INDIAN EDITION

THE
RECORDING
ENGINEER'S
HANDBOOK

BOBBY OWSINSKI

FIFTH EDITION

The Recording Engineer's Handbook (Indian Edition)

Author :	Bobby Owsinski
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Product Description

The Recording Engineer's Handbook by Bobby Owsinski has become a music industry standard found in studios all over the world, and this fully updated fifth edition once again offers the most comprehensive and up-to-date overview of the art of audio recording. Written with today's technology and workflows in mind. The Recording Engineer's Handbook Fifth Edition is a must-have resource for anyone interested in recording either in their home or a commercial studio. In the book's first section, you'll learn everything from how microphones work to specific techniques for recording drums, individual instruments, vocals and much more. In the second section you'll benefit from the wisdom and down-to-earth practical advice offered by a host recording professional including all-time greats like AI Schmitt, Eddie Kramer, Sylvia Massy and many others. Topics include: Besides the ever-popular sections on recording gear, gain staging and levels, recordings for just about any instrument, and interviews with some of the world's most honored recording engineers, this 5th edition contains new topics like. . The latest in recording and microphone technology . An overview of modeling microphones . A complete overview of immersive recording techniques . A new section on cleaning and disinfecting your microphones . The latest recording methods for drum sounds and individual instruments . Home studio recording techniques . And four new interviews with top engineers Learn the art of recording with renowned author, teacher, producer and engineer Bobby Owsinski, and, in the interviews, explore the creative processes behind not only today's hits but the classic cuts we've enjoyed for years. See for yourself why the Recording Engineer's Handbook, Fifth Edition is the book that's a standard text in college music production courses all over the world.
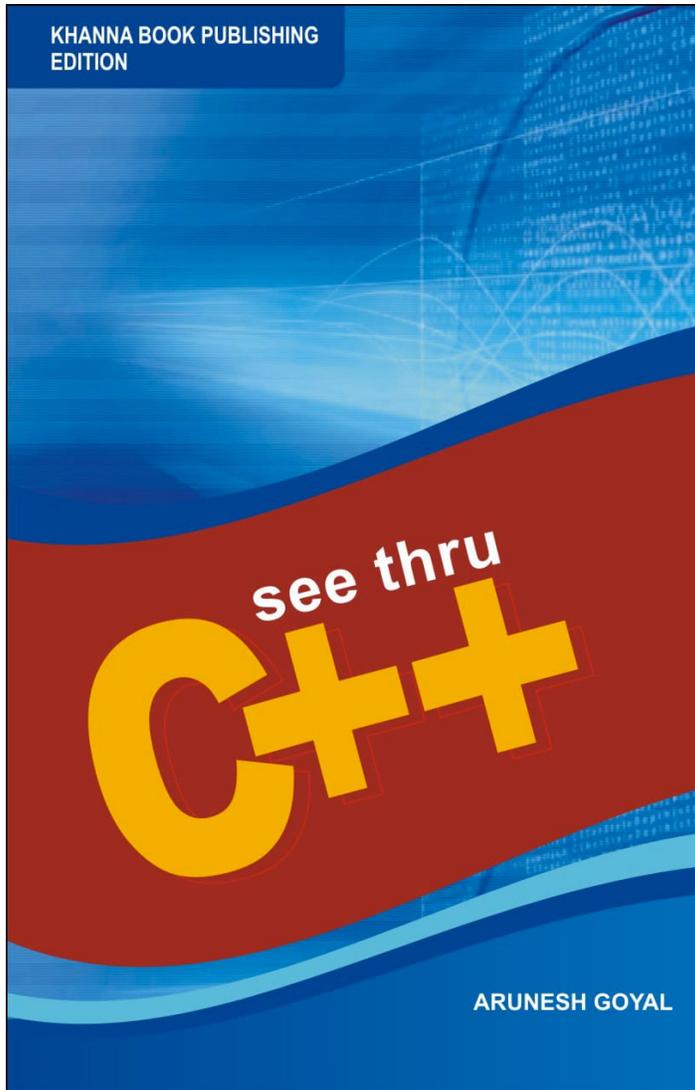
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Author

Bobby Owsinski is one of the bestselling authors in the music industry with 24 books that are staples in audio recording, music and music business programs in colleges around the world, including the Mixing Engineer's Handbook, The Music Producer's Handbook, Music 4.0: A Survival Guide for Making Music in the Internet Age, and more. He's also a contributor to Forbes covering the new music business, his popular production and music industry blogs are over 8 million visits, and he's appeared on CNN and ABC News as a music branding and audio expert. Visit BobbyOwsinskiBlog.com, his music industry blog at Music3Point0.com, his podcast at BobbyOlnnerCircle.com, and his website at BobbyOwsinski.com.

See Thru C++

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Product Description

One of the major features is that the book teaches C++ without any repetition of topics already learned in C. An all out effort has made to keep it, simple, short & interesting; The sample examples and practical sessions have been suitably designed to corroborate the corresponding theory. Both the theoretical and practical aspects of programming have been kept in mind. Wherever required, the book explains with the help of diagrams, flowcharts, tables etc. the relevant topics. concepts of classes, objects, exception handling, templates, and virtual functions are discussed in a manner that students of all streams can easily understand such complex topics. C++ streams and class libraries are introduced in an easy-to understand language. Implementation of inheritance, encapsulation, operator overloading and dynamic or run-time binding is explained using simple examples. A large number of explanatory diagrams are also a salient feature of the book. Several interesting appendices including "ANSI C++: New feature", "event driven processing", "Typical problems" and "case students" have been included. The also carries a Bibliography (both C & C++) for interested readers. A stand out and a novel feature of the book is its, winding it Up! section at the end of every chapter that not only sums it up but also arouses the readers' interest in the subject matter introduced therein. The book contains a rich repertoire of the object-oriented computer jargon in its glossary section.

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Chapter 1: From C To C++: An Overview. **Chapter 2:** Tokens, Expressions and Control Structures. **Chapter 3:** Functions in C++. **Chapter 4:** OPP: An analysis. **Chapter 5:** The C++ Journey: Beginnings. **Chapter 6:** Classes and Objects. **Chapter 7:** Constructors and Destructors. **Chapter 8:** Inheritance: The Concept of Classes Extension. **Chapter 9:** Pointers, References and dynamic Allocation. **Chapter 10:** Operator Overloading. **Chapter 11:** Virtual Functions and Polymorphism. **Chapter 12:** Templates. **Chapter 13:** Console I/O Operations. **Chapter 14:** Dealing with Files. **Chapter 15:** Exception Handling. **Chapter 16:** The Standard Template Library. **Chapter 17:** Working with the String Class.

Author

Arunesh Goyal Arunesh Goyal is a topper from University of Delhi {B.Sc. (H) Mathematics: Kirorimal College. North Campus}. He has been personally awarded by Mr. Amitabh Bachchan. He is also a First Division MCA degree holder from the same university. Besides, he has worked as Computer Analyst/Consultant at St. Stephen's Hospital, Delhi for more than 10 years. This underlines his extensive programming and systems development experience. Besides, he has worked on two projects related to intelligent databases with Comtech International Ltd., Noida. and the Times of India, New Delhi, respectively.