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Basix Electronic Keyboard Method - Willard A. Palmer 1996

Designed for use with any electronic keyboard with 44 or more keys and automatic chord and rhythm effects, this book goes beyond teaching how to use these features and covers how to read music in treble and bass clefs, form chords and much more, with plenty of songs to play.

Tuning, Timbre, Spectrum, Scale - William A. Sethares 2013-06-05

Tuning, Timbre, Spectrum, Scale focuses on perceptions of consonance and dissonance, and how these are dependent on timbre. This also relates to musical scale: certain timbres sound more consonant in some scales than others. Sensory consonance and the ability to measure it have important implications for the design of audio devices and for musical theory and analysis. Applications include methods of adapting sounds for arbitrary scales, ways to specify scales for nonharmonic sounds, and techniques of sound manipulation based on maximizing (or minimizing) consonance. Special consideration is given here to a new method of adaptive tuning that can automatically adjust the tuning of a piece based its timbral character so as to minimize dissonance. Audio examples illustrating the ideas presented are provided on an accompanying CD. This unique analysis of sound and scale will be of interest to physicists and engineers working in acoustics, as well as to musicians and psychologists.

[This Is Your Brain on Music](#) - Daniel J. Levitin 2006-08-03

In this groundbreaking union of art and science, rocker-turned-neuroscientist Daniel J. Levitin explores the connection between music—its performance, its composition, how we listen to it, why we enjoy it—and the human brain. Taking on prominent thinkers who argue that music is nothing more than an evolutionary accident, Levitin poses that music is fundamental to our species, perhaps even more so than language. Drawing on the latest research and on musical examples ranging from Mozart to Duke Ellington to Van Halen, he reveals:

- How composers produce some of the most pleasurable effects of listening to music by exploiting the way our brains make sense of the world
- Why we are so emotionally attached to the music we listened to as teenagers, whether it was Fleetwood Mac, U2, or Dr. Dre
- That practice, rather than talent, is the driving force behind musical expertise
- How those insidious little jingles (called earworms) get stuck in our head

A Los Angeles Times Book Award finalist, *This Is Your Brain on Music* will attract readers of Oliver Sacks and David Byrne, as it is an unprecedented, eye-opening investigation into an obsession at the heart of human nature.

Miles - Miles Davis 1990-09-15

Miles discusses his life and music from playing trumpet in high school to the new instruments and sounds from the Caribbean.

Brian Eno - Eric Enno Tamm 1995-08-22

Musician, composer, producer: Brian Eno is unique in contemporary music. Best known in recent years for producing U2's sensational albums, Eno began his career as a synthesizer player for Roxy Music. He has since released many solo albums, both rock and ambient, written music for film and television soundtracks, and collaborated with David Bowie, David Byrne, Robert Fripp, and classical and experimental composers. His pioneering ambient sound has been enormously influential, and without him today's rock would have a decidedly different sound. Drawing on Eno's own words to examine his influences and ideas, this book—featuring a new afterword and an updated discography and bibliography—will long remain provocative and definitive.

Learn How to Play Piano / Keyboard BY EAR! Without Reading Music: Everything Shown In Keyboard View Chords - Scales - Arpeggios Etc. - Martin Woodward 2015-09-02

An accessible introduction to piano basics covers everything from correct hand placement and musical notation to music theory and techniques for playing by ear.

Teach Yourself Java for Macintosh in 21 Days - Laura Lemay 1996-01-01

Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).

Modern Recording Techniques - David Miles Huber 2012-09-10

As the most popular and authoritative guide to recording *Modern Recording Techniques* provides everything you need to master the tools and day to day practice of music recording and production. From room acoustics and running a session to mic placement and designing a studio *Modern Recording Techniques* will give you a really good grounding in the theory and industry practice. Expanded to include the latest digital audio technology the 7th edition now includes sections on podcasting, new surround sound formats and HD and audio. If you are just starting out or looking for a step up in industry, *Modern Recording Techniques* provides an in depth excellent read- the must have book *Songwriting For Dummies* - Dave Austin

2010-07-08

Proven techniques for songwriting success This friendly, hands-on guide tackles the new face of the recording industry, guiding you through the shift from traditional sales to downloads and mobile music, as well as how you can harness social media networks to get your music "out there." You get basic songwriting concepts, insider tips and advice, and inspiration for writing — and selling — meaningful, timeless songs. *Songwriting 101* — get a grip on everything you need to know to write a song, from learning to listen to your "inner voice" to creating a "mood" and everything in between Jaunt around the genres — discover the variety of musical genres and find your fit, whether it's rock, pop, R&B, gospel, country, or more Let the lyrics out — master the art of writing lyrics, from finding your own voice to penning the actual words to using hooks, verses, choruses, and bridges Make beautiful music — find your rhythm, make melodies, and use chords to put the finishing touches on your song Work the Web — harness online marketing and social networks like Facebook, Twitter, and others to get your music heard by a whole new audience Open the book and find: What you need to know before you write a single note Tips on finding inspiration Ways to use poetic devices in lyrics Computer and Web-based shortcuts and technologies to streamline songwriting A look at famous songwriting collaborators Writing for stage, screen, and television How to make a demo to get your song heard Advice on how to make money from your music Learn to: Develop your songwriting skills with tips and techniques from the pros Use social networking sites to get your music out to the public Break into the industry with helpful, how-to instructions

Wikinomics - Don Tapscott 2008-04-17

The acclaimed bestseller that's teaching the world about the power of mass collaboration. Translated into more than twenty languages and named one of the best business books of the year by reviewers around the world, *Wikinomics* has become essential reading for business people everywhere. It explains how mass collaboration is happening not just at Web sites like Wikipedia and YouTube, but at traditional companies that have embraced technology to breathe new life into their enterprises. This national bestseller

reveals the nuances that drive wikinomics, and share fascinating stories of how masses of people (both paid and volunteer) are now creating TV news stories, sequencing the human genome, remixing their favorite music, designing software, finding cures for diseases, editing school texts, inventing new cosmetics, and even building motorcycles.

Chromebook For Dummies - Peter H. Gregory
2020-03-16

Get the most out of your Google Chromebook
Chromebook For Dummies walks you through setting up your Chromebook, transitioning from traditional computers, customizing a Chromebook to fit your needs, navigating the many apps and their uses, and applying advanced settings and features. This book documents the features of all Chromebooks, approaching them from the point of view of a smart person who is intimidated by the technology. Offers extensive and practical information Covers all portable computers powered by Chrome OS Helps make it easy to drive these fast, user-friendly devices Includes coverage of the latest features in the Chrome operating system You'll end up keeping this book close at hand, referring to it often as you explore the features of your Chromebook.

Sound Synthesis and Sampling - Martin Russ
2012-08-21

Sound Synthesis and Sampling' provides a comprehensive introduction to the underlying principles and practical techniques applied to both commercial and research sound synthesizers. This new edition has been updated throughout to reflect current needs and practices- revised and placed in a modern context, providing a guide to the theory of sound and sampling in the context of software and hardware that enables sound making. For the revised edition emphasis is on expanding explanations of software and computers, new sections include techniques for making sound physically, sections within analog and digital electronics. Martin Russ is well known and the book praised for its highly readable and non-mathematical approach making the subject accessible to readers starting out on computer music courses or those working in a studio.

The Sound Reinforcement Handbook - Gary Davis 1989

(Yamaha Products). Sound reinforcement is the use of audio amplification systems. This book is the first and only book of its kind to cover all aspects of designing and using such systems for public address and musical performance. The book features information on both the audio theory involved and the practical applications of that theory, explaining everything from microphones to loudspeakers. This revised edition features almost 40 new pages and is even easier to follow with the addition of an index and a simplified page and chapter numbering system. New topics covered include: MIDI, Synchronization, and an Appendix on Logarithms. 416 Pages.

FileMaker Pro Design and Scripting For Dummies - Timothy Trimble 2013-04-26

Get the scoop on designing databases for Mac and Windows Use FileMaker Pro design and scripting to quickly, easily build databases that solve real problems FileMaker Pro has grown up, and it's better than ever! This easy-to-use guide shows you how to design a great FileMaker application, build a database that works, add the functionality you need, populate your database, and venture into programming with ScriptMaker. You'll find out how to share and protect your database, too. Discover how to

- * Build a layout that works
- * Create custom triggers and calculated fields
- * Generate reports automatically
- * Manage security
- * Publish your database on the Web
- * Embed pictures, sound, and video

Musical Sound Effects - Jean-Michel Réveillac
2018-03-07

For decades performers, instrumentalists, composers, technicians and sound engineers continue to manipulate sound material. They are trying with more or less success to create, to innovate, improve, enhance, restore or modify the musical message. The sound of distorted guitar of Jimi Hendrix, Pierre Henry's concrete music, Pink Flyod's rock psychedelic, Kraftwerk 's electronic music, Daft Punk and rap T-Pain, have let emerge many effects: reverb, compression, distortion, auto-tune, filter, chorus, phasing, etc. The aim of this book is to introduce and explain these effects and sound treatments by addressing their theoretical and practical aspects.

El Condor pasa - Kenneth Baker 1988

Meacham - American Patrol - Frank White Meacham

American Patrol - Frank White Meacham / Piano Sheet Music 1885 American Patrol Frank White Meacham 185653119091222

Python Crash Course - Eric Matthes

2015-11-01

Python Crash Course is a fast-paced, thorough introduction to Python that will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn about basic programming concepts, such as lists, dictionaries, classes, and loops, and practice writing clean and readable code with exercises for each topic. You'll also learn how to make your programs interactive and how to test your code safely before adding it to a project. In the second half of the book, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, data visualizations with Python's super-handly libraries, and a simple web app you can deploy online. As you work through Python Crash Course you'll learn how to: -Use powerful Python libraries and tools, including matplotlib, NumPy, and Pygal -Make 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progresses -Work with data to generate interactive visualizations -Create and customize Web apps and deploy them safely online -Deal with mistakes and errors so you can solve your own programming problems If you've been thinking seriously about digging into programming, Python Crash Course will get you up to speed and have you writing real programs fast. Why wait any longer? Start your engines and code! Uses Python 2 and 3

Practical Recording Techniques - Bruce Bartlett 1998

Practical Recording Techniques, Second Edition is a hands-on, practical guide for beginning and intermediate recording engineers, producers, musicians, and audio enthusiasts--anyone who wants to make better recordings by understanding recording equipment and techniques. The book prepares the reader for work in a home studio, small professional studio, or an on-location recording session. The book offers up-to-date information on the latest

recording technology, such as digital tape recording, hard-disk recording, keyboard and digital workstations, SMPTE, and MIDI. It also guides the beginner through the basics, showing how to make quality recordings with the new breed of inexpensive home-studio equipment. Other topics include: Choosing and operating recorder mixers based on cassette, Mini-Disc, and hard disk; Hum prevention; The latest monitoring methods; Microphone selection and placement; Audio-for-video techniques; Troubleshooting bad sound; guidelines for good sound. With its step-by-step approach and easy-to-read format, this is the ideal book for anyone who wants to create professional sound recordings.

Rationalizing Culture - Georgina Born 1995-09-08

Anthropologist Georgina Born presents one of the first ethnographies of a powerful western cultural organization, the renowned Institut de Recherche et de Coordination Acoustique/Musique (IRCAM) in Paris. As a year-long participant-observer, Born studied the social and cultural economy of an institution for research and production of avant-garde and computer music. She gives a unique portrait of IRCAM's composers, computer scientists, technicians, and secretaries, interrogating the effects of the cultural philosophy of the controversial avant-garde composer, Pierre Boulez, who directed the institute until 1992. Born depicts a major artistic institution trying to maintain its status and legitimacy in an era increasingly dominated by market forces, and in a volatile political and cultural climate. She illuminates the erosion of the legitimacy of art and science in the face of growing commercial and political pressures. By tracing how IRCAM has tried to accommodate these pressures while preserving its autonomy, Born reveals the contradictory effects of institutionalizing an avant-garde. Contrary to those who see postmodernism representing an accord between high and popular culture, Born stresses the continuities between modernism and postmodernism and how postmodernism itself embodies an implicit antagonism toward popular culture.

Spaces Speak, Are You Listening? - Barry Blesser 2009-09-18

How we experience space by listening: the concepts of aural architecture, with examples ranging from Gothic cathedrals to surround sound home theater. We experience spaces not only by seeing but also by listening. We can navigate a room in the dark, and "hear" the emptiness of a house without furniture. Our experience of music in a concert hall depends on whether we sit in the front row or under the balcony. The unique acoustics of religious spaces acquire symbolic meaning. Social relationships are strongly influenced by the way that space changes sound. In *Spaces Speak, Are You Listening?*, Barry Blesser and Linda-Ruth Salter examine auditory spatial awareness: experiencing space by attentive listening. Every environment has an aural architecture. The audible attributes of physical space have always contributed to the fabric of human culture, as demonstrated by prehistoric multimedia cave paintings, classical Greek open-air theaters, Gothic cathedrals, acoustic geography of French villages, modern music reproduction, and virtual spaces in home theaters. Auditory spatial awareness is a prism that reveals a culture's attitudes toward hearing and space. Some listeners can learn to "see" objects with their ears, but even without training, we can all hear spatial geometry such as an open door or low ceiling. Integrating contributions from a wide range of disciplines—including architecture, music, acoustics, evolution, anthropology, cognitive psychology, audio engineering, and many others—*Spaces Speak, Are You Listening?* establishes the concepts and language of aural architecture. These concepts provide an interdisciplinary guide for anyone interested in gaining a better understanding of how space enhances our well-being. Aural architecture is not the exclusive domain of specialists. Accidentally or intentionally, we all function as aural architects.

PoC or GTFO - Manul Laphroaig 2017-10-31

This highly anticipated print collection gathers articles published in the much-loved *International Journal of Proof-of-Concept or Get The Fuck Out*. *PoC||GTFO* follows in the tradition of *Phrack* and *Uninformed* by publishing on the subjects of offensive security research, reverse engineering, and file format internals. Until now, the journal has only been

available online or printed and distributed for free at hacker conferences worldwide.

Consistent with the journal's quirky, biblical style, this book comes with all the trimmings: a leatherette cover, ribbon bookmark, bible paper, and gilt-edged pages. The book features more than 80 technical essays from numerous famous hackers, authors of classics like "Reliable Code Execution on a Tamagotchi," "ELFs are Dorky, Elves are Cool," "Burning a Phone," "Forget Not the Humble Timing Attack," and "A Sermon on Hacker Privilege." Twenty-four full-color pages by Ange Albertini illustrate many of the clever tricks described in the text.

Keyboard Chord Chart - Alfred Music

2005-05-03

Now you can have over 100 of the most useful chords right at your fingertips. This chart gives you all the basic chords in every key. Each chord is shown in standard music notation and as an easy-to-read piano keyboard diagram. Fingerings are given for each chord. Also included is a clear description of inverting chords.

Sound Reproduction - Floyd E. Toole 2017-07-28

Sound Reproduction: The Acoustics and Psychoacoustics of Loudspeakers and Rooms, Third Edition explains the physical and perceptual processes that are involved in sound reproduction and demonstrates how to use the processes to create high-quality listening experiences in stereo and multichannel formats. Understanding the principles of sound production is necessary to achieve the goals of sound reproduction in spaces ranging from recording control rooms and home listening rooms to large cinemas. This revision brings new science-based perspectives on the performance of loudspeakers, room acoustics, measurements and equalization, all of which need to be appropriately used to ensure the accurate delivery of music and movie sound tracks from creators to listeners. The robust website (www.routledge.com/cw/toole) is the perfect companion to this necessary resource.

The Recording Engineer's Handbook - Bobby Owsinski 2004

Working as a recording engineer presents challenges from every direction of your project. From using microphones to deciding on EQ settings, choosing outboard gear to

understanding how, when and why to process your signal, the seemingly never-ending choices can be very confusing. Professional Audio's bestselling author Bobby Owsinski (*The Mixing Engineer's Handbook*, *The Mastering Engineer's Handbook*) takes you into the tracking process for all manner of instruments and vocals-- providing you with the knowledge and skill to make sense of the many choices you have in any given project. From acoustic to electronic instruments, mic placement to EQ settings, everything you need to know to capture professionally recorded audio tracks is in this guide.

Snow Crash - Neal Stephenson 2003-08-26

The "brilliantly realized" (The New York Times Book Review) breakthrough novel from visionary author Neal Stephenson, a modern classic that predicted the metaverse and inspired generations of Silicon Valley innovators Hiro lives in a Los Angeles where franchises line the freeway as far as the eye can see. The only relief from the sea of logos is within the autonomous city-states, where law-abiding citizens don't dare leave their mansions. Hiro delivers pizza to the mansions for a living, defending his pies from marauders when necessary with a matched set of samurai swords. His home is a shared 20 X 30 U-Stor-It. He spends most of his time goggled in to the Metaverse, where his avatar is legendary. But in the club known as The Black Sun, his fellow hackers are being felled by a weird new drug called Snow Crash that reduces them to nothing more than a jittering cloud of bad digital karma (and IRL, a vegetative state).

Investigating the Infocalypse leads Hiro all the way back to the beginning of language itself, with roots in an ancient Sumerian priesthood. He'll be joined by Y.T., a fearless teenaged skateboard courier. Together, they must race to stop a shadowy virtual villain hell-bent on world domination.

Music: A Mathematical Offering - Dave Benson 2007

This book explores the interaction between music and mathematics including harmony, symmetry, digital music and perception of sound.

My Favorite Things - Richard Rodgers 2001-05-22

Raindrops on roses and whiskers on kittens,

Bright copper kettles and warm woolen mittens... "My Favorite Things," Rodgers and Hammerstein's beloved song from *The Sound of Music*, has captured the hearts of children young and old for generations. Its magical images -- cream-colored ponies and girls in white dresses -- paired with its lilting rhyme, never fail to delight. Now acclaimed illustrator Renee Graef gives this classic song new meaning with heartwarming full-color illustrations of a loving family and their life throughout the course of a year. Complete with the score of the song, *My Favorite Things* is both a wonderful book for families to share and a gorgeous keepsake to cherish.

The PC Engineer's Reference Book - Phil Croucher 1996

Keys to Play - Roger Moseley 2016-10-28

A free ebook version of this title is available through Luminos, University of California Press's Open Access publishing program for monographs. Visit www.luminosoa.org to learn more. How do keyboards make music playable? Drawing on theories of media, systems, and cultural techniques, *Keys to Play* spans Greek myth and contemporary Japanese digital games to chart a genealogy of musical play and its animation via improvisation, performance, and recreation. As a paradigmatic digital interface, the keyboard forms a field of play on which the book's diverse objects of inquiry—from clavichords to PCs and eighteenth-century musical dice games to the latest rhythm-action titles—enter into analogical relations.

Remapping the keyboard's topography by way of Mozart and Super Mario, who head an expansive cast of historical and virtual actors, *Keys to Play* invites readers to unlock ludic dimensions of music that are at once old and new.

Mental Models - Indi Young 2008-02-01

There is no single methodology for creating the perfect product—but you can increase your odds. One of the best ways is to understand users' reasons for doing things. *Mental Models* gives you the tools to help you grasp, and design for, those reasons. Adaptive Path co-founder Indi Young has written a roll-up-your-sleeves book for designers, managers, and anyone else interested in making design strategic, and successful.

Numerical Sound Synthesis - Stefan Bilbao

2009-09-03

Digital sound synthesis has long been approached using standard digital filtering techniques. Newer synthesis strategies, however, make use of physical descriptions of musical instruments, and allow for much more realistic and complex sound production and thereby synthesis becomes a problem of simulation. This book has a special focus on time domain finite difference methods presented within an audio framework. It covers time series and difference operators, and basic tools for the construction and analysis of finite difference schemes, including frequency-domain and energy-based methods, with special attention paid to problems inherent to sound synthesis. Various basic lumped systems and excitation mechanisms are covered, followed by a look at the 1D wave equation, linear bar and string vibration, acoustic tube modelling, and linear membrane and plate vibration. Various advanced topics, such as the nonlinear vibration of strings and plates, are given an elaborate treatment. Key features: Includes a historical overview of digital sound synthesis techniques, highlighting the links between the various physical modelling methodologies. A pedagogical presentation containing over 150 problems and programming exercises, and numerous figures and diagrams, and code fragments in the MATLAB® programming language helps the reader with limited experience of numerical methods reach an understanding of this subject. Offers a complete treatment of all of the major families of musical instruments, including certain audio effects. Numerical Sound Synthesis is suitable for audio and software engineers, and researchers in digital audio, sound synthesis and more general musical acoustics. Graduate students in electrical engineering, mechanical engineering or computer science, working on the more technical side of digital audio and sound synthesis, will also find this book of interest.

The Synthesizer - Mark Vail 2014-01-22

Electronic music instruments weren't called synthesizers until the 1950s, but their lineage began in 1919 with Russian inventor Lev Sergeyevich Termen's development of the Etherphone, now known as the Theremin. From that point, synthesizers have undergone a

remarkable evolution from prohibitively large mid-century models confined to university laboratories to the development of musical synthesis software that runs on tablet computers and portable media devices. Throughout its history, the synthesizer has always been at the forefront of technology for the arts. In *The Synthesizer: A Comprehensive Guide to Understanding, Programming, Playing, and Recording the Ultimate Electronic Music Instrument*, veteran music technology journalist, educator, and performer Mark Vail tells the complete story of the synthesizer: the origins of the many forms the instrument takes; crucial advancements in sound generation, musical control, and composition made with instruments that may have become best sellers or gone entirely unnoticed; and the basics and intricacies of acoustics and synthesized sound. Vail also describes how to successfully select, program, and play a synthesizer; what alternative controllers exist for creating electronic music; and how to stay focused and productive when faced with a room full of instruments. This one-stop reference guide on all things synthesizer also offers tips on encouraging creativity, layering sounds, performance, composing and recording for film and television, and much more.

Universal Principles of Design, Revised and Updated - William Lidwell 2010

Universal Principles of Design is the first comprehensive, cross-disciplinary encyclopedia of design.

Future Music - 2004

Home Recording For Musicians For Dummies - Jeff Strong 2005-07-15

Build a home studio to fit any budget Explore equipment and techniques for making top-notch recordings at home You've picked a perfect time to start recording! From PC-based to studio-in-a-box, today's equipment lets you put together a professional quality CD right at home, if you know how to use it. This guide covers everything from microphone placement to multitracking and mastering, helping you choose the right tools and use them like a pro. Discover how to: Create a studio around your budget Direct signal flow to maximize your sound Apply the best microphone techniques Use compressors and

limiters properly Build a space for optimum mixing

The Physics of Musical Instruments - Neville H. Fletcher 2013-11-09

While the history of musical instruments is nearly as old as civilisation itself, the science of acoustics is quite recent. By understanding the physical basis of how instruments are used to make music, one hopes ultimately to be able to give physical criteria to distinguish a fine instrument from a mediocre one. At that point science may be able to come to the aid of art in improving the design and performance of musical instruments. As yet, many of the subtleties in musical sounds of which instrument makers and musicians are aware remain beyond the reach of modern acoustic measurements. This book describes the results of such acoustical investigations - fascinating intellectual and practical exercises. Addressed to readers with a reasonable grasp of physics who are not put off by a little mathematics, this book discusses most of the traditional instruments currently in use in Western music. A guide for all who have an interest in music and how it is produced, as well as serving as a comprehensive reference for those undertaking research in the field.

Sound and Music Computing - Tapio Lokki 2018-06-26

This book is a printed edition of the Special Issue "Sound and Music Computing" that was published in Applied Sciences

Ambient Music -

The Audio Expert - Ethan Winer 2012-11-12

The Audio Expert is a comprehensive reference

that covers all aspects of audio, with many practical, as well as theoretical, explanations. Providing in-depth descriptions of how audio really works, using common sense plain-English explanations and mechanical analogies with minimal math, the book is written for people who want to understand audio at the deepest, most technical level, without needing an engineering degree. It's presented in an easy-to-read, conversational tone, and includes more than 400 figures and photos augmenting the text. The Audio Expert takes the intermediate to advanced recording engineer or audiophile and makes you an expert. The book goes far beyond merely explaining how audio "works." It brings together the concepts of audio, aural perception, musical instrument physics, acoustics, and basic electronics, showing how they're intimately related. Describing in great detail many of the practices and techniques used by recording and mixing engineers, the topics include video production and computers. Rather than merely showing how to use audio devices such as equalizers and compressors, Ethan Winer explains how they work internally, and how they are spec'd and tested. Most explanations are platform-agnostic, applying equally to Windows and Mac operating systems, and to most software and hardware.

TheAudioExpertbook.com, the companion website, has audio and video examples to better present complex topics such as vibration and resonance. There are also videos demonstrating editing techniques and audio processing, as well as interviews with skilled musicians demonstrating their instruments and playing techniques.