, on 2ft centres.'

**JC**: 'They're placed on the borders of each level and they're working real well. There's little spill between the instruments and they help with our slight problem areas. They break up the direct reflections. But this is quieter than most rock and roll stages.'

**DS**: They contain special rockwool fibre and have very good absorption in the lower mid-band. It does double the job that Sonex would do in the same situation.

It's called Trim Trap, this is the standard tube, cut in half, with a hard face on the back for mounting onto walls and ceiling surfaces. It's used a lot for critical situations in conference halls and boardrooms — anywhere you need high attenuation of room — resonance and control of articulation and intelligibility.

'Again, that was a last-minute thing: I contacted them since I knew the product line and exchanged a blizzard of faxes with the set designer Tom McPhillips — he's quite gifted — convincing him to use that instead of grey carpet or some kind of cheap foam. Once he understood what I faced acoustically, he plunged into figuring out how to make it work.

'And it's neat: the half-rounds sandwich

together nicely to fit a big vertical road-case. The tour producers felt getting something worthwhile would be a good investment since they planned for a two-year project around the world.'

# On tour with the MSO

However the tour shaped up later, the sound crew at The Forum had already twigged that it would be (to paraphrase Stormin' Norman) an anecdoterich environment.

I enquired how chief conductor, Konstantin Krimets, had been coping with the megaproduction.

**DS**: 'On the first day, he took me aside and explained that he wanted "a natural sound — not electronic".' David laughs: 'I just nodded!' **LS**-F: 'Yesterday in the run-through he was conducting up there in all the lasers and he was really going for it.'

DS: 'But this morning he asked if we could provide him with a cosmonaut's helmet, to shield his eyes from the lasers — and to shield his ears from the sound of the band. He had not anticipated things being this much, er . . . rock and roll.' JC: 'He's actually understood what we're doing very quickly. I'm sure it was all quite a culture shock though! And we haven't hit the best part yet. I don't think they realise this whole rig tours with us — that they'll find the same cables in front of them every day. It's less than a week we've been together; it can't get anything but better.'

## Finale

As many readers will surely already know, the world tour plan suffered an ignominious demise



after the British dates. The MSO musicians didn't get to taste the world — maybe their chance will come again. And while parts of the concept may well yet re-surface here and there (possibly in the form of one-off shows), it seems some of those original participants are unlikely to see a return on their investments. But many of the technical aspects remain the same.

Listening over Jeff's shoulder as he PFL'd orchestra channels through a pair of monitors was illuminating. His is not a job for the faint-hearted.

Deciding how to balance those individual instruments within the mix (some of the SMSoriginated lines sounding a little thin) was only part of the story. Jeff had also to be careful with mics that were picking up excess rumble (Tube Traps notwithstanding) and/or handling noises. All this had to gel once everything was brought together into a *fait accompli* mix for Schierman's house console — and from what we heard Jeff met his brief successfully.

But how well does this concept (and the allimportant part played by the SMS) tackle that most difficult of SR jobs — a rock band amplified cheek-by-jowl with a full symphony orchestra?

In the bleak Forum, it was hard to be certain. We felt a touch disappointed with the MSO's sound in this huge mix — there was a certain lack of 'naturalness'; not the sound you'd expect from a conventionally-mic'd orchestra. (But how many orchestras play amid such levels — and who else would want to try it?)

So there were many caveats.

As an SR task, this bordered on the extreme. The empty rehearsal hall, too, was a harsh listening environment. (Although two audio professionals I spoke to later reported hearing similar effects on the first public shows.) Moreover, ShowCo's *Prism PA* (reviewed in *Studio Sound* in June) is an excellent system in the right hands — and both Scheirman and Cohen have impeccable blue-chip engineering credentials.

The heart of the matter, then, is the Symphonic Microphone System. Largely responsible for the MSO's sonic detail, SMS is definitely a serious, and ingenious, attempt to help place stringed instruments in a high-level mix. As a handy solution for a tough production like this, it's doubtful whether any other mic technique could have provided better results.

Yet while SMS promises a lot, by its very nature it must impose an element of artificiality on an orchestra's natural sound — as immutably dictated by the laws of physics and acoustic science.

To conclude: we were deeply intrigued by SMS, and impressed by Scheirman and Cohen's ingenuity in tackling the show.

It will be equally fascinating, then to see whether Sound Lab can turn the early promise of SMS into the new standard for orchestral miking that they are so boldly seeking.

### SMS: the concept

The most adventurous aspect of the ELO Part II/MSO sound reinforcement was the 'SMS' (Symphonic Mike System) — launched in September 1991 by Soundlab GmbH Munich. At the time of writing the company, according to spokesman Denis Werp, was seeking a UK distribution deal.

The original end-pin idea came from leading orchestral violinist Klaus Winkler. What we saw was effectively a 'beta test' version of the prototype co-designed by Lothar Strunk-Feuher — one of Sound Labs touring engineers, who oversaw the


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SMS on tour — and chief engineer/Business Manager Klaus Kaetel, who developed the system's mechanics and technology.

SMS, according to SoundLab's literature, 'preserves the natural sound of the stringed instrument and combines an extreme headroom with an evident reduction of disturbing extraneous noises.' The objective being to: 'integrate stringed instruments into the sound of popular music'.

By way of justification, they add that 'former studio recording techniques' had proved inadequate for larger classical performances. While the latter statement sounds contentious enough to be a discussion topic for a *Studio Sound* engineers' debate, the attributes claimed for SMS clearly demand serious examination.

For, if the idea of placing individual microphones on an orchestra (and balancing them on a mixing console), is an anathema to many classical engineers, siting microphones *inside* stringed instruments must be tantamount to heresy. Unless, as in this instance one is faced with seemingly in possible ambient sound levels around the acoustic instruments.

Strunk Fenner explains its origins. LS-F: 'The company started as Sound Lab Rental and Klaus Kagel, who was their first engineer, is now the Director of Sound Lab Electronics. He took his experience from the road, researching ideas he used for rental companies.

'1989 saw the first version of his microphone system, when SLR did a big open air show for 250,000 people. His first idea for a violin microphone was just the fittings and a regular preamp, then, after about a year, we found the optimum frequency curves for each instrument and he started building this pre-amp/pre-EQ system.'

Five international patents are held jointly by those gentlemen and by Sound Lab Electronics the latter an Electronics research-tomanufacturing off shoot of the core company, whose own roots are in full-service PA and lighting for large open-air concerts, orchestral SR and theatres. The Electronics division, says Denis Werp, made its mark with an active splitter and DI box built to German TV standards.

So how does SMS meet its objectives — and Sound Lab's claim to bring exciting symphonic sounds onto the platform that could previously only be composed for recordings?

SMS consists of three key components, mechanically and electronically adapted to suit each type of stringed instrument — violin, viola, cello and double bass — making the four standard versions of SMS.

# 1: The End-Pin Adaptor

A locking aluminium collar replaces the standard wooden end-pin of each type of instrument. The microphone capsule is inserted into each instrument's body via this adaptor, which is identical in size to the original end-pin. **LS-F**: 'It's not glued or screwed, so it's easy to change, and once it's in you can screw in the microphone. It's pointing right inside, and it's mounted hard to the body.'

The cello insert is an exception, featuring a 'wand' extension to place it alongside the sound block.

**DS**: 'It's so convenient: we just plug in a cable, and if necessary we can replace the original end-pin without damaging the instrument'

# 2: The Microphone Capsule

The miniature omnidirectional capsule is based on Sennheiser's Red Dot microphone. Produced by Sennheiser for Sound Lab, it's identical for each instrument and has a quoted response of 40 Hz - 20 kHz.

**LS-F**: 'These take more pressure, because especially in violins when they play really hard there's 135 dB SPL down in the curved part of the body.'

KS-A: 'Does it pick up the bow attack?'
DS: 'Yes, very well; a very full, natural sound but with all the gain you need — it's quite amazing.'
ML: 'How do you pick up the rest of the instrument's sound — the external "ambience"?'
LS-F: 'Believe it or not, there is a lot of "outside" sound inside an instrument, especially when they're playing hard. It was a case of finding the right position inside to get an optimum sound.'

# 3: The Pre-Amplifier

SMS's third component is a pre-amp with an integrated filter network — whose range matches the capsule's, qualified as  $\pm$  3 dB at maximum level.

While the pre-amp is a standard design, tailored EQ cards provide HF pre-emphasis to suit each instrument. Those curves are fixed, but the EQ can be by-passed internally.

Each pre-amp is phantom powered from the desk, with a red LED confirming '48 V present'.

## SMS In Action

**KS-A**: 'Does the insert make the instrument sound different?'

**DS**: 'Not at all. The conductor and the principal violinist came and talked to us; I explained that although it sounds dangerous, it won't hurt your instruments. And, if we don't do this, no-one will hear what you play. So we got their trust first.

'We also hired the best luthier in Birmingham, Mark Lawrence, who specialises in restoration of old stringed instruments; he worked with each musician individually. So everyone has a system we can plug straight into every day, but that doesn't change the tonal quality of their instrument.

'Before they come out on stage we check for phantom by looking for the red light on the preamp at each position. Then we're ready to go.'

Braving a major language problem, and wary of sparking a minor diplomatic incident, I asked an MSO violinist whether the SMS insert had affected the tone she heard from her instrument? She looked to Ellen Levine before replying. 'I don't hear any change. I don't think so.' Smiles of relief all round.

ML: 'Will the orchestra go home with their new fittings in place?'

**DS**: "Only the cellist and the bassist will keep their new end-pins, so they'll be the talk of Russia with their expensive adjustable Swedish end-pins, but minus the microphones.'

Ellen Levine's casual final comment unexpectedly highlights the crux of the sound designer's task: 'I think, in the beginning, they didn't like the idea that somebody can listen to a single instrument in the orchestra.' There was, as David Scheirman said, quite a learning curve for all involved.

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# AES PREVIEW

The 92nd AES convention will be held during 24th to 27th March at the Austria Centre, Vienna, Austria. A list of exhibitors has been compiled with details of their products and services available at the time of going to press

A

• Acutron Electroacustica: This Portugese company will be showing a range of broadcast products all under the Larsen Brand. • AD Systeme: will be showing the Optifile 3D console automation system with the latest updates and also the Optiview a 24-track previewer that will give a full seven seconds advance warning of all up and coming cues or drop-ins.  $\bullet$  Adams Smith: will be showing the 2600 E-A/V audio editor with its new Super-Sync software, and the Zeta family of products including Transport Emulation for the Zeta-Three. 
 Adamson Acoustic Design: new products on show include the B118, MH121, FR12 and S218 loudspeaker systems; also the AX400 and DSPX 4000 loudspeaker controllers. • Adtec: will be showing their range of audio and video tapes including R-DAT. • AEQ: new products include broadcast mixing console BC-1000. • Agap: introducing their DIANE broadcast and recording management system, plus the GAETAN extended range system for local radio stations and the SYGAR system for automatic radio network management. • AGM Digital Arts: no information received. • Akai/IMC: will be demonstrating new software revisions for their DD1000 optical disc recorder/editor and S1100

stereo digital sampler. • AKG Acoustics: along with other products, the new Blue Line modular microphone system, the C547BL boundary mic and C647 paging and sound reinforcement mic. • Alphaton: full range of products including DI boxes, line splitters, matching links, cable testers, and signal distribution systems. Also the FC-8000 Feedback Killer providing eight channels of feedback control. • Altec Lansing: showing their speaker systems and power amplifier ranges • Amek/TAC: European debut of the Rupert Neve designed Media multi-purpose console, and the Einstein, a new low cost automated console aimed at private production facilities. Also being shown are the Hendrix, the Mozart with new machine control option and dynamics package, the BC3, the B2, The Bullet, the TAC SR6000 sound reinforcement console and the Medici equaliser. • Ampex: full range of professional audio tape products including 478 Low Print mastering tape. • AMS: new products will be the AudioFile Spectra, a new colour control surface for AudioFile using high definition colour LCD panels. In addition the unit's depth is reduced to only 3in enablying easy mounting; and the Logic 2 large format, stand alone all digital, recording console with dynamic automation of up to 256 channels; and the AudioFile Plus 16 hard disk recording and



ACC2000 Series from Audix



ATC's new SCM10

editing system. Also on show will be the Logic 1, SoundField and ST-250 mics and the range of signal processors. • Analog Devices: add several new products to their range of high-performance signal processing ICs including the SSM-2018 wide dynamic range/low distortion VCA, SSM-2142 integrated balanced line driver, and the SSM-2017 ultra low-noise preamplifier. • Apex Machine Company; manufacturer of audio and video cassette printers, will be showing three new printing machines, the RS-100, RG-1000, and CA-20, along with their recently introduced rotary offset print heads. • Aphex Systems: full range of audio processing equipment and interfaces. • Apogee Electronics: will be showing their range of A/D and D/A converters including the enhanced version of the DA-1000, the DA-1000-E. Also new is the SSM loudspeaker, which is an extremely compact, high output, wide-bandwidth system intended for front audience fill and monitor applications. New P series processors for both permanent and portable use with the company's speaker systems will be on show as will companion integrated processor amps and stereo amps. • ATB: displaying spring pads, single or reel-in, with or without bosses; coloured leader tape; Inox pins. • ATC: showing their complete range of monitors including the new SCM10 2-way stand or shelf mounted monitor. 
 Audio Animation: featuring the Paragon, a fully digital on-air broadcast signal processor, display includes the Paragon Studio offering four channels of expandable DSP. Also featured will be the Muse digital mastering console. • Audio Design: showing the AudioDesign CD-R; an addition to the ProBox digital interface range, the Smartbox and a SCMS defeat box. 
 Audio Development: two new products, CDCATS ST1 stamper tester, and CDCATS SA3 multiplayer system for quality control of CD-ROM, CD Audio and CD-I. 
 Audio Developments: debuting two new mixers designed for location recording, the AD261 four input mixer featuring comprehensive MS/XY facilities, and the AD146 four output mixer featuring a selection of modules. • Audio Follow: the DDO2 optical disk recorder and accessories, and ETA1 magnetic 16/35mm perfo recorder. • Audio Kinetics: new software and enhancements for the ES.1.11 Synchroniser, Penta

5 and *Eclipse* 8/16 machine controllers.  $\bullet$  **Audio Precision**: will be introducing their *Portable One*  $\triangleright$ 

Plus test and measurement system, also two new DSP programs for System One. • APT: debuting the DSM100 digital audio transceiver using the established apt-X100 4:1 compression. 
 Audio Sales: showing a range of studio designs plus SSL's ScreenSound, Timeline's Micro Lynx, and intercom systems from Clear-Com. 
 Audio-Technica: full line of wired and wireless microphones including 40 Series, Artist Series, 800 Series and UniPoint Series. Also range of accessories. 
 Audiomation: two new moving fader automation systems - Series 990 and the MIDI based 600M. Also new Sellmark 60 mm conductive plastic fader and Digipot motorised digital potentiometer. • Audiopak: complete range of broadcast tape cartridges with redesigned shells for easier identification. • Audioscope: featuring the series 9000 measuring system. • Audix: a range of broadcast products including the ACC2000 Series of stereo modular mixers, the ARM Series of rack mounting peripherals and the Digital Adaptive Telephone Hybrid.

• Autograph: exhibiting the Meyer range of sound reinforcement systems.

#### B

• Barco-EMT: displaying digital PA processor; digital reverb and delay units. • BASF: will be exhibiting their range of tape products including a new ferric cobalt tape PE 668/968, a cassette calibration kit with mechanical and azimuth test tapes, a new length LNS voice tape LNS 17,300, and the Eco Shuttle which is a new recyclable pallet for duplication products. • BEC Technologies: featuring digital audio fibre-optic communication systems. 
 Behringer: their range of signal processing units including the Dualfex enhancer/exciter, the Intelligate expander/gate/ducker, and the Composer programme adaptive dynamics processor. Bever Dynamic: dynamic, condenser and wireless microphones, dynamic headphones and headsets, gooseneck mics and accessories. • BFE: no information received. 
 BGW: featuring their new GTC Grand Touring Amplifier. 
 BNS: range of studio monitors. • Broadcast Electronics: cart machines; DV-2A digital recorder/playback



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unit and FX50 50 W FM exciter. • B&K: featuring series 4000 microphones with the unique equalisation attachements for the 4003 and 4006 omnis, and the Type 5930 Head And Torso simulator. • BSS Audio: the new FCS-926 Dual Equaliser Analyser will be used to introduce the Varicurve System of advanced EQ processing and control elements. Also the FDS-318 Multimode Variable Crossover and other products.

#### C

• Calrec: showing five new products, the Q Series Broadcast Production Console, Minimixer II, the RQP4200 stereo channel amplifier based on the mono version, the *RQP8400* dual stereo mic preamp, and *RQM1212* AB/MS convertor. Canford Audio: one of the UK's leading established distributors shows it large product range. 
• Chevin Research: A new British company launching a series of new power amplifiers. 
 Community Light & Sound: expand their range with two new loudspeakers, the electronically controlled RS660, and the CSV-8 foreground music system featuring professional grade components throughout. 
 Concept Design: exhibiting DAAD, the digital duplication system; the CD 9000 and other equipment and products for the duplication industry. • Crown International: full range of range of amplifiers and microphone systems.

## D

• DAR: introducing a new internal digital mixing package for SoundStation Sigma, and SoundStation Network a true multi-access networking system for SoundStation II and Sigma. Also enhancements to the DASS 100 multifunction digital audio interface. • DDA: will be showing examples from its range of consoles including the new Interface mixer, a four bus multi-application console which features a unique module that sub-mixes six mic inputs, with a single EQ, aux and routing section following the mixed signal path. Also on the stand will be the DCM224V post-production console, the DMR12 and the new 24-track console, the Profile. Deltron: first time AES exhibitors showing their range of audio/video connectors and leads ● Dialog4: will be showing the ISDN MUSICAM ►





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Codec, a digital fully duplex audio code and decoder able to transmit CD quality 20 kHz stereo audio on switched 64/56 kBit/s networks using terrestial, fibre optic, ISDN or satellite facilities. • DIC Digital: displaying full range of 4 mm/8 mm data cartridges and digital audio tape including the new MQ Series of professional DAT. Also introducing a 3.5in Magneto Optical Disc. • Digidesign: manufacturer of Sound Tools will debut their Pro Tools system which integrates multitrack digital recording and editing, DSP, MIDI sequencing and automated digital mixing into a Macintosh-based workstation. • Digigram: introducing a new generation of digital audio systems, and new software for the XTRACK digital audio workstation. 
 Dolby: showing for the first time their low cost version of Dolby SR — the SRPSeries. Also new the 430 Series single-ended background noise suppressor. 
 Dorrough: featuring the stereo signal Test Set which allows dynamic measurement of level, balance, crosstalk, phase and signal-to-noise. • Drake: showing their range of intercom, mixing consoles and



Focusrite 72-channel console at Metropolis Studios, London



46 Studio Sound, March 1992

distribution amplifiers along with the new PD5050 20 bit AD converter, the PD9375A single card AD converter, and the NVision range of broadcast equipment. • **Drawmer**: will be showing their full range of processors, featuring the new DL251 Spectral Compressor. • **Duran Audio**: showing new products the UFM-265 floor monitor and UB-25 subwoofer. • **Dwight Cavendish**: routing switcher systems, video duplication systems and monitoring systems. • **Dynacord:** featuring processor-controlled amplifiers; time delays, EQs, mixers, and speaker systems. • **Dynaudio Acoustics:** four new monitors, the PPM2 nearfield, the ABES (Active Bass Extension System), and the M3.3 and M4 main monitors.

#### E

• EELA Audio: featuring various consoles for broadcast and audio follows video. • Electro Sound: featuring their new 9000 high speed audio duplication system, that offers a dual slave unit and a new 480 IPS loopbin. • Electro-Voice: showing the Deltamax electronically-controlled speaker system; MT-2 Manifold Technology concert sound systems; studio mics; horns and drivers. • Estemac Electronic: tape testing equipment; also a range of audio cassette duplication tape. • Estudios Gemma: audio cassette C-O range; audio/video duplication; record pressing; CD manufacture. • Euphonix: featuring the *Crescendo* digitally controlled production console. • Eventide: will be showing their VR240 Digital Voice Logging Recorder, the Ultra-Harmonizer range with the new HS395 Internal Sampling Board, and a selection of broadcast delays.

## F

● Fairlight: introducing their new MFX2 digital audio production system, featuring a dedicated control surface with hard and soft keys for all control functions. ● Fidelipae: DCR-1000 digital audio cart machines; modular MX series consoles. ● FM Acoustics: range of amplifiers including the FM 801A power amplifier. ● Focusrite: showing their Studio Console and range of rackmounting modules. ● For-A: launching the AR-200 digital audio record and playback system, design to provide automated commercial insertion from its storage unit. ● Fostex: highlighting ▶





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Fairlight MFX2 Audio Workstation

their *PD2* four-head portable timecode DAT recorder, and the 2412 compact console. Updates for the *D20* DAT recorder, and demonstrations of DAT editing and synchronisation. Range of other products including the G24S 1in analogue recorder with Dolby S noise reduction.

## G

Gauss: exhibiting full range of speaker components. ● Genelec: latest additions to their monitors include the 1031A active two-way design.
 Ghielmetti: showing their new analogue/digital jackfield. ● Giese Electronic: audio recording systems; timecode equipment; video, audio, film synchronisers and ADR systems.
 Gotham: new products include GAC-2 digital data cable and GAC-4/1mini small size conductor

data cable and *GAC-4/1mini* small size conductor audio cable. ● **GTS:** audio C-Os and cases, VHS V-Os and DAT D-Os.

#### Η

Harmonia Mundi: updated Penguin digital mastering system; the IBIS digital mixing console.
 Harrison: featuring SeriesTen console and the ARS-9 audio routing switcher.
 Haufe: will be featuring their compact input and output modules. Also shown will be the 100-70V audio



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#### The TC1128 Specs:

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GERMANY: 05231-32972 CRECE: (01) 8837629 HOLLAND: 03-414500 LTALY: (02) 50841 NORWAY: (2) 710710 SPAIN: (03) 796 31 00 SWEDEN: (08) 735 8020 SWITZERLAND: 093 87 26 56 For countries not listed please phone or fax t.c. Denmark transformers. • HES Electronics: a range of products for broadcast applications featuring the new HDTB Intercom System. • Heyna: range of duplication equipment. • HHB: featuring the Marantz CDR-1 compact disc recorder along with a range of DAT recorders and own brand DAT tape. Also ATC SCM studio monitors, and first European showing of the Summit Audio DCL200 valve dual compressor/limiter.

# I

● Inter-Tain: no information received. ● Ilsemann: range of labelling, packaging and foil wrapping machines for compact and video cassettes. ● IRP-Knowles: range of signal processing products. ● ITC: introducing two new cartridge machines the Series 2 Reproducer and Reproducer/Recorder. Also first showing of the DPR-612 Digital Program Repeater which can store/repeat up to 15 mono programs, and the DigiCenter hard disc recorder.

### J/K

● JBL: range of speaker systems and signal processors. ● Klark Teknik: the recently launched DN735 Solid State Audio Recorder with new software, their full range of processing units and the unveiling of a secret product. ● Klein and Hummel: range of active monitor speakers and first showing of their EZ 120 PA-Centre. ● Klotz: will exhibiting their Oaklink system which is a fully digital audio transmission and distribution system. ● Koch Digitaldisc: showing new software for their existing test equipment and a modular concept for CD-quality testing. ● Korg: showing the latest updates to SoundLink, their hard disk production system and the A1 processor.

L

● Lake People: 20-bit A/D D/A converters amongst established products. ● Lester Audio: featuring their DAS 2000 fiber-optic audio transmission system. ● Lexicon: the latest software for the Opus and Opus/e digital audio workstation. ● Lydkraft: featuring the Tube Tech range of studio equipment. ● Lyrec: showing their complete duplication line including latest developments in DCC duplication and QC equipment. The Frida kin recorder and the Fred portable editing tape deck.

## Μ

• Maycom: showing their VAMOS (Video and Audio Manager on Optical System) range of systems designed for the management and composition of broadcast commercials. 
 MBI: will officially launch their Series 30 top of the range broadcast production console, as well as exhibiting the Series 20 console. • Meyer: will be showing their new DS-2 mid-bass loudspeaker; their new USM-1 Ultra Stage Monitor; the Meyer Studio EQ Package; and the new generation of their SIM Source Independent measurement system. • Microtech Gefell: showing their range of microphones. • Michael Stevens & Ptnrs: products from Artisan; Bel Digital Audio; Chromatec and Rogers, amongst others . Midas: range of live sound consoles.

Mitsubishi: first European showing of the

# FROM OUTBOARD TO OPTICAL

in dialant and



Monitors - The hig maise in monitors must currently be Dynaudia and, in particular, the MI. Popular with producers and engineers for their partability and sound anality nlike, these superspeakers are on demo at Stirling with a range of recommended amplifiers including Hill's Chameleon and Adcom's 585.

Recorders - Analog or digital Stirling remains the place for multitrack, With an improved specification and a return to mid-

eighties pricing, Otari's MTR 90 111 represents a high quality yet cost effective choice in 2" 24 track machines. From the same stable, the MNS0B now includes full remote control and Dolby HN-PRO, Akai's DD1000 optical disc recorder is now available with RS422 software providing serial control of video machines and a new "Timesqueeze" facility. With improved editing features. the DD1000 is now more than ever a logical chace of recorder for video post-production work.



#### Consoles · New from the USA

and exclusive to Stirling is the fully automated Euphonix console

Assignable from 24 - 96 channels, this superb mixer is currently on demo in our studio alongside the very best from DDA, including the AMR-24, DMR-12 and the new Profile, and the latest from Soundcraft including the highly arclaimed Sappyre and excellent value for money Spirit



#### Synchronizers - Already an industry standard,

Timeline's Lynx is further enhanced by the introduction of the

SSU System Supervisor and CCU Console Control Unit, facilitating integration with the host computer of consoles from SSL, Neve, etc. And new from Timeline is the Microlynx. Inclusive of remote control it can ync up to three device two multitracks plus video, for instance



Cable - An after thought to many suppliers but at Sticling. we believe the cable that comments a system to be every bit as important as any single component within it. W. are the I.K. sexclusive inporters of the industry standard Mogami cable and are pleased to to provide a full custom service

providing high quality wiring looms to your specific requirements. The full range of Mogami cable is also available "loose".

Outboard - The reputation of Lexicon's innovative 300 effects processor grows daily. Marrying

legendary Lexicon sound quality with digital 1/O and the facility to automate effects to timecode, the 300 is ideal for film and video post-production applications. Mong with the 4801, it features in a carefully assembled list of outboard devices that includes the very best from Drawmer, Valley and Aphex, From the latter, the Compellor compressor/leveller, Dominator zero-overshoot peak limiter,

Expression undle channel compressorllimiter and Expander/Gate are of particular interest. Also check out the amazing Sonic Maximisers from BBE.



Microphones - Following the success of the CU-41 studio microphone and the CMS-7 mls stereo series, the latest mic from the Sanken stable to attain industry tondard status is the tiny COS-11 lavalier mic.

Already chosen by The BBC and ITN, the COS-11 has also found favour in theatre sound applications with leading contractors Autograph. See the COS-11 and the full range of Sanken microphones at Stirling.



Our policy in DAT is simple – the

best machines at the best prices. We

currently recommend the Panasonic SV-3700, the PCM-2700 and TCD-D40 Pro from Sony and. for working with timecode, the Fostex 1.20

# Hard Dick

Recording -

Having played a major role in bioneering

the application of Hard Disk recording technology during the mid 1980s, we're naturally gratified to see its mass acceptance in the '90s. Alongside Digidesign's Sound Tools 2 track and Pro Tools multitrack systems, we are pleased to recommend systems from Cyberframe and DAWN, With on-board mixing, DSP and serial maching control, configuration of the former is

particularly applieable to music and sound effects editing and dubbing in film. And the Macintash

in the UK, providing a reliable, familiar and cost effective system for sound-to-picture work.

based & track DWWN ovten has dr adv found homes in over a dozen video post-production facilities



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X-800EX enhanced 32-track digital recorder, and featuring the PDX-8620 20 bit two track recorder. • Mogami: displaying their complete line of wire and cable products. • Mosses and Mitchell: range of audio and video jacks and jackfields together with a range of accessories. • Munro Associates: demonstrations of their entire monitors range. • Musicbox: exhibiting C-Os sonic welded, C-Os screwed, library cases, endless loop cassettes, short-time cassettes, V-O VHS cassettes, and blanks. • Musikon: showing a new generation of sound booths.

#### N

• Nagra: featuring the D-4 four channel open reel digital audio recorder. • Neumann: launching the *KFM 100* Spherical-Surface condenser microphone, a stereo design with two pressure transducers. Also new is the Dummy Head *KU100*, third generation of the Neumann dummy head; and the *N5000* computer controlled



Otari DTR-R7 DAT Recorder



 
 New Spherical-Surface Microphone KFM100 from Neumann

mixing system. • Neutrik: displaying their entire range of audio connectors, plus introduction of the A2 Audio Test and Service System. • Neve: first European showing of the VRP legend which will be fitted with Flying Faders. • New England Digital: latest software for their range of hard disk recorder/editors. • NTP Elektronik: in addition to their established range of products, a new De-esser/Limiter type 179-500 GPE, a new automated and scheduling system for routing switchers, and new fiber-optic interfaces between digital routing switchers.

# 0

• **OD&ME**: featuring the *Monoliner MkII*, the improved version of the Monoline technique for CD manfacture. • **Omniphonics**: updated versions of amplifiers; new switching units and an esoteric mic pre-amplifier. • **Optical Disc Corporation**: no information received. • **Orban**: range of broadcast products. • **Otari**: exhibiting a cross-section of their product range featuring the new *DTR-90* and *DTR-7* R-DAT recorders, the *Premiere* film console, and the *ProDisk PD-464* •

Drawmer



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multichannel digital audio workstation.

Р

 Panasonic: showing Ramsa's new range of power amps, the 1000 series, and a new range of live sound mixing consoles, the WR-S44 series. • Pastega: showing their range of wireless microphone systems and featuring the new RMD 900 modular receiver. • Peavey: wide range of recording and musical instrument products. • Penny & Giles: first AES showing of their Endless Belt Controller with integral bargraph display. Also showing the M3000 and MRF 11 range of motorised linear and rotary faders, and the Digital 12 bit linear faders. • Plasmec Systems: showing the ADAS family of hard disk recording systems, the new Mosses and Mitchell %in Flexipatch jackfield, DK-Audio switching and distribution products and time code equipment from Evertz. • Precision Devices: showing their ranges of drivers for Turbosound and Quested



#### Sony's DPS-R7 digital reverb and DPS-D7 digital delay

uses. • Prefer: showing mixers for A/V applications, sound recording and discos. • Pro-Bel: showing their range of analogue/digital audio routing, signal processing and distribution systems. New is 5245 DA reference signal generator. • Publison: latest information on their hard disks recording editing systems.



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Penny+Giles

Q/R • QC Magnetics: displaying a range of video and audio cassettes. • Quested: range of studio monitors. • Rane: featured products will include the ME 60 Stereo b-octave graphic equaliser, the THX 44 home theatre four channel equaliser, the FPL 44 Quad Limiter, and the MAP 33 MIDI/ Programmable Acoustic Instrument Processor. Ranson: demonstrating new software in conjunction with their Cartouche digital audio storage system for broadcast applications. • Renkus-Heinz: showing their range of speakers including C-2, C-3 and SR-4 systems and related products. • RTW: several new products including the 8800 DAT recorder remote control unit, the PLM 300 V programme level meter, and

#### S

the MLT 1255 microphone/line tester.

• Saje: showing the *Memory* console with its latest updates. Sister company Advanced Audio Visual Systems will be showing Series 100, over 70 signal distribution and processing products; EVA, a realtime machine sequencer for playout or recording; and Onyx a microprocessor controlled routing system. • Saki: their range of replacement ferrite heads for professional tape machines. • Sandar Electronics: range of routing and switcher systems. • Sanken: will be featuring their ceramic-cased COS-11 lavalier microphone. • Saturn: showing range of 24-track analogue recorders. • Schneider: showing audio C-O cassettes, audio and video reels and their video hubs. • Schoeps: full range of microphones and accessories including the new miniature MS system, and the KFM 6 sphere microphone. • SCV Audio: full selection of signal processing units including the new EQ231SP multi-function graphic equaliser, and the APG range of speakers. Seem Audio: showing Seelect digitally >



Sonifex Discart

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controlled audio mixer; Seemon, nearfield monitor; and Frigg their new generation of broadcast consoles. • Sellmark: showing its full range of components including conductive plastic and carbon faders, potentiometers switches and sockets. • Sennheiser: range of microphones, headphones and accessories. • Shure: showing their new range of microphone and mic accessories. • Siemens: range of communication systems. • Sig Tech: their first product AEC1000 is an Acoustic Enviroment Correction System, and resolves to correct sound colouration problems in listening areas. • Solid State Logic: European debut of the SL 8000 multi-format console, and new features for ScreenSound. 
Sonifex: showing DISCART digital audio storage on a 3.5in disk now with AES/EBU and RS232 interface; HDX hard disk audio storage system; and SDX screen terminal. • Sonosax: showing three new products with a new design approach, includes new mic pre-amplifier, power amplifier and active monitor. • Sony: featured products will include DASH multitrack recorders, the VSP-8000 16channel digital console, the new DAF-4000 20 bit ADC and DAC rack, the C-800 and C-800G tube microphones, and the new DPS-M7 digital modulator effects processor. 
 Soundcraft: launching Vienna PA console; an addition to the Spirit console range and a new small mixer. • Soundtracs: launching two low cost desks, the Solo Live PA console and the Solo MIDI recording version. Also demonstrating the updated Tracmix 2. • Spectral Synthesis: will be showing their Audio Engine digital audio workstations complete with recent software enhancements. • Stage Accompany: range of sound reinforcement system. • Steenbeck: film related audio products. • Studer: will introduce Dyaxis II featuring real-time EQ and mixdown. For the first time the newly acquired Digitec and Numisys product lines will be displayed. Also the new 927 in-line multitrack recording console, the A 823 studio monitor, the D 780 R-DAT recorder, DS-M 6000 digital audio switcher and the INNSTAMAD. • Sunkyong Magnetics: showing their complete range of audio cassette duplicator tape. Switchcraft: line of audio connectors, adapters, patch panels and accessories. • Symetrix: featuring the DPR-100 and DPR-44 recording and editing workstations. Range of studio signal processing equipment.

## T

• Tandberg: showing the latest development of their digital audio storage systems. • Tapematic: new duplication products will include the 5000 ST-31 realtime spectrum analyser, the 5050 switching system, and the 5200 DUPcentre compact master and two slave combination in one machine. • TC Electronic: launching the M5000 digital audio mainframe using DARC — Digital Audio Reverb Co-processor. TEAC/Tascam: showing their range of tape machines, console and a mock-up of a new eighttrack digital recording machine .  $\bullet$  TFT: highlighting the Synchronous FM Booster/Exciter. • **Timeline**: showing their range of synchronisation products. • **TOA**: showing their live sound console and the signal processing unit SAORI. • Trident: featuring the fully automated Vector 432 console. 
Turbo Sound: range of sound reinforcement speaker systems including their new wedge monitors and established Flashlight system.

# V/W/Y/Z

**VDB:** exhibiting a complete range of carbon and glassfibre microphone boom poles.
 **WaveFrame:** new software for disk-based production systems include Realtime time compression and expansion and interface for Yamaha CDR machine. ● Westlake: range of studio monitors. ● Wheatstone: new products include TV-600S audio console amongst other established products. ● Yamaha: new for the show will be the RC24 Remote control unit which will enhance the flexibility of the DRU8; also new is the DMC1000 Project Manager enabling software control of the DMC1000. ● YelloTec: showing their new System 4 mixing console automation. ● Zonal: showing their entire range of recording media.

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forward to seeing you on the stand or around the exhibition.

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# GREEK ODYSSEY

There are a number of professional recording studios in Greece, although these are mostly concentrated in Athens. Report by Athanassia Duma & Mike Collins.

he Greek peninsula, covering an area of 131,944 Km<sup>2</sup> and containing a population of 9,000,000, consists of mainland Greece and various islands. Corfu and the Ionian islands lie off the western shores, and there are several more in the Aegean Sea, such as Crete to the south, Lesbos to the east, Thassos and Samothraki to the north. Another group of islands, called the Cyclades, includes Mykonos and Santorini, and a smaller group, the Sporades, including Skopelos and Skyros, lie off the eastern shores of mainland Greece. The Dodecanese group includes twelve major islands, including Rhodes and Kalimnos, and, finally, the Saronic Gulf contains a further group of small islands, including Poros and Hydra. The coastline is very extended, with sea on three sides of the mainland, and a heavily-indented shoreline. There are high mountains and mountain ranges such as the Pindos range and Mount Olympus (with the Pantheon at its summit), and the mountains of Macedonia and Thrace — intersected here and there by a few valleys through which relatively small rivers flow.

Athens is the largest city in Greece, with a population of around 3 million. It has a large international port called Piraeus, and has a major international airport. The city is situated in a valley ringed by mountains, except on one side **>** 

which looks out into a large bay. It is quite similar in character to other large European cities, so, yes, you can get McDonald's! Thessaloniki is the second largest city in Greece with a population of around 1 million. This is a large modern coastal city in the north of Greece, with a university and many places of historical interest, although not much in the way of recording studios. Patras is the third largest city with a population of just 142,000 people. It is situated in the Western Peloponnese and is the largest communication centre in western Greece, and again has a busy port.

## Climate

The climate varies according to the geographical variations, as you might expect, and there are distinct seasons throughout the year. The winters are normally mild, although it was colder in northern Greece last December than it was in London, and there was snow in the northern mountainous parts. Athens was a little colder than London at this time, but was quite pleasant in the afternoons with the sun shining brightly although this served to show up the smog in the main city streets in a very bad light! Athens is infamous for its high levels of pollution, which might be a problem for asthma sufferers, although Londoners used to walking through the West End on a busy traffic day would probably feel used to it. The long, warm, sub-tropical summers can reach 100°C and are cooled by seasonal breezes, with plenty of sunshine throughout the year.

# International Access

Two airlines offer regular flights to Greece from Heathrow airport — Olympic, and British Airways. In addition, there are often charter flights available — so check with your travel agent. The two main international destinations are Athens and Thessaloniki, although BA's flights only go to Athens.

# Internal Travel

Olympic Airways operate an extensive, reasonably-priced service within Greece and between the islands. If you like sea travel, ferry services are cheap and easy, with all the islands connected to the mainland by regular, mostly dairly ferry services. The majority of the islands are connected via Piraeus, the port of Athens, and ferry services also provide links between the islands. For those on a budget, there is an extensive bus network throughout Greece, even to isolated parts. Greece is also linked to Europe by International Bus Services to Austria, Bulgaria, Germany, Yugoslavia, Turkey, France, Belgium, and the UK, with regular services, especially during the summer. If you prefer to drive, there are plenty of car hire agencies in Greece, although an International Driving Licence is required which can be obtained from the Greek Automobile and Touring Club (ELPA).



There is quite a healthy and active recording scene in Athens

There is a Metro service in Athens, and there are plenty of taxis! However, the taxi-drivers sometimes have a mind of their own about where they will drop you off, and taxi-sharing is common — so don't be surprised if the driver stops to pick someone else up en route, and drops you a couple of streets away from where you really want to go!

# Working in Greece

What about the language? Well, a fair number of Greeks speak at least some English, or another European language such as French, Italian, or Spanish, so not too many problems there.

Do you need a customs carnet to bring recording and musical equipment in and out of Greece? Yes, you do, and you can apply to the Greek Consulate, which is situated at 1A Holland Park, West London, near the tube. You can also take a car or other vehicle with a suitable customs carnet, or by special arrangement with Greek customs.

Do you need a work permit or visa to go and record in Greece? For stays up to three months, no work permit or visa is required. After three months a residence permit is required which can be obtained from the local police. This regulation applies to all EEC countries, USA, Japan and Canada. It also applies to all British passport holders, and to a few other smaller countries. There are tighter restrictions for some countries such as Hong Kong (one month), South America and several African countries (two months) — so check with the Greek Embassy or Consulate if you are not sure. If you need cash in Athens there are branches of American Express, Barclays, Midland, NatWest, Royal Bank of Scotland, Societe General, Citibank, Chase Manhattan, and many others. And the Pound is worth more in Greece, so you might find some bargains while you are there!

The Greek currency is called the Drachma, and the exchange rate is currently about 320 Drachmas for one English Pound. You are allowed to bring in currency up to 100,000 Drachmas, with unlimited Foreign Travellers Cheques or letters of credit as long as these are in the traveller's name. You can take out 20,000 Drachmas, plus foreign currencies to a value of 10,000 US dollars. Higher amounts are permitted depending on the visitor's import declaration on arrival.

What mains voltage and AC power frequency is used in Greece, and what type of sockets are commonly used? In Athens, and most other places they use 220 volts, 50 Hz, with 2-Pin sockets, although there are just a few 110 volt supplies still running in certain districts.

Is there a Musician's Union in Greece? Yes!

# The Recording Industry

Where are the studios located? There are about 50 in Athens. What about elsewhere, on the islands perhaps? Nothing of note.

#### Sierra Studios

Sierra Studios in Athens has two studios with 🕨

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#### STUDIO SPOTLIGHT

Sound Studios Athens SA 184 Messogion Street Holargos 155 61 Athens Tel: +(30) 1 6544645

#### Bookings: Mr Despotidis

#### Studio 1/2/3/4

Acoustic designs — Eastlake; Consoles — Neve V series, Soundcraft; Recorders — MTR90s/MTR20/MTR12; Studio 3 is used for dubbing TV and film; studio 4 is a small voiceover studio for broadcast work.

Normal hours of recording are from 8.30am 'til 6pm every day for film and TV, with pop music recording from 10am 'til 10pm.

associated programming and pre-production rooms. Studio A was designed by Tom Hidley, and Studio B by Lakeside. Elias Achladiotis is a coowner of Sierra Studios, and also works there as a MIDI programmer. I asked how busy things were, and whether the rise of home studios was affecting their business. Elias explained 'the larger studios are not affected much by home recording studios, but the smaller ones are definitely feeling the pinch! Bookings are going well for us, though — we have plenty of work at the moment.'

Some producers may want to record digitally, or to use their favourite outboard gear, so I asked Elias to comment: 'We can hire just about everything that might be needed, except the *Synclavier* — all the popular outboard gear, synthesizers, and so forth. We often hire the latest equipment directly from the main distributors, such as Roland and Yamaha, for instance. I know that digital tape-recorders are increasingly popular in the UK and the USA, but they have not gained much acceptance in Greece — as yet. We do master to DAT, and our engineers all speak both English & French — so communications are pretty straightforward'.

What about record companies? 'All the big companies, Sony, BMG, EMI, and WEA, are represented in Greece. We also have Lire records and Minos records which are large local companies with extensive catalogues including all the usual categories such as pop, folk, jazz and classical. Vangelis is still recording actively, and we have several Greek pop artists, such as 'Farandure', who are very popular at the moment.

'Every Greek artist has to do a new record every year, and we have many artists so they are making records all the time. At present, Greek music sells more than international stuff. We also have many TV stations, more than 20, all over Greece. And there are a large number of video studios doing work for TV and film'.

#### **Poly Sound Studios**

Studio-owner of Poly Sound Studios Mr Pandgis: We have two studios here at Poly Sound. Studio 1 features an MCI 38/24 desk, and Otari *MTR90*, and Yamaha *NS10*/JBL 4333 monitoring. Studio 2 has an MCI 28/24 console with an MCI 24-track machine, and JBL 4133/NS10 monitors. We are intending to upgrade this control room soon, with an *MTR90* and a new desk.

'We are also in the process of building a mobile studio with a Soundcraft 44/24 Series 6000 desk, and two multitrack tape machines. We will take the MCI from Studio 2, and buy a new Lyrec. The Lyrec and the MCI will be 'paralleled' in the mobile so that we can record concerts without losing music while changing tapes.

We have many live concerts here in Greece, quite a number of which have to be recorded for TV broadcast. The only mobile studio currently available in Greece belongs to Sierra Studios, so we are aiming to provide the second — and there is definitely more than enough work for two mobiles!

'Business is generally good, and we are 90% full most of the time. We have not felt any effect from home studios. We mostly record acoustic instruments, but Studio 2 is also a MIDI studio. In the MIDI studio we use two *Macintosh* computers (a compact model and a larger model) and an Atari *Mega ST4* computer. As far as synthesizers are concerned, we have Roland D550, Proteus 1 & 2, Korg M1R, Yamaha TG77, Roland S750, Akai S1000, Emulator II, with a Cheetah Master Keyboard.'

#### **Digital Studio, Athens**

'We have been operating for about three years now, and we have one recording studio and one CD-mastering studio. Both rooms are Eastlake designed and constructed', says Studio Manager, Mr Ioanidis. 'We use the Sony 3324 multitrack, with a 36 input Sony MXB 3036 mixing console, and we have all the usual outboard gear. We master to a 2-track Mitsubishi X86, and we also use the Sony PCM 2500 DAT machine. "The studio is quite busy, mostly with Greek artists. We work closely with all the major record companies in Greece, including Sony Music, Minos-EMI, Warner Music and Polygram. Recent clients include "Stamatis Kraounamis" and "Dionysis Savopoulis", both of whom are popular singer/songwriters over here. We have also been recording several popular singers including "Lefteris" and "Pandazis", and "Angela Dimitriou".

'All our engineers all speak English, so there should be no problems communicating with most international clients. Also, our hourly rate for recording is 10,000 Drachmas, which is about £30 per hour, and for CD-Mastering with digital editing is 15,000 D or £45 per hour. These rates, which are similar to the other top studios here in Athens, are extremely competitive when compared with rates in London, for instance!

'We have the only CD-mastering room on Greece. This is based around a Sony *DAE3000* editor, and we can transfer from any source to the CD format. As it happens, the company which owns this studio is called Digital Press Hellas, and they also own the only CD pressing plant in Greece. That is why we specialise in digital recording here.'

#### Summary

So, it looks like there is quite a healthy and active recording scene in Athens, with half a dozen top studios, and quite a number of lesser ones. The top studios can offer facilities on a par with those to be found in other countries, and seem to be well booked-up recording albums for several popular Greek artists. Home recording is starting to flourish here as elsewhere, but is not affecting the major studios yet. Most popular musical and recording equipment is available to buy or hire, although there is not as much choice as in London or New York.

Unfortunately, no-one has yet thought of siting a residential studio to cater for international clients on any of the many Greek islands, or in any other part of the country. I am sure that if there were such a studio in one of the more remote parts, there would be no shortage of clients wishing to get away from the hurly-burly of city life to make music in a climate of sunshine and fresh air!

#### USEFUL CONTACTS AND INFORMATION

Greek Embassy, Tel: 071 734 5997 Tourist info. 071 727 8040 Cultural Ministry: 247 ext. UK Customs & Excise, Berkeley House, 304 Regent's Park Road, N3. Tel: 081 346 1144, 081 366 6666. Piraeus Port Authority, Tel: +30 (1) 451 1411 info about ferry service: The Greek Automobile & Touring Club (ELPA), can issue International Driving - Tel: +30 (1) 779 1615. ELPA also Licences offer 24-hour Road Assistance - Tel: 104. British Airways, Flights: BA 632 London/Athens, BA 227 London/Athens. Info: 081 759 2525. Olympic Airways, Flights: OA 260 London/Athens, OA 262

London/Thessaloniki/Athens. Commonwealth House, 2 Chalkhill Road, London W6 8SB. Tel: Admin, 081 846 9966. Reserv, 081 846 9080. Fax: 081 846 9709. Ticket Office: 164/5 Picadilly, London W1V 9DE. Tel: 071 493 3965/081 846 9966. **Music Information Centre** (Megaron Moysikhs Athinon) Tel: +30 (1) 722 5511, +30 (1) 722 1164 **General Secretariat of Press and Information** (Public Relations Department) Tel: +30 (1) 361 1249 **Sierra Studios:** Tel: +30 (1) 693 0393 **Poly Sound:** Tel: +30 (1) 821 7426 **Digital Studio:** Tel: +30 (1) 647 4042



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lets one familiar control surface act like many different consoles. All faders can be mono or stereo. Channel strips include 2 universal input amplifiers, 4 line amps, 2 four-band EQs, 4 sends to 8 aux busses, and 2 full-throw faders. Backlit LED displays show signal flow at a glance, even when the room lights are dimmed.



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# TOMATION



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#### Modular **Building Blocks**

allow systems to be configured in groups of 8 faders. System sizes range from 8 to 9E faders. Adding more inputs is as simple as plugging in more modules.

#### **Dynamic Mix Automation**<sup>™</sup>

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o one could forget their first visit to the old Amazon Studios some eight miles from the centre of Liverpool, out beyond Everton, Anfield, Fazakerley and Kirkby, towards Skelmersdale. Arriving at the address in Stopgate Lane you would initially see nothing but open farm land and a lumber yard in the distance. Then you might notice a squat brick building which could have been an old army guard house. This was Amazon. Like Dr Who's Tardis it was much bigger inside.

The original structure seems to have been a wartime ammunition store with 18in thick blastproof walls, solid concrete floor and roof. In the 1970s it was occupied by a security firm, apart from one corner which housed a little 8-track demo studio. Amazon began here in September 1974 when Jeremy Lewis, who played guitar in local bands, sold his car and bought the assets of 'the only studio for 100 miles around', including a 'steam-driven' 8-track full of glowing tubes.

Gradually Amazon expanded, took over the whole building and added extensions, becoming an APRS member in 1980. By 1990 there was a goodsized Neve tracking room, an SSL mixdown room and a demo room for the newer bands, along with a small canteen, lounge and offices for an in-house record label and music publishing company.

The move to the centre of Liverpool had been planned for several years and part of the plan was to have any new equipment in operation at the old studios so it would be tried and tested before the move, avoiding weeks of debugging and training at the new location. £320,000 (\$550,000) was spent in 1990 on upgrading the three studios and installing a 'penthouse' MIDI suite with Digidesign *Sound Tools* digital editing in the room housing the water tank on the roof.

Amazon attracted a lot of long-term album bookings which meant finding somewhere for the band and all to stay, so it was obviously a good idea to go residential. There was the possibility of adding a storey on the flat roof of the old building but new premises would offer the opportunity to develop 'a studio for the '90s'.

For Jeremy Lewis this meant moving into Liverpool: 'I feel that country studios will always have their place but the new concept is the residential studio in the city. And if you look at the international implications, it doesn't really matter where that city is, ultimately. The world is shrinking very rapidly. The clients that we're going after would just as likely come to us in Liverpool as they would go to London or anywhere else.'

Liverpool had the advantage that there were development grants available and construction costs were low, so the whole enterprise, including the equipment upgrades, cost around £1m (\$1.72M), around one quarter of a similar facility in London. Financial backing came from solid sources such as pension funds and was arranged on a sound footing so that the value of the property will more than cover the debts.

When you consider that there's been a downward pressure on rates, partly because technology is getting a lot cheaper, together with



# THE AMAZON

# Amazon Studios in Liverpool, has grown to become one of the largest studio complexes in Britain. Tim Smith explores

overcapacity, I don't think it's possible to build a multi-studio complex in London and make money. If you spend  $\pounds4.5M$  (\$7.5M) putting a three-studio complex together, inclusive of freehold, then you should be charging between  $\pounds2,500$  (\$4,300) and  $\pounds3,000$  (\$5,100) a day per studio. If you can do it for a lot less you can charge a lot less, you become more attractive, your occupancy goes up and you make money by charging less.'

The ideal building had to have a lot of mass to prevent acoustic transmission, a lot of floor space with good headroom on the ground floor for the main studios and several storeys for other facilities, offices and accommodation. One of the first buildings they looked at was a printing works from the late 1930s in Art-Deco style; a four storey steel-framed structure with solid concrete floors which offered almost exactly what was wanted, including its own parking lot. This seemed too good to be true, so the search continued for several months before they realised they had already found the right building.

The new Amazon at Parr Street is right in the heart of the city, looking out over streets of 19th



Studio 1

century terraced housing, surrounded by clubs, pubs and restaurants, just a few minutes walk from the landmark Royal Liver Building, Pier Head for the ferry 'cross the Mersey and the revitalised Albert Dock full of shops, restaurants and the northern Tate Gallery. (Albert Dock is the second most successful tourist attraction in Europe with 6 million visitors a year, surpassed only by the Pleasure Beach at Blackpool a few miles up the coast.)

Any member of a band who is not needed in the studio for a few hours, or a few days, will find something of interest for them in Liverpool, rather than being bored by a pretty country scene and going home.

# Studio style

Double doors set in a curved 15 ft (4.5 m) high glass block wall lead into a stylish ground floor reception area. Jeremy Lewis has an interest in antiques and bought up a large quantity of Victorian pitch pine flooring. A striking feature is the central mezzanine lounge deck, built above a storage room for flight cases. Beyond the reception are toilets, a copy room, maintenance and Amazon's offices.

On either side are the two main studios which are about the same size, each having a 900 ft<sup>2</sup>  $(85m^{2)}$  control room and a 2,000ft<sup>2</sup> (185 m<sup>2</sup>) studio with space for an orchestra of up to 60 players and 20 ft (6 m) high ceiling. Behind each control room is a private suite comprising production office with phone and FAX, lounge with catering facilities and satellite tv, shower room and toilet, all included in the price of the studio.

Jeremy Lewis has very clear views on studio and control room design — he did the acoustic design for The Windings near Wrexham in north Wales (*Studio Sound* March 1990) — so the new studio project was handled in-house by Amazon Audio Developments (AAD) with Roger Quested as consultant. Amazon also acted as main contractor to have direct control over the various sub-contractors who carried out the work.

Studio One on the left of reception is a tracking and mixdown room with an SSL desk. The original Amazon remix room had to have a studio added because, 'contrary to popular belief,' people wanted to track on the SSL desk, so the new studio is designed for both functions. Studio and control room are built as completely separate structures on the solid concrete floor. Any links to the steel framework of the building are via rubber suspensions to provide acoustic isolation.

The studio floor looks superb with 100-year-old blocks of very hard-wearing *iroko* teak laid in herring-bone pattern. Large areas of the walls are covered with sloping slats of American ash in a random pattern of different widths and thicknesses to form a diffuser. Other areas are covered with rough Yorkshire stone: 'Not only is it attractive but it's a very good diffuse surface.' Windows high up on the front wall of the building let daylight into the studio through quadruple glazing — two sealed double glazing units about 4in (100 mm) apart.

The ceiling consists of absorbent wood-wool panels made from long wood shavings mixed with cement, as used in airport buildings for noise reduction. 'It forms a natural attenuator and it has a great sound,' Lewis enthuses. 'The idea being that the actual attenuation is all done in the ceiling and you can then vary the acoustic of the room by other means such as carpets and screens. If you have a live room you can always calm it down but if you have a room that's too dead, too boring, it's a devil of a business to try to liven it up. So we've gone for spaces which are big, airy, daylit and fairly lively.'

There are two small isolation booths for loud instruments and two rooms with special treatment, a stone room of Yorkshire stone and a 'dead room' for vocals, acoustic guitars, etc.

The control room has an expansion ceiling which begins low over the window and rises to about 14 ft (4 m) at the back. The increasing volume of air avoids the need for bass traps over the console. 'It sounds much more natural and if you've got the height you can have a lot of surface area at the back of your bass trapping.' The idea being to create an impression of open air behind the mixing position.

The slightly concave rear wall is covered with an acoustically transparent fabric which conceals a range of diaphragmatic bass traps. These consist of wide strips of Revac hanging loosely about 600 mm in front of the rear wall. Fibreglass insulation material is attached to the Revac to prevent reflections from the surface. The traps can be tuned by altering the length and therefore the weight of each strip, and by positioning them closer to, or further from, the rear wall to alter the air gap behind them.

With this system you can plan for the high Q standing wave problems associated with the dimensions of the room and also produce a smooth wide bass absorption which is very pleasant. So we can use all that surface area at the back to tune the room to the monitors for an ideal listening position and it takes only a few days to get it right.

Main monitors are Quested HM415c active fourway systems with four 15in (375 mm) bass drivers, a 7in (177 mm) rigid dome lower mid, 3in (75mm) soft dome upper mid and 1% in (28 mm) soft dome top. These were set up on-site by Roger Quested and a spectrum analyser was used to tune the control room to work with the monitors. The speakers are mounted on a vertical axis with the mid-range units firing horizontally at ear level. This avoids early reflections caused by top and mid units being close to the ceiling and by monitors being angled down towards the surface of the mixing console. Nearfield monitors are Yamaha NS10 and Studio AR18LS.

The mixing desk is an SSL *SL* 4000E Total Recall fitted with 64 channels and the SSL *G* Series computer. The usual SSL Wien bridge filter equalisers on the channels have been replaced by AAD state variable equalisers which have proved very popular with users (see Studio Sound December 1991).

A raised platform behind the sound desk has two MIDI tables with outboard gear built into the front panel, including additional foldback mixers for headphone feeds to the studio.

The machine room houses two Studer A827 24-tracks with 48 channels of Dolby SR and Dolby A also available, a Studer 4 in mastering machine, Tascam DA-30 DAT, Sony DAT and PCM-F1. Digital multitracks can be hired in, Mitsubishi X-880 32-track being favourite. The main reason we haven't got a digital multitrack is that we simply don't get asked for it. If we get asked for it we will certainly provide it, but we find that people are more than happy to use Dolby SR because they know it is so good.' Which is why Amazon has 72 channels of SR, more than any other studio in Britain.

Studio Two is the main Neve tracking room in a single storey extension with a ridged roof to the right of the main building. Acoustic treatment is similar to Studio One with ash slats and mellow Yorkshire stone on the walls and a floor of reclaimed *iroko* teak blocks on a solid concrete base. Lots of daylight comes into the studio through quadruple glazing in the front wall and in the wood-wool panel ceiling which is ridged to follow the ridges of the roof. The lively acoustic has a nice crisp snap without ringing or flutter.

This studio has one isolation booth and three rooms with special treatment, wired for use as acoustic chambers on remix: a stone room of Yorkshire stone, a wood room with pitch pine blocks and a lounge room with carpet to sound ►



Studio 2



# SOME ACHIEVE GREATNESS

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The Studio is a 'split' console that can be specified in either 16 or 24 group buss formats. Four different frame sizes can

accommodate a combination of mono or stereo input modules plus up to twelve dual group modules, a comprehensive master module and an optional patchbay.

Standard features include MIDI controlled muting which can be interfaced with a sequencer to provide automated mutes, full metering which is housed within an integral

meterbridge, and a remarkable new switching type power supply that operates at low temperatures for higher efficiency and greater reliability.

The name Megas literally means 'great'. And greatness is precisely the result that the Megas Studio is intended to achieve.



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like a domestic living room.

The control room has a Neve V3 with 36 channels in a 48 frame and there is a possibility that automation will be added for mixdown. 'At the moment people seem to like to record on the Neve and mix on our particular SSL, which gives them something other than "an SSL sound",' Lewis observes.

# Second storey

Stairs from reception, or an elevator capable of carrying  $\frac{8}{7}$  of a ton, give access to the next floor for Studio Three, the MIDI suite, lounge, restaurant and bar.

Studio Three is a smaller modest-priced tracking room or up-market demo room. 'This has always been a core business, not for financial reasons but because we're interested in new talent.' The L-shaped studio has quadruple glazed windows for daylight and is wrapped round a compact control room. Equipment includes an Allen & Heath Saber 36/16/24 desk; compressors, limiters and gates by Drawmer and Urei; reverb and delay by Alesis, Lexicon, Roland and Yamaha; MIDI gear such as Akai S1000 sampler with 8 Mb memory, Atari 1040 ST computer, SRC XR300 MIDI synchroniser and synths by Korg, Roland and Yamaha.

For recording there is a Tascam MSR-24 24-track 1in machine with built-in dbx noise reduction and MS-16 16-track 1in; 24 channels of dbx noise reduction; Studer 2-track; Tascam DA-30 DAT and cassette; plus the option of bringing in a Studer A827 24-track. Monitoring is by Quested Q210c with Yamaha NS10M nearfield.

The MIDI room is another small control room with daylight windows and recording options similar to Studio Three. Equipment includes an Allen & Heath Saber 36/12/24 desk, a range of outboard gear and Quested self-powered Q108s. There is a booth for vocals or acoustic instruments and an ash shelf around the walls carries a wide range of MIDI gear including an Akai S1000 8 Mb sampler, Alesis Data Disk, Atari Mega4 computer, DAC 44 Mb hard disk, EMU Proteus 1, Macintosh 2CX computer, SRC XR300 MIDI synchroniser, Tascam CD-401 CD player with digital outputs, Waldorf Microwave and synths by Korg, Roland and Yamaha.

Sound Tools digital editing is available on a Macintosh 2CX computer with a video card, Digidesign Sound Accelerator, Sound Designer II and Analogue Interface, and DAC 780 Mb hard disk for over one hour of stereo storage. This is based in the MIDI room but it is charged separately and can be moved out if necessary. In fact with demand increasing and people often booking several ten-hour days for digital editing it may have to move into an office on the top floor as a separate facility. 'Although we've got some fabulous recording spaces, we are quite firmly going in the direction of post.'

A Studer D740 Compact Disc recorder will provide one-off CDs as up-market demo pressings. If you've just spent  $\pounds12,000$  mixing in one of the top mixing rooms in Europe, are you going to quibble at  $\pounds200$  to have CDs for the members of the band?' CD is also a convenient medium for radio station jingles and idents. 'We've had somebody going round the radio stations and virtually all of them are interested in using this facility.'

There is a spacious lounge with custom made furniture, satellite tv, pool tables, games machines, a bar and a restaurant area looking out over the back streets with food from a local catering firm.

A spiral staircase behind a push-button securitylocked door leads up to the residential accommodation. A security key is also required to take the elevator to this floor. There are 12 large rooms with custom made furniture, each having one double and one single bed and its own bathroom with bath and shower, hand basin, bidet and toilet. The combination of two large studios, two smaller studios, 12 bathrooms and 24 beds means that Amazon is probably the largest residential studio complex in the world.

Booking in a band of six people for two months with full board and 48-track recording would total about £850 (\$1,400) per day, which is around 40% less than anything comparable. When you look at

the studios and the facilities here, I don't think there is anything comparable anyway.'

The top floor has eight offices which are being let to businesses connected with Amazon and the media in some way; such as the architect who worked on the new premises, a record promoter, a film company. As with the accommodation floor, access is restricted to key holders and there is an entry phone system to allow visitors in via the back stairs.

Some top producers were invited to try the new Amazon facilities for free on the assumption that any favourable comments they make will carry considerable weight. But even while the studios were being built there were visits from prospective clients and keen interest from existing Amazon clients as far afield as Japan, so the future looks good for the wider Amazon. We shall try to get as much business as we can from outside of the country, but I think there's a lot more business than people realise over here for the right facilities. Don't forget, a lot of people are going abroad from this country.'

# Quested monitoring systems

Installed in both control rooms 1 and 2 at Amazon are Quested *HM415C* monitoring systems. These are the first fully integrated fourway systems to be manufactured by Quested.

They are designed to meet the growing demand for control rooms that are large enough to function comfortably as programming suites, and commensurately large monitoring systems that can adequately handle the wide and often brutal range of sounds produced by synthetic sources at high SPLs.

When dealing with this kind of power and response range, it's more important than ever that the room and monitors are built as an integrated whole. Thus, Roger Quested acted as acoustic consultant for the two control rooms at Amazon, ensuring that the structures were massive enough to house the monitors without resonances. In traditional Quested style, the prototypes were installed in Studio One, and fine-tuned in situ to ensure optimum working performance. Once refined, the first production pair were made and installed in Studio Two.

Each cabinet measures 555 mm deep, 1060 mm wide and 1260 mm high, and contains four 15 in cone-based drivers plus three dome radiators for the lower mid, upper mid and top frequency ranges. Built of heavily damped 40 mm and 25 mm MDF, each *HM415* weighs a substantial 258 Kg.

The four 15 in drivers are each contained within their own separate ported enclosures around the central sub-baffle which carries the three dome radiators, each a sealed unit in itself. S200FOmniphonics-based amps are used to power the upper mid and top ranges; the newly released Hill Chameleon drives the lower mid, while a specially designed mono version of the Chameleon drives the bass — the only **amp** and configuration they could find capable of delivering the power, transient response and damping factor needed.

The 15 in driver used is a brand new radial chassis design from Volt. Headroom was a major consideration in the development of the HM416, and while each driver is capable of a 28 mm excursion, none is ever asked to go beyond 10 mm even at maximum rating.

The lower midrange driver is a brand new 7 in dome with 4½ in voice coil, designed by Roger Quested in cooperation with Community Light and Sound in Philadelphia. The dome is unique in being made from polyurethane foam. After extensive R&D with a wide range of materials, the foam was chosen because, though certainly rigid, it's somewhere between soft and hard in terms of the acoustic properties of its surface. Thus it helps create a smooth bridge between the soft upper midrange dome and the doped paper bass drivers. It's also very light and efficient, with an unusually fast transient response.

The upper midrange of the HM415 uses a later version of the 75 mm soft dome manufactured for Quested by Precision Devices (also now under the AKG umbrella). In its original form it has been used for the midrange of the largest Quested three-way system operating between 450 Hz and 4.5 kHz. In the HM415s it runs from 2 kHz to 5.5 kHz, thus greatly reducing its work load. The HF unit is a 28 mm Morel soft dome used and well proven in other Quested designs.

For those interested in the concept but not needing quite the might of the HM415s, there are also the HM412s — the same sub-baffle assembly with the four 15 in drivers being replaced by four 12 in units.

Further flexibility has been achieved by designing the central sub-baffle to be able to take different HF and upper mid drivers, allowing a range of configurations to suite different applications such as clubs or viewing theatres.





#### he Compact Disc has won many fans over recent years, especially in the studio. The Denon DN-950FA CD Cartridge player (shown above) made the CD particularly easy to use by combining cartridge convenience with CD quality.

Now Denon has introduced the DN-970FA Cartridge Player (shown left) which offers operational alternatives to the DN-950.

The DN-970 features a sloping front panel which drops down giving access for set-up and servicing. Features of the DN-970FA include:

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- $\Box$  Front mounted headphone socket and level control
- □ Serial and parallel remote control
- □ 3 memory repeat mode
- 0 sec start
- 🗆 External sync capability

For more information and a demonstration of the DN-970FA/DN-950FA contact: Hayden Pro-Audio.

# THE QUALITY-AUDIO CART MACHINE



# AIR MOVEMENTS 3

The continuing story of the construction of the new AIR Studios. David Mellor follows developments as work continues.

ome months have passed since I last visited Lyndhurst Hall, the future home of Air Studios. The first stage of demolition work has now come to an end and the reconstruction of the former North London meeting place (and missionary school) of the United Reformed Church as a recording studio of the first rank, has begun. I spoke to Dave Harries and Angus Macpherson about progress to date and found that a major talking point was the acquisition of a new piece of high technology equipment - a Sun SPARC station computer running CAD (Computer Aided Design) software that, together with everything else it can do, has the ability to transform bare plans and elevations into marvellous perspective images showing to the ordinary, non-architecturally trained, mortal what the new studio might look like. The plotted image shown here is good, but you could almost walk into

the pictures on the screen of the computer itself and shake hands with the wire frame human figures!

Angus Macpherson explains how he came out from behind his drawing board and became the CAD equivalent of a recording producer:

You can imagine the problems of putting a high-tech business into such a low-tech building, and some time ago we brought up the subject of putting the design work onto CAD with the possibility of speeding it up and cutting down on some of the consultants' fees. If we could put our work onto CAD and everyone else based their work on that, everything could be quicker and more precise. At the steering committee meeting they thought it would be a very good idea, but noone was particularly *au fait* with driving the equipment, so I suggested that we should employ someone for possibly six months and during that



The restoration of the roof cost over £300,000 in just eradicating the rot, but has given Air room to improve the acoustic performance of the ceiling





time they might be able to teach me how to use it. It hasn't quite transpired that way, I can sit and work at it but not actually operate it.'

So Angus directs the work of his new assistant and CAD operator, Martyn Hempsted, in much the same way as a producer working alongside an engineer.

At the level of desk top personal computing there are three very well known routes towards getting a system up and running, IBM compatible, Apple *Macintosh* and, particularly for musical applications, Atari. But serious CAD applications stretch the limits of the fastest and most powerful of these.



High density concrete blockwork for control rooms

'There are various software packages but the one the acousticians recommended we use is AutoCAD. It's an industry standard and in theory we could send them disks to insert into their computers. I don't know why but they prefer the prints so that's what we send them. The choice was between an IBM style computer such as a Compaq that uses the MSDOS operating system, and a Sun SPARC station that runs on Unix. Unix is a multifunctional language so that while you're plotting, you can still use the computer, and it's very fast on that machine, much faster than the Compaq, and time is money.

It is an interesting thought that while we are fairly well used to having what we consider as state-of-the-art personal computers and software around us, this type of equipment steps up a league in terms of its price bracket. The AutoCAD software, for instance, sells for around £2500 — at least five times as much as anything else that comes on floppy disks for use on a computer in the control room or in the office!

The main advantage of the computer is that it can deal with a great volume of drawings, and revisions, with incredible accuracy. The current practice at Lyndhurst is to send off a drawing to one of the consultants who will make notes on it that are then entered back into the computer as a revision. This can all take place within a very short period of time and the drawing can then be issued to the builders.

# State Of Play

As I looked round the interior of Lyndhurst Hall I was impressed, among other things, by the giant three-pronged blowtorch used to dry out the concrete in the basement. Dave Harries sums up the other events since my last visit:

'We have completed the construction of the



CAD image from Air's Sun SPARCstation computer

walls of the basement, including all the underpinning and the damp proofing, and we are now digging out the lift shaft. The basement is 5m deep and the lift shaft will be 7m. Today saw them placing the steels for the roof slab of the basement which supports Control Room number 1 on Tico Pads. 2 and 3 will be above that so we are slowly building up from the basement. The basement will contain the second electrical switch room to contain facilities for TV lighting plus most of the air conditioning plant. The two heads in there are both capable of 500 A although they are fused at 300 A, so there are three phases of 300 A available to run the building and three phases of 300 A for any future film and television lighting which may be needed in the main hall.

'The control room floor has been excavated to a depth of 450mm and a new slab poured in there.

On top of that, the walls to support the speakers and the various doorways have been completed with high density concrete blockwork.

The galleries above the main recording area in the hall of the old church are supported on wooden beams which have been warped and distorted over the years due to the weight of the congregation up there, so they have had to be straightened and strengthened. These beams, incidentally, are about a foot square and 30ft long. They must have brought a tree into the room and sawn it up there. It was pitch pine too, you cannot obtain that timber now. We have removed the old Victorian cladding from them, straightened the beams and screwed and glued high-performance plywood in its place. The flooring above is due to be replaced and the pews will, eventually, also be replaced. Parts of the gallery will be levelled off to provide space to put extra musicians or TV cameras, lights or whatever we want to install. Below in the control room area the main ceiling will support all the air conditioning ducts and provide sound isolation from the church. There's also chicken wire to form a Faraday cage around the whole of the control room so we don't get taxi and ambulance radio interference. Unfortunately, as we have had to shield our immediate neighbours from high volume monitoring, we have covered some windows with blockwork. We do not want to disturb the neighbourhood.'

Building can be a messy job and it may pay to watch where you tread:

'John Burgess and George Martin were situated in the penthouse flat on the top floor, it is on stilts with a walkway to their office. They have now moved to a cabin at the front of the building, but, during excavation for the lift shaft, their toilet waste-pipe became damaged and there are funny stories about men working in the lift shaft whilst visitors inadvertantly used the loo above!'

#### Dry Rot

Rust never sleeps, according to an old album title, and dry rot is seldom known to take a rest either. Dave Harries is now something of an expert in this subject:

The dry rot in the main church roof was more extensive than we first realised. You never notice these things till you start taking parts of the building down and you can reveal how far it has travelled. Dry rot is a fungus and to seek moisture it can travel behind plaster and you obviously don't know the extent of it unless you remove the plaster. A lot of the roof timbers needed to be replaced, and in order to get a guarantee from the company who spray and treat the timber we had to be sure that it was completely eradicated throughout the building. In the process of surveying the main building fully the church roof had to be removed and more of the dry rot became evident.

The restoration of the church roof cost us over  $\pounds 300,000$  in just eradicating the dry rot, but at the same time it gave us the opportunity to improve  $\blacktriangleright$ 



David Harries, the new APRS Chairman



The basement is 5m deep, the lift shaft 7m



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Chicken wire forms a Faraday cage

the acoustic performance of the ceiling which obviously covers a large area. Since we need a very low background noise level in the studio it's essential that the roof is made as good as the walls in terms of isolation. Richard Galbraith of Sandy Brown Associates specified a new structure that has been incorporated into the rebuilding of the roof, using a similar amount of mass but using it in a way very different to the construction of the original dome. About two-thirds of the plaster of the dome had to be removed in order to complete the dry rot treatment. Whilst doing so, the contractors removed the whole lot including the decorative solid plaster ribs which weighed tons. With the permission of English Heritage, these have been replaced with fibrous plaster copies moulded from the originals, together with decorative roses at the cross-pieces of the ribs. The fibrous plaster moulding people were able to fabricate exact copies that were much much lighter than the originals and therefore saved us a fair bit of mass so that plasterboard could be installed into the actual structure of the dome giving added mass for acoustic isolation. At lower levels where the inner dome comes closest to the outside roof it has been necessary to install up to seven layers of plasterboard, whereas in the centre of the dome, where there's a large void to the roof, it has been reduced to two lavers. It's therefore given us an advantage, acoustically, to reconstruct the roof in such a way.

'Dry rot eradication is a very difficult job, for although all the treatments are applied and all the suspect timbers replaced, given damp conditions it can easily return. With an enclosed roof space condensation can occur and without adequate ventilation this can cause a build-up of moisture and subsequent danger of rot. As our new roof needed to be acoustically sealed, ventilation became a problem. In order to achieve an adequate air flow throughout the roof our architect, Bernard Parker, designed some attenuated ventilators of plasterboard and fibreglass construction. The outside grilles have had to be stained with a mixture of soot and glue to match the existing roof colour! Our electrician, Ricky Parker, has also installed 66 separate moisture detectors into the timber ends which will enable us to continually monitor the situation in future.

# Air Conditioning

To maintain a pleasant environment in the control rooms and studios Air have opted for an unusual system of air-conditioning. I never knew there was


Electrical switch room will be in the basement

more than one type! Dave Harries:

The air conditioning system that we are proposing throughout the building is to be an air displacement system as opposed to the normal air dilution system. The air dilution method pours in lots of cold air at high levels that then runs down in the room, mixes with the warmer air and is extracted at floor level. This, logically, seems the wrong way to carry out air conditioning when you think that hot air is always rising to the top of a room. It has an advantage in that less space is taken up in the room because most of the grilles

### George Martin On Air Studios, Lyndhurst Hall

#### Interviewed by David Mellor

'AIR Studios have been located at Oxford Circus since it opened in 1969, and now, because the whole Peter Robinson site is due for redevelopment, the lease cannot be renewed. So the old AIR Studios, as we have known it, is moving to the end of its existence. This comes at a time when downtown studios are becoming something of an anachronism anyway, with everyone moving further and further out. Olympic Studios in Barnes used to be considered to be in the sticks. Now it is Virgin's town studio!

The move to Lyndhurst Hall Hampstead was a very bold step to take, but in my opinion it was the only logical choice. One has the option of either going forward or backward. When we saw the potential in this lovely old listed Grade II building, we knew how much had to be done, and just how expensive it was going to be. It was too much of an investment for Chrysalis alone, and Pioneer of Japan were most enthusiastic about the scheme. They are now joint partners in our development, and have been most supportive of our effort.

Because modern recording technology is now within the reach of everyone — even a home studio has facilities which would have amazed us all a few years back — the top professional recording complex has to offer so much more. All this means not only superb acoustics and matchless facilities, it means space and versatility, with the ability to cope with virtually any requirement. When Studio 1 was constructed at AIR in 1969, it was considered to be large for a rock room, but it had a great ambience and quickly became popular with the likes of Elton John, Dire Straits, Paul McCartney and other superstars. For our new beginning I realised that are around the ceiling and the floor, but the disadvantage is that cold spots are created. Therefore we decided that it might be better to use an air displacement system throughout.

'Air displacement seems the more logical way to air condition a room because the hot air is taken out at the top of the room and the conditioned fresh air is put in at a lower level, so a thermal gradient is created from the floor to the ceiling throughout the room. But it does mean that large ducts are needed because you are injecting into the room a large volume of air at a very low velocity, and for that you need large ducts and large grilles. Conditioned air is similar in temperature (one degree less) to the ambient temperature that is required in the room so in theory you don't notice that the room is air conditioned - you don't feel any air movement and you don't have any cold draughts. It should be just like being in a room that's not air conditioned. The difference between the two systems is that air displacement is like pouring warm, not cold, milk into a hot cup of tea. You need more of it to cool the tea down.'

# Next?

The next stage of development will involve starting the construction of the post-production areas at the rear of the building and also preparations for the construction of the video facilities needed for the Pioneer laser disc suite.

this had to be the minimum size for a good tracking room. The second facility at Lyndhurst does in fact fit this specification beautifully, while the music hall is very spacious indeed. This hall will undoubtedly be the most versatile studio in the country - if not the world. The commanding control room overlooks the main hexagonal hall with five other connecting areas that can also be used. There is a sound booth on either side of the control room, and beyond that there are two further rooms, bigger than many studios, that connect with the main hall through sliding partitions. You could put a group in one room and have a symphony orchestra in the main hall. In addition there is at the rear an artistes 'drawing room' which can be hooked up as well.

While recording is of primary importance, this hall will be capable of film scoring and television shows (there is room for an audience of 400 on the mezzanine floor). Conferences could be held here too, as all those requirements will be met. On other floors you will find two more mix rooms with overdub facilities, and Pioneer will have one floor for the mastering of their brilliant laser disc system. And to cap it all, on top of the complex there are apartments where visiting bands can stay. A residential town studio, if you please!

There are many fine studios around run by dedicated people, one of the best being my old workshop Abbey Road. Ken Townsend has done wonders in leading Abbey Road into the forefront of the studio art. We shall give them competition as we always have, but I believe we shall also be supportive of each other to ensure that this country remains the best place for making records. I earnestly hope the Government and the Unions will realise the importance of making life easier for foreign artists to make their albums here, and film companies to record their soundtracks here. It is the best place, it should not be the most expensive. We should give encouragement to our musicians and the studio industry, for it can only be for the good of our country.'



Solution only is planning to launch Mini Disc this October, at the Japanese audio and electronics shows, to coincide with the tenth anniversary of the launch of CD in Japan. Philips is planning to launch DCC

m

worldwide in September. The industry buzzes with rumours that Sony will have difficulty making Mini Disc record compressed code on eraseable blanks, at competitive cost and without loss of audio quality. Could the fact that Philips and Sony have done a pool deal on patents pave the way to a common standard on compression coding for the two systems?

Sony has promised that MD will used ATRAC (adaptive transform acoustic coding) which reduces the code to one fifth the data needed for CD's 16 bit linear PCM. For DCC, Philips uses PASC, (precision adaptive sub-band coding), which reduces the code to a quarter that needed for linear PCM. Both systems derive from the compression coding used for DAB, digital audio broadcasting. By March 1992, Sony had still not demonstrated Mini Disc recording on magnetooptical blanks, or proved that the tiny 64mm disc can contain the claimed 74 minutes.

If the pooling of patents does mean that MD and DCC end up using the same compression system, this will surely be PASC. The Decca Recording Centre in West Hampstead has been putting PASC through golden ears tests for the last two years and the latest results suggest that PASC can match 18 bit PCM for dynamic range.

'We can say with certainty that DCC has a better dynamic range than CD', says Tony Griffiths, General Manager at the Decca Recording Centre.

You said that, not me', is all Griffiths will say when asked the obvious question: will DCC be better than CD?

Gerry Wirtz of Philips in Eindhoven acknowledged early on the help which the golden ears at Polygram/Decca had given on the development of PASC. One of Decca's listening panel, balance engineer Jonathan Stokes, was also involved in the two long series of tests on DAB coding held in Sweden.

Stokes recalls that a lot of the DAB coding systems under test were obviously poor. So were the first versions of PASC. In the early days the Decca panel could hear PASC working seven or eight times out of ten, when comparing the original signal with that same signal fed through a PASC encoder and then decoder.

'Now', says Tony Griffiths, 'we have reached the stage where we only think we can hear something some of the time, but we can't identify what it is and statistically our tests prove nothing. Someone like Jonathan will hear something on one piece of music. But over a hundred tests there will be no statistical evidence that anything is audible'.

Decca have done two main types of test. One is to take a digital master tape, reduce the level by 48 dB and then replay it with the gain wound up to expose added noise and distortion. A switched bypass path across the PASC coder-decoder gives direct comparison of any noise in the original signal with noise added by the codec. Decca also loops the output of the codec to the input through an 18 second delay, so that the effect is to copy,

# **Barry Fox**

## Philips' DCC and Sony's MD are launched soon, are they ready?

recode and decode the signal over and over again. The compression system holds up surprisingly well, even after more than a hundred copy generations.

Decca started 16-bit digital recording with 18bit-capable PCM recorders way back in 1978 and switched to 18 bit working in June 1991. So the Centre has plenty of reliable 18 bit source material available to feed into the PASC system input. The D/A converter at the output was 20 bit. This test has shown that DCC has a better dynamic range than 16 bit CD.

Decca's latest advice to Philips is that there may be room for further improvement if the programme-related quantisation noise can be turned into random hiss or dither.

'We suspect filtering could be improved', says Griffiths, 'because if you are going to have noise it is better to have decent-sounding noise'.

Tony Griffiths envisages a future scenario where the cheaper DCC players will have 16 bit D/A converters and top end players have 18 bit D/A converters.

'And if somebody makes a 20 bit D/A chip, then we know the arithmetic inside the PASC coder is 24 bit, so eventually we could have a 20 bit DCC system'.

## 'Don't stop, PASC'is now very good . . .'

Decca is now thinking about possible professional applications for PASC. Low budget operators currently using DAT, might find DCC a better mastering medium; or PASC might turn a stereo recorder into an eight track machine; perhaps a 24 or 32 track machine becomes a 64 track machine, with some tracks using linear PCM and some PASC.

'We have said to Philips, don't stop', says Griffiths. 'PASC is now very good, but put some more science in. You can do even better than this. Turn quantisation noise into hiss. Whether the ear will notice the improvement, we don't know. But it is well worth continuing development to find out'.

Inder the circumstances it is hard to see why Sony should want to press ahead with Mini Disc, and, perhaps, a different coding system, six months after Philips launches DCC with PASC — unless, of course, Philips or Polygram fluffs the DCC launch. Here, Sony may well be remembering how Polygram handicapped the launch of CD, by providing inadequate software backup in the early days. There are already warning signs that something comparable may happen with DCC.

Philips have sold the idea of DCC on a price structure which puts prerecorded DCC cassettes half-way between conventional analogue music cassettes and premium CDs. But in November 1991, Polygram's Commercial Director in the UK, Dieter Radecki, caused shock waves by announcing that prerecorded DCCs will cost the same as a 'premium-priced compact disc'.

I called Radecki to double check on what he had said. Radecki has since confirmed that he indeed would like to charge the same for DCCs as premium CDs, which on the face of things looks like a pretty good way to handicap the new format and make Sony very happy.

'We are talking about the launch' stressed Radecki. 'We hope they will get cheaper after that, as CDs did'.

This is *not* how I nor anyone else I know, remember the launch of CD in Europe.

I went back to my files and checked. Just a few months before CD was launched, the target price for discs was around £8. This was because Jan Timmer, then boss of Polygram and now boss of Philips, wanted CDs to be as close in price to vinyl LPs as possible.

When CD went on sale, shop prices for compact discs were £9.99 (and players £500). Although player prices soon fell, disc shortages and demand soon pushed the price up to £11.49 and £11.99 including VAT. Different record companies charged different trade prices ranging from £5.25 plus VAT (Polygram) to £7.29 plus VAT (CBS). By the end of 1985 trade prices ranged from £6.70 to £7.29 plus VAT. The trade price for Polygram's classical CDs rose from £5.75 to £6.25 and then to £6.79, and popular CDs rose from £5.25 to £5.75 and then to £6.79.

The strategy on DCC pricing hinges on Philip's wish to steer the format away from the budget image created by too much talk of digital audio compression. If DCC costs less than CD, the image is confirmed.

Also there will be at least seven DCC duplicating plants on stream by the end of this year, to support the launch. All are majors. Cinram of Canada will produce in the USA and JVC in Japan. Sonopress and Polygram will cover Europe, with at least three other major players soon to be announced. This contrasts with CD, where launch support by the majors was slow. So even with minimum production capacity in each plant there will initially be over capacity, again contrasting with the launch of CD ten years ago. So the launch of the budget DCC labels, for example re-issued and repackaged material, should be much faster than the launch of budget CDs in the 80s.

'I am in favour of equal pricing DCCs and premium CDs' says Radecki. 'But that is not necessarily the company's view. No final decision has been taken yet. The question of royalty rates has not yet been settled and that will affect price'. Radecki is still firm on the promise of a catalogue of 500 titles to support the launch. ■



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obody asked me, but in the name of all that is logical (Wow, I sound like SPOCK) how is anyone in the audio business supposed to afford the cost of attending AES (Audio Engineering Society) meetings around the world? The current 1992 site is in Vienna. Anybody checked out the prices in Vienna recently — mit or mitout Schlagg?! The following year the Society will meet in Berlin. Aside from not exactly being the garden spot of Europe in early Spring, the pricing is more suitable for members of the 'Jet Set'. Check it out. The next thing I expect is for AES European meetings to be held in Gstaad or Monte Carlo. You know, smiling pictures of the current, and incoming, AES President with Prince Rainier and all of that. Declaring an official 'Audio Week'. Little charming bistros selling compact discshaped grilled sandwiches, precisely made in specialized Croque Monsieur irons exact to the specifications in the 'Red Book'. 'I'd like a 44.1 kHz Gruyere and Country Ham melt, please. Hold the Dijon mustard!'

Lest anyone think that I am displaying an occasional burst of misanthropy towards our own well loved institution, the AES, consider this. The pronounced reason for siting the meetings back-toback in Vienna and then Berlin was to create access to the marketplace occassioned by the freeing of the Eastern bloc. Access for the newly empowered citizens of the East and access to the East for those from the West. Good intentions certainly but not terribly realistic to the economies of scale that dominate 'presence' at conventions by members and exhibitors alike. Aside from the spectre of economic collapse that will haunt any buyers from the East, the cost of moving goods to a 'Mittel-Europa' exhibition site is not 'petite pommes de terre". Trust me that the costs for exhibiting in Vienna and Berlin will not be 'small potatoes' to the audio manufacturers who have to truck, and train, and fly their wares from the four corners of the globe.

Most other audio, or audio-related, technology exhibitions held in Europe have a permanent venue. One always knows that the Paris Festival of Sound is not held in London. It is equally assured that the Montreux TV Festival is not held in Irkutsk. The new NAB (National Association of Broadcasters) Radio Show will also be held in Montreux (Switzerland). The world renowned Photokina has a permanent home in Cologne, Germany. The IBC (International Broadcasting Convention) has indeed moved from Brighton, England to a more truly European venue in Amsterdam — but the new home will be every bit as permanent as Brighton was! And the APRS (Association of Professional Recording Services) show takes place in one place and one place only Doctor Samuel Johnson's favourite town.

Perhaps it is time to consider that a permanent European AES show site would be more in keeping with the needs of the industry and, incidentally, acknowledge the reality already learned by the promoters of other shows. Success means providing the most accessible and affordable site to the geographic confluence of the largest number of potential attendees. The largest number of audio practitioners in Europe are found in England and

# **Martin Polon**

### Our US columnist talks exhibitions, AIDS, Grey markets, new talent and banks

France, with a majority living within a circle drawn around London and Paris.

With the imminent opening of the 'Chunnel' train service added to the already overwhelming range of transportation modes across the Channel. this venue is projected to contain better than 50 percent of all European audio activity by the year 1996. Let's have the AES show where the greatest number of local attendees are - thus eliminating the need for costly transportation and housing for the bulk of the show goers. That essentially suggests stabilising AES show activity in London or Paris - or, perhaps, do a Paris-London rotation similar to the Society's L.A.-New York show circuit. One fact is certain — increasing competition and travel costs in the future will not allow for the keeping of the current peripatetic AES 'status quo'.

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Isn't it time for those of us in the audio hardware game to join our brethren in the software media side in the fight against AIDS acts. Really believe that, do you, Huh?

Well, friends, do I have a surprise for you. Audio practitioners are getting AIDS and audio practitioners are dying from it. Every day, every month and every year. Do as I did and scan the obituary column in entertainment industry publications for a year and then try to convince yourself that it doesn't happen to us. It only happens to them. Right, and if you believe that I have a lovely bridge that I would like to sell you between Brooklyn and Manhattan. By now, the whole world knows of the infection of Magic Johnson by the HIV virus. There are others in our community who have gotten the virus with much less publicity. It is time that we accept that the disease is out there and that it must be stopped at all costs.

How many talented individuals we all knew in high school and college have been denied the fulfillment of their lives, and you and I the pleasure of their company? Curiously, an old audio friend remarked recently that in his age group (he is approaching 50), there have been more deaths from AIDS than from enforced attendance in the Viet Nam War. He should know, being a charter member of the Cam Ranh Bay Surf Club. Lest we forget, our industry has been and remains a potent power to raise money for the right causes. We do it for high blood pressure and we do it for audio education. It is time to do it for AIDS research so our children will not have to live in fear of this dread killer. AIDS strikes music makers on both sides of the recording console.

obody asked me but can you imagine a world lacking any colour? A world defined only by the variation of shades between black and white. Not a very appealing option, is it? Yet many of us in the recording business find ourselves using 'grey' products again and again. Worse still, we frequently suffer for the experience. The term 'grey' refers to name branded products bought outside of the usual marketing loop for conventional retail distribution and almost always counterfeit, or produced legally for distribution in other world regions. These products, most commonly, are expendable supplies such as batteries, film, recording tape on cassette or open reel and sometimes photo gear and electronics.

The concept of 'grey' market products is no surprise to price shopping denizens of the recording world used to the areas around New York's 47th Street or London's Tottenham Court Road. These mostly successful ventures into the wonderful world of 'grey' involve branded goods from major Japanese consumer electronic makers, made to be sold in some other parts of the world. For example, Sushi Electronics makes a smashing DSP (digital signal processing) portable CD player favoured for playback in-studio with a multivoltage power supply and available for £400 in London through legitimate retail channels. That identical unit can be purchased in New York for about \$350.00, with a North American power supply. The machine will be obtained by the dealer from the United States subsidiary, Sushi America. In the same way, the unit in London ended up in the dealer's hands directly from Sushi UK. The ▶



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same unit can be bought in New York as 'grey' merchandise, originating from Sushi of Panama for about \$300.00 with the world power supply. All of the units are made by the parent Sushi Corporation in Osaka, Japan. All are identical except for some nomenclature.

Sushi America may not honour the warranty, especially if there is a difference in the unit's model number or if there are instructions in Japanese. Still, the price is right and many people do rather well on this portion of the 'grey' market. The legitimate dealers hate this trade since it undercuts their pricing and the US subsidiary of the Japanese multi-national loses the sale as well. This sort of thing happens less in the European Community because of the stringent efforts at collecting VAT. But it does happen and it is a fact of life in camera and electronics retailing. Loss of warranty remains the greatest peril in this situation.

A great deal more risk is attendant with the purchase of so-called 'grey' expendable supplies. The phrase 'so-called' is used because frequently the product in question trades on the 'grey' status of similar expendable goods but is in fact absolutely counterfeit. The whole point of the charisma of 'grey' market products is that the item is the identical unit bought through legitimate channels, but with a substantial discount. Many studios have bought batteries and tape thinking they were getting a swell price break but instead got very much what they had paid for - junk!! With any 'grey' product, the retail ambiance is a dead give-away as to the product's status. Tape and batteries bought at street markets, flea markets, on street corners or from so-called bargain stores almost always represents either 'grey' goods from other countries or outright copies. Legitimate retailers will almost never carry such expendables — the risk to them of prosecution is too great.

There are several pitfalls in buying 'grey' expendables. With batteries, the products could be legitimate or illegitimate but still be marginal in both cases. Let's say that a franchisee of a major battery maker produces AA alkaline cells in a third world country for local consumption. The product standard is maintained and when new, the batteries are excellent. The local economy being what it is, the cells are significantly underpriced compared to London or New York. The cells are brought into Great Britain or the United States via a number of different routes and ruses. All of these involve time consuming voyages and time spent on docks or in warehouses. That means aging of the cells and frequently high heat and humidity. The bargain battery you buy is usually anything but by the time it reaches your favourite street corner vendor. And, enterprising entrepreneurs/pirates in certain countries make cheap copies of branded batteries. The usual ploy is to package lead-acid cells as though they were alkaline. So the unwary buyer's 'discount' turns out to be a high price indeed for potentially leaky conventional batteries.

'Grey' photographic film is rarely counterfeit but is subject to the same heat, humidity and time problems as batteries and is just as susceptible to such damage. Audio tape is a somewhat different For many labels, catalogue reissue now accounts for as much as half of all record sales.

story. We all have heard about the resale of used quarter inch audio tape in new boxes. What we haven't heard about is the Asian pirates who buy up used half and full inch computer tape -- place it onto audio type reels or hubs - package it with extreme fastidiousness as new and sell it to unsuspecting multi-track studio users. Add to this those who buy good branded tape in countries with a price and currency exchange differential and ship it as for the batteries above, so heat and humidity can work their magic with the tape. Although you would think that most studios would be too savvy to fall for such scams, as P.T. Barnum once said, 'There is a sucker born every minute'. Add to that those studios that buy counterfeit audio cassettes to save a buck or a pound or two.

The only sure way to avoid battery and tape failure is to purchase these expendables from legitimate dealers. Always check the notice of place of manufacture, to be sure that the product is not coming from a foreign factory of a major domestic supplier. Look for information on the product in a foreign language. Also check for the 'pull' date on batteries and film. Inspect product codes on large orders of audio tape. These should usually match up in sequence on the same shipment or relatively so. If you are suspicious about a branded shipment, call the manufacturer. They will assist you and will bring in the proper authorities to deal with the fraud because that is exactly what it is.

obody asked me, but the huge record contracts offered to Michael Jackson, Madonna, Janet Jackson, Aerosmith and others foreshadow a continuation of the present record industry practice of re-issuing catalogue and banking on proven talent. The one thing that everyone in the recording studio industry agrees on is that the calamitous drop in new album projects is a direct result of these practices. We all know that the numbers have shifted in the last fifteen years with the amount of major league studio business involving album projects bottoming out at about 25 percent as opposed to the former 80 percent. The record industry argues that only about one new act, out of 40 or so signed will succeed in a major way. They view that as a tremendous risk in investment. Far safer, they say, to re-issue catalogue especially with the graying population crying out for more of its musical past. Industry insiders point out that for many labels, catalogue re-issue now accounts

for as much as half of all record sales. Other industry insiders say that the size of the Michael Jackson contract would pay for as many as 50 to 100 new albums being released by other groups if that funding had been redirected by the label. A curious conundrum.

bobdy asked me, but don't look for the current drop in interest rates being experienced in the United States, the United Kingdom and elsewhere to materially change the availability of loan money for studio investment — either in technical equipment or physical plant. The problem is that while in theory, the rate drop should be reflected in lower rates being charged to potential loan applicants in the recording field, in actual practice the recording studio client is still generally suffering discrimination at the loan window.

There are several reasons for this funding shortfall. First, the banks are not passing on the falling interest rates to any but their best customers. The banking industry, on both sides of the Atlantic, has had a decade of ill-chosen and poorly conceived real estate investments to digest during the last 18 months. These have cost the banks dearly. Now, the drop in interest rates charged to the banks by the government central bank is being used as a profit source. None of the loan customers are receiving the full benefit of the recent rate decrease. The banks have evolved a two-tiered system of loan availability. Those companies judged to be the most worthy of the granting of credit are serviced. The rest of the business community is either frozen out altogether or charged rates so exorbitant as to question the rationale for the banks being in the loan business in the first place.

Even the promise of being able to refinance a real estate mortgage at a lower rate is frequently a carrot dangled before a hungry horse and then removed. The problem with refinancing at many studios is the need to prepare new business worth evaluations and get new appraisals for the property. These evaluations and appraisals become a double-edged sword all pointed at the studio owner. It is not unusual for these estimates to come in lower in 1992 than the first set of figures used to grant the original loan, however many years ago. Banks frown on this perceived drop in values and in many cases the value of the old mortgage exceeds the current estimate and cannot be refinanced.

The answer to the question of how to obtain funds to continue to 'grow' a studio business is that nothing has changed and everything has changed. The conventional wisdom of maintaining a personal and profitable relationship with a local bank is still valid. This, of course, assumes that the local bank still has some control of its own destiny and has not been either swallowed up by a megabank or cowed by government regulators. Also valid is the concept of financing growth out of revenues. Should both these dictums fail, then all any studio owner can do is to wait for financial conditions to improve in 1992; hopefully loosening up credit availability. ■

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# **EXPLORING EQUALISERS**

Part 2 of Ben Duncan's look at the engineering and design factors that govern analogue equaliser's sonic quality

wo-band equalisers are just the beginning. You can only boost the mid by cutting both ends hard, and beyond a choice of two or three LF and HF turnover frequencies, there is little selectivity. To deal with midrange frequencies, we need a third band. It's possible to fit a third, mid-band control network to the Baxandall circuit. For least interaction, it almost certainly has to be centred on or close to 1 kHz. The mid control's bandpass can be defined with two capacitors (CM1, CM2 in Fig. 1) but the Q (see sidebar) is so low that the mid effect spreads rather wide. This and the impedance interaction means it's badly affected by the LF and HF settings; you'd have to adjust the knobs repeatedly to make changes without upsetting where you've got to already. The resonant inductor-capacitor combination (Fig. 2) yields a higher Q, giving a steeper, slimmer midrange set (Fig. 3), which can squeeze between the LF and HF and is reasonably interaction-free. A gyrator circuit (discussed later) can be used in place of the inductor.

The overriding limitation with 3-band Baxandall EQs is that the frequency 'area' isn't adjustable or sweepable. Boost and cut centred on 1 kHz is not the answer to all requirements. If frequency has to be fixed, we really need a fourth band to perform subtle surgery. That's because the musical scale is no monolith. Like 'bass' and 'treble', midrange is an arbitary construct and mid frequencies break down into a kaleidoscope of different tone colours. Rainbows within rainbows, if you prefer. At the very least, we should divide it into two. There are soft sounds in the lower mids (LM), and harder sounds in the higher mids (HM). Having midrange EQ isn't much of an improvement over a 2-band equaliser if you're unable to adjust these two poles separately. You can do one or other with a 3-band EQ with a sweepable mid control but with a fixed 4-band EQ, you have independent control over both the low and high mids. Fig. 4 shows a classic arrangement adopted by UK console makers in the mid '70s and adopted for op-amps by the author<sup>10</sup>, using two Baxandall circuits in series. Interaction is avoided as far as possible by staggering the frequency ranges covered by each stage, pairing LF-HM, then LM-HF, so the ranges in each section have little overlap.

# Movable peaks and dips

Between the LF and HF 'shelving' knobs of a modern console, selective, sweepable EQ is the mainstay. Principally it covers midrange frequencies, with two or more overlapping bands but the lowest and highest ranges can (and often do) make excursions in the territory already covered less selectively by the LF and HF 'shelving' controls (**Fig. 5**). Intermediate consoles' mid EQ sections have two controls per band: boost/cut (gain) and frequency. Marketing people, who should know better, regularly misuse the word 'parametric' to puff-up such affairs, when in fact they are strictly 'Sweep(able frequency) equalisers'.

Fig. 6 shows the general scheme for sweep EQ, based on the framework of the Baxandall topology. Some kind of bandpass device is hung from the wiper of a boost/cut control and fed into the op-amp's positive input. In most commercial designs, series/shunt R.C networks provide the bandpass response. A dual pot (the R element) shifts the bandpass area but needs an anti-log law for a smooth change of frequency with rotation. This can be grasped by observing the accelerating spacing in Fig. 5, where a linear pot has been simulated. Looking now at real console circuits, in Fig. 7, taken from a budget Japanese mixer, the network is purely passive. The varying source impedance coming off the boost/cut control at point A makes the EQ inconsistent. The different capacitor values don't help. Overall, this EQ's centre frequency shifts upwards by 3/4-octave as maximum cut and boost are approached. In Fig. 8, a UK maker has tidied up by adding active buffering upfront (A1). Fig. 9 makes the bandpass active instead, using the Wein configuration. Note the lower arm resistor (RQ), which applies positive feedback to set the optimum Q. Whether a given EQ of this type sounds good or works well depends to a great extent on who made the



Fig. 1: 3-band Baxandall EQ, RC type



#### Fig. 2: 3-band Baxandall EQ, RLC type







decisions on component values that govern Q as well as change of Q with setting. 'Optimum' Q depends on what you're trying to achieve, the frequency areas being covered and the musical sounds you're dealing with. So a fixed Q is far more of a compromise with a single midrange equaliser than with ones having three or more overlapping bands each with different Q values. The mixers in which **Figs. 7** to **9** appear all employ two such sections in cascade, that is two independently sweepable midbands.

## Flexure

The term parametric can only be fairly used when a third control is added to vary the Q, width or sharpness of the selectively boosted (or cut) frequency area (**Fig. 10**). As can be seen, Q interacts with gain and is a dangerous plaything in the wrong hands. Even in skilled hands, it begs time consuming tweaking. On the other hand, with a sweep EQ (no Q knob remember!) one has to pray at the point of buying a new console, that the salesman is telling the truth when he assures us that the designers have worked hard to balance selectivity with musically acceptable and useful results. In use, it may take some time to find out.

There are at least five common circuit topologies capable of providing peak/dip (or 'Bell', or 'bandpass/band-reject') curves with variable Q.

### Engineering psychology primer

In the discussion that follows, readers who are more musically minded will find that a little inside knowledge will make it easier to understand why, out of countless possible ways of creating tonal change, a minority of circuits are favoured. This is influenced by the number of parts, and component values, they require. • Capacitors and inductors, together or used singly but always in conjunction with a resister

singly but always in conjunction with a resistor, are the heart of all 'frequency conscious' networks in analogue audio. The product of the two components' values determines the operating, turnover or resonating frequency. Out of infinite combinations, the optimum pair of component values are down to impedance, avoiding loading, distortion and control interaction (too low), without incurring noise and

crosstalk/sidetalk/backtalk (too high). With Inductor-Capacitor (LC) combinations, there is no noise but the LC value ratios define both Q and frequency so just one unique pair of values gives the desired result.

• Resistors are cheap, even with close tolerance matching (0.5%). Over 600 regularly spaced ohmic values are readily available spanning a range in excess of 10,000,000:1. The value chosen has no influence on physical size (which is small) and little effect on price, over the most common









#### Fig. 7: Budget Japanese mixer

values ranging over 10R to 1M.

Capacitors (excepting electrolytics, not used as FDCs in equalisers) are mass produced in over 150 standard values, spanning 1,000,000:1. Audio-grade capacitors made with plastic films ('poly-various') are cheap in small values, becoming disproportionately expensive above 100 nF (0.1  $\mu$ F). Their size expands, too, but at a lesser rate than price, eventually reaching the size of a *Tippex* bottle at around 10  $\mu$ F. Ceramic types are much smaller but should not be used for audio, excepting low-k types, whose values are too low to be useful as FDCs.

• Inductors for audio have to be custom made. They are often larger than the capacitors they're paired with (1 Henry  $\equiv$ 1 Farad). They end up heavier, are more costly than other parts, and then demand heavy and costly shielding to properly guard them. Otherwise, mains hum or signal will be picked up from nearby transformers. In this open bandit territory there are no standard values and shapes. Still, there is nothing to prevent the maker actually using them if he/she can see enough benefit(s) to outweigh the hassle; the EEC haven't outlawed them yet.

 Pots are the cheapest and most transparent means of adjusting an equaliser. Switches make their appearance when definite values of change are preferred, and whenever capacitor and inductor values must be changed. Variable inductors and capacitors do not exist in the large values needed for audio work.
 Linear potentiometers giving an equal change Fig. 6: General scheme for sweep EQ



Fig. 8: Added active buffering

of resistance per degree are cheap and readily available. Pots having non-linear logarithmic (log) or related control laws (eg anti-log, semi-log) are more trouble and close matching is rare. Selection by hand is possible but who will want the skips (truck-loaded refuse containers) loaded with the 95% that get rejected? Depending on the circuit topology, either type may be needed to get the perceived EQ effect to occur linearly, ie in audibly consistent intervals, as the control is wound up and down.

• Symmetry and simplicity are beautiful.

# Q

'Q' stands for Quality; the term was borrowed from radio technology, where the quality of a tuning circuit is its sharpness, hence ability to reject adjacent stations. All selective circuits rely on the interplay between a capacitor and inductor (or gyrator) placed in series or parallel. In a series-resonant circuit, the impedances of the two devices mutually cancel at the resonant frequency. In a parallel circuit, the impedance goes to infinity. Any resistance in the circuit curtails the ultimate effect, reducing Q.

For audio, 'width' is a better, more general term. With a low Q, the resonant frequency area is spread wide. Higher Qs are more selective but exhibit increasingly non-musical effects, to be illustrated later in the series.



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although frequency 'sweep' is reduced to discrete switched steps. A high enough Q is preset by selecting a suitable ratio of inductance to capacitance, always assuming that each inductor has a low winding resistance, as depicted by the associated resistors. Q can be varied downwards (but not very linearly) by adjusting the external damping resistor, RQ.

The gyrator resonator EQ (Fig. 12) synthesises



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Fig. 12: Gyrator resonator EQ

the behaviour of the RLC network, obviating the need for the inductor while exchanging the problems of real inductors for others. To simulate an inductor accurately and with low distortion at high frequencies, while developing high enough Q, the IC op-amp doing the business in Fig. 12b has to have a very wide GBWP, preferably 10 times greater than the bandwidth of the TL071 (or similar) op-amps commonly employed in many equalisers. The primitive one-transistor variant (Fig. 12a) seen in a junior Japanese mixer shouldn't really be used above bass frequencies. Although pictured hung from the swinging input boost/cut circuit, the same gyrator can go anywhere an inductor would be used. The only caveat is that true, bilateral gyrator topologies are needed to cope with circuit positions (in Fig. 2 for example) where both sides of the inductor are above ground. The circuits in Fig. 12 closely resembles a single pole Sallen & Key filter. Two pole variants (with an added R.C) give a steeper, higher Q response, covering about 1/3-octave.

The so-called 'state-variable' network in Fig. 13 comprises a ring of three op-amps, which can give low- and highpass as well as bandpass outputs, depending on how it's connected. The LP and HP

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#### Fig. 13: State-variable network



#### Fig. 14: Feedback/feed forward topology



#### Fig. 15: CAPS network

outputs are the stuff of active crossovers. The name state-variable is 'NASAese'. It has to be. Sounding as if the network is uncertain about its status, this American name (actually deriving from Bell Telephone Labs' theory of signal flow graphs, part of their historic system of active filter design) is really meant to imply that this class of filter is very flexible. Outside of audio, the circuit is commonly called a 'two-integrator loop' or 'ring of three' but it is really the Good circuit, since it was originated by the late E F Good, Baxandall's colleague at the RSRE, in 1955

Good's topology has the advantage that the op-amps do not need exceptional gain bandwidth for an accurate response and low distortion: the open loop gain need only be larger than 3×(10 dB greater) than the Q at the resonant frequency. For a maximum Q of 5, this signifies an open loop gain of just 24 dB, easily attained at 20 kHz, even with a TL074 op-amp or a pentode tube... By comparison, a Sallen & Key bandpass filter (not covered here) requires an open-loop gain of at least 90Q<sup>2</sup>, or 67 dB, for the same Q! Good's circuit

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readily produces Qs up to 100 (20× more than is healthy for ordinary audio EQ but useful for deep notching) is tame and easily tuned. Q, gain and frequency are all adjustable without interaction. It should come as no surprise that this topology is the mainstay of many up-market sweep and parametric EQs. As such, it's commonly seen connected in a feedback-feedforward loop, between the virtual earths of two cascaded, inverting opamp stages (Fig. 14); this approach was popularised by the prolific UK designer Barry Porter<sup>11</sup>, who pioneered the technique in 1975.

The CAPS network (Fig. 15) is familiar to readers who followed Steve Dove's console designing series appearing in these pages a decade ago<sup>12</sup>. 'CAPS' stands for Constant Amplitude Phase Shift; it could also be called a second order all-pass network. The circuit looks fleetingly similar to the state-variable and the related bi-quad, and is connected in the same way — but note the capacitors used to create frequency selectivity are located in series with the op-amps' positive inputs, acting passively outside of the local feedback loop. The individual stages are the same circuit used en masse for all-pass signal delay compensation in refined speaker systems. The CAPS circuit is inherently stable (provided UGS op-amps are used and its input is always connected to a finite source impedance and not left open, to disable the EQ, for instance), and has a well-behaved Q adjustment.

#### **TECHNICAL TERMS**

UGS: Unity Gain Stable; an op-amp that requires no compensation for VHF stability, regardless of the circuit it's plugged into

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# LICENCE TO NENORISE

# An operational view of the SAJE Memory console by Terry Nelson



t is surprising to note that the Saje Memory console is often conspicuous by its absence in many articles about the current state of live sound mixing consoles.

The situation is all the more surprising as the Saje Memory brings to live sound the majority of features that would be on the 'wish list' of many experienced live sound engineers.

The principle has already been covered in *Studio Sound* and it is now time to move on to the operational side of the console.

At this stage it will be useful to note that the *Memory* has three years of operational experience behind it, and has been used in fixed installations, broadcast applications, and major European tours with French artists. It is a working console and not a prototype full of 'vapourware' (or whatever term happens to be fashionable).

To give a brief recap, the *Memory* is a true virtual console (its function is defined by its video graphic) and consists of a control surface — or console — housing the CPU, together with a video graphics monitor and terminal, and remote racks that contain all of the audio circuitry.

The console is connected to the racks by two coaxial cables in a balanced configuration for all control signals and a multicable for connections between the audio modules and the meter bridge. The console remains operational should one of the coaxial cables be cut or disconnected and the system will work perfectly satisfactorily over a distance of 100 metres.

The mains power supply to the remote racks is also taken from the console to ensure proper earthing (or grounding).

All audio connections are made to the remote racks. The input module contains three XLR inputs (A-B-C), a direct XLR output and three TT minijack insert points. The stereo output module contains two XLR outputs (A-B) per channel, two TT minijack insert points and two stereo returns on TT minijacks.

As many engineers will know to their time and cost, the term 'computer-controlled' is not necessarily synonymous with 'ease-of-use' and Saje have concentrated a large part of their efforts into making the user interface as easy — and as familiar — as possible, starting with the console and the computer graphics.

After having passed a considerable amount of time with the *Memory* (*Studio Sound* has followed the console since its beginnings), it is clear that two main points emerge from an operational point of view:

1) The method of working follows the same thought processes and actions as those associated with a conventional console.

2) That 'what you see is what you get' as the console will always reflect true status and never requires the return to null points for any updates.

In their literature, Saje say that one of their aims with the console was that 'the sound engineer would at no time regret not using his former console', which means that access and operation would be, to all intents and purposes, the same.

Rather than give a step-by-step description of operation, it will be more useful to look at the basics and see where the similarities occur.

Starting-up the console is probably the only really computer-orientated part of operation as this requires some simple command and text entries via the terminal keyboard — nothing too complicated here. The screen prompts are easy to understand and give the user access to the console and test routines.

First-time users will have to 'log-on' to the console by entering a personal 4-digit code and this will be asked for when you are starting to

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Fig. 2: Shows List



Fig. 3: Performance Menu

90 Studio Sound, March 1992

The console layout includes motorised input and output faders — which can also be assigned to other functions as required — and various keyboards used for console commands. However, at this stage it is perhaps important to note that an engineer will always be doing what he is used to doing, that is pushing faders, turning knobs and pressing on/off switches. The actual movements may be centralised but the action is the same.

Upon powering-up, the graphics screen will show a channel input strip (usually channel 1) and the first-time user will immediately recognise all of the facilities found on standard consoles, input amp filters and EQ, aux sends (eight on poweringup), groups, etc.

Once you have logged-on to the console via the Users List (**Fig.1**), the next screen on the terminal monitor is the Shows List (**Fig.2**). This will display the list of the Shows already entered, a show can either be retrieved or the console can be configured for a new Show.

Reference to the above diagram of the screen will show that it is very straightforward and displays when the show was put into memory, and subsequent updates, the name of the show and where it is memorised.

The right-hand columns are more operationoriented and display time code (TC), frame rate (25 or 30 fps), the number of auxiliary sends selected (AUX), the number of Cues in the Show List and the number of Memories in the Memories List.

Starting-up a Show allows you to define how you want to work and in what configuration you want to use the console. If, for example, you will be using time code to trigger cues and need to change the frame rate, just position the cursor in the TC column, press F2 (Modify) and type in the rate required.

You may also wish to change the number of auxiliary sends for the show in question to 10. Again, the F2 key allows the necessary modification.

At this point, it is a good idea to refresh memories concerning routing and outputs. The *Memory* contains 16 buses, with (at present) 15 and 16 being dedicated left and right outputs. The remaining 14 buses can be configured in pairs as auxiliary sends or groups, thus with 10 aux. sends, the console will have 10 auxes — two stereo groups — main outputs.

In addition to the audio groups, there are also eight Remote Groups that work like VCA's but use a mixture of DCA/VCA technology.

Having configured the console for the new show, pressing RETURN brings the Show Mode — or Performance — menu to the screen (**Fig.3**).

At this stage the console is ready to go to work so a few words about connections etc., are in order.

The *Memory* has a maximum of 48 input channels. However, each channel features three inputs and these can be selected, as required, as either microphone inputs with 48V phantom or as line inputs. This means that the Memory has an input capacity of 144 feeds.

Large numbers of inputs are not uncommon in live sound today but they are almost never used simultaneously, meaning that a considerable part of the console, or consoles, is lying idle for much of the time. The *Memory* permits a much neater way of working by allowing you to define the maximum number of channels needed at one time, during the performance, and call up the others, as required, **>** 

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as memorised cues.

Once the console is plugged-up, the first thing, most live engineers do then is label the console and here the computer terminal is definitely friend, not foe. You can now leave those nasty bits of sticky tape in the box, press F12 (Labels) and type in nice four-letter words for each input and output channel, insert point, etc. The labels will be displayed by red pinpoint LEDs on the console and on the input or output channel currently displayed on the graphics monitor.

(Though the labelling will be part of a Show — or specific console set-up — any Show can be used as the basis for a new one, thus saving time.)

The movements to access the various functions of the console have been previously covered but a quick recap will be in order.

Each input channel features a motorised fader, two push switches for Solo and Mute and LED meter (VU/Peak) for signal level. Pressing the soLO switch of a channel brings it to the animated graphics screen and any modifications necessary can be made (this is just the same as going to a channel strip and working on it). The screen cursor can be moved to the 'knobs' and 'switches' via the 4-way key pad and 'turned' by the large rotary knob or switched by the On/Off switch. Certain functions, such as input selection or 48V, also have dedicated switches.

At this point, the console could be operated virtually like a conventional console without any difficulty. However, once we get into the position of assigning functions to controls and using commands — or syntaxes — to control multiple tasks, then things really get interesting.

The main assignable control is the motorised channel fader and this can be assigned to channel fader, input trim, pan and the auxiliary sends. For example, pressing TRIM on the keypad assigns all the channel faders to the trim control, allowing input gains to be set up in a flash. Cycling through FADER and TRIM will show that the faders move virtually instantaneously to their respective settings.

It will be easy to see that Channel and auxiliary mixes can be created very quickly, recalled as required and modified. Mixes can also be copied very easily by using the COPY TO button.

Suppose that the main mix needs to be copied to auxiliary send 4: press FADER for the main mix (normal operational status) followed by COPY TO and then AUX 4. The mix is now duplicated.

The use of the various syntaxes allows general commands, the swapping of settings and even of modules, stereo linking and — all in all — makes life a lot easier!

To be blunt about it, anybody who knows what a console is and what it is supposed to do, will



Input screen memory size



One of the control panels

have no problem at all with the *Memory* and they will soon find themselves doing all those things that they wished they could do but could not!

Apart from the flexibility offered for set-up and operation, the other attraction is repeatability and the ability to program console changes and cues that before would have required five pairs of hands and three different consoles.

Returning to the Performance screen, you will notice an upper column — Mem List — and a lower column — Cue List.

The Mem List shows the different set-ups — or memories — stored while the Cue List shows the order in which the memories will be selected sequentially. However, cues can be skipped either by using the cursor or the GOTO function.



Output screen memory size



Fader block memory

Modifying memories and cues is done by using the MEM and CUE EDITION functions.

Moving onto the output section, there are 16 motorised faders that can be thought of as corresponding to the 16 output buses. However, as with the input channels, the faders are assignable and can be assigned to the eight stereo aux returns and eight stereo access returns — as well as their balance controls — and the eight remote groups.

An output channel is brought up to the screen the same way as an input channel, that is by pressing the SOLO button of the output required.

A recent software addition has been brought about by the use of the *Memory* for stage monitoring.



# STAR GAZING?





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On April 6th 🔊 Neve will bring the future of digital recording into sharp focus. Prepare to witness the birth of a new star. In normal practice, the different mix outputs will be soloed to the local wedge(s) to check and modify a particular mix. A new Monitor Follow function gives the added facility of the channel faders going to the send levels for the mix output that has been soloed. This gives an immediate visual indication of the mix and an 'at a glance' check to see if something is not as it should be.

Each output bus has two switchable outputs and these can be used singly or together.

In situations requiring multiple sends, such as stage monitoring, the same philosophy concerning the inputs can usually be applied, i.e. how many sends at any one time? The fact that the monitor console is running 22 mixes may mean in reality 11 basic mixes (already good going) plus situations such as 20 seconds of vocal in front of the palm tree with 13 seconds of acoustic guitar.

A press of the LOAD button gives 32 outputs to choose from and will easily cover the 11 special situations without tying up a very large and complicated console. It goes without saying that it also opens up the possibilities for more freedom in staging. At this point you may be thinking: 'OK, I can do a lot of things but if I am following a Cue List through the show, can I update without problems?' All controls are open to manual control and override, with the motorised faders being touch sensitive.

'Aha!' you say, 'but if I make updates to a memory they will all be lost when I load the next cue'. Not if you use the Load With Update feature, they won't.

This button is probably one of the most useful on the console as it allows changes to be made to a memory, for example the drum sound, and then carried through to all succeeding memories. You can then make the choice between saving them permanently or deciding that it was only for that one performance.

The Memory can be supplied with a number of options and these include time code reader/ generator, MIDI (receives and sends MIDI change commands) and four programmable machine remotes.

The outputs can also be fitted with a 14-band <sup>1</sup>/<sub>2</sub>-octave graphic and these can be assigned to the



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output faders for additional control.

For those really wishing to go to town, there is also a Matrix option with up to 32 outputs. However, this is more in the form of broadcast crosspoint switcher and a new software version is in preparation providing a mixable 16 x 14 matrix from the output buses.

A certain degree of 'automation' of cues can be achieved by linking cues together dynamically, where they will crossfade at a pre-determined rate. However, even this can be manually overridden as required.

Each *Memory* console has the software support for the maximum configuration presently available, that is 48 input channels, 16 output channels and optional matrix outputs (up to 32). Thus a partially filled console will only need the necessary hardware to bring it up to full configuration.

It also follows that a small console, for example 24 channels, can control 48 channels of audio rack, the channels being called up to the console as required.

This review, although brief, should give an idea of the flexibility of the Saje *Memory* and demonstrates that, in this instance, the world of live sound definitely has the edge on the studio world!

Nearer to home in the concert world, it puts the sound facilities on a par with the lighting!

If there is one phrase that the development team at Saje no longer use, it is 'It's only software'. However, the console represents an amalgam of ideas from over 50 live sound engineers plus those of Saje and the recent 'Memory tour' round the major US sound reinforcement companies brought in a further list of serious suggestions.

As with any product, it is never perfect and there are some niggles that can be found with the system. However, these are usually minor and are in line to be dealt with or fall into the 'wouldn't it be nice' category when you can't find anything else to grumble about. The main points to bear in mind are that operation is far quicker than that of a conventional console, coupled with all the advantages of repeatability of complicated cues — and with the best studio console sound quality.

- and with the best studio console sound quality. On a closing note, the rapid acceptance of the

Memory by the US sound reinforcement world was confirmed by the console being used for the 1991 Billboard Music Awards. One console was used for the house and for the nine performers appearing, whereas normally nine consoles would have been used.

Sound supervisor, Mike Stewart, reported that 'for the first time in the history of the Awards, the atmosphere was relaxed at the house position'. Maybe the console is not so expensive after all.

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# <u>Chameleon</u>

A technical report by Sam Wise on the Chameleon Power Amplifier

Power amplifiers are interesting to me. Why, I ask myself, after all, in theory they should do absolutely nothing to the sound. But it isn't as simple as that and they are interesting. So, this review has whetted a long dormant desire to look at them a bit more closely than budgets will normally allow.

Having been asked to review the *Chameleon*, which as its name suggests is a little out of the ordinary, I asked for permission to partner it with another amplifier of a very different school — the Australian Monitor. The differences really lie in a philosophy of what a power amplifier is intended to do; questions about the power requirements of real music and real loudspeakers. Details on the Australian Monitor AM1600 follow next month.

On entering the audio industry, one of the first amplifiers I met in professional use was the HH TPA100D. They were notable for two properties: firstly, they sounded good, loud and punchy; secondly, they blew up a lot, usually in rackfuls at a time. One of my first jobs was to fault find and reassemble several of these left scattered all over the floor of the maintenance lab by my predecessor. In doing this I noticed that the power supply voltages were very large compared to the rated output power. This lead to a theory that perhaps failure was caused by mains borne power spikes pushing the output devices over the limit, but also that these high voltage rails allowed a large output transient power to be produced which could have been a factor in the amplifier's sound quality. Alas, the winds of life blew away from the time and resources to investigate further so theory remained just that and amplifiers came and went until new and more reliable models were invented.

During this same period of my life a Quad 303 found its way in for repair, and sojourned for several days attached to my home hi-fi, replacing a well-respected American hi-fi amp. Enters my wife who shouts from the kitchen — what did you do to the hi-fi?, it sounds really great. Prior to this offthe-cuff comment, said wife had (as still to this day) refused to express her opinion regarding the audible performance of any hi-fi equipment. So, as probably all of you are aware, amplifiers are not the same, even if they measure the same.

# First impressions

In many ways, *Chameleon* breaks the mould. The design intent was to pack a lot of punch into a package that requires minimal rack space — and since it is different, it may as well look different. *Chameleon* is housed in a lu high rack

mountable housing, constructed entirely (apart from the rear panel) from aluminium extrusions. Overall depth is larger than most, extending to 600 mm when connectors are inserted. This means that it is unlikely to fit in a 600 mm rack depth, requiring a larger 800 mm size. But, in terms of floor space, a set of these will fit in a lot less racks than a more conventional amplifier

— saving money on larger systems. However, hire companies are likely to find existing touring racks need a new balloon-shaped rear cover to fit *Chameleon* in. And don't dare to rackmount it without rear support or side rails, it is relatively light, but 1U of aluminium is not much to support the beast.

There are a pair of extrusions each side, with the power devices sandwiched between the top and bottom sections. The cooling air is forced through the expanding venturi shaped area between these extrusions, passing around the ouput devices on the way. The shape is claimed to improve cooling efficiency, but it was impossible to confirm this.

The front panel is a hollow extrusion section, incorporating a central recessed section which forms a handhold and also serves as the air intake. The first level of air filter is located here — it is easy to service and clean, but also easy to dislodge if the amplifier is used loose and carried by the hand-hold. Internally, construction is relatively tidy. The output load sharing resistors are mounted on PCBs which are mechanically part of the side extrusion assemblies — forming the output sections into units which can be removed for servicing or replacement in about five minutes.

The remaining electronic systems are located down the centre of the unit between these side members. At the front resides the cooling fan, with its secondary air filter. On the left is the 'soft start' PCB, providing reduced in-rush current to prevent accidental tripping of the mains fuse or circuit breaker. To its right is another small PCB controlling the cooling and protection of the amplifier. Next toward the rear is the toroidal power transformer, bolted solidly to the bottom cover of the amp. Behind this is the rest of the power supply, PCB mounted, but well supported to minimise failure due to vibration. Then, finally, at the rear is the connector PCB, which includes input pre-amp and driver circuitry, input/output connectors and several other functions crammed in on both sides of the PCB. Everything connects on plugs and sockets, making disassembly into modules for replacement relatively easy

The entire unit is finished in a pale grey satin anodising. The legends are of screen printed yellow and red, providing poor visual contrast, fortunately there are not many controls to worry about. The styling is different, and visually quite attractive. Everyone I have shown *Chameleon* to has made some comment, and very few have been rude.

## Cooling system

The amplifier is force cooled, having a thermally controlled fan which is virtually silent under normal conditions, remaining fairly inconspicuous even under load. Removing the input signal after placing the amplifier under some duress has the surprising effect of increasing the fan speed and therefore ventilation rate for a short time. In discussion with designer Malcolm Hill, it was revealed that this is intentional. The fan is fed from a temperature controlled voltage taken from the mains transformer secondary supplies. At maximum temperature, the fan voltage is set to maximum, but the smallish mains transformer has a reduced output voltage due to the load conditions which created the heat in the first place.

If one of the amplifier's protection schemes come into action, output drive can be reduced, or temporarily even shut down completely, reducing the load on the transformer and increasing the voltage fed to the fan — giving it a temporary boost in cooling power just when needed, without exceeding its continuous rating. As long as the design is carefully done, this is the kind of engineering I approve of, getting the most out of a component without breaking it.

# Front panel

At the left is the POWER ON/OFF switch, with adjacent red led indicator. No comment except that the switch is recessed, making accidental supply interruption almost impossible.

Just left of centre is the HEAD LOK yellow led. HEAD LOK has the effect of reducing the power supply voltage rails, lowering the maximum output power at the same time. This normally activated by a combination of power supply droop and heatsink temperature. We, in fact, found it quite hard to get HEAD LOK to activate.

At the right of the unit are two identical sets of level controls and indicators. The level is set by a push activated switch, with settings of 0 dB, -2, -4, -6, -10, -20, -35, -55 and off. These are used to set coarse gain, and proved to be within 0.2 dB of setting (worst case), but even more importantly the gain of the two channels matched better than we can measure reliably.

The green SIGNAL led illuminates when a suitable input signal level is present, increasing in brightness as the signal level increases. Onset occurred at an input level of about -30 dBu.

Lastly, at the right of the unit is the red PEAK led. This triggers at output signal clip level, and works in a way which follows the power supplies. This means, for example, that in HEAD LOK condition, or high drive levels into low impedances when the power supply rails have dropped, the PEAK led is still correctly indicating actual clip levels. **PEAK** also is used to indicate short circuit protection by continuous illumination.

## Inputs and outputs

Inputs are on a parallel pair of three pole, 6.35 mm jacks and an XLR-3 female, also in parallel and wired to the new AES pin 2 hot standard. All three connectors are electronically balanced, and insertion of a 2-pole or unbalanced XLR causes no problems. Input impedance is confirmed as 20 k $\Omega$  balanced, or 10 k $\Omega$ unbalanced. Since it is possible to end up with many of these wired in parallel in large applications, a higher input impedance would have been preferred. Input overload occurs at +22.2 dBu, and is unaffected by gain setting, high enough for a power amplifier. At the 0 dB attenuation setting, output reached 600 W into  $4\Omega$  with an input signal of 1.02 V, within specification, with a gain of 33.9 dB also within specification. Input common mode rejection is shown in Fig. 1, which differed between input channels.



Fig. 1: Common mode rejection ratio of both channels, driven simultaneously at 10 dB below 400 W/channel, into 4  $\Omega$ 

Output connectors are a pair of five-way binding posts/4 mm sockets. They are tightly spaced to match standard paired plugs in both two channel and bridge mode applications, but are cramped for the finger. A nearby BRIDGE MODE switch inverts the input into channel 2, providing differentially swinging outputs on the two red output terminals. GROUND LIFT disconnects the chassis/power ground from the internal audio earth. Finally, 220V/240V selection allows for international operation. The mains connector is an IEC type, without any cable latch. This includes a mains fuse, and filtering to reduce noise flowing into or out of the mains supply.

Internally, all accessible mains points at the rear of the unit are well shrouded, but it is possible to touch power line voltages around the soft start components at the front. Extending the protective insulation around this area would overcome this criticism. There are several internal fuses, but none of these were affected by any fault we induced during testing.

Frequency response and phase versus output



channel 1, driven at 0,5, 15, and 20 dB below w/into 4  $\Omega$ 

power are shown in **Fig. 2**. As level increases from 60 W (bottom curve) to 600 W into  $4\Omega$  (top curve), there is no variation in frequency response, level at 20 Hz and 20 kHz remaining at -0.3 dB relative to mid-band. At higher frequencies, level is nicely rolled-off, protecting the system against interfering HF sources.

Slew rate measurements showed that the amplifier met or exceeded its specifications, being better than 100 V/ $\mu$ S, with rise time less than 2  $\mu$ S.

Square wave response is also excellent, maintaining fast edges with little overshoot at all audio frequencies. Addition of a 4.7  $\mu$ F capacitor across the outputs has no effect on frequency response, square wave shape or stability.

Channel separation, or crosstalk, was measured while driving one channel to full output into  $4\Omega$ . The result is shown in **Fig. 3**. Channel 2 is better than specified up to 12 kHz, in fact an excellent performance; while channel 1 misses by about 15dB. Similar variations were found on other units.



Fig. 3: Channel separation, channel 1 and 2 loaded with 8  $\Omega$ , each channel driven alternately at 500 W/channel

# Noise and distortion

Table 1 gives the wideband noise measurements. The top figure in each box is the actual noise level into  $4\Omega$ , while the bottom figure is the resulting dynamic range. Into  $8\Omega$  there is no difference in the noise level. The results confirm the manufacturer's specifications. Fig. 4 shows the hum and noise spectrum under heavy drive conditions. Note the 1 kHz tone and its harmonics also.

Total harmonic distortion plus noise measurements (THD+N) were taken under all sorts of conditions. Fig. 5 shows a typical result at 400 W output into  $4\Omega$  using an RMS detector. While not startling, the results are acceptable. These are hard to relate to the Hill specification, which states no load or rectifier type.SMPTE and CCIF twin tone intermodulation distortion  $\blacktriangleright$ 

io of Isly at	MANUFACTURER'S SPECIFICATION				
Ω	OUTPUT POWER SEE TABLE 1				
y binding ced to channel amped for inverts entially erground 20V/240V on. The any cable tering to ains	Total Harmonic Distortion (DIN) Intermodulation Distortion (SMPTE) Crosstalk, referred to 500 W/8 Ω Noise, referred to 500 W/8 Ω Slew Rate Rise Time Damping Factor, 50 Hz/8 Ω Frequency Response, 20 Hz to 20 kHz Input Sensitivity, re: 600 W/4 Ω Input Gain Height	1 kHz, <0.003% typ 0.1 W to clipping, 20 Hz to 20 kHz, <0.025% 0.1 W — clipping, <0.01% 1 kHz, <-80 dB 20 Hz to 20 kHz, <-70 dB <105 dBA >100 V/μs 2 μs >500 +0.1/-0.25 dB 1.0V 34 dB 1 U, 44.25 mm (1.74 in)			
the rear sible to start otective ne this	Chassis Front to Rear Mountings Overall WIDTH	502 mm (19.76 in) 520 mm (20.47 in) 569 mm (22.4 in)			
s, but ve output	Chassis Overall Weight Power	438 mm (17.25 in) 483 mm (19.0 in) 13 kg (29 lbs) 10 A/120 V or 5 A/240 V, 50 or 60 Hz			

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	TABL	E 1: BROADBA	nd Noise		
Conditions	r.m.s.	r.ni.s.	r.m.s.	Q-peak	Q-peak
	22-22k	400-22k	A-wtd	22-22k flat	CCIR
Channel 1 : 4 Ω	-65.4 dBu	-68.8 dBu	-70.5 dBu	-59.8 dBà <sup>1</sup>	-58 dBu 🐁
(ref. 800 W / 4Ω)	101.7 dB	106.1 dB	107.8 dB	97.1 dB	95.6 dB
Channel 2 : 4 Ω (ref. 800 W / 4Ω)	<sup>▲</sup> =64.4 dBu 101.7 dB	-68.4 dBu 105.7 dB	-69.8 dBu 107.1 dB <sup>w</sup> ∽‰	* -58.7 dBu i <b>96</b> .0 dB	-58.1 dBu 95.4 dB



Fig. 4: Averaged noise spectrum output in the presence of a 1 kHz tone at 350 W, showing hum and harmonic distortion products.

measurements give similar results, both below 0.01% and thus within specification.

## **Power Ratings**

In the bad old days of twisted specifications, we had IHF Music Power. This allowed hi-fi manufacturers to specify 100 W Music Power performance from what might be a 5 to 10 W amplifier if measured to present IEC or BS standards. But, there was more than a grain of reality about the music power idea, for it stems from the fact that music is not continuous in any way whereas test signals of the day were mainly the monotonous sine wave. Manufacturers of 'real' amplifiers felt cheated, having spent a lot more money on power supplies and heat sinks, and pushed for a new specification standard. So duly one was written, including the need to pre-heat the amplifier to its worst case dissipation limit of around half power for 30 minutes prior to performing the output power rating test. Relevant perhaps in some instances, but certainly not in all; and required at a time when output transistors were more fragile and protection systems more crude than they are today.

For the last 20 years, mention of the transient rating of power amplifiers has occurred from time to time in the learned journals of audio, and probably in the magazines as well. Now, in the 1990's the principle of transient power arises again, with several manufacturers vying in the marketplace for credibility, this time on maximum transient power ratings.

But it is in music or dynamic power terms where *Chameleon* proves interesting. In its design, a decision was taken that unnecessary power



Fig. 5: Total harmonic distortion + noise, channel 1 and 2 loaded with 4  $\Omega$ . Channel driven at 400 W.

transformer iron was to be eliminated as far as it could be, until there was an audible performance loss. At that point the results would be evaluated and iron restored as it was felt necessary. The principle being — why haul around a lot of weight and rack space that is not earning its keep.

To evaluate this compromise, we examined the amplifier against various measurement standards. For ease of measurement, all of the following standardised measurements were taken at 1 kHz.

# European standards

Present standards differ between countries. BS 6840 (IEC 268-3:1988) represents the European view and requires that the amplifier is run at standard test conditions for one hour prior to test, at 10% of (10 dB below) the maximum output power rating. The full power test itself may last only just over 60 secs, and must state the output power achieved into the stated load at the stated harmonic distortion level. If the manufacturer does not state the harmonic distortion level they used for their tests, then we know little about the amplifier's output power rating. For this test Hill use a 3% distortion level. In our lab, 1% is generally used.

For Hill's Sine wave Power rating, a test signal lasting two minutes is applied, with a gap of eight minutes between signals. This is within the BS standard. They claim and we confirm 500 W into  $8\Omega$  or 800 W into  $4\Omega$  (single channel driven) or 800 W (400 W per channel) into  $8\Omega$  and 1200 W (600 W per channel) into  $4\Omega$  if both channels are driven.

### **US** Standards

The EIA standard RS-490 specifies amplifier output power differently. In its test, no warm-up is required, but the full rated power must be handled for five minutes continuously. In the case of the *Chameleon*, this reduces the output power rating to 165 W per channel into  $4\Omega$  with both channels driven. In fact we found that the amplifier would remain at this level all day. It equates to Hill's specification of 325 VA for industrial use.

Following their tougher conditions for rating continuous amplifier power, the American EIA standard introduces the concept of dynamic power. For their test, a burst of 20 msec of signal at the output clipping level, is followed by 480 msec of signal 20 dB lower. The the dB ratio between this result and the continuous average level is calculated. For this test we measured 1140 W into  $4\Omega$  (single channel) and 940 W into  $4\Omega$  (both channels driven). This seems high doesn't it? Converting to dB and relating to the 165 W available continuously we get a dynamic headroom of 8.4 dB and 7.6 dB respectively. If dynamic power is what we hear from a power amplifier. rather than the continuous rating, then the Chameleon is a lot bigger amplifier than it would seem from the continuous rating.

### Hill standard

Hill have produced some alternative methods of specifying dynamic power. The first uses a 200 msec signal followed by a 800 msec gap. For this they claim 750 W per channel (both channels driven), while our measurements showed more like 675 W. Looks like a big difference, but in dB terms it is only 0.4 dB, or not worth bothering about.

A further Hill idea, called transient power requires a signal for 20msec to be followed by an 80 msec gap, then repeated. This is similar to, but more difficult than the US dynamic headroom measurement. Here Hill specify 1100 W per channel into  $4\Omega$  (both driven), while we measure 920 W. Here the difference is 0.8 dB. Both of these are Hill's attempts to compare their amplifier's performance with the requirements of real music. **Table 2:** gives a summary of measured performance against the specification.

Fig. 6 shows a typical music sample used for these measurements. These measurements are not highly scientific, in that we have not necessarily measured the highest peak. Nor can we be absolutely certain about the average power, though these are good and pessimistic estimates based on averages of RMS readings over 30s. However, they do show that the EIA measurement standard gives a good estimate of what a power amplifier needs to be. The worst source music we could find would require a EIA dynamic headroom of 8 dB to handle the peaks without clipping. Chameleon easily handles this requirement. But the fact remains that we don't know what to call this amplifier — is it a 550 W/ch amp, or a 1000 W/ch amp? Both are true, and both are relevant but neither tells the story.

99

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# **Damping factor**

Damping factor was measured at several frequencies and confirmed to be greater than 500, we found approximately 1000 at 1 kHz.

# Ampifier protection

Several layers of protection are provided, all of which appeared to be effective.



	1 ch driven 4 ohms	2 ch driven 4 ohms	1 ch driven 8 ohms	2 ch driven 8 ohms	Bridged 8 ohms
BS 6840:1988 Distortion Limited Output Power Hill — Sinewave power rating	800 W 800 W spec	600 W/ch 600 W spec	500 W 500 W spec	400 W/ch 400 W spec	800 W
EIA RS-490 Continuous Avg Power Hill industrial rating	725 W 325 W spec	550 W/ch 162 W spec	506 W 325 W spec	410 W/ch 162 W spec	330 W 325 W spec
EIA RS-490 Dynamic Power (Dynamic Headroom)	1140 W (2.0 dB)	940 W/ch (2.3 dB)			
RMS 20 mS on/ 80 mS off Hill Transient Power	1090 W 1350 W spec	860 W/ch 1100 W spec	650 W 700 W spec	590 W/ch 675 W spec	
RMS 200 mS on/ 800 mS off Hill Dynamic Power	920 W 1000 W spec	595 W/ch 750 W spec	560 W 625 W spec	470 W/ch 500 W spec	

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Firstly, a soft-start circuit inserts a resistor into the power transformer input circuit to limit in-rush on turn-on. This is automatically bypassed in a few hundred milliseconds. **Fig. 7** shows the resulting mains current waveform, which reaches an instantaneous peak current of 11 A. Soft-start worked well, but the resistor did fail on the first amplifier tested. This is probably a fluke, since this resistor is operated well within its limits and is itself protected by a thermal fuse.

Short circuit protection is virtually instantaneous. While the amplifier was with us it was subjected to both purposeful and accidental shorts, with and without input drive, and the protection was immediately active. In this condition, the effected channel is shut down until the amplifier is powered off and on again, and the PEAK led remains continuously illuminated.

Thermal sensors abound within the unit, being integrated into the power transformer construction and on the output device heat sinks. These control fan operation, introduce HEAD-LOK which temporarily reduces the power rails from 105 to 85V as a means of reducing transformer dissipation, and activate the final thermal shutdown phase which is a further limit within the power transformer. As mentioned before, one effect of thermal shut down is to give the fan a temporary turbo boost to reduce temperature quickly, allowing the amplifier to automatically cycle into operation again.

## Manuals

Inside each *Chameleon* carton are sensible, easy to understand user instructions, including details of connector wiring, power ratings, and information on the best use of the amplifier. But, unusually, it also includes services information. A complete, graphical description of amplifier disassembly makes the job possible for anyone; and a full circuit (less values) is also included. The circuit is drawn to reflect the physical layout of the equipment and PCBs, but is not as intelligible as a circuit laid out for ease of understanding circuit flow would be.

### Summary

Chameleon is interesting. It works well and looks



good, though the legends are hard to read — a fault which on more complex equipment would be irritating. *Chameleon* is quiet, both acoustically and electrically. On the road only time will tell, but aside from our perplexing soft-start resistor failure, which had no effect on amplifier operation, it has taken what we have thrown at it. As value for money, it is hard to fault. Would we recommend it? Based on our evaluation, we have bought two for use with our small Isle of Wight based sound system.

During the preparation of this review, one thing has become evident, every aspect of *Chameleon* has been thought through. On every point or query directed to Malcolm Hill, on every detail investigated we found engineered decisions, and none that we can fault. On this basis alone, *Chameleon* deserves to be a successful product. We hope to report on its longer term endurance after several months in service.

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