



Cover: János Négyesy

The Sonic CD-ROM for Desktop Audio Production.

An electronic guide to producing computer audio for multimedia

Durand R. Begault, Ph.D.

Academic Press Professional

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WINDOWS/ MAC version on one disc

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Unlike a traditional text, this CD-ROM guides the user interactively through the basics of sound, the tools for producing desktop computer audio, and cutting-edge technologies such as 3-D sound. The Sonic CD-ROM is a "must-have," whether you are new to digital audio, or looking to enhance your knowledge and competitiveness in the multimedia marketplace.

* Provides **hundreds** of sound examples that allow the user to directly experience the basics of digital audio, sound effects, editing, and micning techniques

* Offers insightful coverage of audio tools for recording, editing, digital signal processing, reverberation, mixing and special effects.

* Discusses the physical and psychological aspects of sound in an accessible manner, and includes demonstrations of cutting-edge audio techniques, such as 3-D sound and auralization.

* Includes "desktop audio system test" for evaluating the performance of your computer audio playback system

* Bundled with **SoundHack**, an award-winning sound manipulation utility by Tom Erbe for the Macintosh

"This is an excellent electronic book that has immediately entered our music engineering curriculum. It is valuable to our students both as a text for teaching audio production, and as an example of good electronic publishing."

Ken Pohlmann, Chair, Music Engineering, University of Miami

"It contains a thorough and clear coverage of the basics of sound and digital audio with excellent sound examples. The fact that the sounds are directly integrated into the body of the text will make this CD-ROM a particularly useful tool for students, educators and audio enthusiasts."

Dr. Richard Boulanger, Professor, Music Synthesis Department, Berklee College of Music

CONTENTS:

- Audio Basics I: Communication, Frequency and Pitch
- Audio Basics II: Intensity and Loudness
- Audio Basics III: Spectra, Modulation & Phase
- Sound Authoring and Casting
- Storage: Micning and Recording
- Digitization and Editing
- Utilities and Effects: Digital Signal Processing
- Playback and Sound Card Check
- Cutting Edge Techniques: 3-D Sound , Auralization
- Example: SNAPSHOTS, by János Négyesy
- Resources and Acknowledgments

By the same author, available from Academic Press Professional:

3-D SOUND FOR VIRTUAL REALITY AND MULTIMEDIA

Durand R. Begault

Hardcover, 293 pp., \$49.95

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"...this book could be used as a model for other books written by experts intending to pass their knowledge on to those who need to apply it...likely to become a standard reference for developers of applications that require audio spatialization."

Computer Music Journal

This CD-ROM is about sound on computers....what you have here is not so much a "traditional" CD-ROM as it is a book, but with built-in audio examples. It is designed to be an integral part of learning for those who are either relatively new to the concept of digital audio, or who want to know more than they learned with the manual that came with their sound card....

Hardly any one would argue with the importance of audio in a multimedia presentation, or with its power to influence the interpretation of a sequence of visual images. The most interesting challenge of working with sound for multimedia is due to the fact that it's a very new, undeveloped medium, with a lot of room for originality. .You'll finish reading and listening to this book with an increased appreciation of the fact that audio production is one of the most critical components of the multimedia phenomenon.

....multimedia sound is not just about plugging in a certain code or method; there's a world of subtle and artistic renderings that come from a real involvement in audio production....the material in this book is designed to help make this possible through listening as well as reading.

Increasingly, the multimedia author desires to take on production chores previously reserved for specialists.....since you can now produce a multimedia experience on a lap-top computer with a single software program.... the centralization of duties is much more desirable and allows for more creative control over the end product. More than likely, the distinction between graphics and audio specialists in multimedia will steadily diminish....one should be as expert at the tools for sound as they are at any other multimedia technique. -db (95)