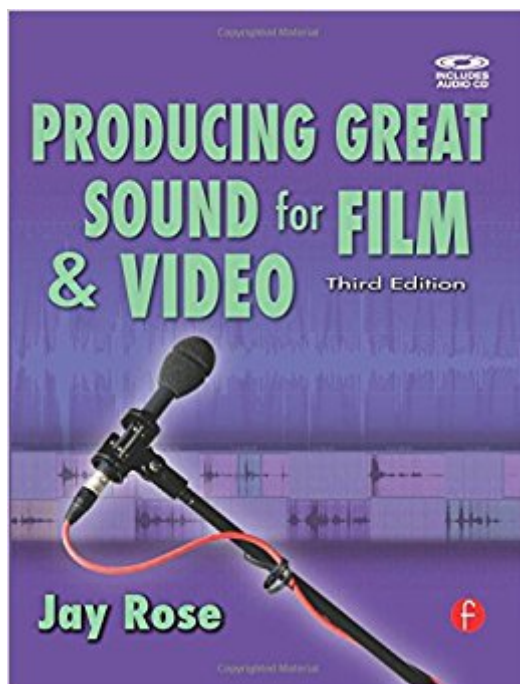


The book was found

# Producing Great Sound For Film And Video (DV Expert Series)



## Synopsis

Make your film or video project sound as good as it looks with this complete training course by audio guru Jay Rose. You get hundreds of professional, real-world techniques that you can employ from preproduction through the final mix. This is a solution-oriented guide with FAQs, how-tos, tips, and time savers. You'll get a primer on how sound and digital audio work as well as technical setups, guidelines, and real solutions for:\*

- \* budgeting, scheduling, and preproduction planning\*
- \* microphones and room acoustics\*
- \* recording dialog, voice-overs, ADR, and effects\*
- \* postproduction hardware\* levels and digitizing\*
- \* working with music and sound effects\*
- \* producing the final mix

New to this edition:\*

- \* information on the latest cameras and field recorders\*
- \* choices between single- and double-system, and digital workflows\*
- \* the differences between traditional video soundtracks and dialog-driven storytelling.

Please visit the author's website for additional resources:

[www.dplay.com/book/pgs3e](http://www.dplay.com/book/pgs3e)

## Book Information

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## Customer Reviews

"Folks, this book is a treasure chest. Don't call Producing Great Sound for Digital Video, Second edition by Jay Rose an audio primer or even a reference source, it's much more... It's like taking a class taught by a caring, affable, pro. The writer's intimate and accessible style is what makes this book a great value for anyone interested in audio. Whether you're just starting in the field of digital audio/video production, or are a seasoned pro, you'll find information in this book that will improve

your end product." -- John Hartney, Creative Cow.com "A truly great book... I really enjoyed the read. This book is an ABSOLUTE MUST if you will be shooting on a budget and doing sound yourself. You'll learn what mics to use in the field, how to fix an echo, how to deal with line noise, cheap fixes for potentially expensive problems--and that's just the beginning.... this book will teach you tips and tricks that will make your head spin. This book can literally save you THOUSANDS in post production." -- Biagio Messina, AccessDV "Crammed full of practical advice on recording, editing, and mixing audio for your production, including many of the technical basics." -- Trish Meyer, Cybmotion "Most folks who write about doing sound for moving pictures, on film or on video, focus on the sexy stuff--mostly writing music, sometimes doing foley, often talking technical. Jay Rose doesn't mess around. He digs right into the hardcore side of audio for moving pictures -- recording and editing dialog, sound effects, and music. He debunks common myths, shows the reader how to make do in limited-budget, time-constrained situations, and puts it all in context on a technical level. Producing Great Soundtracks is an invaluable collection of step-by-step how-to information combined with the technical reasons things do or don't work. It's essential reading for anyone serious about making a living doing moving pictures." -- Dominic Milano, Digital Video Magazine

Clio-and Emmy-award-winning sound engineer Jay Rose is creative director of the Digital Playroom. Specializing in post-production audio, his clients include PBS, Buena Vista Home Video, and Turner Network Television. Rose has written about audio for Videography, Recording, and Premiere Full Motion magazines.

I'm pretty picky when it comes to buying reference books about anything. The book has to be comprehensive, and it also has to be packed with practical examples, good advice, and it needs to demonstrate a deep technical knowledge of the subject. It also has to be easy to read, understand, and apply. I bought Jay's book because of the great reviews on .com, and this book definitely lives up to the hype. The book starts by explaining what sound is and how it works. Then the book goes into how sound is captured and recorded. The next sections go into preparing for audio production and then how to actually do it on the set. The final chapters cover the many ways to get that audio into post production and how to handle it there. There is an even more comprehensive book on audio post production from Jay called "Audio Postproduction" and I'd recommend getting that one too, but if you can only afford one book on audio, THIS one is the one to have. (Jay even says so at the beginning, and after reading it I agree). Now, to be honest this doesn't go into the depths of

HOW to use programs like SoundBooth or SoundtrackPro, but it does give you enough information to know WHAT to do when you get into those programs and how to set yourself up for success using them. (The main reason for this is that there are so many different platforms, hardware, and software setups that are used in audio post production that it would be ridiculous to try and cover it all at the end of one book.) There is even a section on producing your own custom sound effects using the human voice and editing, and how to make sounds like machinery, monsters, and explosions. What more do you want?The biggest mistake that will kill your low budget film will be the quality of the audio. Get this book and you have a ton of weapons to fight that!Best of luck on your work!Louis Stephen Carrozzi

This author has a wonderful personality. He clearly explains things and has so much experience. His textbook contains helpful hints and other information to save readers money and frustration. Now my class has been reading the chapters out of order so I know this has helped to contribute to my confusion, but the information is extremely hard to understand. Reading one chapter is torture for me because I can't picture these technical things in my head. Some chapters are extraordinarily difficult while others aren't bad. The author tends to plow right into electronics and other complicated equipment which alienates me as this is my first exposure to audio production. He'll sometimes talk about concepts or equipment as if the reader already knows what he's talking about.

I am an independent animator working on my first feature film. I bought this book because I had limited to no knowledge of professional audio, and how to do voice over work. I needed a good place to start, and this book was the one. The book begins by getting into the technical aspects of how sound works, and the physics of sound. You might be tempted to skip this chapter, but DON'T. Trust me. Get your mind around it and you will be rewarded with the knowledge of how to get perfect sound by eliminating the things that cause bad sound. You can almost \*never\* fix in post the things you don't plan for. Armed with this knowledge, I bought a portable recorder to capture sound effects and ambiance with, and went sound hunting. Now I'm starting to build my own sound effects library, and I know how to clean it and work with it. Next up is vocals, I will be building my sound booth and getting my studio mic for VO work soon. I would highly recommend this book, especially to indies or people on a budget who want to also play the sound guy.

This book covers everything I can think of to assist me with a confusing subject, audio production. My expertise is motion graphics and video. You can't be an expert in everything but with this book

you can get the high end audio you need for your corporate, commercial, television and internet productions without making audio a second profession. Jay is a Clio award winning audio technician whose expertise has helped me produce my own award winning productions. I highly recommend this book for anyone in the production business. It's the audio bible I use.

Jay Rose is a sound genius, and he makes learning about sound a joy. This book is a great short education in sound for movies. It includes just enough to get you off to a good start, and it has enough depth to be a valuable resource for the moderately experienced sound technician. His writing style is excellent and the information in the book is great.

This book has really shown me how little I know about audio, and how much I still have to study. I've translated to Spanish some 60 pages of wonderful tips that I keep handy for times I encounter the situations mentioned here (all the time). I just bought another of Rose's books "Audio Postproduction for Film and Video, Second Edition: After-the-Shoot solutions, Professional Techniques, and Cookbook Recipes to Make Your Project Sound Better (DV Expert Series)" to get a better knowledge of how to enhance my capabilities and to see how things are correctly done. Great books!!

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