

ANALOG AUDIO IN CG03

AUDIO

PRODUCTION

GUIDE

CG15

- General
- Live Recording
- Patchbay
- Microphones
- Location Recording
- Sound Sheets
- The Mixing Desk
- The Fostex
- Signal Processing
- Audio Modules
- Time Code
- Synchronisation
- The Magnasync
- Tape Management
- Digital Audio
- MIDI
- Terminology

Revised February 1999

CONTENTS

		PAGE No
<input type="checkbox"/>	General Equipment, Power, Patchbays, Plugs	1
<input type="checkbox"/>	Live Recording From the Audio Studio(CG-17)	3
<input type="checkbox"/>	Patchbay Main Patchbay diagram	4
<input type="checkbox"/>	Microphones Description, Selection, List, Techniques, EQ, Diagram	5
<input type="checkbox"/>	Sound Sheets Location Sound Sheet and Track Sheet	12
<input type="checkbox"/>	Location Recording DAT Recorder	13
	Nagra	15
<input type="checkbox"/>	Mixing Desk Mixing Desk DIAGRAM	17
	Signal Flow explanation	17-A
	Mixing Desk MODULES	18
<input type="checkbox"/>	The Fostex Fostex A8 / Studio 3 diagram	24
	Fostex panel	26
<input type="checkbox"/>	Signal Processing LXP-1 REVERB Unit,	27
	Ibanez HARMONISER	28
<input type="checkbox"/>	CG-09 : DIGITAL AUDIO RESEARCH STUDIO	30
<input type="checkbox"/>	EMAX SAMPLER keyboard diagram, description, formatting floppy disks	35
	Using with ZIPS, Preset Management module	36
	Sampling	37
	Saving / backing up to hard disk and ZIPS	38
	Digital Processing module	39
	Dynamic Processing module	43
	Sequencing	47-A
	Module Function list	47-D
	Emax DIAGRAM	47-E
<input type="checkbox"/>	Time Code Introduction, Blacking Betacam Tape, Working Copy	48
<input type="checkbox"/>	The Magnasync Operation Guide	50
<input type="checkbox"/>	Tape Management Basic Tips	52
<input type="checkbox"/>	PROTOOLS Edit Window diagram, tools	53
	Recording	54
	Playback, outputs	55
	Backing up to ZIP; loading from ZIP	56
	Editing functions	57
	Exporting regions to Sound Designer	59
	Compacting and deleting files; equalisation	60-A
	Bouncing tracks	60-B
	Mixdown to DAT	60-C
<input type="checkbox"/>	SOUND DESIGNER Edit Window diagram, tools	61
	DIGITAL SIGNAL PROCESSING: equalisation	62
	Dynamics: compressor/limiter; Expander; Noise Gate	64
	Time Compression/Expansion; Pitch shift; reverse sound	65
	DINR Broadband Noise Reduction	66
	Hum removal	67
	SOUND DESIGNER & PROTOOLS: PROBLEMS	69
<input type="checkbox"/>	STUDIO VISION SEQUENCER MIDI Intro	71
	Sequencing summary; EMAX setup	73
	Studio 3; computer setup; Sequences window	74
	Control Bar	75
	Tracks Window; step-by-step instructions	77
	Graphic Window 80 – List Window 82 – Sync to Protools 84-B	
<input type="checkbox"/>	Synchronisation Protools Operation Guide	85
<input type="checkbox"/>	Analogue Studio (CG03) Patchbays/Signals; Levels/Meters; Signal Flow; Modules;	
	Signal Process; Mirage Sampler; Synchronisation/Fostex	86
<input type="checkbox"/>	Terminology Sound Terms and Definitions	101