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Mastering Audio

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Apple's exciting new

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Mastered for iTunes (MFiT) initiative, introduced in early 2012, introduces new possibilities for delivering high-quality audio. For the first time, record labels and program

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producers are encouraged to deliver audio materials to iTunes in a high resolution format, which can produce better-sounding masters. In iTunes Music, author and

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*world-class mastering
engineer Bob Katz starts
out with the basics,
surveys the recent past,
and brings you quickly up
to the present—where the
current state of digital*

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audio is bleak. Katz explains the evolution of standards for dynamic range through the present and with implications for the future. He details the new methods that Apple is

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developing to accept high resolution audio and shows step by step how audio engineers and producers can take advantage of them. This book is designed for all those

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*dealing with sound, from
sound engineers to music
industry executives and
musicians—and those
aspiring to all these
roles. This book will help
you understand the issues*

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around delivering high-quality environment and get all your facts straight for when you encounter resistance to good sound. Topics covered include:

- *Contrasting the*

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*production of CD albums
with iTunes albums • High
Resolution audio •
Dithering • Distortion
(and how to avoid it) •
Lossy Coding • Loudness
Metering • Sound Check and*

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*how it affects our
production techniques •
Apple's tools for Mastered
for iTunes Foreword by
renowned mastering
engineer Bob Ludwig. Join
the forums at*

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*www.digido.com/iTunes, for
the latest information and
discussions!*

*This one-of-a-kind
interactive workbook
prepares medical students
for the Clinical Skills*

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*exam (CS) by simulating
patient cases likely to be
tested. Includes over 60
simulated practice cases
in internal medicine,
ob/gyn, pediatrics,
psychiatry and surgery.*

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Each case includes a brief patient background and clinical pearls while the workbook format gives students an opportunity to develop checklists for each case. Students will

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*also find this useful for
end-of-clerkship OSCE.*

*This introductory,
comprehensive text of
audio practices is for
both production and post-
production sound. It*

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*emphasizes the importance
of recording the sound
properly on the set and
also explains the post-
production audio process
as a creative
collaboration that*

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enhances the story and is not merely a fix for various audio problems. This book guides readers through a series of exercises to better understand the

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*relationships between the
gear and practices
required for optimal
recordings and mixes.*

*Rather than merely explain
the concepts of sound wave
propagation, the*

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*electronics of how sound
is recorded, or the
acoustics of sound
reverberation in spaces,
these exercises are
designed to demonstrate
and reinforce these*

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*crucial ideas. This
systematic approach from
simple recording through
sound editing and mixing
gives aspiring sound
technicians valuable
hands/ears-on experience*

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*so they can achieve the
same professional quality
as those working in the
industry!"*

*Learn the art of
professional audio
mastering "Gebre Waddell*

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*covers this all-important
subject in greater depth
than has ever been done in
a book." -- Dave Collins,
mastering engineer for The
Nightmare Before
Christmas, Jurassic Park,*

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*Soundgarden, War, Ben
Harper, and others "Gebre
provides students and
educators with all the
practical advice and hands-
on tools they need to be
successful." -- Jeffrey*

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*Rabhan, Chair of the New
York University Clive
Davis Institute of
Recorded Music Written by
a professional mastering
engineer, this detailed
guide reveals world-class*

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*methods for delivering
broadcast-ready masters.
In Complete Audio
Mastering: Practical
Techniques, Gebre Waddell
of Stonebridge Mastering
explains every step in the*

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process, from room and gear configuration to distribution of the final product. Find out how to put the final sheen on your mixes, work with DAWs, tweak loudness, use

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*equalizers and
compressors, and handle
sequencing and fades.
You'll also get tips for
starting and running your
own mastering studio.
Features full coverage of:*

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*Mastering concepts and
equipment Room setup and
speaker placement Session
workflow and organization
DAWs and audio interfaces
Analog-to-digital and
digital-to-analog*

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converters Loudness

optimization and dynamics

Digital and analog EQs and

filters Professional

compressors and limiters

Fades, crossfades,

spacing, and sequencing

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*Red Book CD, WAV, MP3, and
DDP formats Includes
insights from the world's
foremost experts in audio
mastering, including: --
Robin Schmidt of 24-96
Mastering -- Scott Hull of*

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Masterdisk -- Jaakko

Viitalähde of Virtalähde

Mastering -- Dave Hill of

Crane Song, Ltd., and Dave

Hill Designs -- Brad

Blackwood of Euphonic

Masters -- Pieter Stenekes

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*of Sonoris Software --
Cornelius Gould of Omnia
Audio -- Jeff Powell,
Grammy award-winning
engineer; direct vinyl
transfer engineer;
engineer for Stevie Ray*

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*Vaughn, Bob Dylan, and
others -- David A. Hoatson
of Lynx Studio Technology,
Inc.*

*The Art of Recording
Desktop Mastering
Audio Mastering -*

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Essential Practices

Mastering Proxmox

*The Sales Engineer's
Handbook*

The Art of Record

Production

Mixing and mastering are the final

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challenges in creating great recordings. Great mixes require both creativity and a practical understanding of process, while final masters require both a clear sense for purpose and specialized ears for achieving artistic goals. Mixing and

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Mastering in the Box gives readers the practical tools for accomplishing both of these tasks while highlighting the artistry of the creative process. While much of the information presented in Mixing and Mastering in the Box is applicable to

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those using analog mixing gear, or a hybrid of digital and analog tools, the book focuses directly on working completely within the Digital Audio Workstation (DAW). Author Steve Savage lets readers in on such topics as the secrets of collaboration and

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using EQ, compression, delay, reverb, and brickwall limiting to improve the sound of records, each topic illustrated with a myriad of concrete examples. **Mixing and Mastering in the Box** is the ultimate reference manual for the home

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recordist and the perfect basic to intermediate text for any DAW (Digital Audio Workstation) training class in mixing or mastering. The book is also ideal for readers who handle their own mixing and mastering or who wish - or are

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professionally required - to be better informed when collaborating on mixes and masters.

Tired of the all the digital filmmaking guidebooks that give you only the nuts and bolts of how to use a camera? The third edition of

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Video Shooter takes the how-to knowledge a step further by showing you how to craft a story in your video. Barry Braverman is an experienced shooter and filmmaker whose is highly regarded in the field. This book covers everything from

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framing a shot, to lighting, to the type of camera (and tripod) you should use, and perhaps most importantly--how to translate the use of all this equipment and techniques into a story. The author is a veteran cinematic storyteller, and he shares

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practiced film-style techniques for use on your own DV cam. Humorous and opinionated, the author provides anecdotes and full-color illustrations that help you to learn the tricks of the trade. He gets right to the point of what you need to know to get

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good shots-and on a budget. New to this edition: * more up-to-date techniques involving HD technology * more coverage on the multi-skillset required of today's filmmakers (who are asked to act simultaneously as Director, Director of Photography,

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Cinematographer, Sound Recordists,
etc.) *Website including craft tips,
equipment review/blogs, and a
teacher's corner to support use of the
book in film studies/digital media
class (includes student work
completed in class using the text)

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This indispensable sales tool shows you the ropes of lead qualification, the RFP process, and needs analysis and discovery, and explains how your technical know-how can add invaluable leverage to sales efforts at every step. You learn how to plan

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and present the perfect pitch,
demonstrate products effectively,
build customer relationship skills,
handle objections and competitors,
negotiate prices and contracts, close
the sale, and so much more -
including how to avoid the critical

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selling mistakes so often made by technical pros who jump to sales. The book also addresses key career management and team-building topics, and includes detailed case studies, concise chapter summaries, and handy checklists of skill-

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building tips that reinforce all the career-boosting skills and techniques you learn.

Suitable for those who want to increase their mastery of digital and analog audio: musicians, producers, A&R, mastering, recording, and

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mixing engineers, this title offers an introduction to the procedures and technical issues involved in mastering.

The Art of Mingling
Mastering Technical Sales
The Art and the Science

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Audio Metering

A deep dive into distributed ledgers,
consensus protocols, smart contracts,
DApps, cryptocurrencies, Ethereum,
and more, 3rd Edition

Audio mastering is the final step

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in the audio production process, polishing the recording's final mix and prepping it for release and distribution. This fourth edition of Bobby Owsinski's classic The Mastering Engineer's Handbook is a thoroughly updated and

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comprehensive manual on the art and science of creating well-mastered recordings. Today's musicians and engineers have many high quality and low cost software-based mastering tools available to them, but the

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challenge is to understand those tools and learn to use them wisely. Redesigned and updated to reflect both the latest in technology and recent changes in the marketplace, this new edition shows you both the

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fundamentals, and the advanced aspects of both self-mastering, and prepping your mix for mastering by a pro. Topics covered include: Techniques for making a hot-level master A comprehensive look at mastering

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for vinyl including the format's
latest technology improvements
Mastering techniques for the
best sounding online streams An
overview of the tools required for
successful self-mastering The
book also features interviews

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with a number of legendary mastering engineers discussing their techniques and tips that will help you master your own music with style and technical know-how. Give your music the benefit of the expertise you'll find with

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The Mastering Engineer's
Handbook, Fourth Edition.
Mastering Blockchain, Third
Edition is the blockchain bible to
equip you with extensive
knowledge of distributed ledgers,
cryptocurrencies, smart

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contracts, consensus algorithms, cryptography and blockchain platforms such as Ethereum, Bitcoin, and many more.

This best-selling book introduces you to the principles of sound, perception, audio technology and

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systems. Whilst offering vital reading for audio students and trainee engineers, this guide is ideal for anyone concerned with audio, sound and recording, beginners and professionals alike. This new edition is bang up

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to date, with a new chapter on sound quality, expanded information on sequencing, rewire and digital audio synchronisation, pitch correction and blue ray disk.

The essential guide to launching

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a successful career in trading—updated for today’s turbulent markets “Mastering the Trade is an excellent source for a basic understanding of market action, be it day and/or longer-term trend trading. A

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programmer will have a field day with the many ideas that are in this book. It is highly recommended.” —John Hill, president of Futures Truth magazine “John Carter’s new book focuses quickly on the

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critical area of trader psychology, a realm that will often separate the trader from his wallet if it is not mastered first. The in-depth trading strategies clearly show how to respond to market moves based on real-world examples.”

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—Price Headley, founder of BigTrends.com and author of Big Trends in Trading “Well written and packed with the kind of insight about the nature of trading and the markets that can surely benefit every level of

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trader.” —Mark Douglas, author
of Trading in the Zone and The
Disciplined Trader “This is a
must read for all new traders,
specifically for the psychological
aspect of trading. I am
recommending it to all of my

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clients.” —Carolyn Boroden,
FibonacciQueen.com About the
Book: When it was first published
in 2005, Mastering the Trade
became an instant classic in the
world of day trading. Now,
veteran day trader and educator

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John F. Carter has updated his time-proven swing trading technique to help you succeed in an environment vastly transformed by volatility and technology. Universally acclaimed for its sophisticated

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yet easy-to-execute methods,
this practical, results-driven
guide provides everything you
need to make a lucrative career
as a day trader—from preparing
yourself psychologically for the
unique demands of day trading

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to timing the market, managing risk, and planning future trades. Mastering the Trade sets aside timeworn basics and rehashed ideas to examine in detail the underlying factors that cause prices to move. Providing the

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tools you need to make the right decisions at the right times, it helps you enter market shifts early and either pull out before losses accrue or hang on for a long and refreshingly predictable ride. Mastering the Trade covers:

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The five psychological truths that will transform you from a mistake-prone novice into a savvy trading professional Exact entry, exit, and stop-loss levels for the intraday trading of stocks, options, ETFs, e-mini futures,

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30-year bonds, currencies, and more Seven key internals, from \$TICKS to five-minute volume—critical for gauging pending market direction from the opening bell Premarket checklists for analyzing recent

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market behavior and calculating on each trading day what you plan to do, how you plan to do it, and why Airtight risk control techniques for protecting trading capital—the most important component of a professional

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trading career After spending many years on various trading desks, Carter has developed an intuitive understanding of how the markets work. In Mastering the Trade, he gives you unlimited access to everything the markets

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have taught him—so you can
make an exceptional living on
the frontlines of professional
trading.

Mix Smart
The Digital Musician
iTunes Music

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Mixing and Mastering in the Box
Learn How to Record, Mix, and
Master Music

Mastering Storytelling
Techniques

*Mastering Audio The Art and the
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Bob Katz explains audio concepts in a simple, holistic manner in this guide to producing a compact disc from scratch. With the advent of cheap computers many amateurs are interested in learning this skill but the book will also interest professionals for its

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*many useful tips and hints.
In this comprehensive guide,
Brixen takes the reader through
the complex and confusing
aspects of audio metering,
imparting the knowledge and
skills needed to utilize optional
signal levels and produce high-*

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quality audio. Covering all aspects of this fundamental subject, Audio Metering: Measurements, Standards and Practice begins with the basics, such as audio definitions and digital techniques, and works up to more complex topics like

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hearing and psychoacoustics. This revised and expanded third edition includes: Updated information on loudness metering, covering both existing and new standards. Definitions of terms such as LKFS, LUFS, gating, LRA. Explanations of signal types

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and musical sounds and structures. Further details on immersive audio. Skills needed for both small-room acoustics and large auditorium sound design without loss of sound quality. Descriptions of measurement signals and systems for audio and

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acoustic sound. A chapter on listening tests from small set-ups to large-scale comparisons of PA/SR-systems. Packed full of valuable information with a wide range of practical applications, this is the essential reference guide to audio metering for

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*technicians, engineers, and
tonmeisters, as well as sound
designers working with acoustics,
electroacoustics, broadcast,
studio recording, sound art,
archiving, audio forensics, and
theatrical and live-audio setups.
What kind of producer do you*

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want to be? - How do you get started? - What's the job description? - Will they still love you tomorrow - Producer managers - How do you deal with the artist, the record company and the artist's manager? - Lawyers - Difficulties and pitfalls -

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Success and money - What are the timeless ingredients in a hit record? - Frequently asked questions - Is classical, jazz and country production any different from rock, pop and R & B? - Technology rules - The final cut. Book + Online Video and Audio

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Instruction

Mastering Arabic

*Audio Production and
Postproduction*

Mastering Blockchain

Mastering Embedded Linux

Programming

Build virtualized environments

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using the Proxmox VE hypervisor

Explains how to overcome social fears to have a great time at any type of business or social gathering, presenting dozens of tips, techniques, tricks, lines, and maneuvers that cover basic survival

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strategies, the etiquette of escape, faux pas recovery, how to negotiate a tough room, and how to keep the conversation going in the right direction. Original. 15,000 first printing.

Create and maintain Raspberry Pi-

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based entertainment systems in a comprehensive and fun manner. Instead of front-loading a bunch of theory and minutia, this book takes a more practical approach of showing what's needed when it's needed. You'll first explore the

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possibilities and options available. Then you'll learn the hardware and software requirements based on various builds and projects. Finally, you'll be guided through building media centers, music players, recording studios, etc. Mastering

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Media with the Raspberry Pi presents all of this and more in an easy-to-understand-and-accomplish way, in plain English. What you'll learn: Choose the right Pi model for your project Enhance your media center with peripherals

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and add ons Get the most from
your music and other media
Understand the various major
media formats out there and how to
work with each Who this book is for
Students and hobbyists interested
in building media centers out of

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their Raspberry Pis.

Your mix can make or break a record, and mixing is an essential catalyst for a record deal.

Professional engineers with exceptional mixing skills can earn vast amounts of money and find

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that they are in demand by the biggest acts. To develop such skills, you need to master both the art and science of mixing. The new edition of this bestselling book offers all you need to know and put into practice in order to improve

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your mixes. Covering the entire process --from fundamental concepts to advanced techniques -- and offering a multitude of audio samples, tips and tricks, this book has it all. Roey Izhaki teaches you the importance of a mixing vision,

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how to craft and evaluate your mix and then take it a step further. He describes the theory and the tools used and how these are put into practice while creating mixes. Packed full of photos, graphs, diagrams and audio samples,

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Mixing Audio is a vital read for anyone wanting to succeed in the field of mixing. New to this edition: * Multitracks provided to help practice mixing * Fully updated with current plug-in and software version and information * Companion

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website with a multitude of new samples including more macro-mixing samples * A new sample mix: Rock n' Roll

Harness the power of Linux to create versatile and robust embedded solutions Key

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Features Learn how to develop and configure robust embedded Linux devices Explore the new features of Linux 5.4 and the Yocto Project 3.1 (Dunfell) Discover different ways to debug and profile your code in both user space and the Linux

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kernelBook Description If you're looking for a book that will demystify embedded Linux, then you've come to the right place. Mastering Embedded Linux Programming is a fully comprehensive guide that can

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serve both as means to learn new things or as a handy reference. The first few chapters of this book will break down the fundamental elements that underpin all embedded Linux projects: the toolchain, the bootloader, the

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kernel, and the root filesystem.
After that, you will learn how to
create each of these elements from
scratch and automate the process
using Buildroot and the Yocto
Project. As you progress, the book
will show you how to implement an

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effective storage strategy for flash memory chips and install updates to a device remotely once it's deployed. You'll also learn about the key aspects of writing code for embedded Linux, such as how to access hardware from apps, the

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implications of writing multi-threaded code, and techniques to manage memory in an efficient way. The final chapters demonstrate how to debug your code, whether it resides in apps or in the Linux kernel itself. You'll also

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cover the different tracers and profilers that are available for Linux so that you can quickly pinpoint any performance bottlenecks in your system. By the end of this Linux book, you'll be able to create efficient and secure embedded

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devices using Linux. What you will
learnUse Buildroot and the Yocto
Project to create embedded Linux
systemsTroubleshoot BitBake build
failures and streamline your Yocto
development workflowUpdate IoT
devices securely in the field using

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Mender or balenaPrototype
peripheral additions by reading
schematics, modifying device trees,
soldering breakout boards, and
probing pins with a logic
analyzerInteract with hardware
without having to write kernel

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device drivers
Divide your system
up into services supervised by
BusyBox
runit
Debug devices
remotely using GDB and measure
the performance of systems using
tools such as perf, ftrace, eBPF,
and Callgrind
Who this book is for If

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you're a systems software engineer or system administrator who wants to learn how to implement Linux on embedded devices, then this book is for you. It's also aimed at embedded systems engineers accustomed to programming for low-

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power microcontrollers, who can use this book to help make the leap to high-speed systems on chips that can run Linux. Anyone who develops hardware that needs to run Linux will find something useful in this book – but before you get

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started, you'll need a solid grasp on
POSIX standard, C programming,
and shell scripting.

Measurements, Standards and
Practice

Understanding and Crafting the Mix
Mastering Audio

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Media Centers, Music, High End
Audio, Video, and Ultimate Movie
Nights

Concepts, Practices and Tools

Major Label Mastering

*Master key features of Go, including
advanced concepts like concurrency and*

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working with JSON, to create and optimize real-world services, network servers, and clients **Key Features** *This third edition of the bestselling guide to advanced Go programming has been overhauled and expanded to cover RESTful servers, the WebSocket*

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protocol, and Go generics Use real-world exercises to build high-performance network servers and powerful command line utilities Packed with practical examples and utilities to apply to your own development work and administrative tasks Get clear

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explanations about Go nuances and features to simplify Go development
Book Description *Mastering Go is the essential guide to putting Go to work on real production systems. This freshly updated third edition includes topics like creating RESTful servers and*

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clients, understanding Go generics, and developing gRPC servers and clients.

Mastering Go was written for programmers who want to explore the capabilities of Go in practice. As you work your way through the chapters, you'll gain confidence and a deep

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understanding of advanced Go concepts, including concurrency and the operation of the Go Garbage Collector, using Go with Docker, writing powerful command-line utilities, working with JavaScript Object Notation (JSON) data, and interacting with databases. You'll also

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improve your understanding of Go internals to optimize Go code and use data types and data structures in new and unexpected ways. This essential Go programming book will also take you through the nuances and idioms of Go with exercises and resources to fully

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embed your newly acquired knowledge. With the help of Mastering Go, you'll become an expert Go programmer by building Go systems and implementing advanced Go techniques in your projects. What you will learn Use Go in production Write reliable, high-

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*performance concurrent code Manipulate
data structures including slices, arrays,
maps, and pointers Develop reusable
packages with reflection and
interfaces Become familiar with generics
for effective Go programming Create
concurrent RESTful servers, and build*

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*gRPC clients and servers Define Go
structures for working with JSON
data Who this book is for You'll need to
know the basics of Go before you get
started with this book, but beyond that,
anyone can sink their teeth into it. It's
written primarily for Go programmers*

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who have a bit of experience with the language and want to become expert practitioners.

Ethereum represents the gateway to a worldwide, decentralized computing paradigm. This platform enables you to run decentralized applications (DApps)

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and smart contracts that have no central points of failure or control, integrate with a payment network, and operate on an open blockchain. With this practical guide, Andreas M. Antonopoulos and Gavin Wood provide everything you need to know about building smart

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contracts and DApps on Ethereum and other virtual-machine blockchains.

Discover why IBM, Microsoft, NASDAQ, and hundreds of other organizations are experimenting with Ethereum. This essential guide shows you how to develop the skills necessary

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to be an innovator in this growing and exciting new industry. Run an Ethereum client, create and transmit basic transactions, and program smart contracts Learn the essentials of public key cryptography, hashes, and digital signatures Understand how "wallets"

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*tokens that represent assets, shares,
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audio mastering books that focuses entirely on how to master audio to radio quality standards, all from the comfort of your home recording studio. No expensive gear required to get amazing results! Note: This is a full 184 page book, not a 40 page mini. Written by

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John Rogers of JR Mastering. Since 1999, I have mastered over 40,000 songs for over 7,500 highly satisfied clients. Let me personally show you everything I've learned! My book covers the following: This Book Is An 8.5 x 11 Learning Guide It focuses on how to

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master audio, how to become a great audio mastering engineer, and how not to be a bad one. I do not get into the specific brands of gear you should buy, the history of sound engineering, or 1,000's of compressor settings (of which maybe 40 you'll ever use). In this book I

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focus on mastering audio! Common Mastering Problems And Their Solutions
In audio mastering, you will face common problems like a mix being too thin, tinny, distorted, over-saturated, muddy, or not bright enough. Sometimes you can't get the song loud enough,

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boomy enough, no separation, too much bass, no sparkle, and many other problems. I explain in detail which effects processors to use and their exact settings to solve these common problems. This is a great tool to refer back to when needed. My Step-By-Step Audio

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Mastering Session You will learn the 18 steps I take in the audio mastering process. From importing your file, down to loudness maximization and finally exporting a perfectly mastered song! This Entire Book Is Based On Real-World Experiences Not on theory, what I

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learned in school, what I heard from some other engineer, etc. I have mastered over 40,000 songs for over 7,500 highly satisfied clients. I teach from real world experiences and success. Mastering Different Genres Here s where I break down the sonic qualities of sixteen

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different genres. How much brightness, bass, boominess, compression, etc., you're trying to achieve for each genre. And several tips on what clients are looking for. My Audio Mastering Laws In this section, I cover a series of dos, do nots, and facts that basically apply to all

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audio mastering jobs regardless of genre. I also cover several pitfalls you will experience (just like I did) as an audio mastering engineer, and how to get through them. Setting Up Your Listening Environment In this section I cover calibrating your speakers, learning

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your speakers, speaker placement and room size. And, the myth about soundproofing your room. The Effects Processors Used In Audio Mastering The basics of what they all do, how to use them, when to use them, and my initial settings templates. This Book Is A Very

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Easy Read I left out all the high-tech jargon and rarely used words that slow down sentence flow. Written In 2017 In this book I work with common software and a digital DAW system, using current audio mastering techniques for this day and age. I show you how to get great

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mastering results using your home PC, DAW, plugin software, and basic hardware. No expensive old-school equipment required. And Much More! In a matters of weeks, you can learn all of the audio mastering secrets, tips, and techniques that took me over 19 years to

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*Discover real world scenarios for
Proxmox troubleshooting and become an
expert cloud builder About This Book
Formulate Proxmox-based solutions and
set up virtual machines of any size while
gaining expertise even on the most*

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complex multi-cluster setups Master the skills needed to analyze, monitor, and troubleshoot real-world virtual environments This is the most up-to-date title on mastering Proxmox, with examples based on the new Linux Kernel 4.10.15 and Debian Stretch (9.x) Who

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This Book Is For This book is for Linux and system administrators and professionals working in IT teams who would like to design and implement an enterprise-quality virtualized environment using Proxmox. Some knowledge of networking and

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*virtualization concepts is assumed. What
You Will Learn Install basic Proxmox
VE nodes and get to know the Proxmox
GUI Get to know Proxmox's internal
structure and mechanics Create and
manage KVM or LXC-based virtual
machines Understand advanced virtual*

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*networks Configure high availability
Proxmox nodes Integrate Ceph big data
storage with the Proxmox hypervisor
Plan a large virtual environment for
cloud-based services Discover real-world
scenarios for Proxmox troubleshooting
In Detail Proxmox is an open source*

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server virtualization solution that has enterprise-class features for managing virtual machines, for storage, and to virtualize both Linux and Windows application workloads. You'll begin with a refresher on the advanced installation features and the Proxmox GUI to

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familiarize yourself with the Proxmox VE hypervisor. Then, you'll move on to explore Proxmox under the hood, focusing on storage systems, such as Ceph, used with Proxmox. Moving on, you'll learn to manage KVM virtual machines, deploy Linux containers fast,

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and see how networking is handled in Proxmox. You'll also learn how to protect a cluster or a VM with a firewall and explore the new high availability features introduced in Proxmox VE 5.0. Next, you'll dive deeper into the backup/restore strategy and see how to

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properly update and upgrade a Proxmox node. Later, you'll learn how to monitor a Proxmox cluster and all of its components using Zabbix. Finally, you'll discover how to recover Promox from disaster strikes through some real-world examples. By the end of the book, you'll

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be an expert at making Proxmox work in production environments with minimal downtime. Style and approach This book walks you through every aspect of virtualization using Proxmox using a practical, scenario-based approach that features best practices and all the

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*weaponry you need to succeed when
building virtual environments with
Proxmox 5.0.*

*professional techniques for the home
studio*

*Zen and the Art of Mixing
Audio Mastering Secrets*

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an introduction

*The Guide to Making Great Mixes and
Final Masters on Your Computer
Mastering the Ucat Third Edition*

The Digital Musician explores
what it means to be a musician
in the digital age. It examines

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musical skills, cultural awareness and artistic identity through the prism of recent technological innovations. New technologies, and especially the new digital technologies, mean that anyone can produce

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music without musical training.
This book asks why make
music? what music to make?
and how do we know what is
good?

Understanding and Crafting the
Mix, 3rd edition provides the

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framework to identify, evaluate, and shape your recordings with clear and systematic methods. Featuring numerous exercises, this third edition allows you to develop critical listening and analytical

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skills to gain greater control over the quality of your recordings. Sample production sequences and descriptions of the recording engineer's role as composer, conductor, and performer provide you with a

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clear view of the entire recording process. Dr. William Moylan takes an inside look into a range of iconic popular music, thus offering insights into making meaningful sound judgments during recording.

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His unique focus on the aesthetic of recording and mixing will allow you to immediately and artfully apply his expertise while at the mixing desk. A companion website features recorded

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tracks to use in exercises,
reference materials, additional
examples of mixes and sound
qualities, and mixed tracks.

"Mastering the Requirements
Process: Getting Requirements
Right" sets out an industry-

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proven process for gathering and verifying requirements, regardless of whether you work in a traditional or agile development environment. In this sweeping update of the bestselling guide, the authors

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show how to discover precisely what the customer wants and needs, in the most efficient manner possible.

Major Label Mastering:
Professional Mastering Process
distills 25 years of mastering

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experience at Capitol Records
into practical understandings
and reliable systems.

Containing unparalleled
insights, this book reveals the
mastering tricks and
techniques used by Evren

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Göknar at one of the world's most notable record labels. Beginning with the requisite competencies every Mastering Engineer must develop, Major Label Mastering delves into the particulars of the mastering

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studio, as well as fundamental mastering tools. Included among these tools is The Five Step Mastering Process, a rigorously tested system that equips the practitioner to successfully and confidently

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master a project to exacting standards of audio fidelity. Covering all bases, the book discusses both macro and micro considerations: from mindset approach and connecting with clients down to

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detailed guidelines for processing audio, advanced methods, and audio restoration. Each chapter ends with exercises intended to deepen understanding and skill, or to supplement course

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study. Suitable for all levels, this is a unique resource for students, artists, and recording and Mastering Engineers alike. Major Label Mastering is supplemented by digital resources including audio

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examples and video tutorials.

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Create fast and reliable

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5.4 and the Yocto Project 3.1

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(Dunfell)

Mastering the Requirements

Process

Mixing Audio

Video Shooter

**(Technical Reference). In
his first book, The Daily**

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**Adventures of Mixerman ,
the author detailed the
frustrating and often
hilarious goings on during
the process of recording a
major-label band.
Musicians, engineers, and**

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producers laughed and
cried at the crazy goings-
on they'd never imagined
or recognized all too
well. Now Mixerman turns
his razor-sharp gaze to
the art of mixing and

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**gives followers and the
uninitiated reason to hope
if not for logic and
civility in the recording
studio then at least for a
good sounding record. With
a firm commitment to art**

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**over technology and to
maintaining a grasp of
each, Mixerman outlines
his own approach to
recording success, based
on his years mixing
records in all genres of**

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music for all kinds of
artists, often under
trying circumstances. As
he states in his
introduction to the new
volume, "Even if you're
not a professional mixer,

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even if you're a musician trying to mix your own work or a studio owner in a smaller market, you have your own set of pressures to deal with while you're mixing. Regardless of what

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those pressures are, it's important to identify and recognize them, if for no other reason than so you can learn to completely ignore them." But how? "That's where the Zen

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comes in."

(Berklee Guide). Improve
the sound of your
recordings. Mastering is
the art of optimizing
recorded sound, finding
the ideal volume levels

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**and tonal quality, and
insuring data integrity
necessary to produce a
professional-quality
duplication and
distribution-ready master.
This book introduces the**

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**techniques and tools of
audio mastering, suitable
for commercial and
home/project studio
environments. Technical
discussions address gear,
studio setup,**

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methodologies, goals, and other considerations for making tracks sound their best, individually and in relationship to other tracks. The accompanying recording has audio

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detailed case studies
where readers can follow a
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manipulations step by
step.**

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EJB community, ensuring a
built-in audience
Demonstrates how to build
an EJB system, program
with EJB, adopt best**

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**practices, and harness
advanced EJB concepts and
techniques, including
transactions, persistence,
clustering, integration,
and performance
optimization Offers**

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**practical guidance on when
not to use EJB and how to
use simpler, less costly
open source technologies
in place of or in
conjunction with EJB
Become a master of audio.**

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This bestselling book has shown thousands of mixing and mastering engineers, musicians, A & R producers how to create great sound. It fully integrates technical with artistic

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**and is ideal for students
and working professional/
Mastering Audio is your
complete reference: don't
leave the studio without
it! What is mastering?
Mastering it the last**

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**creative step when
producing a record album
or single for disc, home
music server, iPod,
broadcast or internet
delivery.**

The Pros Don't Want You to

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Know!

Mixing Music

Sound and Recording

Violin For Dummies

Mastering the Trade,

Second Edition: Proven

Techniques for Profiting

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**from Intraday and Swing
Trading Setups
Building Smart Contracts
and DApps**

(Music Pro Guide Books & DVDs).

**Mastering your music is like mastering
your life. It's amazing what happens**

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when you clean up the noise, maximize your good work, and have your music sparkle and shine as you really want it to. Desktop Mastering is a conceptual guide, intertwining a broad range of knowledge regarding audio engineering principles and practical applications for those wishing to enhance their own as

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well as their clients' work. In addition to providing a step-by-step in-depth survey of a successful mastering plug-in chain, Desktop Mastering covers real-world practical applications, the fundamentals of audio and electronics. Also included is a personal guide to the business of mastering, leveraging

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emerging social networks for positive personal and business results.

After you've recorded the perfect song, you're only halfway there! Mixing is where the magic really happens and getting the perfect mix is a challenge. One of the most elusive arts of the recording practice, mixing can take a

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lifetime to master - this handbook jump-starts your skills and fast-forwards your progress! Breaking the mix down by different effects - EQ, distortion, compression, expansion, pitch shift, delay, reverb, and more - and applying them to some of the most important instruments in pop music, Mix Smart

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will arm you with the skills and techniques you need to tap into your musicality and express it through multitrack mixing, putting true professional quality mixing within your reach. *Future proof, ear-opening strategies will empower your inner-musician, giving you the knowledge you

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**need to develop your mixing skills -
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mix down by different effects, with
detailed strategies for the most
important pop instruments showing you
how to create the perfect combination
*Bonus Website,
www.recordingology.com, packed with**

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**samples and example tracks, so you can
practice as you learn *Mix Smart Quick
Start summaries at the end of each
chapter get you to work faster
*Demystifies the technical, making the
tools of the mix rig accessible - analog
and digital, outboard and in the box,
stereo and surround *For everyone who**

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**mixes - studio, live, music, film, games,
and broadcast The recording studio is
your musical instrument, and it's time
you really learned how to play. Alex
Case shows you not just how to mix
well, but how to Mix Smart!**

**Preceded by Mastering the UKCAT /
Christopher Nordstrom, George Rendel,**

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Music Production

Mastering Ethereum

*This series, Perspectives On
Music Production, collects
detailed and experientially
informed considerations of
record production from a*

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*multitude of perspectives,
by authors working in a wide
array of academic, creative,
and professional contexts.
We solicit the perspectives
of scholars of every
disciplinary stripe,
alongside recordists and*

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recording musicians themselves, to provide a fully comprehensive analytic point-of-view on each component stage of record production. Each volume in the series thus focuses directly on a distinct

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aesthetic "moment" in a record's production, from pre-production through recording (audio engineering), mixing and mastering to marketing and promotions. This first volume in the series, titled

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Mixing Music, focuses directly on the mixing process. This book includes: References and citations to existing academic works; contributors draw new conclusions from their personal research,

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*interviews, and experience.
Models innovative
methodological approaches to
studying music production.
Helps specify the term
"record production,"
especially as it is
currently used in the*

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*broader field of music
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*Take a (violin) bow and let
your inner musician shine!*

*You don't have to be a
genius to start fiddling
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helps budding violinists of*

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all ages begin to play. If you've never read a note of music, this book will show you how to turn those little black dots into beautiful notes. Start slow as you learn how to hold the instrument, use the bow,

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*finger notes, and play in
tune. Watch yourself blossom
into a musician with tips on
technique and style. When
you're ready to go further,
this book will help you find
the people and resources
that can help you get just a*

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and audio instruction, plus
recordings that will help
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book takes the guesswork out*

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*of learning an instrument,
so you'll be ready to join
the band when the time
comes! Choose a violin and
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the instrument and playing
notes Start reading music
with this fast-and-easy*

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play in groups Explore
different music styles and
legendary violin composers
The violin is a beautiful
thing—adding melody*

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make the music your own,
even if you're a total music
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*Explore the basics of the
piano keyboard Read music*

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and understand keys and time signatures Play melodies and hone your techniques If you've dreamed of playing piano, here's where to start! There's no better way to start learning music than by learning how to play

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piano. It doesn't matter if you've never had a lesson or need a refresher on piano basics, this book helps you discover the joy of making music on the most versatile instrument of all. Simple step-by-step instruction

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gets you started, guiding you from basic beginner tunes into more advanced techniques. Get acquainted, or reacquainted, with how to read music, play chords, and build your own playing style. Inside... Play your

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*first notes Find Middle C
and beyond Get started with
beginner tunes Approach old
lessons in a new way
Navigate sharps and flats
Learn more with online audio
and video
We're all able to record*

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music; a smartphone will get you quick results. But for a good sound, a lot more is involved. Acoustics, microphone placement, and effects have a huge influence on the resulting sound. Music Production:

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*Learn How to Record, Mix,
and Master Music will teach
you how to record, mix, and
master music. With
accessible language for both
beginner and advanced
readers, the book contains
countless illustrations,*

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includes tips and tricks for all the popular digital audio workstations and provides coverage of common plugins and processors. Also included is a section dedicated to mastering in a home studio. With hundreds

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*of tips and techniques for
both the starting and
advanced music producer,
this is your must-have
guide.*

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JavaBeans

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and concurrent servers and
services*

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