Excellent Guide For Musicians On Creating Digital Audio Content

No matter what part of the musical spectrum you come from—whether you’re playing in a band, composing, or DJing—if you’re using a computer (or wondering whether you should be), to get the results you want from your digital studio you’ll need reliable information.

Real World Digital Audio is a comprehensive resource—a book and DVD combo—that offers practical advice on making great music with modern technologies—a valuable reference whatever your musical genre or preferred audio application. You’ll learn how digital sound works, and then apply that knowledge to getting your music to sound the way you want. From recording, mixing, and producing CDs, musical scores, and video soundtracks, to performing live with your laptop, this is the definitive guide to the art of creating digital music.

Real World Digital Audio will show you how to

Choose the right software and hardware to fit your musical direction—and your budget Optimize your setup for maximum recording quality and reliability Choose and strategically place microphones for different recording situations Use loops and grooves to create backing tracks, DJ, and enhance live performances Master MIDI and audio editing techniques to make expressive, polished tracks Create dynamic sounds with audio effects, synthesizers, and soft synths Generate publication-quality notated scores on your desktop Mix, master, and share professional recordings, online music, and video soundtracks The DVD included with this book is a cross-platform data DVD compatible with both Mac and Windows computers. The DVD contains over two gigabytes of sound content,
instruments, and software tools that you can use immediately in your music, and to explore topics in the book.

Companion Web site at www.realworlddigitalaudio.com includes interviews with audio professionals, updated information, and more.

Writing about digital audio is like shooting at a moving target. But Peter Kirn has managed to score a bullseye with Real World Digital Audio.

—Ernie Rideout, Editor-in-Chief, Keyboard magazine

My Personal Review:
This is a book for musicians who need to understand the science of sound as well as the principles of digital music production including equipment, computers, and software. There is even an entire chapter dedicated to MIDI. If you are a musician who is interested in getting involved in computer music, this is a great place to start learning as well as getting your hands dirty with the actual business of creating digital music.

Chapter 1. Understanding Digital Sound - Covers the basic physical concepts of analog sound - the sine wave, pitch, amplitude, and perception. Next the book discusses how these concepts translate into digital form.

Chapter 2. Choosing Your Tools - Surveys the available hardware and software you'll need to produce digital audio. Included are photos of typical devices, their uses, their price ranges, and examples of some name-brand products. This section even tells you how to select a computer that is best for your needs.

Chapter 3. Setting Up Your Equipment - Discusses all aspects of connecting the physical hardware you selected in chapter two. This includes a discussion of the desirable acoustic properties of the room you'll be using for your studio.

Chapter 4. Preparing Your Computer for Audio - Discusses setting up your computer to optimize your audio productivity. This chapter gives detailed instructions on the installation and configuration of drivers and plug-ins, copy protection schemes, disk storage space, operating system optimization, and other tips on making a computer most efficient for the production of digital music.
Chapter 5. Quick Songs with Patterns and Loops - Shows you how to quickly and easily turn your ideas into music using Kinetic and GarageBand's pre-built musical components.

Chapter 6. Recording Instruments and Sound - This chapter is all about the different types of microphones and how they work. Discusses microphone characteristics and what types of sound they are best at capturing, how they affect sound coming from various directions, strategies for placing your microphones at various distances and in various arrangements. Also shown are microphone strategies for different instruments and the use of Audacity and Ableton Live, which is recording software included on the DVD.

Chapter 7. Processing and Effects - Without getting over-technical (i.e. mathematical), this section discusses the various effects you'll need to know about to complete most digital audio projects. The chapter begins discussing what signal processors are and then goes on to explain equalization, dynamics processors, time-related effects such as delay and reverb, and specialized processors such as distortion and modulation.

Chapter 8. MIDI: Notes, Rhythms, and Physical Control - Discusses how MIDI enables you to express digital music in a form that seems natural to musicians. The chapter discusses when to use MIDI, how to connect MIDI devices, MIDI's data structure and messaging system, and how to put everything together so that you can use MIDI to create a song.

Chapter 9. Synthesis and Software Instruments - This chapter concerns turning your computer and its software into various musical instruments. You learn how to work with prefabricated sounds, analog waveshapes and their sounds, and how to use envelopes, modulation, and different effects to produce more interesting sounds.

Chapter 10. Put It Together: Arrange, Mix, and Master - This chapter takes the material from the previous nine and shows you how to arrange and assemble a complete composition, including mixing, so that you have something professional sounding that is ready for distribution, which is also discussed.

Chapter 11. Producing Printed Scores - Goes into detail about producing a score. Shows how to choose the right notation software, using quick-start features and templates, how to input your notes to your score either via keyboard, MIDI, scanning, or pure audio, assembling and replaying your score, and finally sharing your results with others. Sibelius and Finale are among the software packages featured.

Chapter 12. Music and Sound for Video - Builds on what you have learned about digital audio and shows you how to synchronize that audio to video.
You'll learn about adjusting cues to fit the video, measuring time in frames, recording sound for easy synchronization, and recording dialog.

Chapter 13. Playing Live - This chapter includes discussions on the live arranging of music and DJing your live arrangements. The actual software used is discussed in some detail.

The DVD contains over two gigabytes of sound content, instruments, and software tools. Included are Ableton Live, Audacity, a 30-day demo version of Cakewalk Kinetic, a full version of IK Multimedia AmpliTube UNO, MIDI management utilities, and a collection of free plug-in and standalone instruments and effects for Mac and Windows.

For More 5 Star Customer Reviews and Lowest Price:
Real World Digital Audio by Peter Kim - 5 Star Customer Reviews and Lowest Price!