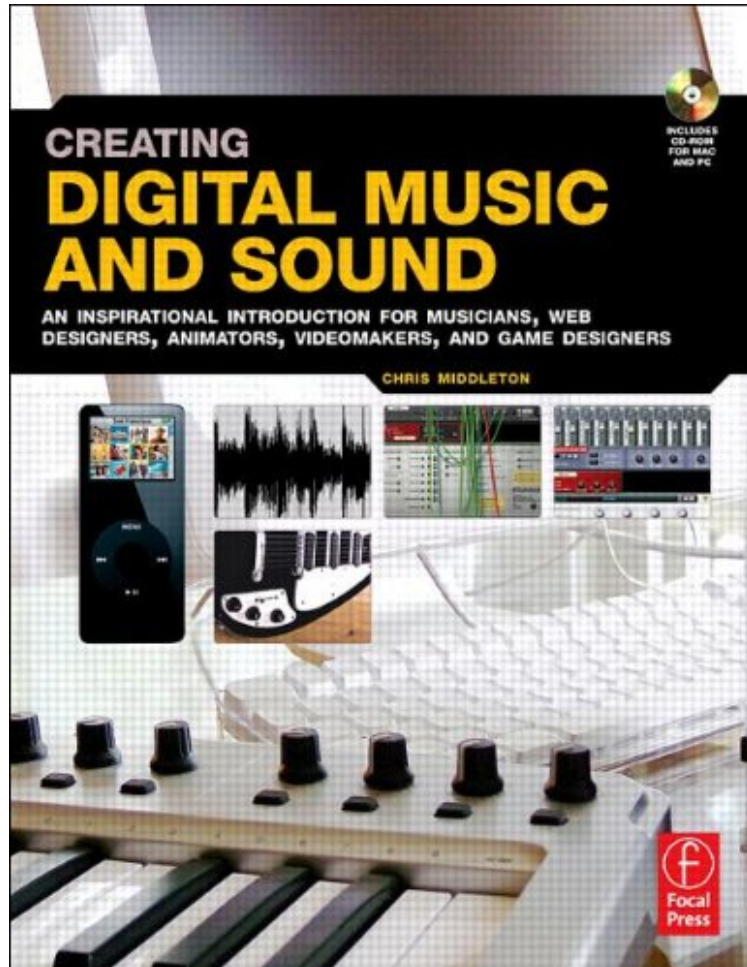


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Creating Digital Music and Sound: An inspirational introduction for musicians, web designers, animators, videomakers, and game designers.

Chris Middleton

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Chris Middleton : Creating Digital Music and Sound: An inspirational introduction for musicians, web designers, animators, videomakers, and game designers. before purchasing it in order to gage whether or not it would be worth my time, and all praised Creating Digital Music and Sound: An inspirational introduction for musicians, web designers, animators, videomakers, and game designers.:

2 of 2 people found the following review helpful. awesome book for noobsBy GameMakerNo doubt there are a lot of people who get to the point where I was recently. They have an idea that they want to create digital music, but it isn't

at all clear where to start. I only wish that I had bought this book *first* before making the plunge into buying equipment and tools and such. I would have done things differently, and it would have saved me a lot of money and frustration. The book starts off with a really good (but brief) overview of sound concepts. Concepts like amplitude, phase, waves, sampling, bit-depth, and a lot more are explained. Then there is a chapter on computers where it talks about vital topics like: "how much computer do you need?", "what capabilities should your sound card have?". Then it starts broadening out into topics like connecting instruments and other peripherals to your computer and how to accomplish that. It includes diagrams and lots of pictures. There's also a nice section on MIDI, what that is, and how it should be integrated into your system. There is even a section on cabling, that includes nice pictures and explanations on the different cables that you are likely to run across. That is followed by a longer section on software, where it discusses different options and capabilities that you may want. The second half of the book is dedicated to discussing different aspects of music creation. Things like podcasting, creating music for video, digital rights, and all sorts of other similar topics. I really can't say enough good things about this book. It's the only one like it that I could find. It's pretty well up-to-date in terms of the latest peripherals and software products. And it puts all the relevant "getting started" types of topics together into one well written package. The book is filled to the brim of really high quality color photos of all the different software, hardware and everything else that is discussed. And because the information is organized so well, this will occupy a spot on my bookshelf for a long time to come as a valuable reference.

. Write and record music. Learn studio techniques. Record location sound. Make your own podcasts and Internet radio shows. Add music and sound to videos, movies, and animations. Make music on your cellphone. 'Creating Digital Music and Sound' is an illustrated introduction to the creative challenges and techniques of making music and recording sound digitally, for anyone interested in making, sharing, or publishing music and sound across any media. From the basics of setting up a home studio and using a variety of software and hardware, to practical hints, tips, and creative strategies for adding soundtracks to videos, collaborating online in real time, and making and sharing podcasts and Internet radio shows, this unique book will instruct but also entertain and inspire. 'Creating Digital Music and Sound' also demystifies the technologies and features interviews with top musicians, studio engineers, filmmakers, DJs, Web designers, and videomakers. The book offers a unique insight into the immediate future of music and sound-making, from making music on mobile phones, to digital rights, media players, file formats, and Blu-Ray disks and HD-DVDs. This feature-packed book offers a creative introduction to music and sound making on Mac, PC, Linux and non-computer platforms, from budget tools and freeware to the most comprehensive studio suites.

"This fully illustrated, 4-color handbook examines the basic principles of digital music-making and sound...Exploring how to create podcasts and Internet radio broadcasts, the author looks at film soundtracks, videos, and animation as well as how to add audio to Web sites..For practical hints and tips plus interviews with professionals, the book describes music-making for beginners and more advanced users in the home studio and on location." - J. Audio Eng. Soc., July/August 2006"Middleton provides a rundown on digital creation basics such as hardware, workstations, loops, beat matching, microphone usage, multi-track recording and mastering...From there he moves into focused applications, including...podcasts, Internet radio and Flash..." - Animation Magazine, Aug. 2006