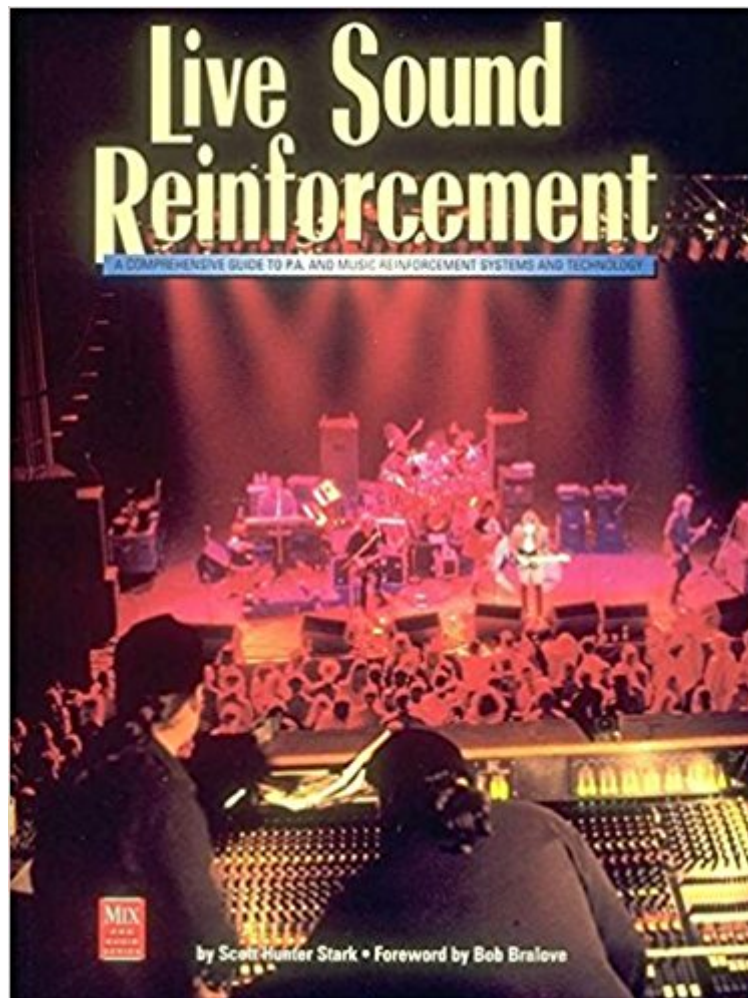




Ebook Directory
the best source of ebook

The book was found

Live Sound Reinforcement (Mix Pro Audio Series)



Synopsis

Get ready to learn live sound reinforcement using the best-selling title on the subject available! The simple language, detailed illustrations, and concrete examples in this book are suitable for novice to intermediate-level users. "Live Sound Reinforcement" outlines all aspects of P.A. system operation and commonly encountered sound system design concerns. Topics include microphones, speaker systems, equalizers, mixers, signal processors, amplifiers, system wiring and interfaces, indoor and outdoor sound considerations and psychoacoustics.

Book Information

Paperback: 320 pages

Publisher: Artistpro; 1 edition (July 1, 1996)

Language: English

ISBN-10: 0918371074

ISBN-13: 978-0918371072

Product Dimensions: 0.8 x 8.8 x 11.2 inches

Shipping Weight: 2 pounds

Average Customer Review: 4.3 out of 5 stars 63 customer reviews

Best Sellers Rank: #155,074 in Books (See Top 100 in Books) #23 in [Books > Computers & Technology > Digital Audio, Video & Photography > Digital Audio Production](#) #52 in [Books > Engineering & Transportation > Engineering > Civil & Environmental > Acoustics](#) #82 in [Books > Science & Math > Physics > Acoustics & Sound](#)

Customer Reviews

Chapter 1: Sound Reinforcement System Basics Chapter 2: The Nature of Sound Chapter 3: The Nature of Hearing Chapter 4: Audio Measurement Terms and Concepts Chapter 5: Microphones Chapter 6: Equalizers Chapter 7: Mixers Chapter 8: Other Signal Processing and Effects Chapter 9: Speakers and Crossovers Chapter 10: Power Amps and Impedance Concerns Chapter 11: General System Considerations Chapter 12: Speech Reinforcement Chapter 13: Music Reinforcement Chapter 14: Concert Systems Chapter 15: Monitor Systems Chapter 16: System Wiring Chapter 17: The Engineer as an Artist --This text refers to the Hardcover edition.

Scott Hunter Stark has been involved in professional audio since the late 1970's. He started out designing custom loudspeaker systems and operating systems for live performances at a time when then-existing commercial systems could not live up to the demands of increasingly larger

audiences with increasingly discerning ears. In the 1980's and 90's he was active in providing audio, staging and lighting services to a wide variety of performance events in clubs, theaters, outdoor events and more recently houses of worship in the eastern United States. Throughout his career Stark found a repeated need for presenting plain-English explanations of how sound systems worked, particularly for aspiring engineers struggling with important concepts of physics and sound properties. He translated his years of working experience and knowledge into print with the first edition of Live Sound Reinforcement, later released in 1996 by MixBooks. After years of working in the sound system and engineering business, Stark attended law school and worked with several Internet ventures. Today he is a sound system consultant in the Washington, DC area where he currently resides.

Informative for my students

good book

This book had a lot of potential. I initially purchased it as folks I knew asked if it was a good resource. My only regret in waiting to post a review is that I did not post the review immediately. I have been doing live sound since 1999 and purchased and reviewed this book in 2010. It is not a well made book in terms of information or production. Some of the information is plain incorrect. There is a balance between gain and signal that is good to obtain and this book recommends the "garage band/big-box music retail store" method of cranking your amps all the way up and then adjusting levels - which is not a good approach. If anything you'd want to start your amp gain at 50 percent and then dial it in. Amps have gain adjustments for a reason, otherwise they would make them all with a simple on/off switch and internally "jacked up to 11". The dvd is entertaining, and you can even hear in it where the fella makes adjustments but it's still horrible - especially with some of the eq examples. Because of it's comedic value I gave it an extra star. It is funny, although I am sure unintentionally. Do yourself a favor and look at Yamaha's book on sound reinforcement or find a local audio engineer/sound guy that you think mixes well and pick their brains, offer to help set up and learn, take some classes at a local community college. Heck, even teach yourself. I think you'll be better in the long run. I do audio training for groups on occasion and always make sure folks attending stay away from this book. It has a few good nuggets, but hey, you can even find scraps of food in a trash bin.

I like this book because it also comes with the DVD. So you not only read about it. You get to see what they are talking about. What I know about sound reinforcement until now as just been trial and error. Thanks to this book and DVD I now know that at least some of what I was doing was right. And I am still learning from the book and anywhere I can pick up good info about Sound Reinforcement.

I received a copy of this book when I was preparing the curriculum for a college course I taught as an adjunct professor for two years. I believe it gave my students not only a good classroom study book, but also a useful reference book for the "real-world" after graduation! Scott Stark gives great rule-of-thumb knowledge, as well as deeper technical fundamentals behind the knob turning and fader moving decisions that every sound engineer will face at the helm of a live sound reinforcement system, no matter whether for 100 or 100,000 listeners!

I like the way this author explains the basic concepts of sound reinforcement. This was VERY helpful and, as it turns out, essential to my understanding of some pretty expensive equipment that I decided to invest in. I had no formal training in this subject matter and I'm very impatient. I needed a very explanatory reference and this was it.

I'm not a live sound guy, but was interested in what they do. It was used as a textbook in my class.

I bought this for our band's soundman. If you apply yourself and study the info, it will definitely help in getting a decent live mix and reducing feedback and other problems. Of course, you have to go hands on to really learn, but this is a real help.

[Download to continue reading...](#)

Live Sound Reinforcement (Mix Pro Audio Series) Basic Live Sound Reinforcement: A Practical Guide for Starting Live Audio The SOS Guide to Live Sound: Optimising Your Band's Live-Performance Audio (Sound On Sound Presents...) Mix Smart: Pro Audio Tips For Your Multitrack Mix (Mastering Music) JBL Audio Engineering for Sound Reinforcement Mixing and Mastering with Pro Tools 11 (Quick Pro Guides) (Quick Pro Guides (Hal Leonard)) Mixing and Mastering with Pro Tools (Music Pro Guides) (Quick Pro Guides) Spice Mix Recipes: Top 50 Most Delicious Spice Mix Recipes [A Seasoning Cookbook] (Recipe Top 50's Book 104) The Sound Reinforcement Handbook Sound Innovations for String Orchestra: Sound Development (Intermediate) for Violin: Warm up Exercises for Tone and Technique for Intermediate String Orchestra (Sound Innovations Series for Strings) The Ultimate Live Sound Operators Handbook,

2nd Edition (Music Pro Guides) Bk/online media Sound Design, Mixing and Mastering with Ableton Live 9 (Quick Pro Guides) ABC & 123 Learning Songs: Interactive Children's Sound Book (11 Button Sound) (11 Button Sound Book) Making Waves: Sound : Sound (Everyday Science): Sound (Everyday Science) Producing Great Sound for Film and Video: Expert Tips from Preproduction to Final Mix Reinforcement Learning with Python: An Introduction (Adaptive Computation and Machine Learning series) Structure-Borne Sound: Structural Vibrations and Sound Radiation at Audio Frequencies Exam Pro on Partnership Taxation (Exam Pro Series) Logic Pro X 10.3 - Apple Pro Training Series: Professional Music Production Logic Pro X 10.1: Apple Pro Training Series: Professional Music Production

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)