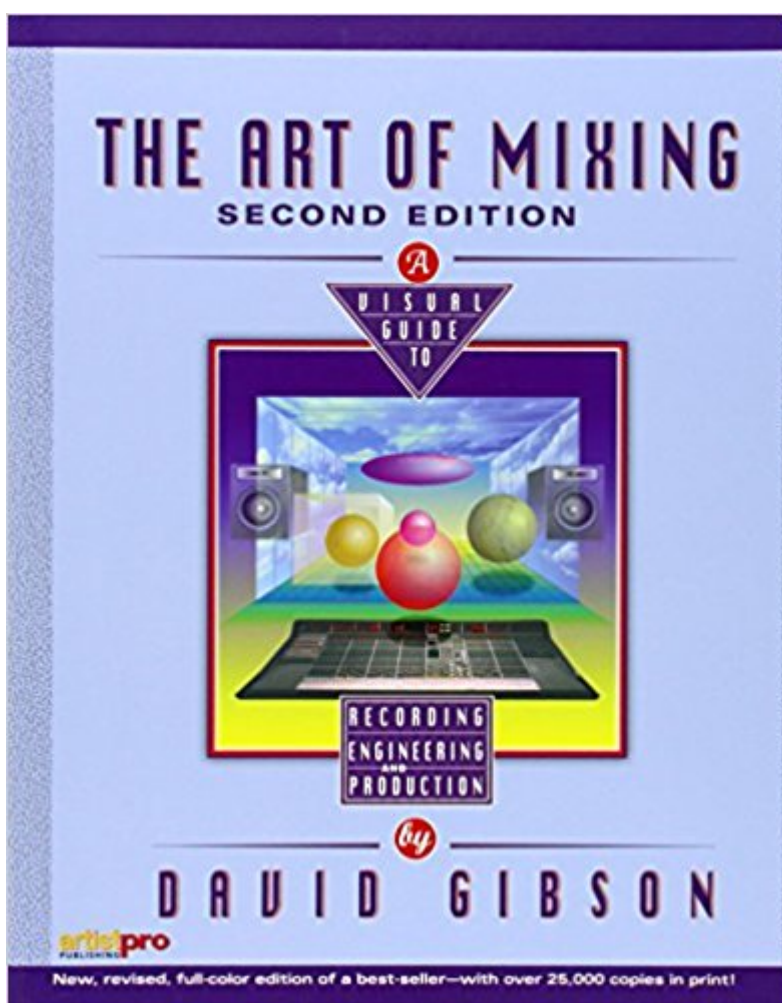


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# The Art Of Mixing: A Visual Guide To Recording, Engineering, And Production



## Synopsis

Get ready for an in-depth exploration into the aesthetics of what makes a great mix! David Gibson's unique approach to mixing gives you a visual representation of the dynamics of the sounds involved in creating a musical mix. Through this three-dimensional, colorful explanation, you are introduced to a framework that will help you understand everything that an engineer does-- enabling you to not only recognize what you like, but how to achieve it in your studio. Expand your recording techniques by learning what your recording equipment does and how it all works together in a simple, visual manner. From bluegrass to big band, new age to heavy metal, classical to hip-hop, jazz to rap, and alternative rock to techno, Gibson has mapped out everything that can be done to create various effects in all standard mixes. Once you have a perspective on what can be done, you have the power to be truly creative on your own: to make art out of technology.

## Book Information

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## Customer Reviews

David Gibson has engineered and produced albums in a wide range of styles of music - acoustic rock, jazz, rock, new age, heavy metal, rap, hip-hop, and electronica. He has been teaching, engineering, and producing groups in major 24-track studios since 1982 and is the founder of Globe Institute of Recording and Production in San Francisco. Gibson has also done recording for James Brown's band, Bobby Whitlock (Derek and the Dominos), the Atlanta Rhythm Section, and Hank William's Jr.'s band, as well as having worked with members of the Doobie Brothers, Lacy J. Dalton's band, Herbie Hancock's band, and It's a Beautiful Day. Gibson is also the inventor of the

patented "Virtual Mixer" mixing plug-in which uses 3D visuals to control a mix.

Still haven't read all the way through it, but I really dig the imagery of how sound fits together. It's a bit dated graphics now, but the point is the same. Pretty cool to visualize how to mix (I'm a very visual person, whether it's this or instructions on how to put something together, etc.). I highly recommend it!

As a teaching tool, Gibson's method is a great way of visualising a mix. There are, however, a couple of inconsistencies: his approach breaks down when it comes to surround sound, for example. Using graphical representations of a mix is not the best representation (in fact, the best representation of sound is sound itself) but I have found it useful in putting across concepts of mixing to students without much experience. The genre maps have offers are only of limited use but are, I guess, a conversation point.

This book is excellent and really delves into the topic of mixing better than any other reference I've found. The author's 3d plots are a really useful tool for visualization. I had a basic working knowledge of mixing before reading this book and feel that I have a much better grasp of the subject material afterwards. Mixing is of course something that you can only master through actual practice -- you can't just read about it. However, this book will make it much easier to get your mixes up and running.

Awesome book for experienced mixers, like my friend who recommended it to me, and newbies like myself. You will never hear music again the same way once you read this book!

This answered many questions for me about mixing. How to eq guitars, drums, vocals, bass; how to use compression, etc. The visualizations are cool, and a quick way to identify with the way you might want to mix different song. The pictures show panning positions, volumes, etc. It is genius because the only other way to explain it is to sit right here by me and listen through my monitors at something I've recorded. It's still up to you to train your ear and try some things. If you don't have monitors, none of this will make sense to you, but is still a good reference with specific examples and settings. This is really everything you need if you have been recording and want to get better mixes than you have been. Whether you use Cakewalk, or multitrack and rack/stomp box effects you can learn how to do it the right way from this. It's saved me a bunch of money because I found

that I have everything I need and don't need maximizers and other expensive equipment and plug ins that do simple things you could do if you knew how to use what you have.

This book is a really good book for people getting into mixing audio. It explains a great amount of information in an easily processed way, and helps you to be able to visually assemble a mix, making the work flow process very efficient. I'd recommend this book to anyone interested in mixing, it is one of the best resources I've read.

I am an audio professional with many years of experience in all aspects of audio and video production. This book thoroughly explains and covers sound production, effects and mixing as well as covering many advanced concepts and "tricks of the trade". Several useful charts on instrument EQ that alone are worth the price of the book. Gibson also provides extensive "visual representations" of audio concepts - this is an outstanding teaching aide and tool (these pictures are definitely worth a thousand words). I highly recommend this book to those who desire to expand their knowledge of audio production - amateur to professional.

I am only half way through this book but I am impressed. Originally I caught a glimpse of this book in a guitar center and decided to shop around for one and found the best price was on .The book is great for a beginner/intermediate person who is interested in production and engineering. It really helps you visualize what your listening to and helps you train your ears. The book doesn't use large technical terms so it is very easy to understand. overall a great read and a must have for the bookshelf!

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