

## SOUND ADVICE



### HEAR THIS!

EACH ISSUE JMC ACADEMY WEIGHS IN WITH SOME HELPFUL TIPS FOR PLAYERS AND MUSIC PROFESSIONALS LOOKING TO TAKE THEIR CRAFT TO THE NEXT LEVEL.

### THE MUSIC PRODUCTION PROCESS

Besides the ability and creativity involved in writing and performing music, the technical process behind completing a recording project and having your very own material produced is commonly broken down into three major areas: Recording Process - Mixing Process - Mastering Process. We will now look into each of these areas...

#### THE RECORDING PROCESS (INCORPORATING PRE PRODUCTION)

This stage of the project involves capturing all of the sound sources in the cleanest and most professional manner possible to the recording medium or DAW (digital audio workstation). This is done by using a combination of the most appropriate microphones with the correct placement of these around the musical sound sources. Microphone technique is something that takes multiple attempts to get right, so in this case, practice does make perfect. Multi track recording enables us to record each section of the band at different times, this way offering no spill or bleed between the instruments, and a potentially cleaner signal being sent to the recording destination. Not all engineers or musicians enjoy recording in this manner, so it sometimes comes down to a matter of personal preference... Record the whole band together, or each instrument on its own, you decide!

It is extremely helpful that if you are a band or a musician, that you incorporate pre production into your plan. This will involve such things as meeting with the recording engineer to discuss the amount of songs to be recorded, the type of project that is taking place (single, EP, album), what type of equipment will be needed to accommodate the artist's final vision and outcome for the project. This practice will leave no gaps and assure a common ground and understanding between the musician and the recording engineer for the best possible outcome.

#### THE MIXING PROCESS

When all of the musical parts have been recorded and edited, the mixing stage is next to occur. This process involves taking the recorded material and using various technical and creative methods to balance all of the sounds so that the song can be played back in any listening environment and truly appreciated. Balancing all of the sounds so that they can be clearly defined, using EQ to remove problematic frequencies and also to enhance fundamental frequencies, using Compression to control the dynamic range of each sound source and Stereo Image or "panning" to locate the sound sources between the left and right stereo field are all common skills that are utilised during the mix process. This process is concluded when all of the recorded parts have been mixed down or "bounced" to a stereo WAV file. This is known as the final mix, and is ready for the last stage of production.

#### THE MASTERING PROCESS

Commonly the final link in the production chain, mastering involves providing further sonic enhancements to the stereo WAV file, and preparing it for whatever playback medium is desired. There are subtle differences when mastering an audio file for CD or vinyl, as well as mastering an audio file for radio or perhaps sound for a DVD or television documentary. With this in mind, it is crucial that the mastering engineer is completely aware of the final destination. A very basic signal chain for mastering can sometimes involve additive and subtractive EQ, some overall Compression to the audio file to create an evenly spread dynamic contour, and lastly some Limiting to catch any peaked signal.

Now that you have this information at your fingertips, the next time you listen to that album by your favourite recording artist, have a think about the amount of work and effort that has gone into the final product, and hopefully you will gain a fonder appreciation of the music production process. 🎧

**ROB CARE**  
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## ROCKSMITH 2014 EDITION GUITAR BUNDLE AND COPIES FOR PS3



Ubisoft has announced that Rocksmith 2014 Edition, the fastest way to learn guitar, is now available throughout Australia and New Zealand. Rocksmith 2014 Edition offers a completely redesigned interface, as well as the addition of all-new features, techniques, tunings and modes. Now with Rocksmith 2014 Edition, aspiring guitarists can learn to play in just 60 days!

Session Mode is a massive innovation that utilises an entirely unprecedented technology that allows players to create their own original music, as a virtual band accompanies them, following their lead in real time. Players choose the style of music and from over 70 instruments they'd like to play with, and on-screen prompts help the player learn how to improvise and jam live with a band. They can then play on their own or jam side-by-side with a friend in Multiplayer mode, and create their own band experience in the comfort of their living room.

Core to the Rocksmith learning experience is the new The Instant Riff Repeater which lets players choose the difficulty, speed and section of each track they play, helping them focus on the particular sections that they struggle with the most. Players are now in full control of their learning pace and can master every part of the songs they want to learn.

The standard edition of the game includes the Rocksmith Real Tone Cable™, a unique 1/4" to USB cable that was developed exclusively for the original Rocksmith. This revolutionary cable turns the guitar's signal from analogue to digital, allowing it to be recognised and played through video game consoles as well as PC and Mac®. The guitar bundle provides a quality entry-level option for people that have always wanted to play but don't own a guitar. The bundle includes an Epiphone Les Paul Jr. guitar, along with the Rocksmith Real Tone Cable. For people that already own the original Rocksmith and have access to the Real Tone Cable, the game only version is available.

**Thanks to our pals at Ubisoft we have one guitar bundle featuring the game and an Epiphone guitar (valued at \$249 for PS3 plus 10 further copies to giveaway to lucky readers. For your chance to win, let us know which song you think would be the hardest to learn and why?**

### SEND 'EM IN

on the back of an envelope with your address and best day time phone number to:

'NAME OF COMP'  
C/O Australian Guitar,  
Locked Bag 5555,  
St Leonards NSW 1590.

Competition is a game of skill open from 11/11/13 to 06/02/14. Entries will be judged on creativity by the *Australian Guitar* staff on 13/02/14. Winners will be notified by telephone on 14/02/14. Judges' decision is final and no further correspondence will be entered into. Entries are open to Australian and New Zealand residents.