PC Publishing 2010

Books on
Cubase
Propellerhead Reason
Ableton Live
GarageBand
Logic
Adobe Audition
MIDI
Music technology
Sound engineering

PC Publishing

Fast Guide to Cubase 5

Simon Millward

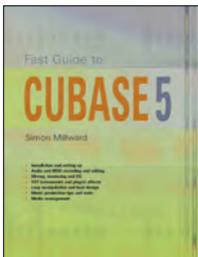480 pp (approx), 244 x 172 mm, illustrated, £19.95, ISBN 978 1 906005 146

* Installation and setting up
* Audio and MIDI recording and editing
* Mixing, mastering and EQ
* VST instruments and plug-in effects
* Loop manipulation and beat design
* Music production tips and tools
* Media management

Covers recording, editing and arranging in the Project window; slicing and looping in the Sample editor; editing MIDI events in the MIDI editors; and mixing and mastering in the Mixer. Other subjects include: VST instruments, plug-in effects, EQ, automation, pitch correction, tempo manipulation, synchronisation, quantizing and beat design.

The book is packed full of hints, tips and tutorials and includes a comprehensive website list and glossary. 100 speed tips and a powerful macro library take your music production and programming skills to the next level.

Helps take your projects from conception and multi-track recording right through to mixing and mastering.

The *Fast Guide to Cubase 5* is the ideal companion for all users of the software, including musicians, producers, sound recordists and audio professionals.

Fast Guide to Cubase 4

Simon Millward

480 pp (approx), 244 x 172 mm, illustrated, £22.95, ISBN 978 1 906005 009

* Installation and setting up
* Audio and MIDI recording and editing
* Mixing, mastering, EQ and effects
* VST instruments
* Media management
* Music production tips and tools
* Hands on projects

Covers all the important details of the software including recording, editing and arranging in the Project window, slicing and looping in the Sample editor, MIDI editing in the MIDI editors, and mixing and mastering in the Mixer. In addition, installation and setting up are covered, and detailed information on recording techniques, EQ, compression, gating, limiting, effects, automation, surround sound, pattern-based arranging, quantizing, audio warping, tempo manipulation, synchronisation, media
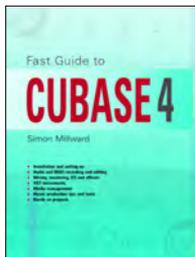
management and VST instruments is provided. The book is packed full of hints, tips and tutorials and includes a comprehensive website list and glossary. 100 special speed tips and a powerful macro library take your music production and programming skills to the next level.

The Fast Guide to Cubase 4 is the ideal companion for all users of the software, including musicians, producers, sound recordists and audio professionals.

Cubase 5 Tips and Tricks

Keith Gemmell

160 pp, 244 x 172 mm, illustrated, £9.95, ISBN 978 1 906005 139

* Recording, editing, mixing and mastering
* Time saving shortcuts
* Discover Cubase 5's hidden secrets
* Become a power user
* Improve your workflow

Cubase 5 is undoubtedly one of the most powerful MIDI and audio production environments around – but are you realising its full potential? This highly readable book is crammed with practical 'insider' tips and tricks on using the program creatively.

Keep it by you as you work. You'll find it not only a great companion for troubleshooting and advice but also a source of inspiration. Discover the art of recording, arranging, editing, using plug-ins and VST instruments, processing audio and mixing – all within the realms of Cubase 5.
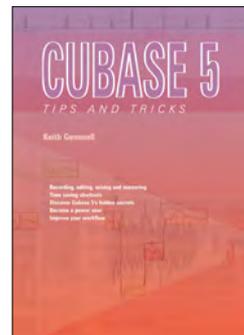
Get Creative with Cubase SX/SL

Keith Gemmell

228 pages, 236 x 189 mm, £16.95
ISBN 978 1 870775 861

* For PC and Mac
* With CD of Cubase and audio files
* Compose, arrange, record and mix your music
* Learn by doing with practical projects
* Record and edit with MIDI

Interested in composing? Want to learn how to sequence, record and mix with SX/SL? This project based book and CD will help you do both in a practical and enjoyable way.

The book fosters the user's creativity and helps build effective song composition and production skills. Step-by-step examples provide opportunities to compose, record and mix entire productions into a satisfying whole. The powerful production features of Cubase are discovered along the way including:

MIDI and audio recording
The Project window
Audio processing, plug-ins and effects
The Pool
Using the Mixer
Automation
VST Instruments
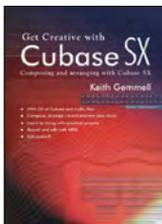The Sample Editor
The Audio Part Editor
The MIDI Editors
The Logical Editor
The Tempo Track Editor
MIDI processing
Score Editor

Good visual references and well thought out text. *Digital Music Maker*

Guitarist's Guide to Computer Music with Cubase SX/SL

Robin Vincent

240 pages, 236 x 189 mm, £9.95
ISBN 978 1 870775 878

* Record guitar on your home PC
* Use your PC as an effects box
* Create drum patterns
* Live performance with a computer
* Using real gear with virtual gear
* With CD of demo software and tutorials

'All this computer music nonsense is to do with electronic bleeps, silly noises and dance music isn't it?'
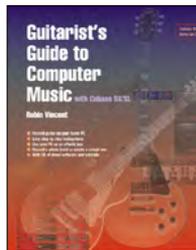
You couldn't be more wrong. A computer is far more suited to recording live 'real' music than anything else. Whether you play jazz, rock, punk, blues, folk, pop, classical, bluegrass or skiffle, the computer is the perfect tool for recording real instruments. It can be exactly the same as recording to tape but with the added advantage of having an endless supply of effects, drums, backing and mixing, and at the end of the session you can put your music straight onto CD.

Includes a CD containing a fully working demo version of Steinberg's studio recording software Cubase SX, and other useful bits like software guitar effects and a tuner.

A comprehensive and articulate book. *Digital Music Maker*
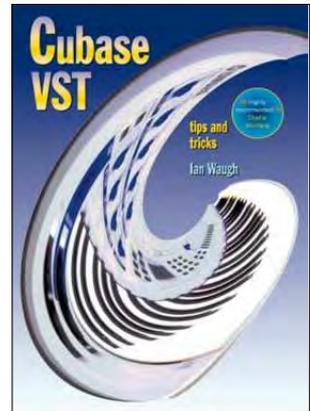
Cubase VST Tips and Tricks

Ian Waugh

160 pp, 244 x 172 mm, illustrated, £10.95
ISBN 978 1 870775 632

* Master VST sequencing
* Explore VST's 'hidden' features
* Time-saving shortcuts
* Troubleshooting and FAQs

Discover a wealth of tips and tricks to help you become more creative and more productive. You'll find tips on optimising your computer system, improving your grooves, audio and MIDI quantisation, using dynamic events, arranging, recording, synchronisation, using the editors, mixing, fader automation, audio processing,, and much, much more...

Highly recommended. *Cubase creator, Charlie Steinberg*

Propellerhead Reason

Ableton Live

Propellerhead Reason 4 Tips and Tricks

Hollin Jones

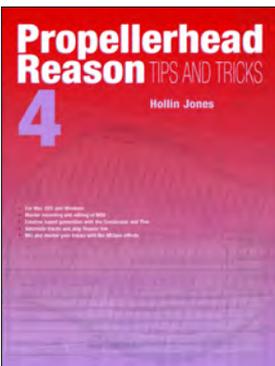192 pp, 244 x 172 mm, illustrated, £12.95
ISBN 978 1 870775 078

* For Reason version 4
* For Mac OSX and Windows
* Master recording and editing of MIDI
* Creative sound generation with the Combinator and Thor
* Automate tracks and play Reason live
* Mix and master your tracks with the MClass effects

Ideal for beginners, intermediate and experienced users, the book covers topics from advice on computer audio setups and operating systems through to working methods, linking Reason with other programs and using your own sounds and custom racks.

Other topics include expert tips on using all the instruments such as the new Thor Polysonic Synthesizer, tools and effects, the ReGroove mixer, recording and sequencing, detailed MIDI editing and parameter automation. It even tells you how to mix down and publish your tracks.

*A*n invaluable everyday companion to help you get the most out of Reason.

Fast Guide to Propellerhead Reason 3 edn
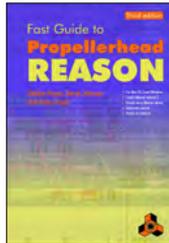
Debbie Poyser, Derek Johnson & Hollin Jones

474 pp, 244 x 172 mm, illustrated, £22.95
ISBN 978 1 870775 274

* For Mac OS X and Windows
* Covers Reason version 3
* Details every Reason device
* Quickstart section
* Hands on tutorials
* Hints and Tips

This in-depth guide, now in its third edition, takes you through every separate Reason device, including the analogue-style SubTractor synth, the amazing Malström Graintable synth, the two easy-to-use sample players, the funky Dr:rex loop player, the vintage-style ReDrum drum computer, the versatile Combinator, powerful MClass effects and the quick and simple sequencer. In addition, all the devices and changes introduced with the V3 update are covered, including the new Remote technology and enhanced browser and workflow improvements.

Every control and function is explained in the kind of language you can understand. Walkthroughs of both standard and more exotic techniques are included, and step-by-step programming tutorials help you increase your hands-on skills with Reason, as well as creating unusual and indispensable effects. This is not a re-tread of the manual!

Deeply Recommended!
Pegasus Reason Website

Ableton Live 6 Tips and Tricks

Martin Delaney

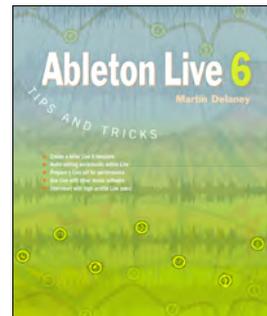160 pp (approx), 244 x 172 mm, illustrated, £9.95, ISBN 978 1 906005 023

* Create a killer Live 6 template for performance or studio use
* Audio editing workrounds within Live
* Prepare a Live set for performance
* Use Live with other music software
* Interviews with Live users

Ableton Live is the cross-platform software which has rocked the music world — gathering ardent fans in a way usually associated with performers rather than software. Musicians, DJs, remixers, composers, and producers alike have embraced Live, and it's fast becoming the universal software studio.

This book will give Live novices an insight into working methods that otherwise would take months to discover. For the most experienced user it promises a quick catch-up with Live 6's new developments (including complex new performance features, and long-awaited improvements and additions on the production side), and a new perspective on some of Live's more established features.

The book does not duplicate the Live user manual, it expands upon it, and introduces creative concepts, workflow enhancements, and workrounds for common objectives and problems.

Keep it Simple with GarageBand

Keith Gemmell
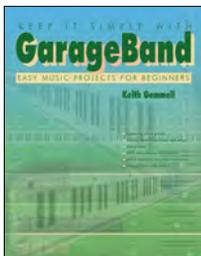
160 pp, 244 x 172 mm, illustrated, £9.95
ISBN 978 1 870775 168

* Capturing ideas quickly
* Writing memorable tunes and songs
* Using loops
* MIDI and software Instruments
* Audio recording and real instruments
* Using effects – effectively!

Let's face it, for many beginners and amateur musicians new to computer-based music making, much of today's top-of-the-range recording software is far too complicated to operate. It's not like that with GarageBand. The complicated stuff remains hidden from view, with just the basic controls on display. The interface is friendly and inviting rather than off-putting, and capturing your ideas is quick and intuitive.

Keep it Simple with GarageBand contains a series of easy music making projects for beginners and amateur musicians. Follow these simple projects and you'll not only learn how to use GarageBand effectively, you'll also pick up tons of insider tips on songwriting, constructing tunes and pro-style audio production along the way: all explained in easy-to-understand terminology. Each project is preceded by on-topic, background information explaining just what you will be doing and why.

Keep it Simple with GarageBand!

GarageBand Tips and Tricks

Keith Gemmell

128 pp, 244 x 172 mm, illustrated, £9.95
ISBN 978 1 870775 199

* Setting up your system
* Audio recording and editing
* MIDI recording and editing
* Using Apple Loops
* Software instruments
* Production tips
* Using effects
* Mixing and mastering

If you've purchased an Apple Mac computer in the last few years you're probably already familiar with GarageBand, Apple's incredibly easy-to-use, virtual recording studio. Perhaps you're new to recording and dipping your toe in the water. You may even be producing your own radio and video podcasts, using the new jingle content. Whatever your skill-level, one things for sure: you're bound to find this book an invaluable working companion.

Okay, the online help and PDF manuals do a fine job of describing how things work but they don't tell you that GarageBand's software instruments are the same powerful synthesisers as those found in Logic Pro, only with simplified controls. Once you discover their true potential, there are some powerful editing features just begging to be used. That's the kind of insider knowledge revealed in this book along with tips on buying hardware for your studio, Apple loops, audio and MIDI, effects, production, mixing and mastering. Read this book and all will be revealed.
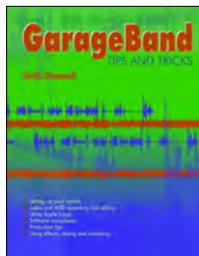
Audio Editing with Adobe Audition 2 edn

Richard Riley

188 pp, 244 x 172 mm, illustrated, £12.95
ISBN 978 1 906005 030

* For Audition ver 2
* Create your own audio soundtracks
* Use loops and waveforms to create original compositions
* Learn to use Audition's effects and editing tools
* Create spot and foley effects
* Produce your own layers, pads and jingles
* Mastering and production tips
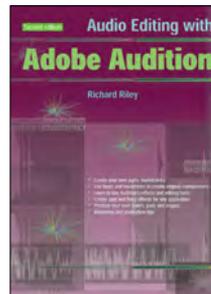
Enables developers and non-audiophiles to quickly grasp the concepts and techniques used by Adobe Audition to produce high quality audio soundtracks for any application.

For advanced users there are detailed explanations of the use of digital effects and other techniques, along with detailed 'how to' procedures on multitrack recording, mixing, editing and production. In addition the book contains real world tips on getting the best from Adobe Audition in the shortest possible time.

Use the detailed explanations of mastering and CD burning to ensure that your creation sounds just as fresh away from your studio as it did the day you created it.

Recommended. *MI Pro*

Logic

Logic Pro 9 Tips and Tricks

Stephen Bennett

160 pp (approx), 244 x 172 mm, illustrated,
£9.95, ISBN 978 1 906005 153

* Optimising Logic Pro 9
* Organising your work
* Getting Logic to work your way
* Recording, editing and mixing tips
* Mastering with Logic
* Using plug-ins
* The Logic Environment

Although Logic Pro 9 introduces many features which improve the program's accessibility and ease of use, it remains a powerful and complex piece of software.

Often, there are many ways of achieving the same ends, some more complex than others and some which are not obvious. This book contains hundreds of useful tips to help you obtain the results you desire. It describes how to perform standard studio techniques such as drum editing and replacement and parallel compression as well as tips to improve your workflow.

The book covers the new features introduced Logic Pro 9. Manipulate audio timing and tempo with the Flex tool, take advantage of the new latency compensation during recording and mixing, and learn about the new plug-ins like Pedalboard and Amp Designer.

These tips and tricks are culled from the author's long familiarity with Logic in music production, multimedia work and audio restoration, from his columns for several music technology magazines and from the results of research arising from the many questions he receives from Logic users.

Logic Pro 9 Tips and Tricks will help you utilise the software to the max.
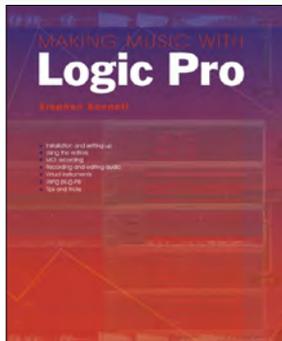
Making Music with Logic Pro

Stephen Bennett

320 pp, 236 x 189 mm, illustrated, £19.95
ISBN 978 1 870775 922

* Installation and setting up
* Using the editors
* MIDI recording
* Recording audio
* Using Virtual instruments
* Audio editing
* Plug-ins
* User tips and tricks

This book introduces all the features of Apple Logic, but never loses sight of your objective — using the program to make great music.

It describes the installation of the program, gives a practical introduction to setting up and using Logic and leads you through your first recording. It describes how to use the Arrange page, the Event list, Matrix, Audio and Hyper editors and how to use the Score editor to print out your music.

There are sections on audio and MIDI recording and editing, mixing, Virtual instruments and effects, mastering, effects plug-ins and audio processing. There are chapters on choosing and using MIDI and audio interfaces and choosing the right hardware.

Logic Pro 8 Tips and Tricks

Stephen Bennett

184 pp, 244 x 172 mm, illustrated, £9.95,
ISBN 978 1 906005 061

* Optimising Logic Pro 8
* Organising your work
* Getting Logic to work your way
* Recording, editing and mixing tips
* Mastering with Logic
* Using plug-ins
* The Logic Environment

Although Logic Pro 8 introduces many features which improve the program's accessibility and ease of use, it remains a powerful and complex piece of software.

Often, there are many ways of achieving the same ends, some more complex than others and some which are not obvious. This book contains hundreds of useful tips to help you obtain the results you desire. It describes how to perform standard studio techniques such as drum editing and replacement and parallel compression as well as tips to improve your workflow.

With the help of *Logic Pro 8 Tips and Tricks*, you'll soon be whizzing around the program and utilising to the full the amazing potential of Logic Pro 8.

These tips and tricks are culled from the author's long familiarity with Logic in music production, multimedia work and audio restoration, from his columns for several music technology magazines and from the results of research arising from the many questions he receives from Logic users.
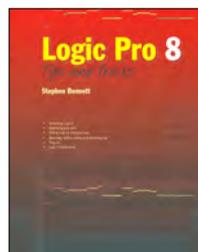
Emagic Logic Tips and Tricks

Len Sasso

176 pages 236 x 189 mm, £12.95
ISBN 978 1 870775 854

* For PC and Mac
* Covers Logic 6
* For Win, Mac OS 9 and OS X
* Audio recording and MIDI sequencing
* Use effects and instrument plug-ins
* Hidden features revealed
* Shortcuts that save time
* Troubleshooting and Web links

This practical guide is packed full of tips and tricks to make your Logic sessions faster, smoother, and more productive.

It takes up where Logic's manual and online help leave off. Rather than taking you on a step-by-step tour, it provides tips and insights for getting the most out of each of Logic's structural elements. It is designed to be dipped in to as the need arises. When you're working with MIDI, spend a few minutes in the MIDI editor chapters. For audio take a look at the mixing, effects, and sample-editing chapters. Flip it open to any page while you're waiting for the rest of the band to show up, and you'll come away with some useful new trick.

Packed to the gunnels with useful info and good ideas. Author Len Sasso clearly knows his ground. *Music Tech Magazine*
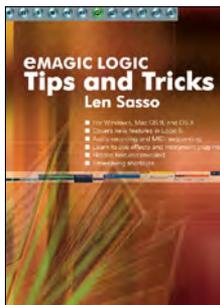
Get Creative with Emagic Logic

Keith Gemmell

224 pages, 244 x 172 mm, £16.95
ISBN 978 1 870775 823

* With CD of Logic and audio files
* Compose, arrange, record and mix
* Learn by doing with practical projects
* Record and edit with MIDI

The goals of *Get Creative with Emagic Logic* are to foster the user's creativity and help build effective song composition and audio production skills. This is achieved with the aid of step-by-step examples, providing opportunities to compose, record and mix entire productions into a satisfying whole.
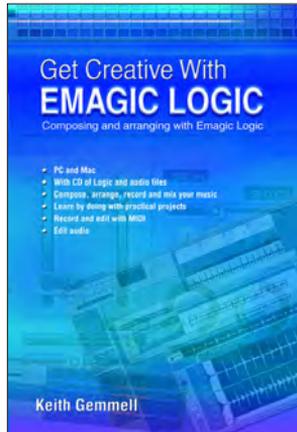
Practical MIDI Handbook 3rd edn

RA Penfold

176 pp, 246 x 189 mm, illustrated, £9.95
ISBN 978 1 870775 366

* Straightforward non-mathematical intro
* Chapter on General MIDI
* Covers use of computers and sequencers
* Glossary of MIDI terms

It explains the basics of MIDI and what it can do, shows how computers can be used in a MIDI set-up, and describes the use of sequencers in music making. There's a section on MIDI instruments — keyboards, drum machines, guitars, wind instruments etc. — and MIDI devices like mergers, pedals, effects units, switches and sync units. Glossary of terms.

Advanced MIDI User's Guide 2nd edn

RA Penfold

185 pp, 216 x 135 mm, illustrated, £10.95
ISBN 1870775 39 2

* Use MIDI in live gig situations
* Synchronise your MIDI system to tape
* Troubleshoot when things don't work
* Use system exclusive messages

This book shows how to optimise your MIDI system to give the best results for your particular setup. You'll find out how switchers and mergers can add sophistication and how they can be used live. There's a section on synchronisers, SMPTE and MIDI time code. And find out how to use that old analogue synth with your system! All this plus trouble-shooting, SysEx and MIDI programming!

8

Sound Mixing Tips and Tricks
Eddie Bazil

96 pp, 236 x 189 mm, illustrated, £9.95
ISBN 978 1 906005 047

* Clear easy to understand language
* Covers dynamics and effects
* Compression, EQ, levels and panning
* Written by industry professional
* 'Before' and 'after' examples
* Audio files available for download
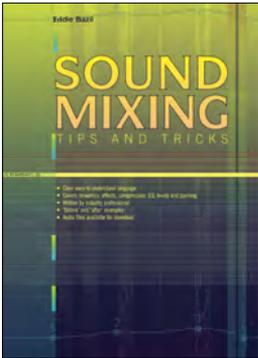
A clear, concise and detailed guide to sound mixing. Written in laymen's terms, the book contains mixing tips, secrets and techniques to help you become a better producer, walking you through the essential aspects of exactly what makes a good stereo mix.

'Before' and 'after' audio examples are provided from an actual multi-track recording to explain all the principles contained in the book, along with explanatory screenshots.

Topics covered include preparing both yourself and your studio environment, the tools you will need, mixing with dynamics and effects, compression, EQ, levels and panning.

This book will give you the foundations you need, quickly and effectively.

Sound Equalization Tips and Tricks
Eddie Bazil

120 pp, 236 x 189 mm, illustrated, £9.95
ISBN 978 1 906005 092

* Clear easy to understand explanations
* Diagrams, graphs and charts
* All types of EQs and processes used
* 'Before' and 'after' audio examples
* EQ for drums, voice and the mix
* Audio files available for download

Contains detailed explanations of all types of EQ, what they are used for, when they are to be used, and why and how to use them.

Whether you're a beginner or an advanced user, this book will lead you through the concept of sound, the understanding of frequencies and the application of EQ.

'Before' and 'after' audio and visual examples, taken from actual projects, are provided to help you to understand the content visually and aurally.

The book's content is clearly laid out for easy referencing.

Sound Equalization Tips and Tricks demystifies this 'strange' process and offers you a simple working structure to help you master EQ. `
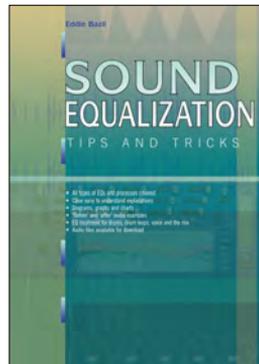
Art of Drum Layering
Eddie Bazil

121 pp, 236 x 189 mm, illustrated, £9.95
ISBN 978 1 906005 108

The *Art of Drum Layering* presents a detailed and thorough exploration of the processes and techniques involved in layering drum sounds.

With audio and image files accompanying all the examples, this book demystifies the technical and creative processes involved in mastering the confusing subject of drum layering.
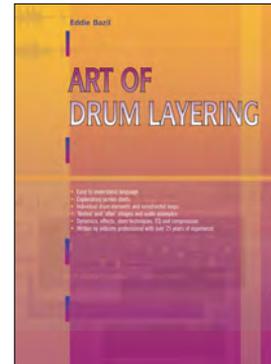
Detailed explanations of all processes used — understanding frequencies and sound, the constituents and manipulation of the sound's dynamics, processes such as EQ and compression, a thorough exploration of effects and how to use them to shape drum sounds, the enigma that is filtering — the *Art of Drum Layering* leaves no stone unturned.

The *Art of Drum Layering* also addresses the thinking and creative processes required to develop simple drum beats into fully focused 'songs', employing an explanation of the elements used and how they are best layered for optimum effect.

Computer Orchestration Tips and Tricks

Stephen Bennett

100 pp, 244 x 172 mm, illustrated, £9.95
ISBN 978 1 906005 054

* Create realistic sounding orchestras on your computer
* Little or no musical notation knowledge   needed
* Create scores for real players to read
* Tips and tricks to get the best out of your   software
* All you need to orchestrate on computer

Using modern technology, composers no longer need to wait until an orchestra plays their score to hear what their music will actually sound like. Using a computer and suitable software, it's possible for anyone to produce high-quality results that can be used for music CDs, film and TV scores.

Many musicians would like to add synthetic orchestral colour to their work but are often left feeling frustrated that their first attempts don't sound very realistic.

This book is aimed at those with little or no understanding of music notation. It gives the reader a basic understanding of the principles of orchestration and offers tips and techniques to help get the best simulated orchestral performance out of their equipment.
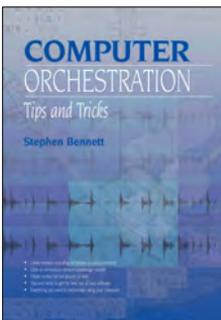
Laptop Music

Martin Delaney

160 pp, 236 x 189 mm, illustrated, £12.95
ISBN 978 1 870775 892

* For PC and Mac
* Covers software and hardware
* Get into editing and recording
* Remix and DJ with your laptop
* Perform live on stage

Are you interested in making music with your laptop computer? Maybe you already own one or are thinking about buying one.

This book shows you what you need to get music out of your laptop - covering not only composition and recording, but also live performance – the most exciting development in 'electronic' music!
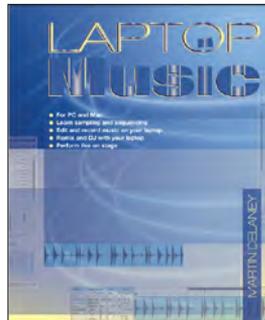
Designed to accommodate all computer platforms (including Windows, Mac, and Linux), and covering all levels from beginner to advanced, this book will help you get mobile with your music – and you don't need to have the latest cutting edge systems – we'll show you how to make the most of what you've got as well as covering high end dream systems!

With comments, advice and interviews from laptop music makers – people who are already using their laptops to create music, you're sure to find something to motivate and inspire you.

A timely and comprehensive book with much to recommend it. *Music Tech Mag*

Music Tech Magazine's 10 Minute Masters

Staff of Music Tech Mag

160 pp, 244 x 172 mm, illustrated, £9.95
ISBN 978 1 870775 045

* Concise explanations
* For newcomer and expert
* Quick summaries
* Get up to speed quickly

Music Tech Magazine's Ten Minute Masters is a collection of potted explanations of music theories, technologies, protocols and processes. As useful to the newcomer as to the expert, the collection gives everyone sufficient information to grasp a concept in the space of 1,500 words – or just ten minutes!

Whether you're a musician new to technology, or a recording expert a bit light on your musical theory, the Ten Minute Masters will help you fill your knowledge gaps, and add useful snippets to what you already thought you understood! From Filters to Firewire, Mixers to mLAN and Reverb to Royalties, this is an invaluable collection for anyone involved in the music technology field.

The collection is drawn from Music Tech Magazine – the practical magazine about music recording and production which is renowned for the way it helps readers improve their understanding and expertise in music technology.

Quick Guide to MP3 and Digital Music

Ian Waugh

64 pp, 210 x 148 mm, illustrated, £6.95
ISBN 978 1 870775 670

* How to play MP3s on your computer
* How to use MP3s with hand-held MP3 players
* Where to find MP3s on the Web
* How to create your own MP3s
* How to record your own CDs from MP3 files
* Other digital audio music formats

MP3 files, the latest digital music format. What are they? Where do you get them? How do you use them? Why have they thrown record companies into a panic? Will they make music easier to buy? And cheaper? Is this the future of music? All these questions and more are answered in this concise and practical book which explains everything you need to know about MP3s in an easy to understand manner.

Whether you want to stay bang up to date with the latest music or create your own MP3s and join the on-line digital music revolution, this book will show you how.

Recording the Guitar

John Harris

128 pp, 244 x 172 mm, illustrated, £10.95
ISBN 978 1 870775 458

* Micing up vs DI for electric guitars
* Using effects to improve your sound
* MIDI for guitarists
* Sampling your guitar sound
* Production tips and tricks

SOS Demo Doctor John Harris brings you a collection of invaluable tips to help you get stunning results from your recordings. He starts with setting up, strings, intonation and playing techniques. Electric guitarists will learn when to mic up, when to DI, and diagrams illustrate a range of different mic positions to coax the sweetest sounds from your acoustic. John shows how different pre-amps — valve, transistor, digital — can be used for different sorts of music. Learn to put the finishing touches to your music with effects — compression, reverb, delay, gating, flange, etc.

It's the bible for anyone trying to get the best out of a guitar. *Future Music*
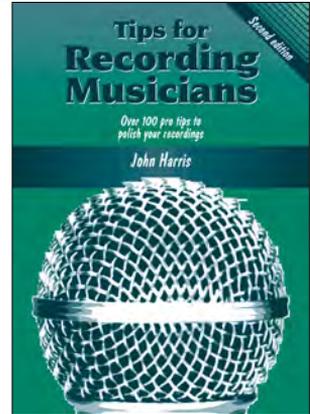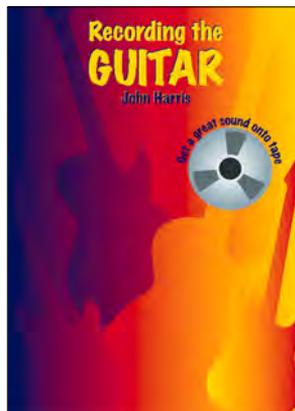
Tips for Recording Musicians

John Harris

116 pp, 244 x 172 mm, illustrated, £8.95
ISBN 978 1 870775 595

* Packed with invaluable hints and tips
* By *Sound on Sound* Demo Doctor John Harris
* With hands on projects
* Improve your recordings at a stroke
* Use MIDI in recording

It details the studio equipment you need — mics, effects, tape machines, etc — and has separate sections on recording of vocals, electric guitar, drums and acoustic instruments, as well as the use of MIDI in the recording process. You'll learn how to get the best from delay and reverb, as well as other effects like compression and gating, and you'll find out how arranging and track layering can help avoid a muddy mix. There are some useful tips on using the mixing desk and post production work. A handy guide that will improve your recording techniques at a stroke.

Beat it!

Joe and Pauly Ortiz

118 pp, 244 x 172 mm, illustrated, £11.95
ISBN 978 1870775 46 5

* With free MIDI files disk
* Rock, RnB, Jazz, World rhythms, Funk, Dance
* Program your own drums and percussion
* From two of the UK's top programmers

Program your own realistic drum and percussion patterns. Use the MIDI files on the disk to hear what it sounds like as well. If you use a MIDI sequencer, you can learn even more about phrasing and dynamics. 50s and 60s, Pop, Soul and Dance, Rock and R&B, and Jazz and World Rhythms — Reggae, Soca, Calypso and Latin.

Don't understand why no-one did it sooner. *DJ Magazine*
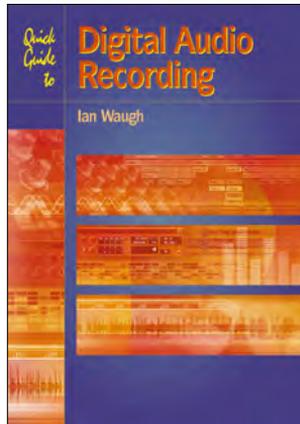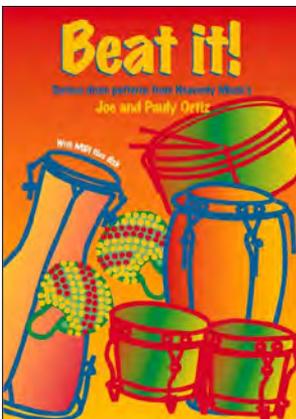
Quick Guide to Digital Audio Recording

Ian Waugh

64 pp, 210 x 148 mm, illustrated, £6.95
ISBN 978 1 870775 687

* What computer system you need
* Sound and digital audio essentials
* What to look for in a sound card
* What effects to use
* The art of mixing
* How to burn your music to CD
* How to post your songs on the Web

All modern music recordings use digital audio technology. Now everyone with a computer can produce CD-quality recordings and this book shows you how. Written in a clear and straight-forward style, it explains what digital audio recording is, how to use it, the equipment you need, what sort of software is available, and how to achieve professional results.

Computer-based recording is the future of music and this book shows how you can join the revolution now.

The DJ Handbook

2 edn

Charles Slaney

116 pp, 236 x 189 mm, illustrated, £12.95
ISBN 978 1 870775 991

* For mobile and club DJs
* Audio basics — get the best possible sound
* Learn the art of DJ mixing
* Get to grips with DJ contracts
* Practical troubleshooting
* Jargon buster

Written by a working DJ who's been there and done that, *The DJ Handbook* is an essential read for every DJ. You'll find advice on choosing equipment (microphones, decks, cartridges, headphones, speakers and the rest), as well as setting it all up and getting the best sound out of it — whatever the venue! There's hands-on advice on transport, setting up your sound system at the gig, dealing with punters, looking after safety and troubleshooting your equipment. And find out how to wow those clubbers with some creative DJ mixing — follow our step by step guide to producing killer mixes.

With a resources section to help you locate DJ master mixes, DJ magazines, websites and DJ information. What more could you want! Read this book and become the DJ you want to be!

Loads of good advice. *Future Music*
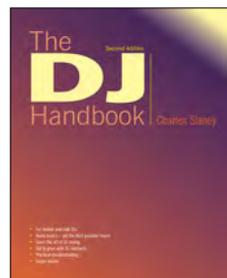
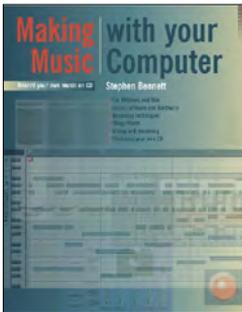## Making Music with your Computer

Record your own music on CD

Stephen Bennett

96 pp, 236 x 189 mm, illustrated, £9.95
ISBN 9781 870775 96 0

* For Windows and Mac
* Cover software and hardware
* Recording techniques
* Using effects
* Mixing and mastering
* Producing your own CD

These days, nearly everyone with musical aspirations also has a computer. This same computer can double as a high quality recording studio capable of producing professional recordings. This book tells you what software and hardware you will need to get the best results.

You'll learn about recording techniques, software and effects, mixing, mastering and CD production.

Suitable for PC and Mac users, the book is full of tips, 'how to do' topics and illustrations. It's the perfect answer to the question 'How do I use my computer to produce my own CD?'

Plenty of crystal clear screenshots, diagrams and photos to help guide the reader. A very useful read. *Music Mart*

PC Music – the Easy Guide 3 edn

Robin Vincent

132 pp, 244 x 172 mm, illustrated, £9.95
ISBN 978 1 870775 205

* Can I record music onto my PC?
* What's a sequencer?
* What's sampling?
* What sort of a soundcard do I need?
* What hardware/software do I need?
* Can I connect a keyboard to my PC?

Just a few of the questions you've probably asked. Well you'll find the answers to all these questions, and many more, in this book.

Completely updated with new sections on the MP3 revolution, the PC as a complete Media Center and the realisation of your PC as a recording studio, the book covers soundcards, recording music with sequencers, hard disk digital audio recording and editing, plug-ins, mixing, printing scores with notation software, using your PC as a synthesiser or a sampler, making beats and noises, sorting out the hardware, and it suggests sample PC music set-ups.
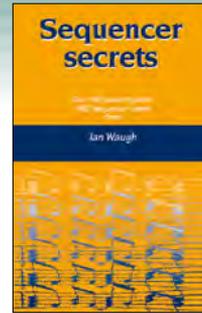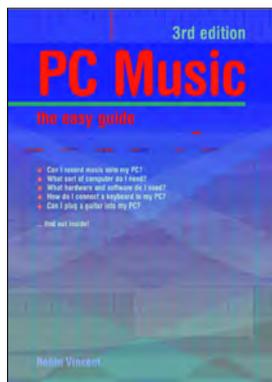
Sequencer Secrets

Ian Waugh

104 pp, 216 x 135 mm, illustrated, £7.95
ISBN 978 1 870775 373

* 29 hands-on projects
* Become a power user
* Section on troubleshooting
* Leading UK author
* Suitable for all software sequencers
* Unlease the full potential of your sequencer

The manual may tell you how your sequencer works, but *Sequencer Secrets* goes beyond any manual. In this concise, creative and intensely practical book, Ian Waugh explains how you can get the best from any software sequencer. It contains a collection of hints and tips acquired over many years of experience with a wide range of software sequencers. It explains how to master functions you may have previously ignored, how to use short cuts to speed up your work, and how to turn your sequencer from a recording tool into a creative music machine. The book will help you to:

Optimise your MIDI system
Create MIDI echoes
Create instant harmonies
Humanise your drum patterns
Use controller messages more effectively
Create more realistic instrument parts
Use quantisation more effectively
Program gate effects
Use sequences live

Indispensable book. *Future Music*

Indispensable. *Keyboards Magazine*

Apple Mac

Making Music on the Apple Mac

Keith Gemmell

100 pp, 236 x 189 mm, illustrated, £9.95
ISBN 978 1 870775 95 3

* Which Mac to buy
* Setting up your desktop studio
* Garage Band and beyond
* Sound to picture
* Getting your music onto the Internet
* Burning CDs

All Mac computers are suitable for recording music but which one you choose depends very much on what you want to do. Whether you're a singer/songwriter, a band member, a dance music producer, a composer or a music educator, this book will point you in the right direction.

There's a section on setting up your studio and configuring your audio and MIDI interfaces for optimum performance. Step by step projects show you how to record with GarageBand, an easy-to-use package with hundreds of instruments and loops, that's free with every Mac.

And when your masterpiece is complete, learn how to organise your music, create playlists, burn CDs and publish your music on the net.
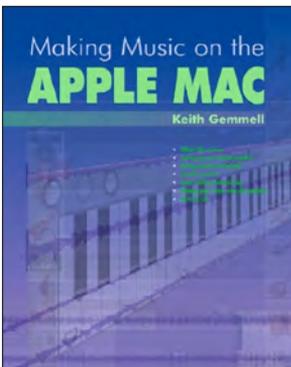
Internet

Creating a Music Website

Mike Simmons

112 pp, 244 x 172 mm, illustrated, £9.95
ISBN 978 1 870775 724

* Designing your site
* Adding text, pictures, sound and video
* Streaming sound
* MP3 files
* Uploading files to your site
* Using Search Engines to get your site noticed
* Frequently asked questions
* Which software to use

Once upon a time the only way to make and sell records was to get a deal with a record company. Today, more and more musicians are going it alone. Building their own studios, recording their own albums and doing the marketing for themselves. And what makes it possible for a musician to reach the greatest possible market is the Internet.

Creating a Music Website takes you through the basics of setting up your own site, points out some of the pitfalls, and helps you to produce your own unique presence on the Internet. It introduces HTML, shows you how to brighten up your site with graphics, tables and frames, and shows you how to add files of your own music, even a band video.

VST instruments

Sound Synthesis with VST instruments

Simon Millward
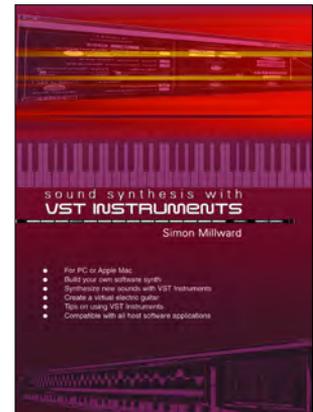
277 pp, 244 x 172 mm, illustrated, £9.95
ISBN 978 1870775 731

* For PC or Apple Mac
* Build your own software synth
* Synthesize new sounds with VST instruments
* Create a virtual electric guitar
* Tips on using VST Instruments
* Compatible with all host software applications

Provides an introduction to the theoretical aspects of sound and the main sound synthesis techniques: additive, analogue, FM, wavetable, physical modelling and granular synthesis.

The book goes on to link the theoretical aspects of sound synthesis to the practical by describing a collection of VST Instruments and by providing a tutorial on synthesizing specific sounds.

If you want a better understanding of how your VSTi's work, I haven't come across a better work than this.
*Keyboard Player*

Musicians' guides

Running a Band as a Business

Ian Edwards, Bruce Dickinson and Phil Brookes

160 pp, 244 x 172 mm, illustrated, £4.95
ISBN 978 1 870775 625

* Getting the right management
* Using the press
* Make money from merchandising
* Legal matters
* Tips from top managers

This book gives you the inside information on how to run a money-making band. It covers choosing band members and the band name, deciding on the direction of the project, establishing the business structure, and getting the right management in place. It shows you how to create local and national press interest; if you look after them, they'll look after you. Touring is a must for any band — make sure you do it right and it'll work for you. Plus merchandising and the legal aspects.
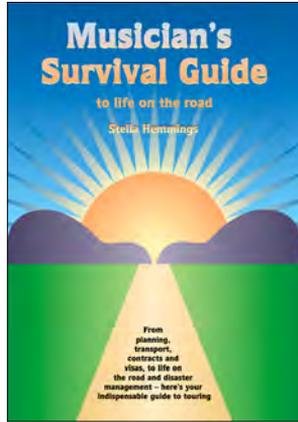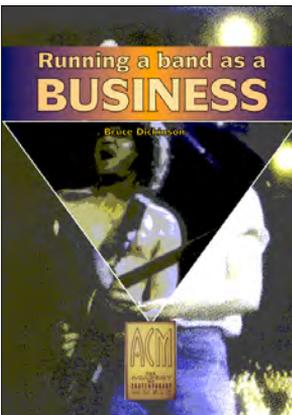
Musician's Survival Guide to life on the road

Stella Hemmings

192 pp, 244 x 172 mm, illustrated, £4.95
ISBN 978 1 870775 540

* Step by step guide
* Written by a working musician
* Survival tips from major names
* Disaster management!!
* Handling the paperwork

Survive life on the road: from van breakdowns, lost passports, and gear crushed in transit, to surviving terrible sound systems, and dealing with immigration officers. With invaluable survival tips from many established musicians.

Electronics projects

Audio Amplifier Projects

RA Penfold

116 pp, 244 x172 mm, illustrated, £4.95
ISBN 978 1 870775 526

* No electronics experience necessary
* All constructional details included
* Shopping lists of components provided
* Great projects at a fraction of the shop price

All projects are explained in detail, with full instructions on assembly.
Circuits include: RIAA amplifier; tape preamp; guitar and GP preamp; high and low Z mic preamps; bass/ treble tone controls; graphic equaliser; scratch and rumble filter; loudness filter; loudness control; basic audio mixer; audio limiter; 300 mW power amp; 10 W and 70 W power amps.

Index of titles