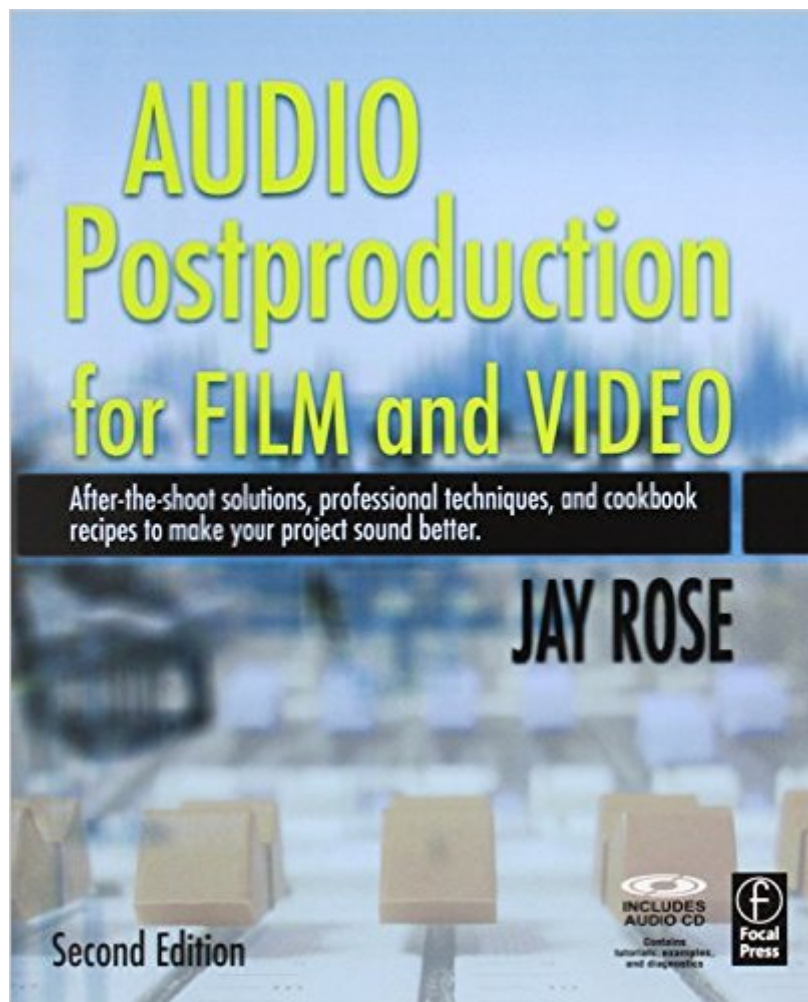


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# Audio Postproduction For Film And Video: After-the-Shoot Solutions, Professional Techniques, and Cookbook Recipes To Make Your Project Sound Better (DV Expert Series)





## Synopsis

New to this edition: \* Learn how many Hollywood techniques--previously impractical on video--can help solve problems on smaller productions \* Expanded cookbook recipes section \* Technically updated throughout Make your soundtracks as good as your pictures with this compendium of professional audio techniques that can be adapted to desktop post. Specializing in sound after the shoot, this book features many practical examples, cookbook recipes, and tutorials. Audio theory, when necessary, is presented in plain English with plenty of visual analogies. FAQs, full explanations, and from-the-trenches tips address the complete range of processes from wiring and hardware to testing the final mix. The one-hour audio CD features platform-independent diagnostics, demonstrations, and tutorial tracks. Novices will learn how to improve their soundtrack--even after the actors have gone home. Experienced producers will learn how to solve technical and creative problems quickly. You'll get recipes and step-by-step instructions on how to: \* build an efficient and reliable audio post setup \* plan and budget a good soundtrack \* get sound into your NLE without losing quality or sync \* edit voices and music \* record Foley and ADR \* find music and use it effectively \* find and create your own sound effects \* shape sounds with equalization, reverb, noise reduction, and more \* produce the final mix \* test the final product for various media Please visit the author's website for additional resources: <http://www.dplay.com/book/app2e/>

## Book Information

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## Customer Reviews

Most books on Audio Post are practically useless. Some of them amount to no more than a rambling collection of memoirs. Others just discuss basic job descriptions. Occasionally, you'll find a book that gets into more technical details, but mostly reads like a how-to manual on Pro Tools. This book is the most refreshing and informative book I have found yet. Not only does Mr. Rose get into great detail about specific techniques, but he does it in a non-application specific way. It doesn't matter if you use Pro Tools, Nuendo, Logic, or even a hardware based audio system. His tips transcend each platform and teach you how to really get something done. (as it should be) So if you already know what a compressor, eq, etc is and how to use them, and you want to read about some suggestions on new way HOW to apply them- get this book. Ever after 10 years, I learned some new stuff. (and was reminded of things I forgot!)

I have the first edition of this book and decided to buy the second as well. There are a few things Jay Rose added to this book that were not in the first edition. This book and also Rose's "Producing Great Sound for Digital Video" are well organized, clearly written and have greatly helped my understanding of how to deal with sound both in production and post. He goes into much detail regarding postproduction manipulation of sound. I constantly refer to these books.

In this book, Jay Rose does an excellent and thorough job of describing Post Production considerations and workflow to prepare audio for Film and Video. What I like about Jay's writing style, is that he really is mentoring the reader. The reader gets the feeling that Jay wants you to understand the workflow and why certain tools and workflow approaches are more appropriate for a given situation. A CD with pre and post processed audio is provided with the book. If you really want to get the most out of Jay's books, you will work along through the exercises on the CD using your DAW. He will start with a problem clip and go on to process it in several different forms. If you can work through and eventually duplicate his processing techniques and resulting sound, you will come away with an excellent understanding and feel for the concepts he describes. This book is really the second in a series of two. You should really start with "Producing Great Sound for Film and Video", also by Jay Rose and follow on with this book. Both books are now on my shelf as serious references and highly recommend working through both of them. Each book contains an audio CD as well.

This book is very well-written, practical, and informative. I've been involved in broadcast audio in one form or another for over 20 years, and the only other books I've seen on this subject have been

"textbook" style... in other words, they were written to be used along with a professor in a classroom situation. While Jay's book would certainly work well in a class, it works equally well on its own, i.e., you don't need a professor to get the most out of this book. He also understands that people reading this aren't going to have access to a \$500K post facility. I'm not saying that good (aka expensive) tools don't make the job easier, but Jay points out ways to get the job done for less whenever possible. While I've got a lot of experience in broadcast, not much has been in film, and this book has helped me a great deal to expand my market. If you're into this sort of thing, you should definitely buy a copy. Brian Gilbert, [...]

ProTools classes and textbooks may tell you what ProTools can do, but Jay Rose tells you what ProTools (and other video and sound editing applications) can do for your project. He obviously has enormous experience and knows all the pitfalls of sweetening the sound of a video or film. There are great examples, lots of illustrations on the CD that's included. From basic understanding of sound and analog and digital recording to dialog and music editing and finishing your product there is no aspect of your project that Jay doesn't have valuable advice for.

This book is a really good introduction to the topic. It is more specific than most books on audio that I have read. For example: "Put voices in the next room with a low shelf around 500 hz/-24 db, a resonant peak around 1.3 khz/+12db/ q=5, and a high shelf at 2 khz/-24db..." Now that is SPECIFIC! Most books I have read, while useful, generally say something like: "Cut the lows, mess around with a boost somewhere in the middle, and cut the highs" in stead. The whole book is like this with really specific and useful information. It is one of the best audio books I have read. It might be a tad advanced if you have no experience with eq's and compressors etc. However i don't feel that it is above anyone's head if they are willing to put in the time to learn. A lot of the information is useful and not just for video post. Anyone interested in audio for video games, video, voice overs, etc. will benefit from this book.

As a self-taught videographer and phonographer, I cannot stress how excellent this book is! As an author, I wish I could write technical information like Jay Rose. If you are interested in improving your audio on any project, this book is worth twice the price! Highly, highly recommended.

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