studio sound
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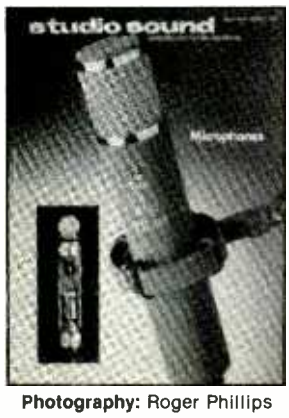

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studio sound
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CONTENTS

FEATURES

PRODUCT REFERENCE

REVIEWS by Hugh Ford

(l) Soundfield control unit used by John Whiting (r) Mike Hedges mic placement on Budgie's drum kit

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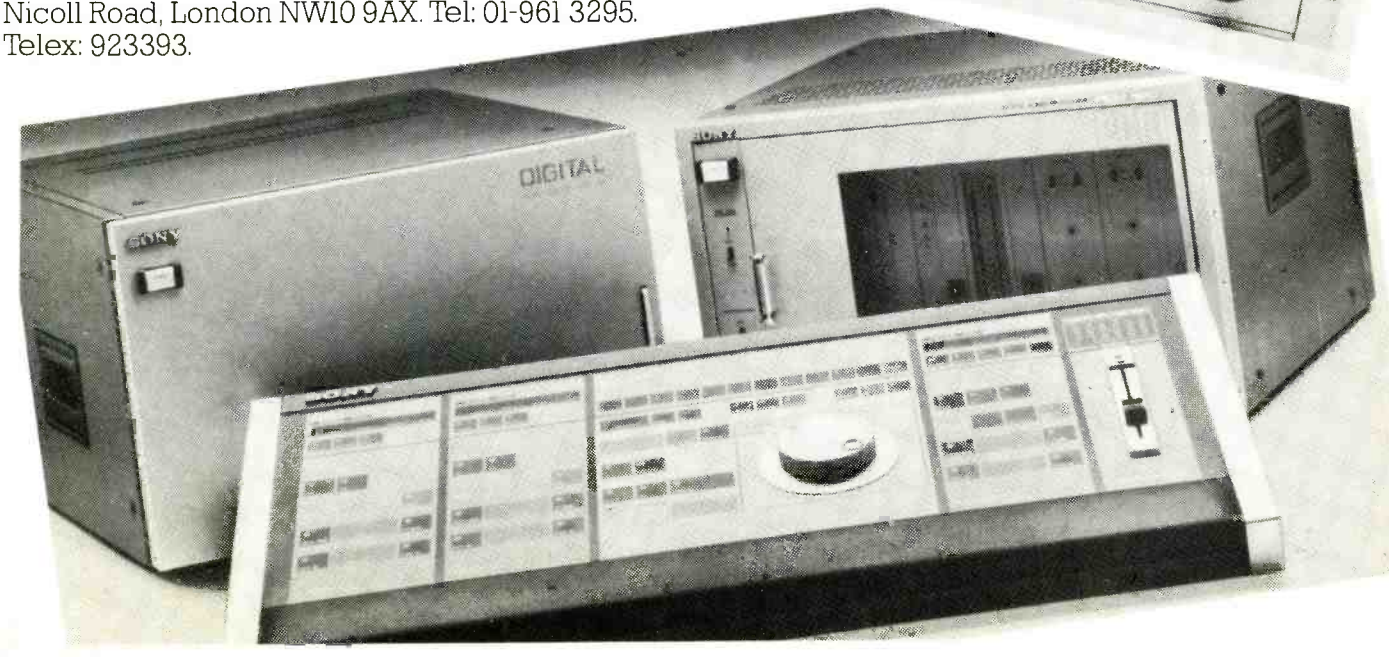

studio sound

AND BROADCAST ENGINEERING

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EDITORIAL

Digital integrity

There is more to 'digital labelling' than the areas I have looked at in previous editorials. Not only is there the misleading fact of *CDs* being produced with 'digitally mastered' labels when they are actually original analogue recordings (not to mention some of such discs saying 'A digital recording' on them from time to time), there are also some even naughtier practices going on. The one thing you can say about marking analogue-derived *CDs* 'digitally mastered' is that it is true; while it isn't complete, it isn't *exactly* lying. 'Digitally mastered from an original analogue recording' would not be lying at all. These other cases are considerably more serious. Try these for size.

An American record company makes an album which is at least *mixed* to stereo digital, if nothing else. The digital master is used to cut an analogue disc on a conventional lathe. The record is released in the US with a 'digitally mastered' or 'digital recording' flash on the sleeve. Meanwhile, someone, somewhere, has taken the digital master, copied it on to 15 in/s analogue several times, and sent the copies to other countries, where it has been mastered normally and released. The foreign sleeves also say 'digital' on them. True or false?

A digital album is recorded in a studio. The studio prepares an analogue 15 in/s copy so that the guys in the record company office can hear it. Time comes for the cut and they grab the nearest handy tape—the analogue one—thinking that the *U-Matic* cassette is the promotional video. The album is cut from the 15 in/s copy and released, marked 'digital'. True or false?

An analogue recording is to be re-issued. The record company takes the master and has it copied to Sony *1610*. The cassette is taken to the cutting room and used to cut the album. On release, the record sleeve says 'digitally re-mastered'. True or false?

The fact is, record companies don't know what 'digital' means yet. And neither do the consumers, completely (although they may sometimes know more than the record companies). And some record companies *do* know about digital and they do things like the above deliberately, perhaps . . .? Let us give them the benefit of the doubt. In the studio side of the business, we stand a reasonable chance of being able to help. SPARS in the States have made proposals for a labelling scheme (the 'Digital Certification' program); *db* magazine has covered the subject (January 1983) and, of course, so have we; and the APRS is actively looking into the area. While I personally feel that the present SPARS proposals are a little too basic, and may have difficulties in being accepted, and the pictograms on the January cover of *db* were so overcomplex as to be totally unrealistic, the basic concept is an excellent one. Interested parties should look at the above sources: especially record companies, because they are the people who will get taken to court, just like the record company which issued electronically-reprocessed mono recordings as 'stereo' and lost a huge amount of money.

In Britain, we have the benefit of the Office of Fair Trading, Trading Standards offices, and the Department of Trade and Industry's Consumer Advice division. And there are consumer groups and magazines in most countries where the problems are going to arise. Basically, being honest and telling the whole truth will help record companies to avoid expensive legal actions; *and* it will help sales. Why the latter? Because *CD*, for example, is an excellent archiving medium. What better medium to release definitive, classic analogue recordings? While the less discerning consumer will today wonder why a given disc sounds duff (and will blame the *CD* medium, so hurting sales), in a future labelled world, he would see that it was only digitally mastered, and know that he has the closest possible approach to the original, analogue, material.

At which point, I would like to make my own contribution to the suggestions already mentioned. I like the SPARS approach of dividing the recording process into recording, mixing and mastering and labelling them A or D, so, for example AD/D would have been recorded analogue, mixed to digital and cut to *CD*. But I do wonder if this scheme fits all the requirements. Plus, one may be superfluous: the mastering label. If it was a *CD*, the answer would be D; if it was a vinyl disc, it would be A *by definition*.

For the rest, let's consider the parts of the normal recording chain: from the mics (or whatever); into the desk (A or D); into the multitrack tape machine (A or D); into the desk (A or D); on to the master tape (A or D) and thence to the cut (A or D: label optional). I think we do not wonder about digital mics because by the time *they* arrive, there won't be a bit of analogue left in the place. If you have them, you'll have all the other necessary equipment because they might be the most difficult things to make but not the most expensive.

The five stages (one optional) above describe those parts of the chain which can differ audibly between today's studios. My modification of the SPARS idea then is to use A or D as they do, but define the four stages rather than three, adding the optional mastering label after a slash. For example: AADD/D = analogue recording console, analogue multitrack, digital mixdown console, digital master. It is also a digital disc, but you knew that by looking at it!

I leave it to the others to tell me whether in the long run an ADAD/D will be as good, or worse than, a DDDD/D (see October's Editorial). But I offer the 'recording, multitrack, mixdown, master/cut' system for consideration—and due modification.

Richard Elen

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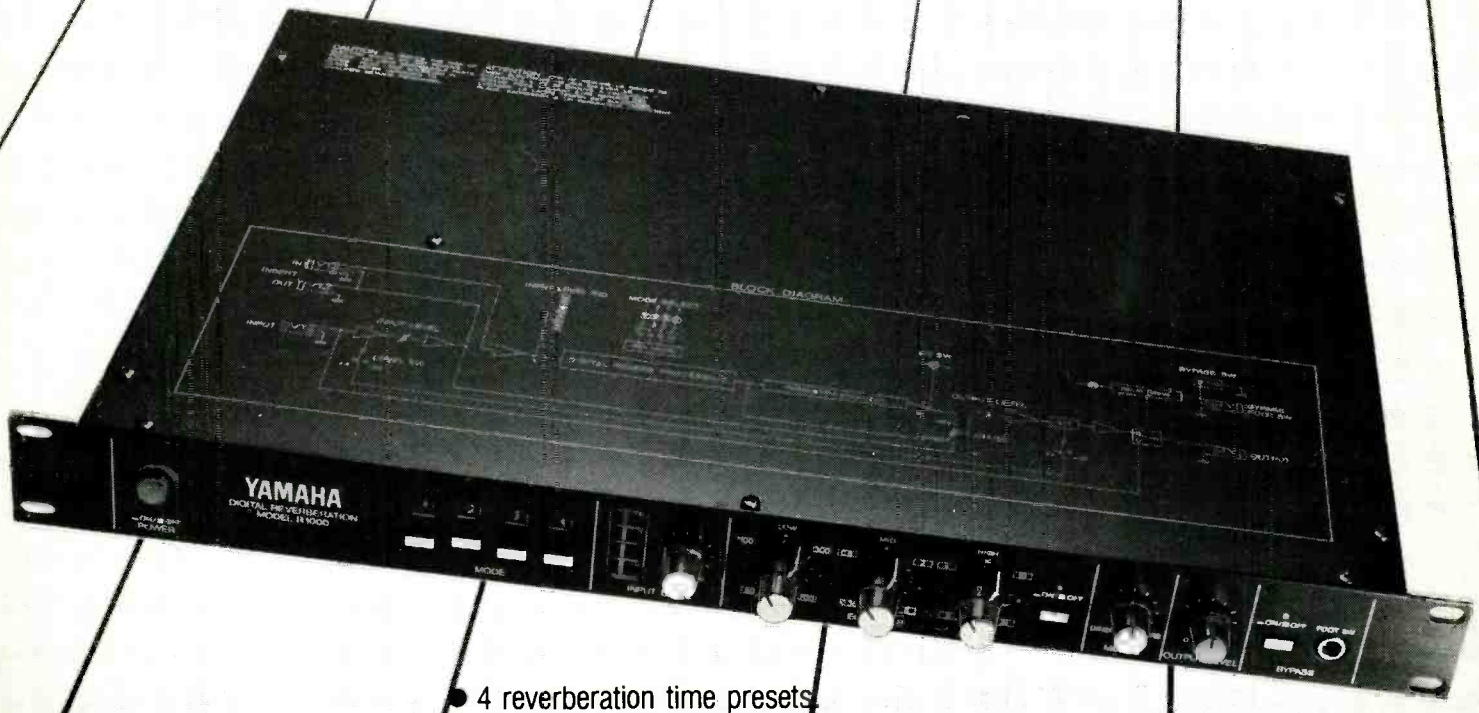

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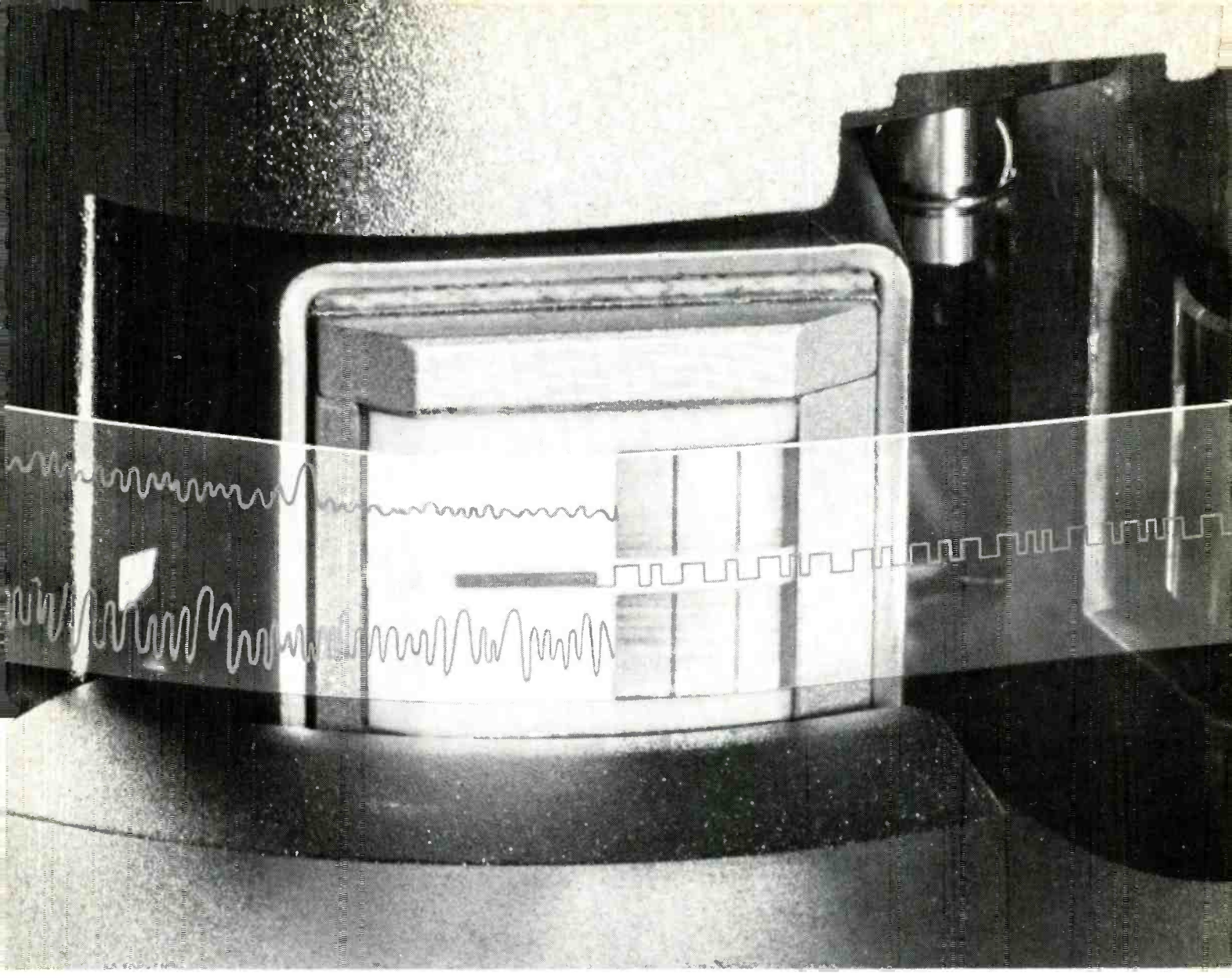

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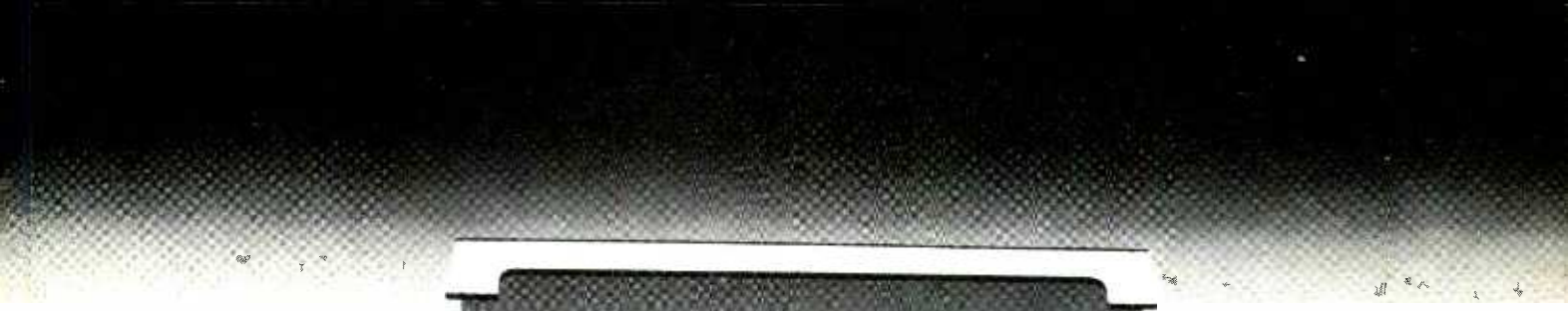

THE MORE-AFFORDABLE 948.

From the makers of the world's finest broadcast turntables comes the EMT 948, a direct drive unit that embodies the proven circuitry and reliability of the EMT 950 in a compact format.

Featuring almost instant start (0.02 secs), stop and reverse cue; motor-driven tone-arm lift and integral amplifiers, the EMT 948 has a new shock-absorbing system and pick-up illumination.

Available for use with a standard 47k-ohm cartridge, the EMT 948 is an integrated system ready to drop straight into a desk-top. The EMT 948 brings excellence within greater affordability.

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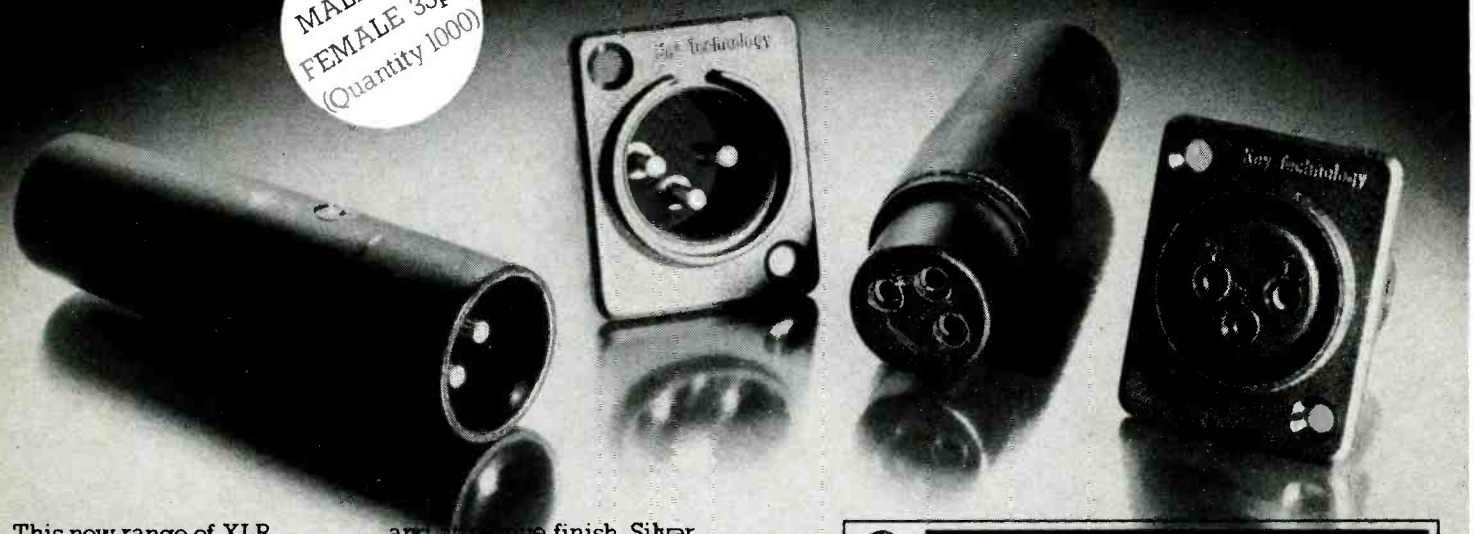
LOW COST XLR CONNECTORS



This new range of XLR connectors fill a demand in the audio industry for a high quality, inexpensive range of British made components. The chassis sockets are rear and front mounting, with a P.C.B. mounting socket also available. Made from glass-filled-nylon for a durable and attractive finish. Silver plated pins give low contact resistance and excellent solderability

The line connectors have been carefully designed with ease of assembly in mind, and good cable retention.

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* Three standard frame sizes 12-18-24 module widths.

* Two large illuminated VU's as standard (PPM's as option) on rear meter bridge, which houses the Cue Loudspeaker and 6 digit stopwatch/ clock (hours-mins-secs).
* Note: stereo Line of Phono input modules are same width – 45mm – as Line/Mic module.
* Transportable for mobile use, or drop through mounting for fixed installations.

The Chilton CM2 and CM4 audio mixing console

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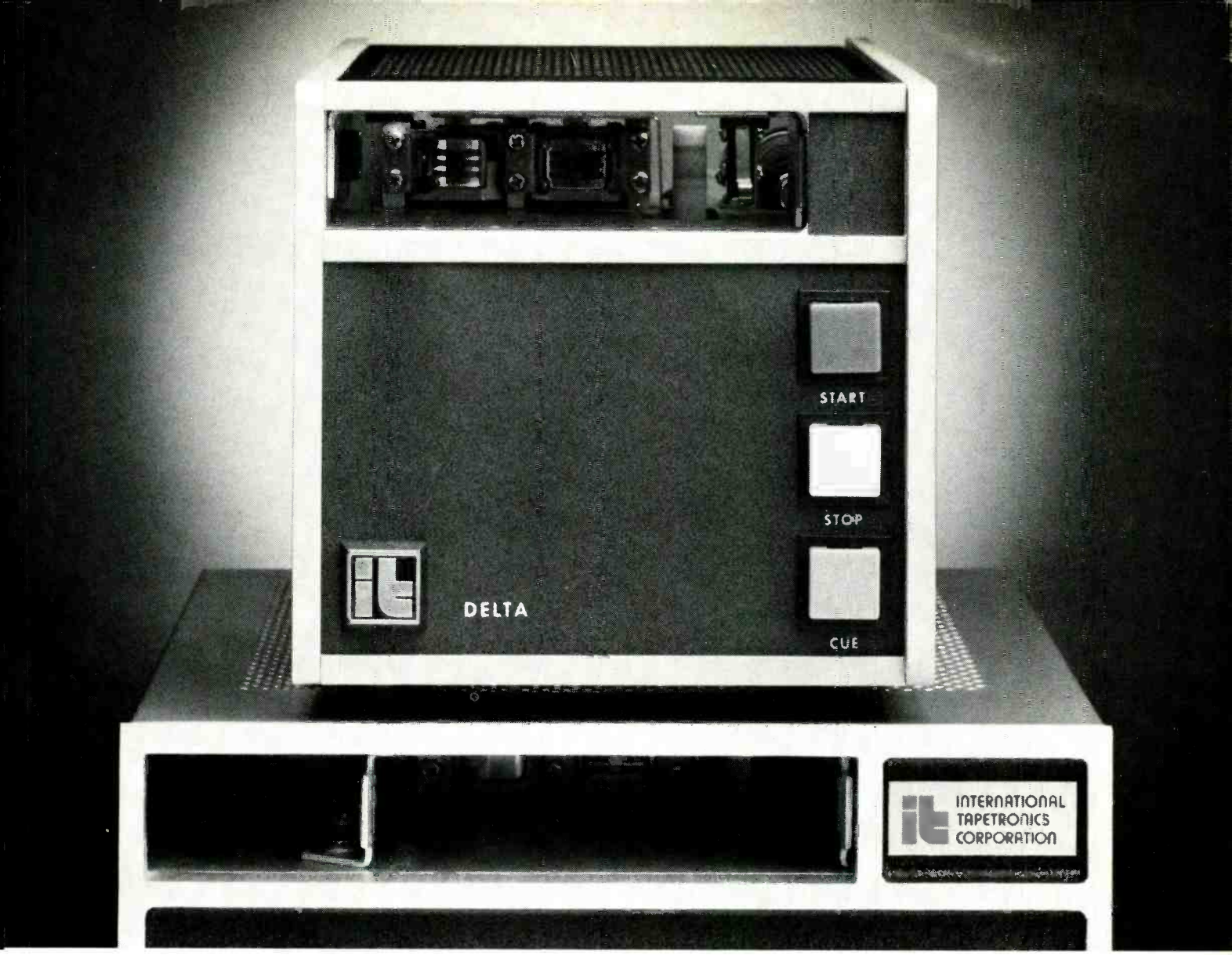


WHY CHANGE A WINNER?

Now, a new generation of cartridge machines is available from ITC: the Delta Series. It represents a major advance in practical technology for the studio, and it took time to develop. Because significant breakthroughs don't happen overnight, especially when they have to supersede such a well-proven and dependable workhorse as the Premium Series.

So the Delta Series had to be something special. And it is. The culmination of extensive and intensive research and development over the past few years, the Delta Series is an electronically and mechanically superior range of machines – more compact, with improved performance, incorporating a host of new operating features, and realistically priced!

Of modular construction, Delta Series units are easy and convenient to align and service. Sound quality is optimum, with minimal flutter and smooth frequency. New features include: a microprocessor-controlled digital cue tone detector; a positive cartridge guide system; high-speed cue as standard; high-accuracy crystal-referenced servo capstan motor drive with a ceramic shaft; new low noise amplifier design; space saving fit three compact Delta Series into a 19" rack.

The Delta Series has been rigorously tried-and-tested in the field with outstanding results; for more information, just write or 'phone.

ITC. Sound quality.

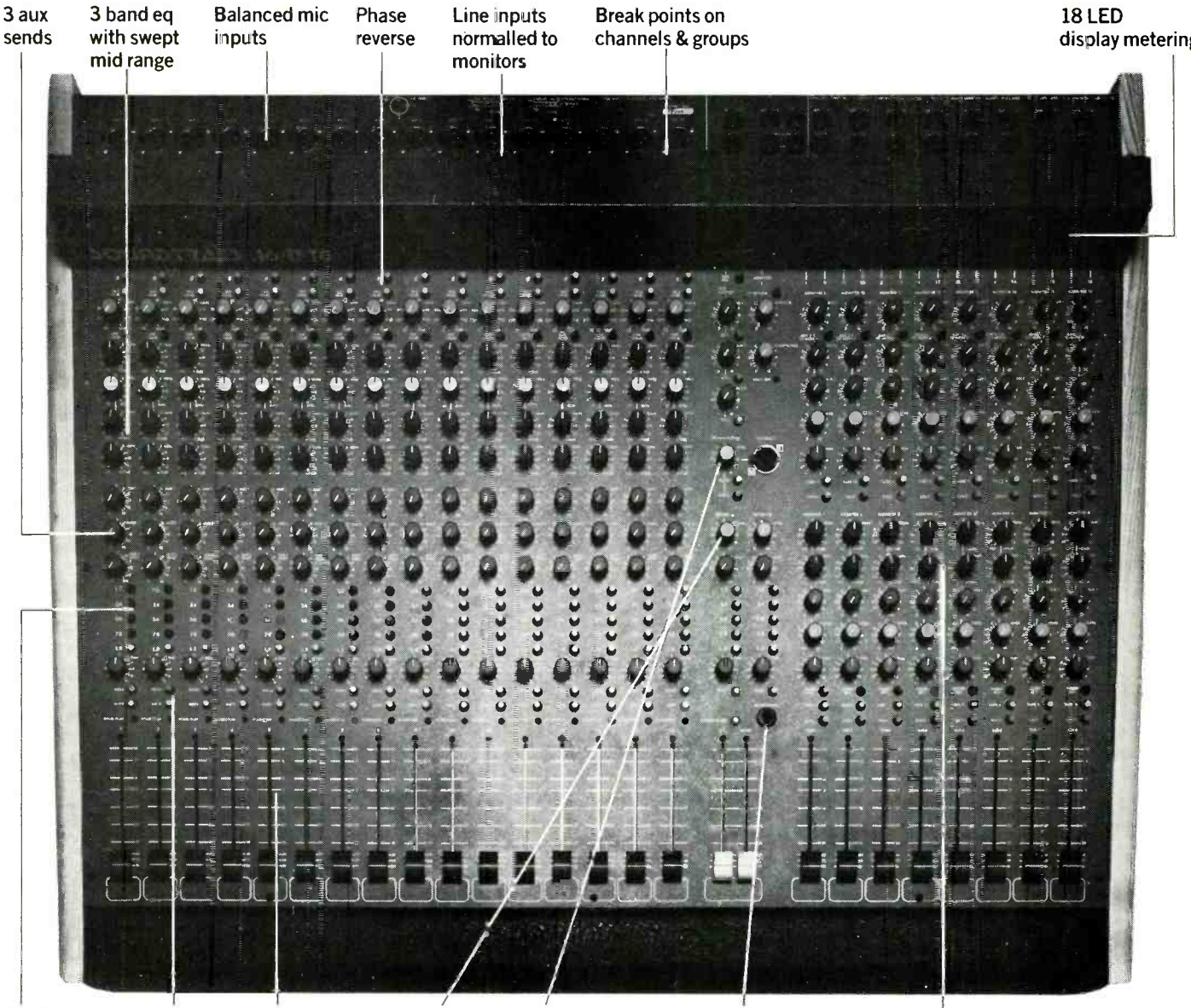
International Tapetronics Corp.,
2425 South Main Street,
Bloomington,
Illinois 61701, USA

F.W.O. Bauch Limited

49 Theobald Street, Boreham Wood, Hertfordshire WD6 4RZ
Telephone 01-953 0091, Telex 27502

Soundtracs 16/8/16 mixing console

At last a professional mixer for budget installations



Can be used as extra inputs on remix.
Mons 1-8 with EQ,
Fader Reverse & Solo.
Aux 1 on all Monitors for F/B
Aux 2 & 3 Switchable between Monitors

Features

16 mic inputs with 3 band eq and 3 aux sends and long fader when recording

24 line inputs with 3 band eq, 3 aux sends and long travel fader when mixing

Semi modular construction

External power supply (low noise)

48 Volt phantom power for condenser mics

Studio and Flightcase versions available

Unlike other mixers in the £1,000 to £2,000 price range the Soundtracs wouldn't look out of place with a professional multi-track machine such as the Soundcraft. The unique feature of the 16/8/16 Soundtracs is the ability to reverse 8 of the group and monitor faders, with eq on all monitors giving a full 24 inputs on remix all with eq, long fader and solo.

Soundtracs 16/8/16 with Fostex B16
£4,400 + VAT

Soundtracs 16/8/16 with Soundcraft 16 Track 1"
£8,000 + VAT

Don Larking audio sales

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Complete systems featuring the Otari MTR90 Workhorse also recommended.
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Nobody knows Soundcraft better

Challenger Plus

When the 2400 Series console was introduced, Soundcraft challenged the likes of MCI (Now MCI Sony) with more for less. And in true Soundcraft tradition these consoles became best sellers. When the 760-24 track recorder arrived, the added plus of a tape machine, resulted in an unbeatable multitrack system for the new generation of commercial studios. All the features demanded by both producers and engineers, in one package from Soundcaft. Challenger Plus continues its success. Normally we can deliver working systems from stock. Full design, installation and backup service are available. Prices start from £23,000.

"Experience is the key. Turnkey's commitment to our products has resulted in a stream of highly successful installations over the years.

They are the experts at putting Soundcraft systems in and making them run. And at keeping them that way.

For complete studio design, supply and installation service, we thoroughly recommend that you contact Turnkey
Nobody knows Soundcraft better".
Steve Gunn
Soundcraft Ltd.

Steve Gunn

Full range of Soundcraft Magnetic products available. Usually from stock.

Full specifications of all Soundcraft products on request

Eight track, by the Book

Soundcraft's original venture into tape machines was eight track. The 381-8 remains as the only truly compact one inch eight for the most demanding applications. Mated with the 400 Series console, the system offers professional standard compatability, very fast electronics and the widest possible dynamic range without need for noise reduction.

We can supply this system, by the book, from £7,199, plus full installation, etc, as required.

turnkey ***"Nobody knows Soundcraft better"***

The 200 Series is also suited for many PA and budget multitrack applications.

"Our technicians specialise in various fields. Their skills extend through pre-delivery checks, installation, comissioning and full backup.

We undertake callout service as well as regular maintenance contracts. Close contact with the factory means we tackle and solve any problem, fast.

Nobody knows Soundcraft better".

Duncan Crundwell
Turnkey Technical Manager.

Soundcraft Vision Systems.

If you belong to the minority of audio engineers who believe that the quality of sound with vision should match the picture, then the 200 Series modular console may well be your answer. It's built to Soundcraft standards of quality, meaning that both reliability and performance conform to the stringent requirements of video recording studios. Consoles offer up to 24 inputs, mount conveniently in any location, and the price brings the quality of Soundcraft within reach for any video application. Customisation, installation and interface available. Prices start from under £1,000.

"Our service only begins with the supply of all Soundcraft audio products. (mostly from our stock)

We also supply and deliver, on time, all of the ancillaries that help to make a studio work.

Add to this our Turnkey Two studio design service, experienced installation and backup, and you have a complete service of studio supply that no-one can beat.

Nobody knows Soundcraft better"

Garry Robson
Turnkey Sales Manager.

The Outstanding, Fifty Fifty Systems

Price is not the only reason why eight track is such an attractive proposition for production recording. The track count is plenty enough in many cases, easy to work with, in particular as used in self-op installations. Packaging the Soundcraft Series 400B with the Otari 5050 eight track, shows three distinct advantages. There's the economy of half inch, the bother free reliability of both brands, and the fastest and yet most comprehensive operating features in their class. Find out more about the Fifty Fifty systems from Turnkey, from just £4,999

This is a custom console. We can supply with up to twenty four input modules. Please call us for full information. Specialised mods are also possible on request. Nobody knows Soundcraft better

Other multitracks also available

Rock Bottom Producer System

The concept of the original Soundcraft Producer System was more than just offering advanced production facilities at a price.

Great emphasis, as always, was placed on providing a quality sixteen track system with a high standard of operational reliability. As well as offering the sixteen on two or one inch Soundcrafts, we also offer the Rock Bottom Producer package which includes the Tascam 85-16B. In our experience, this is the only competitively priced multitrack to come up to both the quality and reliability standards of Soundcraft. Producer Systems at Turnkey, start from £11,700

For full information on any Soundcraft product contact us at

turnkey

Brent View Road
London NW9 7EL
Phone 01-202 4366

"I thoroughly recommend Otari from Turnkey"

When a producer has triple platinum amongst his credits, and also owns his favourite studio, you can be sure that any upgrade is to the very best.

Application of these production skills and the audio quality of the very latest technology, add up to the success of Surrey Sound Studios.

The recent upgrade is to Otari, both multitrack and stereo mastering.

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We congratulate Surrey Sound on their studio upgrade and for choosing Otari from Turnkey.

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We turn heads..

. . . and the new Series 70 from Trident Audio Developments is certainly stopping everyone in their tracks. It's versatile, it's compact, and the price is very right. Painstakingly and ingeniously designed with the 16/24 studio producer/engineer in mind, this mixing console will be attracting a lot of attention. With it's superb Series 80 styling the Series 70 is configured as a 28-16-24 frame with an additional 4 way echo return. An 8 way monitor module gives you full 24 track monitoring facilities.

The many excellent features include:

- 16 GROUP OUTPUTS AND SEPARATE STEREO MASTER OUTPUTS
- LONG THROW FADERS ON BOTH INPUTS AND OUTPUTS
- MONITORING FACILITIES INCLUDE, MONITOR PAN, MONITOR LEVEL, AUX SENDS AND MUTE FOR EACH GROUP OUTPUT/MACHINE RETURN
- FULL SUB-GROUPING FACILITIES
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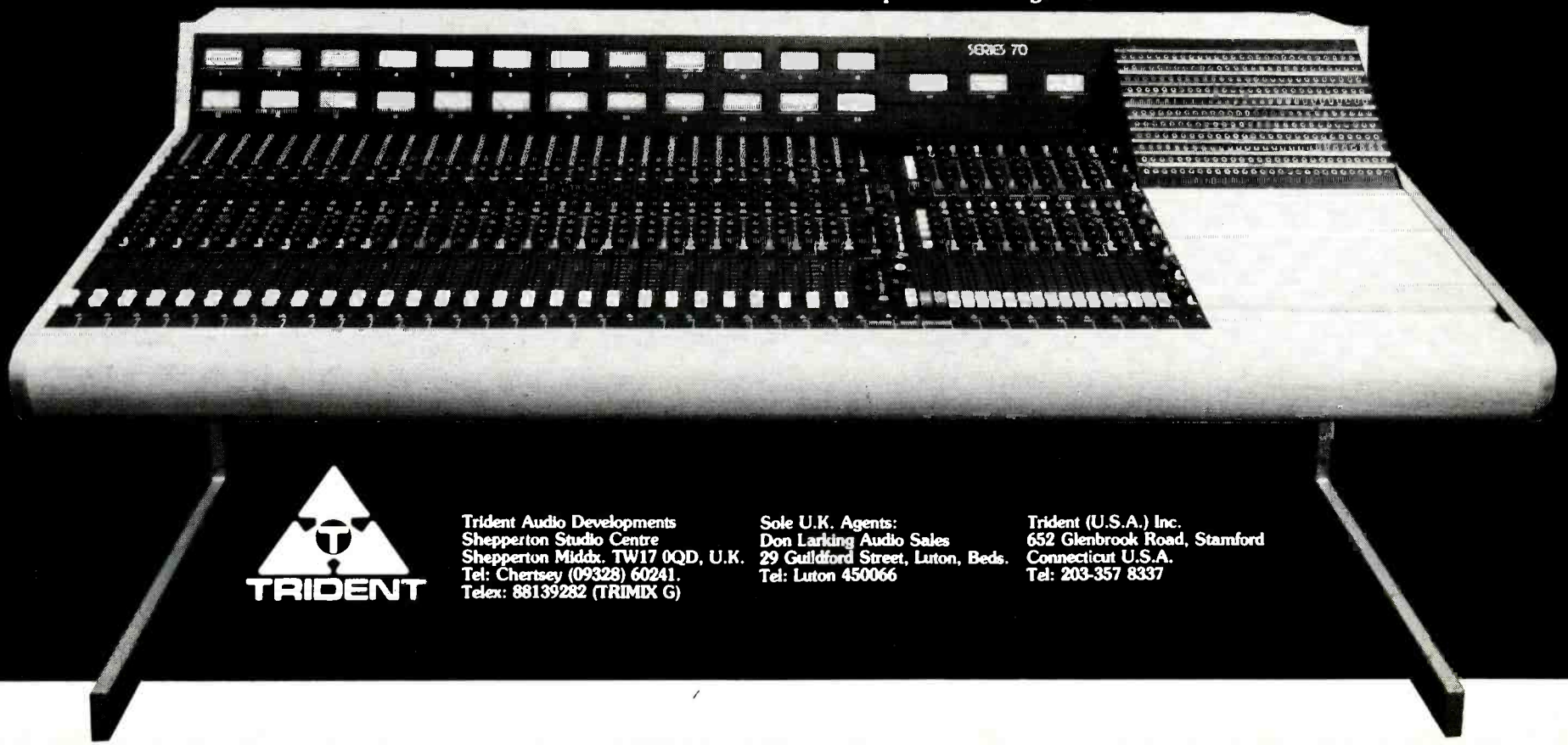
- 4 AUXILIARY SENDS CHANNELS AND MONITORS
- 16 MONITORS ROUTABLE TO REMIX GIVING MAXIMUM 48 LINE INPUTS DURING MIXDOWN

Quality and value from Trident you are used to, but we are always searching for more. Here it is! Call us for more information.

We'll keep heads turning. . . .



TRIDENT

Trident Audio Developments
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Shepperton Middx. TW17 0QD, U.K.
Tel: Chertsey (09328) 60241.
Telex: 88139282 (TRIMIX G)

Sole U.K. Agents:
Don Larking Audio Sales
29 Guildford Street, Luton, Beds.
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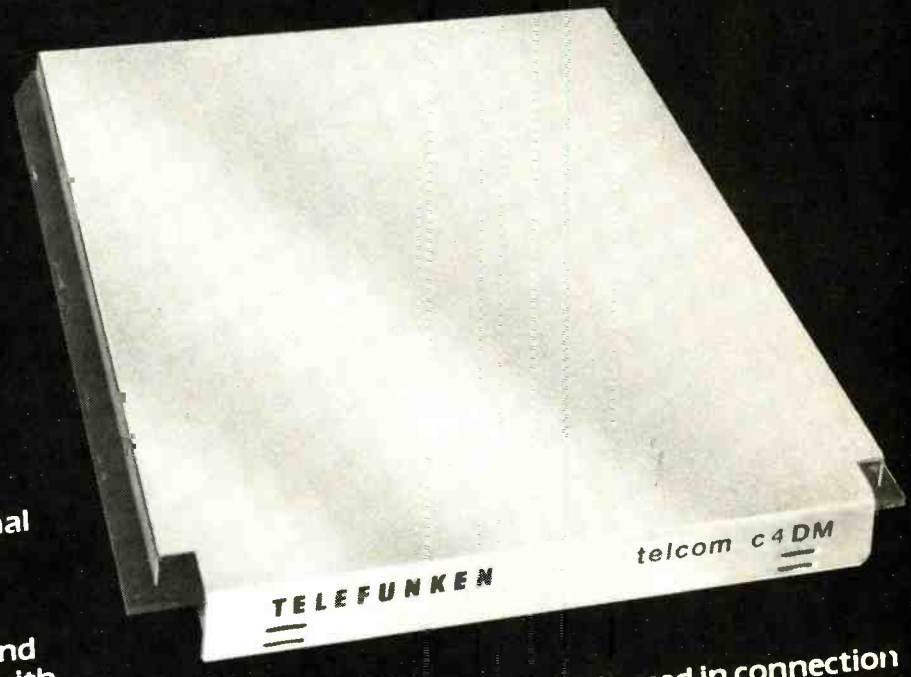

telcom c4DM is used in connection with ATR's, VTR's and line satellite transmission.
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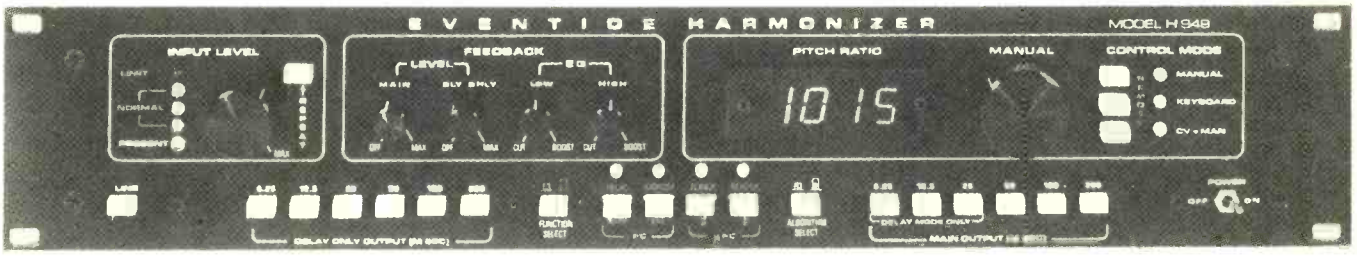

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STUDIO SPARES STUDIO SPARES STUDIO SPARES

new products

Tascam 234 Syncaset

Tascam have announced a new 4-track cassette recorder in rack mount form. The *234* is fully compatible with the portastudio cassette formats and will be rather less in cost than those models. It allows recording on any combination of channels at the same time. The rear panel has inputs suitable for use with mic/instruments together with a coarse trim pot, and line in and out sockets. Front panel features include VU meters, peak level indication, input level control and a dual-concentric output level/pan control for providing a stereo output for monitor or cue use. Noise reduction is provided in the form of dbx that may be switched out. The *234* has return-to-zero and memory functions. There is also provision for record and transport remote.

Teac Corporation, 3-7-3 Naka-Cho, Musashino, Tokyo, Japan. Tel: (0422) 53-1111.

UK: Harman Audio UK Ltd, Mill Street, Slough, Berks SL2 5DD. Tel: 0753 76911.

USA: Teac Corporation of America, 7733 Telegraph Road, Montebello, CA 90640. Tel: (213) 726-0303. ▼

Soundtracs CM 4400

Soundout Laboratories have a new addition to their mixer range, first shown in a prototype form at the Eindhoven AES convention. The *CLM 4400* is a modular console with microprocessor-controlled routing. The mixer is available in five different frame sizes and may also be purchased with the frame only and the modules added as required. The frame sizes vary from 16/8/2 to 32/12/2.

Each input channel has one routing switch and the microprocessor allows the channel to be routed to as many sub-groups as there are in the console and the stereo master bus. Additionally, the auxiliary returns are all assignable to the sub-groups and masters. There are four ways to interrogate the system: press the routing switch on each channel or the aux return and the sub-group master it is routed to will display via an LED; press the sub-group or master and the channels or aux returns routed to it will illuminate LEDs; the input/sub-group assingments can be displayed on a TV monitor; or via a video output to a video display with a keyboard.

Each sub-group is a stereo pair and each monitor section of the sub-group can be switched to a tape return allowing, with the two aux returns per sub-group, 24-track monitoring.

Specification: mic input: electronically balanced 7 kΩ; max input: 0 dB with pad, +30 dB without pad; pad attenuation: 30 dB; gain range: +20 dB to +60 dB; slew rate: 10 V/μs; equivalent input noise ref 200 Ω 20 kHz bw: −127.5 dBm; line input electronically balanced 10 kΩ; max input +30 dBm; trim range: −10 dB to +20 dB; protection: to withstand ±50 V; channel low pass filter: −12 dB/oct 50 Hz or 200 Hz; equalisers: 4-band all ±15 dB HF 12 kHz, M1 500 Hz-10 kHz, M2 50 Hz-1 kHz, LF 50 Hz; between channel crosstalk: −80 dB 1 kHz, −70 dB 10 kHz; mic/line crosstalk: −85 dB 1 kHz, −80 dB 10 kHz; sub-group output: transformer balanced; max output level: +22 dBm; frequency response: −2 dB 25 Hz to 25 kHz; output impedance 50 Ω; meters: 30 element LED peak response; distortion: IM and harmonic less than 0.015% 100 Hz to 10 kHz; mix noise: 28 inputs and 16 tape returns mixed at unity gain −74 dBm ref 20 kHz bandwidth. 0 dBm = 0.775 mV.

Soundout Laboratories Ltd, 91 Ewell Road, Surbiton, Surrey, KT6 6AH. Tel: 01-399 3392. Telex: 895173.

USA: Soundtracs Inc, 262a Eastern Parkway, Farmingdale, NY 11735. Tel: (516) 249-3669.

Loft Model 400

Loft have announced the *Model 400* which is a 4-channel feed-forward limiter/noise gate. Each channel contains controls for noise gate threshold (infinity to 0 dBV) limiter threshold (−12 dB to +12 dBV) and limiter attack/release time (1 ms to 1 s). To aid adjustment of the gate and limiter thresholds, both have LED indication. Each channel also has a phase reverse switch.

The *Model 400* is a rack mount unit using 1 U rack space and is standard with balanced inputs and jack plugs. Other versions are available with *XLR* sockets and recessed front panel controls.

Specification: Input impedance: 40Ω; output impedance: 600Ω; max input level: +24 dBV; max output level: +12 dBV (max limiter setting); THD below limiting: less than 0.01%; THD above limiting: less than 0.1%; frequency response: 20 Hz to 20 kHz +1 dB; noise: −90 dB A weighted.

Loft Professional Audio Products, Phoenix Audio Laboratory Inc, 91 Elm Street, Manchester, CT 06040, USA. Tel: (203) 649-1199.

Pilkington PPM 16/ADS

First shown in pre-production form at APRS 83, the *PPM 16/ADS* made by Pilkington Fibre-optic Technologies under licence from the BBC, is a multiplexer designed to allow analogue control, digital and switch data to be transmitted simultaneously over a single optical line. The design of the unit is such that the functions of the multiplexer can be changed and mixed easily.

The basic system consists of a 19 in 6 U rack package fitted with power supply, master multiplexer and card spaces to accommodate 16 channels. Each operating input must be used with a channel card to organise and address all dafa to and from a complementary interface card. The interface card sits between the parameter to be transmitted and the channel card and organises the data into a form which can be transmitted through the channel card. The interface cards are designed to be used for just one type of data input.

The unit has an asynchronous RS232 or RS422 port, the interface being switch selectable. One data channel can be transmitted by each interface card with the maximum data rate on each channel being 2400 kbit/s.

The unit has the ability to accept full duplex analogue data in the range 0-5 V and DC-20 Hz. The analogue values are converted to 8-bit resolution.

Each switch interface card installed can accommodate 256 switch conditions although it would normally be configured to accommodate 128 switch contacts and transmit definite open or closed states. Associated with each switch card there will be a number of switch coder cards to provide address codes. The absolute worst case response time is less than a second with 4,096 switches on the system. In the event of a transmission failure, both analogue and switch cards store the last received value in on board memory.

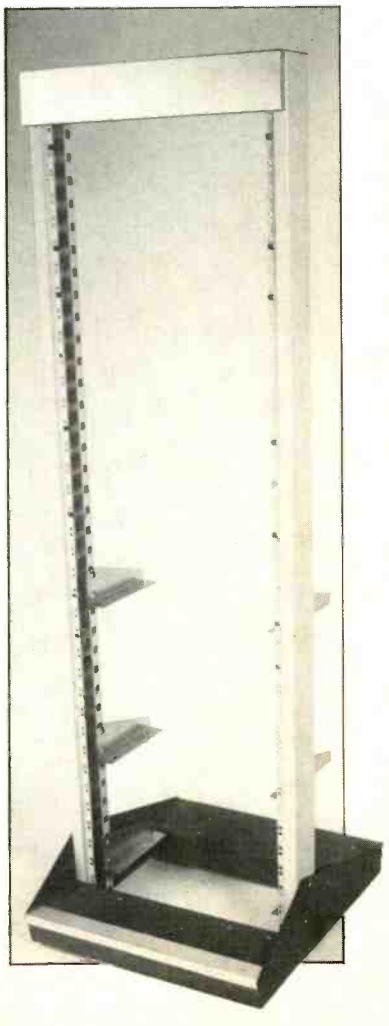
The advantages offered by this system Pilkington claim include secure remote operation of studio equipment, distances greater than 1 km between local and remote units and the fact that optical cables offer easy installation with no break-through into nearby programme cables.

Pilkington Fibre-Optic Technologies, Glascoed Road, St Asaph, Clwyd LL17 0LL. Tel: 0745 583301. Telex: 61291.

ETL open racks

Enclosure Technology have introduced three heights of *Laboratory Rack* to their range and these are now available ex-stock. These racks are metal frameworks for standard 19 in systems but with easy rear access. The framework design has been kept simple but ETL claim that it retains the strength of an enclosed 4-corner cabinet. Chassis support runners are available to clip into the vertical members and support units requiring it. Three heights are available with 25, 36 and 42 U capacities and all versions are on castors.

Enclosure Technology Ltd, Unit G Southampton Airport, Southampton SO2 2HG, UK. Tel: 0703 614533. ■



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LinnDrum

successor to the much acclaimed LINN LM1

The playable drum computer featuring:

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- ★ 49 rhythm patterns – all programmable in real time with adjustable error correction.
- ★ Stereo mixer with volume and pan sliders, plus separate outputs.
- ★ Dynamics, song structure, time signature and "human rhythm feel" are all programmable.
- ★ Drums tunable by front panel controls or control voltage inputs.
- ★ Drums may be externally triggered by drum synthesiser pads or any audio source.
  Will sync to tape/sequencers/synthesisers.
- ★ Programmed data is retained with power off, or may be off-loaded to cassette.
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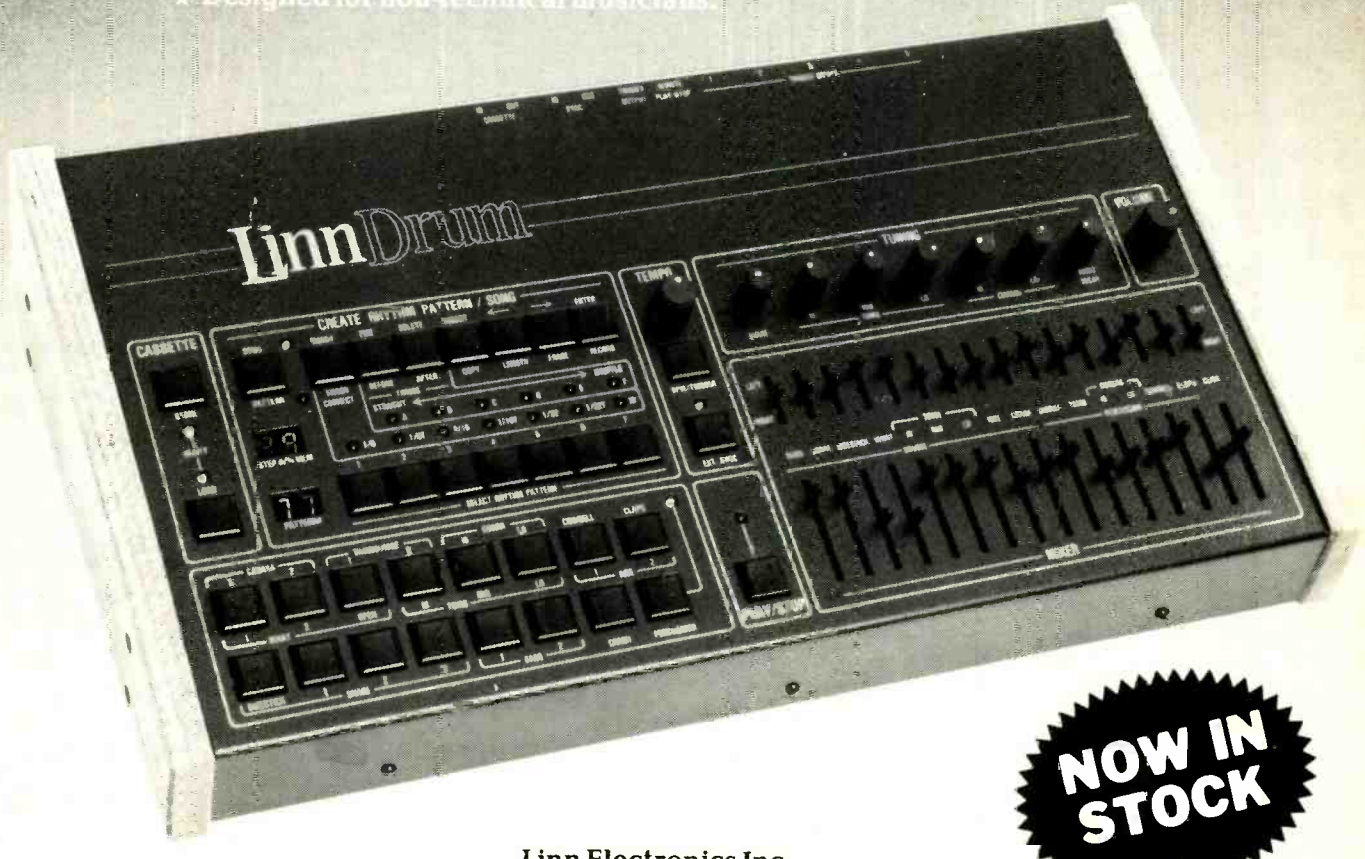

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studiofile

Eastcote, London

Horses and aircraft spares may not seem to have much in common, let alone anything to do with sound. But both played their part in the history of ex-Blockhead Chaz Jankel's studio in Ladbroke Grove.

Built inside old stables used for manufacturing interior mouldings for 'old planes', Eastcote could be described as a classic example of sound recording in the old tradition, with modern equipment. You won't find sculpted rocks, *Total Recall* or shag pile carpet at Eastcote. But you will find all the essential hardware with a number of extras, a staggering array of instruments, hand-tailored acoustics, and an informal atmosphere.

The studio is split into distinct areas with bright, standard and dead acoustics, forming an arc around an unusually panoramic control room window overseeing all three.

Engineer Philip Bagenal met Chaz Jankel after studying architecture. "I wanted a mix of art and science," he says. But his interest in music and recording took over and he opted for sound engineering. "It's a blend of high technology and witchcraft really," he says. "There's a lot more scope for inventiveness and spontaneity—you can create a strange chemistry just with musicians passing through—but it's important to retain a discipline."

Philip built a basic studio in Chaz's house using a Teac 4-track, where they demoed *Aino Correda,* subsequently made into an international hit by Quincy Jones. After that Chaz got a deal with A&M Records and wanted to build a proper 24-track studio. All the familiar inducements were there—a studio would allow complete control over his music, provide a good investment, and offset tax.

"A&M were very polite with us," says Philip, "but to be honest, some of the initial sessions weren't very good from an engineering point of view. We also had a tendency to spend too long on things.

"I can remember one instance where it took me two months to mix one track. Two months! The time just ticked away because we treated the studio as a free facility. The truth is that any studio, whether it's your own private place or not, costs money to run and you've got to give yourself targets to make it work efficiently."

For the first year Eastcote was indeed just a private studio for Chaz, and such lessons were learned during that time. But for the past nine months the studio has been operating as a commercial facility going out at £300 per 10-hour day. But its retained a homely feel and unpretentious decor.

"A lot of studios spend vast amounts of money on an impersonal and almost institutional environment," says Philip. "The danger is that the music can become clinical and 'safe'. Some of the producers working in these environments seem to use the sort of approach you'd adopt on a building project," he adds knowingly.

"Most engineers are familiar with the situation where the demo ends up with a better feel than the finished master. We try to minimise the distraction from the environment and recording process as much as possible, so that the music doesn't become stale in long drawn-out sessions," says Philip.

Out in the studio, the live end has a parquet floor with brick walls and a curtained mirror.

"Fortunately for us the building wasn't built square," says Philip. Tuned absorbers are scattered at random around the walls, producing a room that was "great for horns and percussion." After hearing a recorded example, I felt inclined to agree.

The middle section houses an immaculately polished Steinway grand (with duster) plus a wealth of electronic keyboards betraying the musical inclinations of the studio's owner. These include a Clavinet, Fender Rhodes, Hammond organ, Oberheim *OBX* (with an 8-voice out at the moment), PPG digital synth, Roland *Juno*, Wurlitzer, and even an old upright piano. Rolls and rolls of rockwool lie above the suspended ceiling, yet the area has a pleasantly restrained acoustic to it, rather than the dead as a doornail fashion of years gone by.

The third section, nearest the exit, has a noticeably different feel for vocal work. And what's this? Handle-less dustbin lids on the walls?

"That's a little experiment of mine which seems to work. I don't know if you've ever tried to buy dustbin lids without the bins, but it's not easy," says Philip, who eventually tracked down a bin-maker and bought the lids before the handles were riveted on. "I was going to mould solid wave breakers out of plastic using one master lid, but they were difficult to make and very heavy," he adds.

The relatively large control room ("useful for overdubs") uses more conventional ply-faced, semi-cylindrical wave breakers mounted vertically and horizontally on panels, with a raked tongue and groove ceiling behind the Trident *Series 80* desk. The multitrack is an Otari *MTR-90*, with Studer *A80 RC* (½ in) and Leevers-Rich stereo machines. Plus a Sony *PCM-F1*.

"The *F1* is a really useful machine, despite the fact that it only costs about £1,400," says Philip. "We sometimes use it for mastering, and a lot of other studios have them so it's easy to exchange tapes. But you can also 'stretch' a 7 in single into a 12 in club mix with the *F1*. Basic tracks are repeated and extra material added, without the quality loss that would normally result.

"Similarly, you can repeat choruses anywhere in a recording, and use it to add effects recorded outside. An extra bonus is that producers and musicians can take a copy home and play it on their own Betamax VCR with a PCM adaptor."

A 15 in pair of Tannoy *Reds* beam down from recesses above the control room glass, with a 12 in pair available for studio playback. "I wish Tannoy would put better crossover pots in their monitors," commented Philip. "They're very coarse and tend to shake out of adjustment—I have to line them up regularly when a few more pence on components would solve the problem."

But like 99% of all known studios, Eastcote also uses a pair of small monitors on top of the desk. The amazing thing is that they don't carry the legend 'Auratone'. What's going on here, I wondered.

"At the moment we're using a pair of Yamaha *NSM10*'s, which came over about six months ago and are really taking over from Auratones," says Philip. "We've also got some JBL *4343*'s, and some Visonik David mini-monitors. The minis are good for simulating the 'boom tiss' syndrome of a hi-fi with treble emphasis, bass emphasis—and probably loudness—in circuit."

It didn't stop there. "If necessary we can play through an old portable cassette speaker, and we've also got an original Roberts radio with a special filter to simulate AM reception. Back in the depressingly unreal world of studio excellence, Eastcote uses a pair of 27-band graphic EQs feeding H/H MOSFET amps.

Three plates and a Lexicon *224* provide reverb, while the tricks dept boasts the usual stuff plus an ADR *Panscan* which counts beats (eg claps) and pans on the required pulse, with a number of other variable settings.

The studio recently finished Chaz Jankel's third album called *Chazablanca*, released in early August. Six tracks were recorded at Compass Point, but so many overdubs happened at Eastcote that only two can really be called Compass tracks now. After pre-releasing *Without You* as a single, a second single is due out on September 23rd called *I Can Get Over It*.

Anyone who remembers the *Chazanova* album (another Ian Dury title suggestion) will be fascinated to know that the start of hits *109* and also *Glad to Know You* (which sold a very large number of 12 in singles in the USA) was the sound of a *Claptrap* through various devices. "I don't use that so much now," says Chaz.

Recently Eastcote has been busy with a band called Safari No-Go (Phonogram). "They're a 10-piece German band with a sort of cabaret and highlife funk/dance style," says Philip, "and great fun to work with."

That's just as well. Our Phil had been up all night mixing when I visited Eastcote in the mid-morning. That merciful device which even stops engineers from working, the Master Power Switch, was off for all of a quarter of an hour while I had a nose around. "Oh well, better do some work, I suppose," said Philip, and I bade him goodbye. What was that about the glamorous life of the recording engineer? 32▶

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SS-11

studiofile

Feedback, Denmark

Denmark, a hitherto unknown studio territory for this writer, proved rather interesting. Although on the face of it studios must be fairly similar worldwide, each country has its own particular advantages and disadvantages peculiar to itself, not least of all Denmark.

Feedback studios are situated in Aarhus, Jutland and is one of surprisingly many 24-track studios in this small country. In true Scandinavian style, the rooms are very attractively finished with a great abundance of natural pine.

Feedback belongs to the founder members of the rock band Gnags, who are currently one of the top bands in Denmark—at the time of our visit they had been in the top 10 for 20 weeks running. The studio has grown up by the familiar route of initially being a rehearsal studio and demo place for the band, starting out with just two Revox machines 10 years ago.

In 1975, some rebuilding took place and it became 16-track based around a Danish desk—NP Elektroakustik—but was still primarily for the band's own use. Last year, however, it was decided to turn 24-track and go into business in a big way. This was the beginning of a great deal of research, planning and building which the rather large staff threw themselves into with a will.

The result is a very professional outfit. The building itself used to be a carpenter's workshop and is all on one level with direct access from the driveway for loading and unloading gear. The rooms were completely gutted and rebuilt on the 'room within a room' principle, and both the control room and the recording area are very large, with the studio itself being on the live side.

It was planned so that the acoustic could be varied through use of carpeting and curtaining but the one engineer we spoke to—Jens Nielsen (one of seven)—said that he had never done this as he found the room perfect as it is.

The floor consists of floating paving stones covered in pine. The ceiling had to be raised and treated with only a minimal amount of traps. The rear wall and one side wall consist of wooden panels mounted directly onto three layers of chipboard. The other two walls also have rock wool treatment and throughout baffles were hung inside the walls. The wooden panels are interesting in that they are all separated to avoid sound travelling round the room and the panelling consists not of solid pieces of wood but of approximately 3 in wide planks placed on the diagonal with gaps in between. During the course of building, an acoustician from the Technological Institute was called in and recommended the optimum gap for the best acoustic. So although the overall effect is fairly live, the separation is deemed to be 'incredible'.

One portion of the room is actually designated 'live' and has a stone floor. Although this is intended for drums and the like, Jens will often use the whole room for his drum sound.

Work is at present in progress on an isolation room off to one side of the studio. This room is again very large, and although much had already been done, it had still not been decided whether this should be a really dead room or simply another room where the acoustics could be varied to function as a separate room.

The control room is of slightly older vintage, having been built in the 1978 reshuffle. It is, however, along the same lines. The ceiling had to be raised and angled, bass traps placed in the rear section. Similarly, the walls have received the same treatment except for a small section, roughly 4 ft square on the side walls next to the monitors which are of Danish stone (well, that's what we decided to call it in the end since nobody knew what it was). This is the only thing that Jens has any reservations about, and he is of the opinion that after a few more of their democratic engineers' debates, it may well be removed!

The centrepiece of this room is the Amek *M2500* desk—the first Amek to be installed in Scandinavia. Amek took a great deal of trouble to make sure that everyone fully understood the desk, and the installation took place with no problems whatsoever. The only extras they asked for were some more patch strips and both VU and PPM metering.

The machine they went for was Otari *MTR 90 Mk2* with which they have also had no problems. The other tape machines are a Revox *A700*, two *A77*s, a *B77* and a *B67* in console. The cassette machine is a Nakamichi *LX5*. The studio is equipped with a generous array of ancilliary equipment which includes an AKG *BX20* reverb, the Danish TC Electronics *2240* parametric equaliser, DI boxes by TC Electronics, Gelec and NTP, Roland *Dimension D*, AMS *RMX16* digital reverb. The AMS has proved very popular through its capability to store 99 programs. This means that all the engineers are allotted 13 programs each which is useful, and as Jens said, they can then have a sneak look at what each other is doing!

Going down the racks, the next item was one of many that 'O.T.' (Ole Toft—maintenance engineer extraordinaire) has made for the studio, a set of noise gates which were required when Steel Pulse booked in to do an album with Karl Pitterson producing. Next comes dbx *165* compressor/limiters, 3 NTP (that Danish company again) compressor/limiters, and Orban Sibilance Controller, Klark Teknik *DN70* Digital Time Processor, 2 Klark Teknik *DN27* Graphics and a Roland Chorus Echo.

Monitoring is on JBL *4333*s and *4311*s, supplemented with some B&W *DM12*s and a pair of Auratones. Each engineer will then bring his own set of 'personal' monitors for reference.

The microphone collection consists of Neumann *U87*s; AKG *C451*s, *D12, C34, 414 & 535EB*s; Shure *SM57*s & *58*s; Sennheiser *421* and *441*s; Bruel & Kjaer's new microphone and some Amcron *PZM*s. Headphones are by Beyer and AKG.

The studio has access to excellent hiring facilities and believe they can get hold of virtually anything very quickly.

The team of engineers is headed by Kaspar Vorbek who, having studied electro engineering for eight years is the expert acoustician and therefore played a big part in planning the studio. Jens Nielsen is a drummer who has been with the studio since its inception and has grown up with the equipment as it arrived. Ole Lauritsen started out as Gnags' live engineer and thus became involved in the studio. He was also the main driving force behind the development of the studio. Laus Jaspersen is also a musician playing bass, keyboards and more. Gis Ingvardsen is 'a really experienced guy', having been a freelance engineer for over 10 years, with a foundation of technical qualifications as well. At one stage he had his own amplifier company which, sadly, went broke. Last but not least is O.T.—Ole Toft, maintenance engineer and wunderbar builder of gadgets. Among his achievements is a massive patchbay for the 16-track desk which could do everything imaginable, and clearly impressed the other engineers greatly. On the administration side there is studio manager Henrik Kjaergaard and Jacob who also conducted us round.

The question of how a studio can keep so many engineers was left largely unanswered. The sources of work are considerably less than they are in the UK. The country is so small that the quantity of records you need to sell to top the charts is also small. Albums cost perhaps only marginally more than they do in the UK, so the bands do not have much money to splash out on recording. The studios cannot charge more than other European studios as they are not offering anything more. Feedback rates are around £25 an hour.

But the main obstacle to making money is that years of Socialist governments have kept commercials away from the broacasting media. Advertising work is non existent. Although a conservative government has recently come into power, it seems unlikely that things will change, at least in the near future. There is a lot of resistance to the idea from the population as a whole, as I found out when I tried to discuss it with some of the people I met.

As for broadcast work in general, there are very strong unions which mean that only the engineers employed by the radio and TV stations may record broadcast material. It is only the most popular bands who can get away with insisting on having their own engineers' work sent out.

Thus the work for the studios is extremely limited. Possibly one of the reasons a studio is able to sustain a large staff is that in Denmark there is a minimum wage for every person, no matter what they do, of about £4 per hour. Each person will belong to a union of some description, and by paying, for example, in Jens' case, around £28 a month to the union, your monthly wage will be made up to the national minimum. He belongs to the Musicians' Union, and they are not there to fight his battles for him necessarily, but simply to make sure that he earns enough to live on.

Another result of the socialist government is that if you are unemployed for more than a period of 6 months, the government is obliged to find you a job. And more often than not it is a suitable job, which the government pays you to do. In this way Gnags' record company, which is part of the studio complex, will often have a handful of people working for them who are being paid by the state.

The whole complex is fronted by the main house which is also undergoing the rebuilding treatment. It is at present occupied by the record company and the studio administration offices. The top floor is in the process of being converted into a self-contained apartment for visiting bands. There is plenty of other accommodation available in nearby farm houses, and summer houses as well as a variety of hotels.

Getting to the studio is no problem. They are only five minutes' drive from the city centre and even will collect from the stations and airports—Copenhagen seems to present no problems for bands who decide to fly into there as opposed to Aarhus airport.

Being so close to the city centre means that food and entertainment are not exactly lacking. You certainly find out how the other half lives!

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The producer series

Ralph Denyer

Mike Hedges

Mike Hedges is a recording engineer and record producer who has acquired considerable skills as well as an individual approach in the space of five years. It was during 1982 that he began to consolidate his already considerable reputation in the studio with chart singles and albums with the Associates, Wah, Siouxsie and the Banshees and the Creatures.

He is experimental in his approach, using a wide range of recording techniques. His work tends to sound fresh and is ideally suited to the bands he works with, particularly Siouxsie and the Banshees and the Creatures. The latter is, of course, Siouxsie in tandem with the Banshee's drummer and percussionist, Budgie.

Ralph Denyer spoke to Mike during the recording of the Banshees' album to follow *A Kiss In The Dreamhouse* which he engineered. He's engineering *and* co-producing the new one.

MIKE had a colourful-sounding life before becoming involved with the recording industry at the age of 24. He went to school in Africa, attended public school at Leighton Park, England, acquired a handful of O and A levels, worked as a lab technician, researcher, built and repaired cars, was a bricklayer and then managed a squash club.

Mike was managing the squash club when, during a conversation with Geoff Heath of the Heath Levy publishing conglomerate, he happened to mention that he would like to do something different and more interesting. Heath knew that Morgan Studios were looking for tea boys and explained the time-honoured traditional progression from tea boy to assistant recording engineer to fully-fledged engineer.

"I just had the desire to do something different. I never thought of being a recording engineer until the idea was suggested to me. It seems a bit unfair on people who spend years trying to get into studios, going on the Tonmeister course and things, but I didn't pre-plan it, it was just something that happened. I just feel for those people who spend years just trying to get into any studio, then get into one which is not particularly good, get bad training and the studio closes anyway so they're still out of work."

This was during 1979 and Morgan studios had not responded to the lull in the recording industry. They were quite well staffed with several tea boys, assistant and full engineers all under the command of studio manager and chief engineer, Martin Levan.

At the time the Morgan hierarchy was still operating with policies which sound a shade Dickensian in the cost-effective 80s. Junior staff, like little boys were to be seen and not heard. Mike was aware that just one word out of place would result in instant dismissal. Though he by no means enjoyed this aspect of his early work in recording studios, he now appreciates the value of the experience.

"It was only five years ago, before the slump in the industry, that studios had several tea boys and tape-ops. It was a rat race and everyone had to do their utmost to get there first, there was such intense competition. Now it's the opposite, most studios don't even have tape-ops and the ones that do, the tape-op is virtually assured of an engineering job no matter what he does. He doesn't have to be that good at it. So immediately, you've lost all the tape-ops being experimental and trying all the unusual things they can think of, trying to prove they are better than the others. That doesn't happen anymore. I think the whole standard of engineering is starting to drop."

In just 18 months, Mike made the grade to full recording engineer status. At times, chance seemed to be on his side. After only one week as a tea boy, staff shortages resulted in him filling the gap for a tape-op on a session. He nervously tried to look as though he knew what he was doing and managed to get through. Throughout these early days, Mike had the guidance of Martin Levan and has great respect for the man.

"I wouldn't have learned so quickly from anyone else. If it hadn't been for him, I wouldn't be at the stage I'm at now. Martin is still one of the best engineers I've ever heard, including all the modern engineers."

Mike cites guitarist Gary Boyle's *Electricglide* album as an example of Levan's work.

"The sound on that album is absolutely stunning. At first I learned by asking Martin questions and copying him exactly, or at least I copied the techniques that I understood. That put me in good stead and I managed to come through my first sessions as an engineer without any complaints.

As those first engineering sessions came within months of his introduction to recording studios, Mike was only able to pick up so much from Levan and by no means claims that he was well versed in all aspects of recording before, once again, being rushed in to fill a breach in the staff of the studio.

"I don't know what it's like for most engineers but on those first sessions, I didn't really know what I was doing. I didn't know how the board worked properly. I knew how the tape machines worked through being a tape-op and I'd done a bit of maintenance so I could line them up.

"I remember being terrified on my first session. I had trouble getting any sound out of the desk at all. I was pushing faders up and down and covering up by blagging, talking about something else. Luckily, the miking technique that Martin had taught me was so good that I actually managed to get quite a good sound fairly quickly. The problem was that I was pushing the faders up and down without knowing if they were on mic, line or whatever.

"Pressing buttons just trying to get a sound out of it for the first 20 minutes. At the same time I was talking to the producer about something totally irrelevant to try to cover up the fact that I didn't know what I was doing."

At one point towards the end of the time he spent working at Morgan, Mike was at a stage where he was ready to walk out. Disagreements with the studio hierarchy were at the root of the problem.

"If it hadn't been for Martin, I wouldn't still be in the business. I regard myself as still well off his standard. I've never really attained his standard in terms of pristine sounds and things. Now I've moved away from pristine sounds and gone for something of my own.

"My values have changed so that a sound or effect which might technically be regarded as wrong by some people might sound great to me. The only thing that still matters is technical limitation. Obviously, there are technical limits to what you can do."

Mike pointed out that it wasn't only technical tricks of the trade that he picked up from Levan.

"Getting on with the client is just as important as miking technique. Martin is incredibly easy to get on with, he's very easy going. I think that is the most important thing about being a successful engineer—not producer so much—is being able to get on with people and to see their ideas. Not to think, God what an idiot, he doesn't know what he's talking about, I'm not doing this.

"It's like a public relations job. Sure, you have to know how the equipment works but at the same time you are going to have very close working relationships with people. You're stuck in the studio with them for up to 16 or 18 hours a day. You can't have *any* tension there. You've got to put up with people even when you don't agree with what they're saying or doing. Basically, to get on in this business as an engineer, you have to be able to get on with *anyone* and be able to do anything."

So is he a naturally tolerant and easy going soul?

"Not naturally, I have in fact got a vicious temper. Obviously, I do blow occasionally but more when equipment won't work than with people. But I enjoy my work so much that I don't often lose my temper. I do have a bit of a reputation with some of the bands I've worked with for being a bit of a bastard. But that's more a case of getting heavy to get something done and very rarely arises."

So it was towards the end of the 70s that Mike was beginning to spread his wings as an engineer—the time of punk and soon after, the new wave.

Most of the record companies had initially welcomed both with about the same enthusiasm as they would a tarantula crawling up between the bedsheets. One man who saw a great many possibilities in that situation was Chris Parry. In an A&R capacity Parry was directly involved in (if not totally responsible for) Polydor Records signing of a number of punk acts. They included the two most sustaining and successful, the Jam and Siouxsie and the Banshees. With Vic Smith he co-produced the Jam's first three albums and then the relationship ended. Parry started his own Fiction Records in office space he rented which was part of the Morgan Studios complex. His first signing was the Cure. Parry's real passion was for the record business, getting music on vinyl and doing deals.

During 1979 Parry said:

"I decided to take the Cure into Morgan Studio 4 which I knew and liked. I got a young engineer called Mike Hedges who I got on with. He was just starting as an engineer and it was a good relationship right from the start.

"He was fresh and keen to become an engineer. He wasn't terribly experienced which is a good and bad thing. I think it was better inasmuch as he took chances and did things differently, playing around with different echoes and stuff. And he's a *creative* engineer; he thinks about what is going on and comes up with ideas."

Parry produced and Mike engineered on the Cure's first album *Three Imaginary Boys*. Mike certainly was all the things Parry said. Recalling the period, Mike wonders if the fact that he was not a fully trained engineer—and was therefore paid relatively little—enabled the studio to give Parry a cut-price rate and that was also a factor. Certainly, Chris Parry is not a man with a reputation for liberally throwing money about. No matter. The relationship flourished.

Mike worked with Parry's subsequent signings, the Associates and the Passions. Concurrently he was in demand, having gained a reputation for being an engineer with an ear for the music of the day. He stuck to working mainly with young bands, a rare exception to the rule being an Alex Harvey album.

Chris Parry became more absorbed with running the business end of Fiction as well as the affiliated publishing. Mike stepped in for his first co-production, the Cure's *Seventeen Seconds* during 1980, the group's Robert Smith being the other half of the production team.

The next phase of Mike's career included the opening of the Playground, a recording studio which he had been conceptualising for some time. His idea was simply to design and build a studio which would be ideal for the type of band he enjoyed working with. Both they and Mike were, generally speaking, happier in a brighter, more reflective acoustical environment with an atmosphere that wasn't akin to that of a dungeon with tape machines. Ace acoustician Andy Munro was recruited. His design work achieved precisely the acoustic qualities Mike wanted. The studio had a very light, unoppressive atmosphere and was so easy to work in that invariably musicians would discover it was much later than they thought every time they looked at the clock. The Playground period was a dynamic one for Mike. Certainly, the fact that he was the engineer was the factor attracting most of the clients. But once there, they invariably loved the studio. Within a year or so, the Associates, Bauhaus, Skids, the Creatures, Siouxsie and the Banshees and others had sampled the studio's delights.

Unfortunately for Mike he was about to learn a lesson about finance, the hard way.

"The biggest mistake I ever made was, as usual, working in the studio a hundred hours a week and totally forgetting about the financial side, having nothing to do with it. And not realising until a year later than financially, it had been very badly run. The whole thing was falling apart although it was one of the busiest studios in London. I think it was booked virtually every day during the first year and the couple of days it wasn't, were for maintenance.

"As a musical venture it was incredibly successful, it was an excellent studio. It was very well designed by Andy Munro—an excellent design.

"On the first Creatures track, I think it took about two minutes to get the drum sound. It was literally a bass drum mic with two overheads with no EQ. No work involved at all. It still sounded liver than studios five times the size, because I worked closely with Andy and said I wanted it ultra-live.

"Early on when I was first explaining the idea to him, I'm not sure that he actually *said* I was crazy, but he came pretty close. I decided to have it live and deaden it down if we needed to, which is a lot easier than trying to do it the other way around."

Mike won't be drawn into discussing the demise of the studio in any detail. If the rumours that circulated at the time are to be believed, the intrigue behind the scenes at the Playground would have made great material for a film script.

At one point it looked as if the initial problems could be overcome, but then personal tragedy struck. Mike's partner, Mike Jay, became very ill and sadly, died. The situation became irretrievable and the studio folded. Although Mike Hedges was the technical, conceptual and creative driving force behind the project, amazingly, he was never given an often-promised directorship and had to threaten to withdraw his labour, even to get paid as an engineer. This did not deter him from assuming responsibility for some of the financial aftermath.

On the recording side, Mike has many happy memories of working at the Playground with his favourites, the Creatures and the Banshees, as well as others.

"The Associates got their own unique sound out of that studio, which was very good for them. Billy MacKenzie, particularly, had very high standards which I believe was one of the things that made me the producer I am today. He would want a particular sound which was technically almost impossible, but we'd go at it for days, really working. We would get the sound he wanted no matter what it took and I really enjoyed that. If I hadn't worked with the Associates, I think I would have ended up as a far more MOR style of producer. MOR must be easier, working to a formula. Working with them was total chaos but it worked."

During the period when Mike was promoting the Playground he was basically the only engineer. So the studio had the added attraction of an up-and-coming engineer/producer with a good reputation. He was quite happty to go into the studio with a number of bands and to "see what happens". He was happy to contribute far more than could reasonably be considered as the accepted input of an engineer. Thus acts such as Bauhaus and Thomas Dolby had his production and creative engineering expertise

36 ▶

without having to shell out a few points.

Did Mike agree that during that period he had contributed far more than would normally be contributed by a studio engineer?

"I would agree with that, not trying to make myself out to be better than I am or anything. Financial considerations did not come into it *at all*. I was earning enough to live off in production advances, I was comfortable. So, whether I was getting paid for doing something was totally unimportant. I wanted to work with things that were new to me and that offered me new experience, and that was the best way of doing it."

For some time, Mike had wanted to work with Siouxsie and the Banshees. He admired the group for their general attitude to making music and the end results they came up with. Siouxsie and Budgie decided to have a little fun in the studio without the pressure of being part of a successful band and all that that entails. Five days in the Playground with Mike resulted in the Creatures EP *Mad Eyed Screamer* which went on to do well in the singles chart. Not bad for a singer and drummer just having a little fun. Mike was given nice credits as engineer, his distinctive recording techniques clearly evident on the record.

"It came about by me saying to them to come and try the Playground *and* me. I did *Mad Eyed Screamer* for free, personally; I didn't get any remuneration for that at all. I was quite happy to do it, obviously for the experience. It was an unusual thing to do. They got an incredible rate on the studio as well, the whole thing—for five days—came to £1,500, which is very good for four tracks in a brand new studio like the Playground."

Suddenly Mike was attracting a lot of attention. The Playground had a full bookings diary and Mike had to phone round for time in other studios to meet the demand for his talents. The Creatures, the Associates and Wah all made the singles chart.

"Once I started to have so called 'real hits', record companies did start to sit up and take notice. But still, I've never been any record company's golden boy. I don't have the right sort of attitude for a start. I'm not the right sort of person, not being a *pop* producer as such."

At this time Mike's association with the Cure came to an end. This had nothing to do with the group or their music. Mike simply felt it was time he got a better royalty, Chris Parry wouldn't agree to pay it so Mike pulled out. Mike's disappointment about no longer working with the Cure was compensated for when the Banshees went to try out the Playground and suss out Mike.

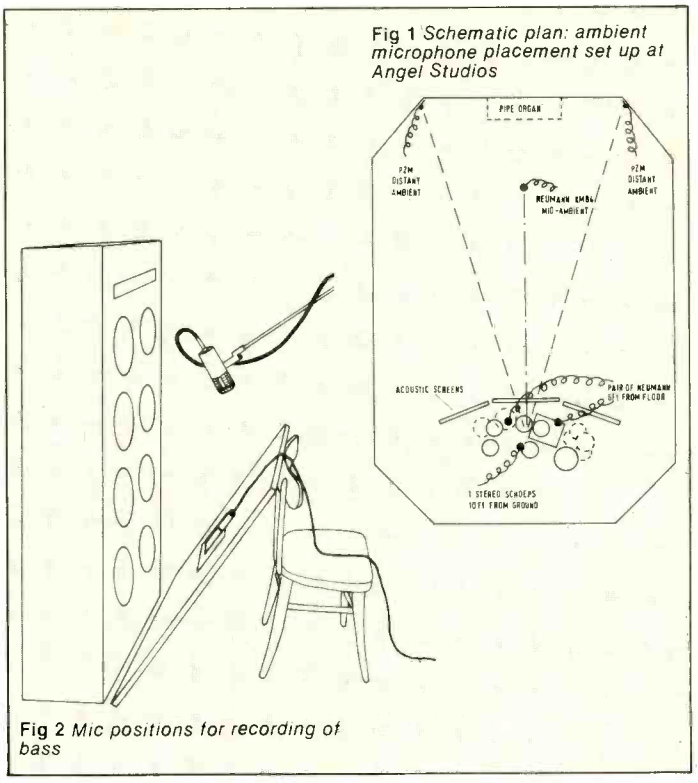

Fig 1 *Schematic plan: ambient microphone placement set up at Angel Studios*

Fig 2 *Mic positions for recording of bass*

"Even though Siouxsie and Budgie knew me, the Banshees is an altogether different project. It was the main band and far more serious, not being a pet project."

The result was the album *A Kiss In A Dreamhouse*. Everyone was extremely happy with the album and it was agreed that Mike should co-produce the next one.

When I visited Angel Studios, Mike was at work engineering and co-producing (with the band) the new Siouxsie and the Banshees album, having engineered on the previous *A Kiss In The Dreamhouse*. They were getting close to the point where all the rhythm and percussion tracks had been recorded. I'm sure that many experienced recording people would have been a little surprised if they had walked into the relatively vast and impressive Studio One and seen Budgie's drum kit set up predominantly at one end of the main studio rather than in a 'booth'.

Mike and Budgie said that the placement of acoustical screens around the kit shouldn't be regarded as too important.

Budgie: "They are quite good if someone comes over to talk to me, they can lean on them, they're just the right height for that."

There are, by the way, several spacious booth-type areas, a couple of them larger than many studios. Some were in use for bass guitar, guitar, piano and other instruments but others were vacant. The microphone placement in the main studios provides the clue. Mike is out to make maximum use of the acoustical environment. To say that he uses ambient miking extensively would be an understatement. Although many people think of him as being a very modern electronic sort of an engineer/producer, he in fact has a passion for true acoustical effects as well as those achieved by signal processing. The close miking was set up in a fairly familiar manner—one microphone to each of the two snare drums, two side toms, one floor tom, one bass drum. Then there were two overheads about 8 ft from floor level (see **Fig 1**).

But it was the ambient microphones that were more interesting, or to be more precise, their placement. A stereo Schoeps was situated about 12 ft above floor level and directly above the kit, then a single Neumann *KM84* several feet from the kit at a height of about 16 ft. Finally, taped to the cornice at the top of the two angled walls most distant from the kit, were two Crown *PZM* pressure zone microphones. These last two microphones obviously provide the longest delay possible within the studio walls and what Mike calls "the most extreme effect."

He went on to explain that he uses vastly differing amounts of acoustical reflections and delays, depending on the music.

"For example, you could have close mics on an intro, mid-ambient for the verse, the full distant ambience for the chorus and back to mid for the verse."

He did, however, hasten to add that this particular microphone set-up was not a standard or singularly magical one that they use every time on Budgie's kit with the Banshees or Creatures though it can be considered as being typical of Mike's style. By the time they were next in the studio, the miking would almost certainly be different, depending on the music being recorded and the acoustics of the studio. Natural ambience is likely to be a feature but nothing is absolutely certain with Mike, or Budgie as a Creature or a Banshee.

Of course, this type of multiple miking eats up tracks on a multitrack tape at an alarming rate. But by the time overdubs are beginning to fill up tracks, Mike is beginning to get ideas on how he will want the drums to sound on the final mix-down. He then starts to either bounce-down or erase unwanted tracks in the usual manner.

"So you wipe what you don't need and bounce down what you do. Either or. This way you do end up with a different drum sound for different tracks, subtly different, so it is not a *massive* difference."

At the Angel, Mike had mentioned to me that he was eagerly trying to get his hands on the first Parabolic *PZM* microphone to arrive in the UK.

"To have a *PZM* that you could position anywhere in the room would be ideal for me. So instead of having to put it on a nearby surface or existing wall, you could just stick it wherever you want. At the Playground I used to use something similar to the parabolic but it wasn't a dish. It was a sheet of perspex that I just used to move around with a *PZM* stuck to it. That was *really* useful. Same idea as we are using for the bass guitar with the Banshees."

Moving on to this miking set-up on the bass was very interesting. Earlier Mike had explained that by using the *PZM* mounted on a board in conjunction with a Neumann *U47*, he could achieve an almost infinite variety of sounds (see **Fig 2**).

"The Neumann is actually quite high in relation to the amp, higher than you'd normally have it. It's quite high up in the air. The sounds from the two mics are drastically different. You switch from one to the other and the sound is almost not that of the same bass. The combination of the two is again different because of the phase relationship. It's not easy to set up. It takes quite a bit of moving them around to get something that's in phase between the two mics when the levels are equal. I tend to get an equal level on both mics and then get them as near to perfectly in phase as I can. Then you have the option of switching one out of phase and slowly mixing it in

38 ▶

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with the other to get various effects. Of course that starts to cause cutting problems. But that's not my problem, it's the cutting engineer's problem."

For the first time during the interviews, I detected a lack of enthusiasm in Mike's voice. Earlier he had mentioned that he doesn't actually have a record player at home. I asked if he got heavily involved with the cut as a general rule?

"I don't know anything about cutting, I don't know how to get it on to disc."

Then does he just go along to the cutting session and say when it sounds right?

"Most of the best cutting engineers, for example Aron at the Master Room is very good, in that you give him the tape and he basically cuts it well. You don't really have to say a lot. Obviously, you can say that you don't like this, it's making the voice a little sibilant, or it's doing this or that. And some things that he's not as worried about, obviously, *you* worry about, some of the subtleties that he's not involved in. He's mainly concerned with getting a good, clean, loud cut onto disc. A lot of it now, I tend to leave to the band to see what they think of the cut."

Is that because, as far as Mike is concerned, the creative process is over by this point?

"Yes, that's right. Between us and the whole band, they play it on all their individual systems and argue or discuss it among each other. That is actually a very good way of doing it. I find it very difficult to come out with the acetates and then wander around listening to it on different systems. Obviously some people are brilliant at it. I have a lot of difficulty deciding because it sounds so different on different systems, which is something you always try to avoid when you're mixing, but it does still sound different. And of course, it is incredibly important after spending weeks recording and mixing, you don't want it totally destroyed on the cut."

Returning to the drums for a moment, a couple of other interesting techniques were being employed, though as to whether the signals would actually be used eventually was anybody's guess. For one, Budgie donned the Sennheiser dummy head microphones, the main feature of using them in this way being that the centre of the stereo image depends on which direction the drummer happens to be looking in.

Then, gaffer-taped to the drum sticks were a pair of small Sony microphones, the result being that the drums or cymbals actually being played are picked up more than the others.

At £187.46 including VAT, the

MKE 2002 dummy head set receives Mike's unqualified endorsement as an extremely cost-effective piece of equipment. Another interesting application they were playing around with was to tape the headset (again, not using the dummy head itself) to the top of the grand piano in a slightly splayed position. Mike enthused about the effect which places the listener virtually right inside the piano.

"The Sennheiser dummy head is great for anything. And at the price—considering that you can pay £1,800 for other makes—that's a pretty big difference. As a dummy head, obviously it's not as specialised as the Zuccarelli, it's not as devastating. But the stereo is very good. Taped to the piano and spread apart, in the middle of the piano it gives a brilliant sound. The impression is of your head being inside the keys.

"The effect when Budgie wears the headset when he's actually playing the drums is good as well. Mostly cymbal and top kit come through but at the same time we're doing the effect with the mics on the drum sticks which didn't have enough top kit. The cymbals were rubbish off them because there was no space, obviously. They were gated quite close, each drum stick had its own gate. But the combination of the dummy head stereo spread of the cymbals and the incredible stereo spread of the sticks played individually—which ever stick he used it would come out left, right, no matter where he's playing it. So the same tom hit with both sticks would go left, right, left, right, sort of thing. The combination of the two is superb. We're using it on something on the album, I don't know what yet. And the headset, the whole kit is swinging side to side at random. It sort of turns your stomach almost—it's great.

"Very nice mic, the Schoeps. Very nice applications in that it does give quite a point source of sound. Even the omnidirectional ones give a very clean, precise sound. If you want something with a lot of separation and a lot of clarity to it, the Schoeps are very good. Particularly for orchestral instruments; they are superb on violins and things, a lovely sound. But there again, I like *PZM*s on most things as well. And Neumanns, so it's difficult to define in black and white terms."

Mike had told me that a great deal of Siouxsie's vocals on the *A Kiss In The Dreamhouse* album had been recorded with valve mics.

"I'm still trying to buy a valve Neumann *U47* but they're hard to find. I've been trying for ages. Some vocals don't sound that good on valve mics. Obviously some vocals don't sound good on some mics..."

Some vocals don't sound good on any mics?

"Yes, that's true. It's not until an engineer uses a valve mic in several applications—I don't think he'll realise, there's nothing definite.

"You can say that it's warmer but it's not *definitely* warmer. On some things it's not. You can say that it's brighter but some valve mics are incredibly dull. Because it's got a valve in it, it does tend to control peaks, not only level peaks but frequency peaks as well. Sibilance is cut down quite drastically with a valve mic. Maybe it's the way I use it, I don't know. *I* find sibilance is cut down.

"On a loud vocal when you're not using a limiter—because of the way they work—valve mics tend to limit loud peaks. You do get occasional distortion when the vocal is too loud but valve distortion is quite pleasant on vocals as well as anything else. People like valve distortion on a lot of things. Particularly if it is a hard vocal, that slight edge the valve gives it is pleasant. So I quite like that characteristic in valves.

"I would say my favourite mics are Neumanns. I could quite happily do a session with only Neumanns. Schoeps tend to be far more specialist. It's a difficult quality to describe, a sort of 'built-in clarity' to the sound. If you record something on Schoeps, for some reason it tends to be clearer. It is actually a clear sound, maybe not a totally natural one. Again, that's a very aesthetic quality to try to describe. The sound off the Schoeps mics at Angel Studios is very good indeed."

What would Mike say to someone who might have a different approach to recording and challenge the validity of a miking set-up that might only be used once and then forgotten?

"I think that any engineer—rather than producer—who does the same things constantly, working to the same formula, must get bored with the job very quickly. 'This is a bass guitar. I do this to bass guitars.'

"That must be a really terrible way to work. As far as playing with effects is concerned, I get very involved with the job of the whole process of recording music. I wake up in the morning and think: If I put this sound through this effect and then put that through something else, what will it sound like?

"And I can't wait to get into the studio and try it. Half asleep at night I'll think of something I've been working on and think of something new to try the next day. I used to forget most of these ideas but I've started writing them down now and most of them work."

One inventive technique of Mike's has been very successful though it utilises a piece of equipment not usually associated with recording, a strobe light. In a darkened studio, they have been using a stage type of strobe, in exactly the same way as a car mechanic uses one to get an engine's timing correct. When Budgie didn't make any attempt to get in sync with the flashing strobe, his sticks appeared to stop in mid-air. When he played in perfect sync with the strobe, his sticks were visible at the moment he struck the drums.

"The strobe has been incredibly successful, Budgie loves it now. It's something I thought of a while ago but never got round to trying out. And the effect is incredibly constant. Budgie-type drumming—which is *real feel* type drumming but with machine consistency—is great. There is also a track that we've done on which the strobe is adjusted so that it speeds up. That works incredibly well as well. It's a very even speeding-up effect."

Mike's abilities and experience are such that he now goes into the studio with the capability to use whatever recording techniques he feels are appropriate for the music being recorded. He doesn't have a set of rules or

40 ▶

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modus operandi to which he always adheres. This, as he explained, has not always been the case.

"When I first started engineering, every session I did—tape-opping, assistant engineering as well—I would worry and have pre-session nerves. Well, I think you should, if you haven't, your are too confident. And for a long time—all the way through my first couple of years of engineering—I was quite nervous on every session, thinking it was going to be difficult. And it's only relatively recently that I've started to be less nervous before a big session like when I have a big orchestral line-up doing an overdub or something. I don't feel totally confident ever, simply because there are so many things that can go wrong, you have to watch out for all of them.

"I'm not worried about doing a very drastic effect very early in the recording of a song. Because if everyone likes the effect, you get used to it very quickly. If everyone thinks it is a great effect, it's very rarely that you actually go off it. If you monitor an effect without actually recording it, every time you set up the mix again and you've got to re-do it, the chances are—especially if you move studios—you'll never get exactly the same effect back again. Especially if it was a particularly good effect, not just one simple unit. So it's pretty good to commit yourself early on."

Mike thinks that it is frequently better to commit yourself in this way, particularly if the mix looks like being a complicated one. Otherwise you may not be able to see the wood for the trees.

"You leave yourself with so much to sort out, that you don't think of the overall, which is the most important thing.

"The more difficult the mix is, the less you can actually apply yourself to the overall thing.

"It's not that you can't apply yourself to making the track good but the less you can actually think about the *overall* thing. You can almost do a mix—if it is extremely complicated—and finish a track without actually hearing the overall. You've really just listened to the individual effects and things, which is not really a good idea."

Of course, this type of problem is now being alleviated by the use of computers and semi-automation.

"Oh, yes. That's the advantage of computers. If you can—on a computer desk—put all your foldbacks, sends and things through a channel and then use the channel for the level to the sends, you can end up with a mix which actually plays itself. Not all computer desks have enough channels, but if they do you can just sit back and listen which is really great. I really enjoy that.

"And the best thing about computer desks is that when you are using a particularly difficult effect you can do it 20 times until you get it exactly right—especially things that involve flangers and repeats—you can get things exactly right and it's there permanently.

"The computer does it exactly the same every time. Of course, computers do take a certain amount of adventure out of mixing. If you do it differently every time and don't manage to get it right—especially with something that is particularly finnicky—you never know *exactly* what you are going to get. Computers do take away that excitement. What's it called?"

Chance?

"Yes, chance. Although you don't have that with computers, because you've got a far more methodical approach, you can do things that you couldn't possibly do otherwise. Multiple fades in and out, several things fading in and out at the same time, things like that. Unless you have four people sitting at the board you can't possibly do it. It often takes a bit longer to do a computer mix because you are programming the mix without learning it, sort of thing. I swear by it."

Mike is now a firm believer in computer mixing. His first flirtation with the technology was when he co-produced the Cure's *Seventeen Seconds* album with the group's frontperson Robert Smith. Mike also—as is now usual for him—engineered the record. The album was recorded around 1980 at Morgan using a Harrison console with the Allison *65K*. For a time he then had reservations about using the technology.

"For a long time after *Seventeen Seconds*, I didn't use any computers at all. I thought it was a bit clinical and a bit *nice*. So I decided not to use them. It is only recently, now that things are starting to get far more complex, that I am starting to really enjoy computer mixing.

"I don't think anyone has really explored computers in recording to their full yet. I haven't heard anything mixed on computer that really uses it to the full.

"The new thing coming out that I find fascinating is equalisation controlled by computer, so that during the mix, the EQ on things like the echo returns, actually changes during the mix. To me, that is really exciting. Not only having changes in levels and effects, but also the entire EQ changing during the progress of the mix, changing gradually or drastically. Programmable EQ is a fantastic idea. Not like the *Total Recall* on the Solid State Logic that just remembers where they are. I think Auditronics have brought one out. Also I think SSL are putting in processing like that, I saw it at the APRS. That to me is very exciting, I want to buy an Auditronics."

Continuing on the same subject, Mike went on to say.

"A simple piece—piano and vocal perhaps—could sound amazing with a constantly changing sound. It's something you can't really imagine until you hear it, but I'm sure it's going to be fantastic."

One of the areas in which Mike excels is in the use of sound processing equipment. His techniques can range from using equipment in the way the manufacturer intended it to be used, to using it in ways they would not be likely to have even dreamt of. His original ways of thinking take him into an area where basic recording technique and signal processing blur into each other.

"You can use a gate on something like a bass drum to give the bass guitar a little bit of extra push as the bass drum hits. That gives the bass guitar a little extra surge, which is mixed in with the original bass signal. It does give quite a bit more punch."

I asked Mike if he could give some specific examples of techniques on particular records.

"Things like *Cascade,* one of the Banshees tracks, all the overheads on the drum kit, were put through noise gates which were keyed by a backwards cymbal. When the backwards cymbal came in which was into the choruses, the drums got liver and liver until the ends of the choruses, and then closed down again to very tight. And the drum kit itself, apart from the overheads, was all very gated as well, which was all quite staccato and percussive. All the sort of ambience between the sounds was cut out. There are thousands of things you can use noise gates for."

Mike continued, enthusing about some of his favourite pieces of equipment, including Valley People's *Gain Brain* and *Kepex II*. In fact on a previous occasion, he had told me he could quite happily do a session with *Kepex* and *Gain Brains* without really missing flangers, phasers and the like.

"The amount of effects you can come up with are incredible. You can actually key *Gain Brains* to compress as well. You can have a *Gain Brain* on an instrument that, for example, that you only want between the vocal but just about between every word of the vocal, especially if the vocal is drawn out, particularly between lines in the vocal. When the vocalist is actually singing the *Gain Brain* compresses the vocal down hard so that it is quiet. You can adjust the release for the instrument so that it will shoot up between lines or whatever. So the instrument is suddenly uncompressed as the vocal stops and then as soon as the vocal comes back, it jumps back down again. Obviously it is not so much a musical effect so much as an *effect* effect. It works well."

Was that an effect he'd use with the Creatures or Banshees, as their music is a weave of textures and layers?

"There is a certain amount of it. The one thing that wouldn't apply to the Banshees would be the use of noise gates to make things sound tighter. It's not tightness we really go for, it's a textures thing.

"We have, on several Banshees tracks, used compressors keyed by other instruments so that as the sound of one instrument dies away, the other rises up behind it. And if you do that with several instruments, the effect is quite pleasant.

"*Slowdive* was done like that. The rhythm strings on *Slowdive* were actually keyed and *Gain Brained* from the lead vocal. So as the lead vocal stops, the *dit-dit-dit* strings fade up, and then back down again as the vocal comes back in. The longer the vocals are out, the louder the strings get because they are on a very slow release. So it's like a long automated fade-in.

"There is no point in using an effect for the sake of it. They should be used to enhance something that somebody is doing, to bring out or accentuate. In general, effects should be used to enhance rather than detract. Occasionally, effects for shock value can work really well, some people use those very successfully.

Mike finds most American music "beautifully recorded" in a technical sense but sadly lacking in creative terms.

"If the snare drum doesn't sound the way that snare drums have sounded for the past 10 years, it's not a snare drum at all, it's wrong. Almost all the Americans put an effect on something and, in general, it will be so subtle that only other engineers and musicians will pick up on it. I don't think there is any point in putting on effects that are incredibly subtle. They are never noticed by most people. The subtleties come from the overtones of the instruments themselves. The ringing on the drums, that is the kind of subtlety that should be left as it is. And effects should enhance things and obviously, should not be too polite. I hate prissy little effects, nice little things."

"Nowadays, natural acoustic instruments—like cello, harpsichord and things—tend to be used because they're unusual, almost as a strange effect. Whereas a few years ago they were the natural instruments, now they're the odd ones. Strange." ■


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Who's Dolby Surround revolution?

Carl Levine

BACKSTAGE in Toronto's Maple Leaf Garden, The Who are making last minute preparations for their final North American concert. The Who have licensed all video rights to Twentieth Century-Fox Telecommunications Inc, except for closed circuit pay per view rights, that have been purchased by Campus Entertainment Network (CEN) adding a $pecial $ignificance to their historic performance. The Who leave their dressing room and approach the stage as the SRO crowd screams wildly, shaking the floor of the arena.

The excitement of the Maple Leaf Garden is shared in 38 venues from New York to LA where crowds ranging from 1,000 to 6,000 Who fans are in attendance. Reacting as if the large video screens were Roger Daltrey, Pete Townshend, John Entwistle and Kenny Jones in the flesh, the CEN locations have the aura, aroma and electricity of a live rock'n'roll extravaganza.

Across Canada, viewers turn on and tune in to an ad hoc network of 16 Canadian over-the-air TV stations working with a second network of local FM stations for a free network syndication of the concert with simulcast stereo. In the United States, approximately 200,000 cable and subscription TV sets, that are being charged between $10 to $15 for the live pay-per-view rock concert, are also surrounded by Who fans in every state, except Alaska. A stereo audio signal to 60 US FM radio stations is also being provided by DIR broadcasting.

Just outside Maple Leaf Garden, five video and audio trucks, with specific design features for this occasion, represent the nucleus of a carefully assembled configuration of equipment worth over $5 million. A hand picked production team of 144 are ready to test their creation of the most complex live stereo transmission to date.

It's now 10:05pm, EST. The Who are on stage ready for their final North American Concert. A thunderous ovation is heard as Roger Daltrey approaches the microphone and Pete Townshend straps his guitar on his shoulder. The director calls, "Take 7" and in homes throughout North America and in 38 CEN locations with multi-kW sound systems, Who fans see the group on stage and hear the thunderous ovation from Maple Leaf Garden. From the opening song, *My Generation*, it is clear that this audio visual presentation is a well executed, carefully prepared documentation of a live event. The nine Ikegami *HL 79A* cameras have been placed to provide a variety of angles including a view from an on stage crane looking out into the enthusiastic crowd, long cover shots and tightly blocked cuts of the performers.

The audio mix combines the crowd's enthusiasm with the band's hard driving sound, to capture the essence of a rock'n'roll concert. Rather than depend on processing the live stereo sound, the sound mix relies on miking. The bass and guitar are miked from a distance and the drums use a snare-bottom mic, a cymbal mic, a kick drum mic sealed and suspended inside the drum and a stereo pair of *U87*s (one between and the other a few feet in front of the cymbals and toms). Except for an AMS stereo delay line used for some vocals and guitar solos, a basic complement of audio equipment is utilised.

The live stereo transmission went as planned. Except for a two-minute signal loss at the beginning of the concert for some Canadian viewers, due to a routing switcher being inadvertently turned off, the audio and video presentation to all other venues was flawless. The half million dollar production of The Who's concert proved that the technology required for an international broadcast of live stereo sound for television audiences in clubs, theatres and at home is a reality.

The Who's final North American concert represented a revolutionary approach to the technical presentation and marketing strategy of live musical entertainment. In fact, the telecast was an experiment of the technology required to provide entertainment for the video generation of the '80s. The Who experiment answered many questions regarding the technical capabilities of landline and satellite distribution of a stereo audio simulcast with live broadcast video to wide screen and home television viewers. The project also gave preliminary indications of costs, viewer reaction, potential sales, profits and losses related to marketing a major music act via stereo video. The live stereo audio mix and the home video version's remixed Dolby surround sound raised the controversy regarding the future of the relatively new Dolby process. Will The Who's final North American Concert cause a revolution in the techniques of transmission and the type of sound required by video generation audiophiles?

Preparation key to technical success

The Who have always been pioneers in utilising video to expand their live presentation. In 1979 they were the first group to have a close-circuit video shown of their live Chicago concert. Jack Calmes, producer of The Who's Final Concert, recalls.

"The local radio stations guaranteed that we could sell 30,000 more seats. Using Telco lines instead of satellite distribution, like we did in '82, we sold out 10 theatres in the Chicago area. The kids were reacting to the screen, with quality sound, as if they were at the live concert. The group was happy with the result."

In fact, Calmes was so pleased with the results, he sold his interest in Showco to his partners and developed World Show Vision Network. Calmes' concept was to put together 10 to 15 high resolution touring video units, consisting of 30 × 40 ft screens with 20,000 W sound systems broadcasting in Dolby surround sound four channel using *CP 50* decoders, creating a new touring format for major artists.

By 1982, when The Who returned to America for their farewell tour, pay-per-view cable television and wide screen TV projection could be distributed via landline to literally the entire western hemisphere, Europe and Australia. Although satellite distribution of sports events, like the World Cup and championship boxing, or special occasions like the Royal Wedding, were common, live telecasts with accompanying high quality sound were in their infancies.

Veteran engineer/producer Glyn Johns worked with the band in England, prior to the tour, and created PA and recording microphone configurations. Johns also toured America with the band and shared the responsibility of mixing the house sound with Jack Maxson, president of Showco.

Johns recalls, "I haven't been on tour since the '60s with the Stones. It was a novelty. I did the PA for the first time and enjoyed the experience tremendously. The sound crew became extremely familiar with every note which was the key to the live broadcast. The idea of a band like The Who doing a live satellite broadcast is great and should be pursued."

On the first date of the tour in Washington DC, 'Black Pete', the 35 ft straight job audio truck of Record Plant (New York) Mobile arrived. The heart of the vehicle reflects chief engineer, David Hewitt's, experience as a builder of race cars. The custom Peterbilt chassis, 3500 cc diesel, 13-speed

engine with air track suspension is built to meet the demands of 500 mile overnight hauls required for touring acts. Black Pete virtually eliminated the need for piggy back trucks and allowed the Record Plant to record approximately 20 concerts on the tour. The mobile truck is also carefully designed to provide the highest quality sound on location.

The 6 in sound-proof walls in the Record Plant truck are lead sandwiched with pile wood, sound board sheet and a rough cut Walnut finish. The truck contains Ampex *MM-1200* 24-track ATRs and a custom-designed API console with 44 inputs, 44 outputs and 24 mix buses. Each channel has a model *560* Graphic equalizer and there is also a 48 channel Jensen splitter. Black Pete's interior was designed by recording studio builder, Jim Fal.

Glyn (Johns) wanted his own monitoring system for the tour. "We built custom speakers based on Altec *Bi Reds,* driven by Bryston power amps, and also built a new overbridge and tuned the room," Dave Hewitt recalls. "The entire operation had a massive group of professionals and there were virtually no problems. All tours should be like this one."

"The Who originally considered using another director, but Richard Namm had a much better technical grasp of what was needed to make the video look good and to handle a project of this magnitude. That was what swayed the balance, producer Calmes recalls. "Namm knows a tremendous amount about equipment. Since we basically had to assemble the system to do the show, we needed a director who could pay attention to technical detail, which is exactly what Namm did."

Richard Namm, president of Professional Video Productions, a subsidiary of Professional Video Services (PVS) in New York was selected to direct The Who's final concert because of his experience directing live music. His credits include the first satellite-delivered cable TV concert, "The Charlie Daniels Band", and the first feature-length concert on MTV, "Live Infidelity—REO Speedwagon in Concert".

"One reason why Toronto's live show went so smoothly was because the nucleus of the crew provided a direct feed for the Eidophor video projection unit used at several of The Who's earlier live concerts on the tour," Namm suggests.

Last December, Namm and a crew of 10 went to Texas and taped The Who's concerts at the Houston Astrodome and The Cotton Bowl in Dallas. Namm reviewed the Texas tapes with his assistant director, John O'Connell, for literally every movement by the group including lighting and stage cues. While reviewing the tapes, Namm was also busy on the telephone, ironing out technical details, long distance, with Glen-Warren Productions Limited, Toronto.

"I approached this like any other production. I did my pre-production planning and took into consideration all aspects of video, audio and communication between members of the crew. We did our pre-production down to the last detail, allowing for failures and production changes. I did a block diagram of the in's and out's of the system and had no doubts that it would work," Angelo Caldana, mobile engineering supervisor for Glen-Warren relates.

It took six Glen-Warren engineers three days to construct and modify the vehicles for the Toronto shoot. "Big Blue", a 43 ft mobile teleproduction trailer, contains a custom 24 × 6 × 2 Ward-Beck audio console, with four premixes and four auxiliary buses on each channel, served as operation control for the shoot. A Ryder *301* was specifically designed to house all the video recorders and another truck was designed to house an ADDA *Still Store* device, a two-channel Quantel and two playback VTRs.

On Monday, December 15th, the entire stage area (minus the band's equipment/road gear, sound and light) was erected in Maple Leaf Garden, only to be dismantled at 5pm on Tuesday, for the scheduled hockey game. Prior to dismantling the stage, Keith Kevan, the video sight coordinator, supervised proper colour coding and diagramming of the entire area.

On Wednesday, just before midnight and as soon as the ice was removed from the rink in Maple Leaf Garden, 14 technicians from Glen-Warren began setting up the equipment for "The Who—The Final Concert." By Thursday afternoon there were 40 employees from Glen-Warren, 30 video technicians from New York, nine sound engineers from The Record Plant and Showco, nine technicians from Wold Communications to handle the satellite uplink and 30 stage hands. In addition, The Who's road crew (12 people for lighting, six for staging and eight for sound) were preparing for the event.

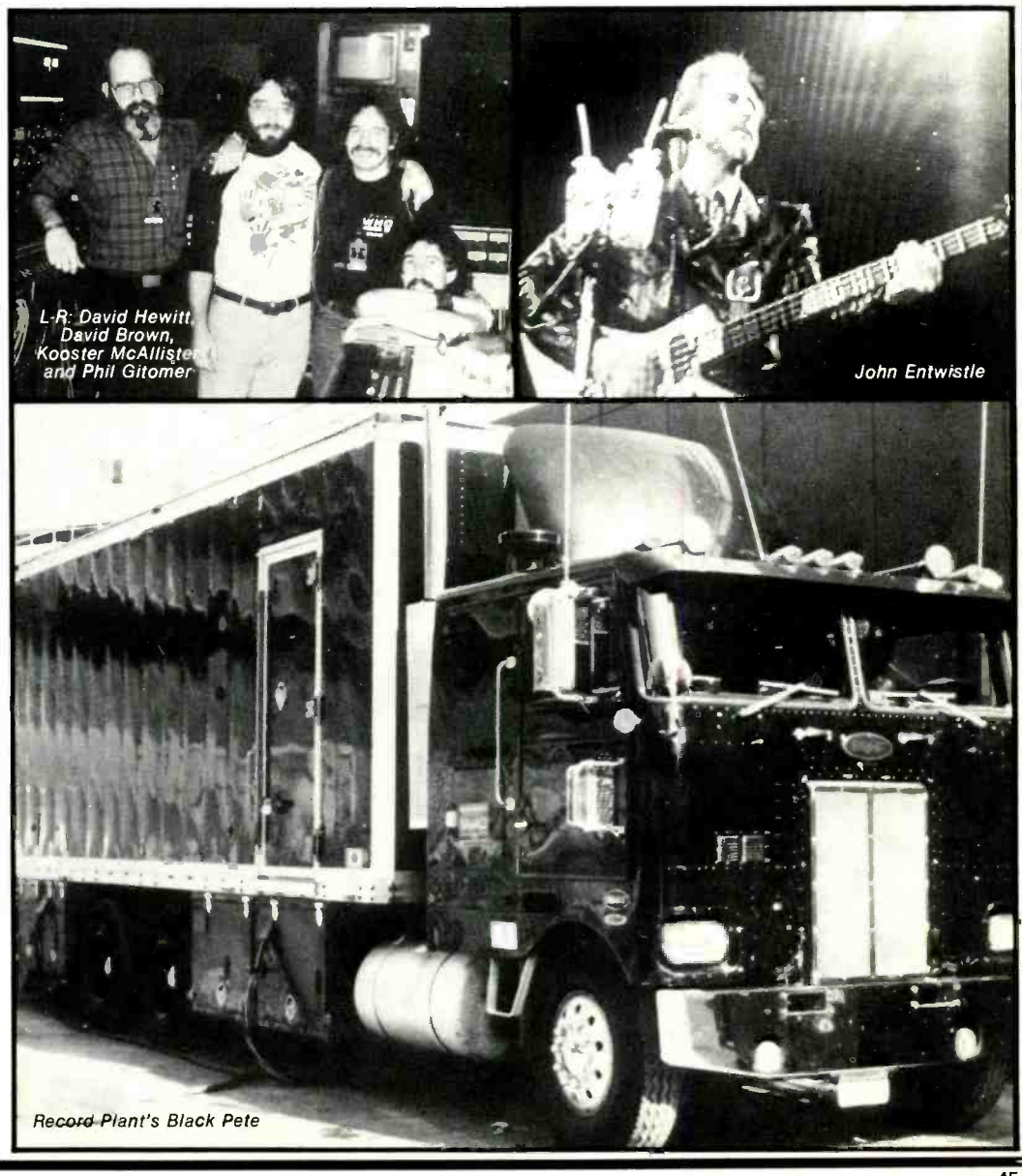
"David Brown (maintenance) was freed up to take care of the video tie ins. We fed Glen-Warren with two sets of left, right and mono audio. David set up a multiline that carried stereo audio, switched video, time code and vertical drive to feed signal back from the video truck," David Hewitt, Record Plant's director for the shoot reveals.

"To soften up the signal for broadcast and the 1 in the video, we added a stereo limiter across the bus. One inch video and satellite links can't handle head room the way a console can," Hewitt explains.

On Thursday night, The Who's penultimate North American concert was videotaped. Record Plant recorded a 15 in/s Dolby four track recording with stereo left, stereo right, 59.94 and SMPTE, for the video shoot. A 1 in Type C tape of the Thursday night performance was delivered to the uplink site in New York on December 17th, the day of the live feed. This tape, with stereo audio on Tracks 1 and 2 and mono on Track 3, was started synchronously with the start of the Segment A live feed and served as a back-up if all live Toronto feeds failed. All involved were quite pleased that the 1 in master of The Who's performance was only needed for post production of the edited versions for cable, cassette and disc.

Live distribution

"The transmission path for the live feed was probably the most 46 ▶



L-R: David Hewitt, David Brown, Kooster McAllister and Phil Gitomer

John Entwistle

Record Plant's Black Pete

Who's Dolby Surround revolution?

complicated to date. A tremendous amount of coordination was needed to provide service to CEN and Fox simultaneously on two satellites, Westar IV and Westar V, in addition to the other satellites that were also employed for the Canadian feed (Anik C3) and the Toronto to Buffalo feed (Anik D1)," Richard Wolfe, vice president for Twentieth Century-Fox Telecommuncations explains. "The signals included video and three audio channels—mono, Dolby stereo left and Dolby stereo right. In addition, Dolby stereo audio was transmitted on the Wold SCPC service on Westar III, to feed all FM radio simulacast stations. The Canadians were excellent and did a first class job of uplinking the signals," Wolfe concludes.

Since the live broadcast involved multiple feeds and signal users, Wold Communication was given total network coordination to ensure compatibility for all video, audio or telephone transmission service involving the event. Due to international agreements special arrangements had to be made for the transmission path. Wolf cites an example of how this affected the US feed.

"The quality on the landline was superior to the satellite signal, so we used it as the primary link, rather than the backup as intended. Since Canadian regulations allow portable uplinks to operate at relatively low power, the signal does not saturate the transponders on the satellite and the signal-to-noise ratio suffers," Wolfe explains.

A high powered uplink from the concert would have permitted exclusive satellite distribution; however, instead a double uplink transmission was used. The video, stereo audio and mono signals from Maple Leaf Garden were carried to Wold Communications in New York City on a microwave/cable landline via Niagara Falls. From New York, the signal was sent out over four uplinks.

The 60 FM stations organized by DIR Broadcasting received their stereo signal from either a National Public Radio downlink or from portable dishes or AT&T lines provided for the broadcast. Videonet of Woodland Hills, California was responsible for providing the receiving dishes and personnel for the portable downlinks at the 38 CEN locations. The pay per view cable homes received a mono audio feed on their TVs and had to listen to the FM broadcast for stereo sound, the common delivery system for pre-recorded simulcast concerts.

Technically the live distribution was a tremendous success. Financially it was a flop. According to a CEN spokesperson, "We needed more than 100 locations for the live concert to be a success. Since we had less than half of that, we knew the event would be an economic loss. However, we did average 1,700 people per location making it profitable on a building by building basis. Of the two million Subscription Television homes in the United States, only 12 per cent of the pay TV customers paid the $10—$12 fee to receive The Who's final concert. Despite the financial losses the live transmission was viewed as a success.

"We're pleased with the results. Pay-per-view is still in its infancy and will grow," Phillip Myers, vice president of Twentieth Century Fox claims. In fact, Twentieth Century Fox is looking into backing another pay-per-view event in late '83 or early '84. The spokesperson for CEN also agrees, despite a financial setback from the event. "Large screen theatrical video with high quality sound was proven to be a success. The consumers found The Who's concert to be an enormously qualitative experience. The audience bled into the screen and participated as if they were at the live event. If the audience was neutral it would have been a failure.

Surround Sound remix for home video

"Dolby is like a good housekeeping seal of approval. Four channel Dolby surround sound had not been used for live telecast and we wanted to be the first," Richard Wolfe vice president engineering and video technology of Twentieth Century Fox candidly remarks. "Glyn Johns was not comfortable mixing in surround sound, so we let him out of that part of his contract for the live concert, and deleted the Dolby logo from the live telecast. We insisted that the home video version be remixed with Dolby surround sound to be compatible with our home product (90 per cent of Twentieth Century Fox movies have surround sound) and to enhance the audio quality," Wolf states.

Glyn Johns, who remixed the home and cable version at his own studio with a Studer *A800* and personally designed desk, relates:

"I was contractually obliged to use surround sound. Dolby supplied the equipment. Designed for use in a cinema it is excellent and marvellous. For use in the home it is a digression." Johns explains his feelings about the disadvantages of Dolby surround stereo for the home. "There is a tremendous amount of leakage from the signal in the front to the back. It reduces the stereo and the size. I refused to do the live concert in Dolby surround sound because I couldn't see 97 per cent of the people putting up with a signal that less than 3 per cent of the people could receive."

Wolfe disagrees strongly with Johns' opinion of surround sound.

"The ambience from the rear channel gives the listener the feeling of being there. It is a psychological effect. The rear channel makes you part of the performance. The whole essence is that we use the latest technology with music." Wolfe also feels, "it is even more important to have at least 3 or 4 channels for large screen live music performances. If you do not use a centre channel, a solo singer or instrument in the centre of the screen will have audio coming from either left or right edge."

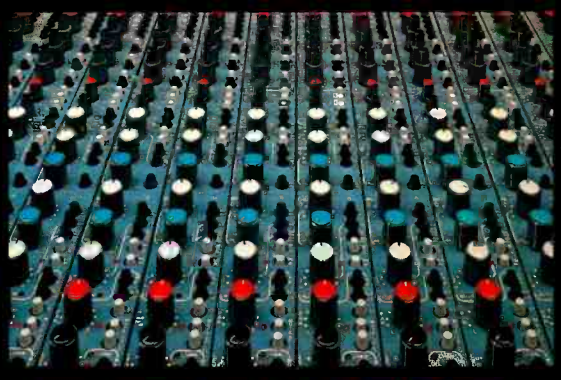
The jury is still out on Dolby surround stereo for live music performances. Consumer awareness of the process is just developing in the United States. Sony's stereo Beta VCR system, introduced this year, the 150,000 home laser disc units and the new CED disc system, are capable of providing surround sound in the home, however the penetration of high fidelity video units is extremely limited. In addition, a decoder system is required to receive the full surround sound effect. Surround Sound Inc, Marina del Rey, Calfornia, is one of the manufacturers of the decoder, a *CV 360* retailing from $299 to $499.

"By the end of 1983, 10,000 consumer decoders will be sold, and by the end of '84 the number will be 36,000," predicts Sherry Zeitler, director of marketing for Surround Sound Inc. It is also reported that Jensen will build the surround sound decoder into future TV component systems. By making the decoder standard in home video monitors, manufacturers might force a demand for new sound mixing on future music television programmes.

"The Who's final concert is a milestone from a technological standpoint. Notwithstanding the lack of 4-channel audio for the live performance, technically the program was a tremendous success," says Wolfe and adds, "the pay-per-view aspect of the experiment was not as successful, from a financial point of view, but that will change as the number of STV homes increases over the two million mark. However, the cable TV version which premiered on HBO was very well received and the home video version is selling very well. The overall project was definitely a success," Wolfe concludes.

The Who's Final North American concert clearly redefined the technical expectations for audio transmission of a live telecast. The home video version of the experiment utilised a new Dolby technique, which might change the way engineers mix sound and consumers listen to music in the future. The British just might have started another revolution in America. ■

ANGELA 28/24 at Sanwa Video, Osaka, Japan



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letters

CD questions

Dear Sir, Congratulations on your very professional journal. As an audio engineer and audiophile, which sometimes seems incompatible, there were two articles in your July issue which drew my attention.

(1) Studiofile: Sear Sound, New York

At last there's somebody who really cares about sound quality of the recordings, and I believe they do it the right way. Tube sound still seems best to me, and to a lot of audiophiles. This may sound antiquated, but I could convince myself in many comparative listening tests of pre and power amps, and I'm not nostalgic at 29 years old. The main problem of poor sound quality lies, in my opinion, in the total lack of correlation between things we hear and things we measure.

(2) Inside Compact Disc

I was very surprised, if not shocked by the poor information provided especially in Table 1: Comparison of systems. I think that this information, probably quoted from a manufacturer's leaflet, is totally misleading.

'Groove length'—what for? The systems are totally different.

'Frequency response'—with which phase shift? The CDs seem to be unacceptable for most audiophiles.

'Signal/noise ratio'—Please don't forget that you cannot use the whole 90 dB on CD, as hard clipping occurs beyond maximum level; so there is at least 10 dB of headroom to be left. On the other hand, S/N is not a measurement for signal dynamics, for the ear is able to distinguish signals which are 10 to 20 dB within the noise floor.

'Distortion'—at which level, which frequency? Which harmonics are measured? You probably refer to maximum level at 1 kHz, very rarely met in reality.

It might be an interesting fact for the readers to know that one of the main problems with PCM recording and reproduction—a total lack of ambience and low level information—is due to the very poor distortion figures at low levels (due to linear A/D and D/A conversion) and mainly containing those annoying high order harmonics. Especially if you consider that both the analogue recording and reproduction medium, and the human ear have very low distortion figures, mainly containing 2nd and 3rd order harmonics, at these levels.

Yours faithfully Andreas Manz, Ana Piferrer, 16-D-1, Barcelona 23, Spain.

Richard Elen replies: Many thanks for your positive comments about the magazine. As far as 'Tube Sound' is concerned, we feel that good amp quality is more a function of design than what the active devices are. There is a lot of rubbish talked on both sides of the fence: we tend to believe that while there are some very nasty transistor amplifiers, there have also been some pretty appalling valve ones! Particularly with modern developments in solid-state power devices, notably power FETs, there is little excuse for making a 'bad' amplifier, where in the past many designers fell down by thinking they could take valve designs, turn the voltage rails down and invert them, fiddle the values a little and end up with a good germanium transistor amp. But then, what is 'good' and 'bad' in monitoring? As a recording engineer, I tend to be more concerned with what the system is like to work with rather than what sort of barriers the electrons have to cross in the course of their work. If it sounds right (and right in other rooms) then it probably is right.

I think you slightly miss the point of the July article on CD. Remember that many studio engineers are operationally brilliant but may not know too much about the numbers involved—indeed some people would say that technical competence gets in the way of good recording engineering—again, if it sounds right, it is right. The technical article was in the August issue.

What I'd like to know is where this missing ambience and low-level information is. I've certainly heard early vinyl discs cut from digital masters, and heard the results of no dither and cutter-head resonance: now generally absent from modern discs. I have also heard the most wonderful recordings of organ music on CD where the recording was crystal clear but lacking in ambience mainly because someone must have popped the mics down the tubes to record the organ—this, it seems to me, is the result of appalling mic technique, revealed by the digital process in all its unimaginable nastiness, or at the very least a valiant attempt by an engineer to eliminate that ghastly noise the church makes.(?)

I would not go so far as to blame digital media for bad mic technique. Neither would I blame Edison's Phonograph for not being up to modern standards. I do think that some of the earliest digital recordings did suffer from some nasty faults, often caused by the ordinary analogue cutting head being unable to cope. They were often more technical curiosities than serious attempts at fidelity. Even today, new technologies take time to develop, and while we may criticise marketing men in the hi-fi companies for some rather excessive claims about digital, we need to view the technology itself, in our professional world, with a little more care. Sometimes the ordinary engineer in the studio may do better to listen and criticise what he or she hears, rather than attempt to play a numbers game which may be somewhat irrelevant to the art of recording music.

Digital authenticity

Dear Sir, Very strong feelings seem to be developing amongst many people about the origin of recordings released in the CD format. Your readers will surely agree that the function of a record is to reproduce, as closely as possible, in the listening room the sound of a performance by musicians in a studio, concert hall, etc.

In very general terms there are two stages in making this reproduction possible. The live sound is recorded on to tape and this tape recording is transferred to a more convenient medium for use in the home—usually in the form of a disc or to a lesser extent, a cassette.

There are two methods available for recording on to tape—analogue or digital, both of which have certain advantages and disadvantages; both of which have their advocates and champions. Now we have this same choice of method of recording the signals on to disc: the analogue LP or the digital Compact Disc.

The Compact Disc has removed two of the most serious faults which to most people can come between the listener and the music, namely surface noise and inner groove distortion. The sound of the original tape will now be heard more clearly, and it is for the buyer to decide whether what is heard on the disc is satisfying or not. I would suggest that the vast majority of the record buying public would be unable to detect whether the original master tape is digital or analogue. It must be admitted that very good and very bad recordings exist in both forms. The presence of the magic words 'Digital Recording' is no guarantee of quality, just as the absence of these words does not guarantee a bad recording.

Surely we should welcome the introduction of the CD because it enables us to get closer to the original recording, not take issue with the record companies because they are giving us the possibility of hearing analogue recordings, in many cases better than ever before. For me the method by which the original master tape was made is only of academic interest and I do not see why a record company should be obliged to disclose this.

Yours faithfully, Roy Emerson, Independent Record Producer, 80 Darwin Court, Gloucester Avenue, London NW1 7BQ.

Buss or bus

Dear Sir, I was irritated to find, in the recent article by my colleagues Ted Fletcher and Steve Dove, the word 'buss' appearing consistently, and appalled to discover that their original, correct, spelling 'bus' had been altered to conform with your 'house style'.

Reference to the OED shows 'buss' to be a middle-ages word for 'kiss' (cf French baiser, Latin basiare, basium). The correct word, sir, is 'bus', the slang abbreviation of omnibus: serving several objects at once—bar, wire etc, in electricity, through which whole current passes. The plural of bus is buses.

It would be interesting to discover the origin of this mis-spelling—no doubt, like other debasements of the English language, it can be traced to the American influence, though I note with relief that db *magazine gets it right (even if their logo is wrong). So does Hewlett Packard.*

As Link House is an English company, I believe, sir, that your house style should embrace correct English, and not sloppy usage, however general it may appear to be.

Yours in hope of repentance, John L Andrews, Alice (Stancoil Ltd), 38 Alexandra Road, Windsor, Berks.

Richard Elen replies: As it happens, we were already investigating this one, and came to the same conclusions. We have implemented the change in style and you will no doubt notice the correct usage in future issues. I'm afraid we can't offer you any repentance because we discovered it too!

CD mastering

Dear Sir, The article by Chris Hollebone in the July issue on the subject of Compact Disc mastering provides important information for producers and engineers preparing CD product.

One piece of information missing in the article is that the Sony PCM 1600 digital audio processor with 44.1 kHz sampling is completely compatible with the Compact Disc mastering process, with no further processing being required by the PCM 1610. Sony has gone to great efforts to promote their newer processor, neglecting to include the use of their earlier and much more expensive units.

In addition the article states that producers wishing to release both Compact Discs and conventional LPs will have to prepare both digital audio and analogue audio master tapes. As the many LPs produced from digital masters attest, an analogue master tape is unnecessary for disc mastering and detrimental to the sound benefits gained from digital recording.

Yours faithfully, Van Webster, Digital Sound Recording, 607 North Avenue 64, Los Angeles, CA 90042, USA. ■

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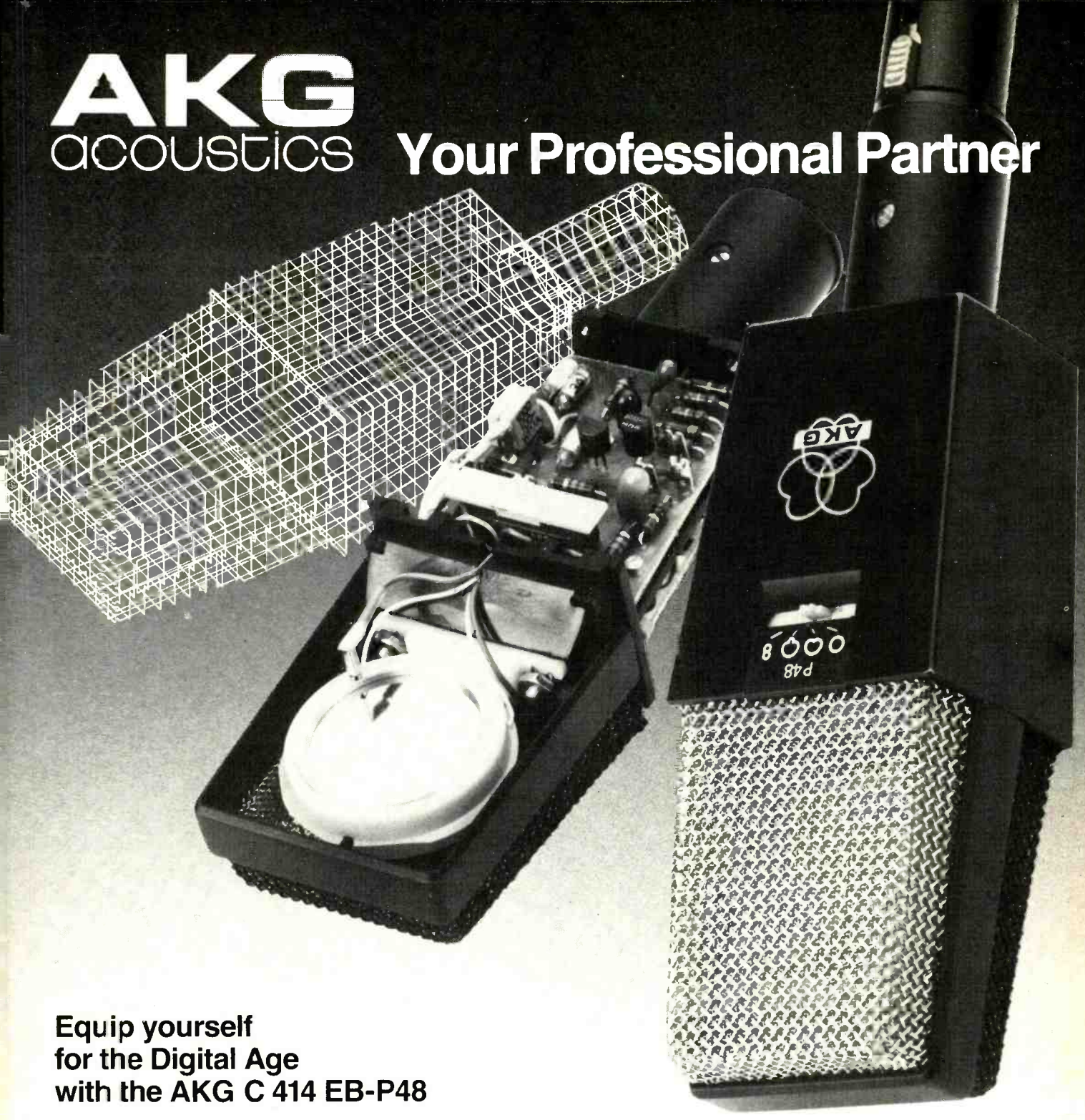

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Audio-Technica Corp, 2206 Naruse, Machida, Tokyo 194. Tel: 0427-22-7641. Telex: 2872-357.
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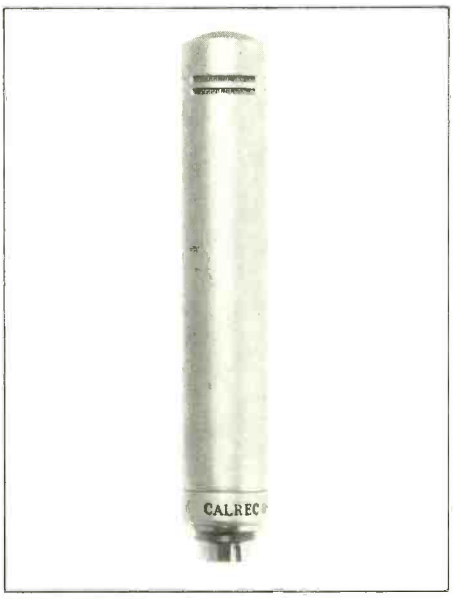

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MILAB (Sweden)
CTAB, Knutsgatan 6, S-26500, Astorp. Tel: 042 515 21. Telex: 12442.
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PEAVEY (USA)
Peavey Electronics Corp, 711 A Street, Meridan, MS 39301. Tel: (601) 483-3565.
UK: Peavey Electronics (UK) Ltd, Unit 8, New Road, Ridgewood, Uckfield, Sussex, TN22 5SX. Tel: 0825 5566. Telex: 957098.

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Canada: Interlake Audio Inc, 680F Dobble Street, Winnipeg, Manitoba R2K 1G4. Tel: (204) 668-0248.
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SANKEN (Japan)
Sanken Microphone Co Ltd, 2-8-8 Ogikubo, Suginami-ku, Tokyo 167.

Export: Pan Communications Inc, 5-72-6 Asakusa, Taito-Ku, Tokyo 111. Tel: 03-871-1370. Telex: J27803.

Range of condenser microphones.

SCHOEPS (West Germany)
Schalltechnik Dr-Ing Schoeps, Spitalstrasse 20, D-7500 Karlsruhe 41. Tel: 0721 42016/42011. Telex: 7826902.
UK: Scenic Sounds Equipment, 97-99 Dean Street, London, W1V 5RA. Tel: 01-734 2812. Telex: 27939.
USA: Posthorn Recordings, 142 W 26th Street, 10th floor, New York, NY 10001. Tel: (212) 242-3737.

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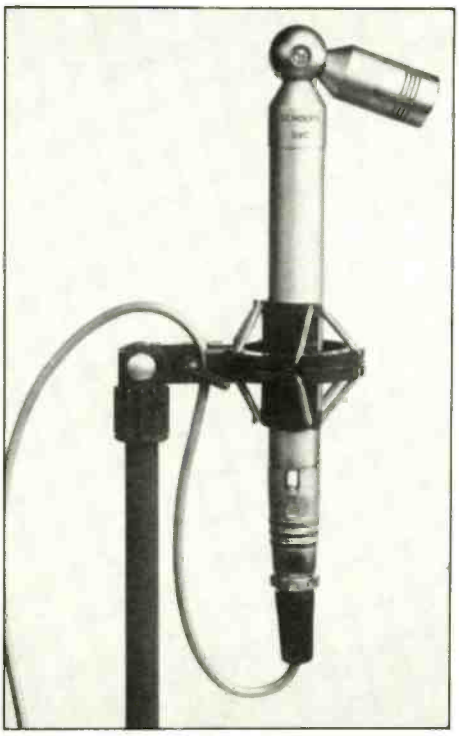

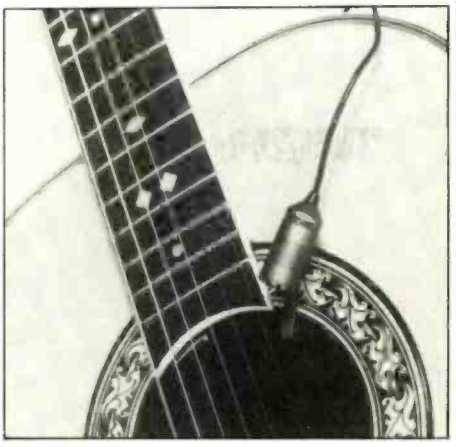

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SONY (Japan)
Sony Corp, PO Box 10, Tokyo Airport, 149, Japan. Tel: 03 448-2111. Telex: 22262/24666.
USA: Sony Corporation of America, 9 W 57th Street, New York, NY 10019. Tel: (212) 371-5800. Telex: 424595.
UK: Sony Broadcast Ltd, City Wall House, Basing View, Basingstoke, Hants RG21 2LA. Tel: 0256 55011. Telex: 858424.
UK: Feldon Audio, 126 Great Portland Street, London W1N 5PH. Tel: 01-580 4314. Telex: 28668.

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SUNN (USA)
Sunn Musical Equip Co, Amburn Industrial Park, Tualitin, OR 97062. Tel: (503) 638-6551.

Dynamic microphones for live use.

TURNER (USA)
Telex Communications Inc, 9600 Aldrich Avenue South, Minneapolis, MN 55420. Tel: (621) 884-4051. Telex: 297053.
UK: Canadian Instruments and Electronics Ltd, Harris-Bass House, Station Road, Ilkeston, Derbyshire DE7 5TX. Tel: 0602 302331. Telex: 377755.

Range of dynamic microphones and accessories.

WRIGHT (USA)
Wright Microphones, 2093 Faulkner Road NE, Atlanta, GA 30324. Tel: (404) 321-3886.
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Video recorders

Relations between the Common Market and Japan are getting progressively worse. Earlier this year Brussels set a limit on the number of video recorders the Japanese could sell into Europe. The Japanese were particularly upset because the deal effectively put a very low ceiling on the number of kits of parts which they can send into Europe, for assembly by European workers in European factories. The video limits were imposed after Philips and Grundig complained to the Common Market that they couldn't sell enough of their own *V2000* video recorders. Now the same thing is happening with *Compact Disc*.

The Electronic Industries Association of Japan has taken the unprecedented step of producing a booklet underlining the absurdity of Philips' request for the tariff on *Compact Disc* players imported from Japan into Europe to be doubled, from 9.5% to 19%.

"The *CD* system is the product of joint development between engineers from the EEC and Japan," says the booklet, "raising the import tariff could irreparably harm the future development of this system as well as smear the record of co-operation which has been achieved so far." They aren't wrong.

In 1979, Sony joined forces with Philips on *Compact Disc* development. Error correction was improved and the coding standards raised from 14 bit to 16 bit. In 1980, Sony and Philips produced the prototypes which pushed the system through to standardisation in Japan. Matsushita chose *Compact Disc*, instead of AHD from its own subsidiary JVC. Every other Japanese manufacturer followed and the Telefunken mini-disc, along with AHD, bit the dust. Without Sony's help, and especially the personal crusade of Sony's charismatic boss Akio Morita, *Compact Disc* wouldn't now be on sale.

In reward for the company's initial development work, Philips gets a royalty on every disc sold, as well as a royalty on the players. But that isn't enough for the Dutch Company. They also want a large chunk of the player market. At a financial conference, Philips director Gerrit Jeelof said that the company has been worried about the threat of *Compact Disc* players coming in from Japan for sale in Europe at 'absurdly low prices'. Hence the plea for a double rate tariff on Japanese players, even though Japan has already eliminated the 4.9% tariff on players coming in from Europe and the US is sticking at 4.7%.

Heaven knows, anyone in Europe with half a brain wants to see jobs created or even saved, in what is left of our ailing electronics industry. If Philips succeeds in getting the Common Market to hike the price of Japanese *Compact Disc* players artificially, on top of the price hike caused by the strong Yen currency, then it may temporarily guarantee some extra sales of Philips players and secure some jobs. But in the long term Philips has made a dangerous move. Whether or not the tariff is doubled, the Japanese are angry. The companies, like Sony and Matsushita, which supported the *Compact Disc* system early on, feel betrayed. The gloves are now off.

At the moment there's a waiting list for some *Compact Disc* players. But next year, when they are in plentiful supply and the selling gets tougher, the Japanese will pull out all stops to wipe Philips off the audio map, just as they've done with video. Now that the spirit of co-operation—that got *CD* off the ground—has been evaporated by the Philips tariff move, watch out for an acceleration of *CD* developments from Japan. Budget players, car players, portable players, still picture video players, miniature players for miniature discs and broadcast studio players; they'll start pouring in from Japan while Philips still futzes around with a no-frills domestic system and prototypes like the cardboard mock-up of a car player which Philips proudly showed in Berlin recently. By the end of the decade only a few people will remember that it was Philips who originally invented the system.

And what has Philips to say about all this? Two years ago, as an economy, Philips in Britain shut down its efficient corporate PR department. There's now only an occasional corporate comment on anything. I asked Philips why it wasn't putting its own side of the picture, if there was one. A week or so later the company issued a 4-page corporate whine. Significantly there's no mention of the royalty which Philips earns on every *Compact Disc* and player sold by all licensee companies, including the Japanese. When quizzed, Philips refused to talk figures. But we know that it's a 3 US cent royalty on every disc sold and the royalty on players is in the area of 3 to 5%. As a yardstick, JVC takes a 3.5% royalty on every VHS recorder made under licence.

Most surprising in the Philips whine is the claim that the call for an increased tariff came not just from Philips and Grundig but from 11 Philips licensees in Europe, lobbying their trade body, The European Association of Consumer Electronic Manufacturers. "These European companies have made and intend to make heavy investments in *Compact Disc* technology and see their potential markets being threatened," says Philips. So who are these eleven licensees who want the tariff on *Compact Disc* players raised? I asked Philips. The answer was more than a little surprising. Only four of the 11 are hardware companies: Studer-Revox, Bang and Olufsen, Grundig and Thomson of France. The other seven are software companies: PolyGram, Nimbus, Toolex-Alpha, Sonapress, Forward Technology, PR Records and MPO Records. I wonder how many people working for these software companies know they are lobbying for a higher price on the players which people must buy to play their discs?

Listening standards

Most record companies have been through the problem of a pop star who rejects the master mix, or test pressing because his home hi-fi has a blunt stylus. Decca had exactly the same problem 20 years ago, when they recorded *The Ring*. The late John Culshaw tells the story in his book *Ring Resounding*. After a batch of Vienna recordings were finished, and edited, Decca sent singer Birgit Nilsson a test pressing in New York. She was horrified, because her voice was inaudible over the orchestra. Decca couldn't persuade her to listen in a studio, because she was sure they would fix the sound artificially to fool her. So they bought the singer a cheap portable gramophone which she took back to her hotel room to play the test pressings again. They sounded fine and Decca got clearance to release the recording. Almost certainly the famous singer's New York gramophone had its stereo pickup wired out of phase, so that centre front voice was partially cancelled leaving only the random phase of orchestral spread.

A few years ago in Britain there was a budget ballet record. A lady complained that her pickup kept skipping the grooves. There was nothing wrong with the disc she sent back but the company gave her a new one. She complained again. And again. Finally she turned up on the company doorstep with her latest faulty pressing. It played perfectly on an office gramophone. "That doesn't prove anything," said the buxom ballet enthusiast, "it only skips grooves when I'm dancing."

One of the early Tony Hancock records carried a note on the sleeve suggested by Hancock himself. 'For best results clean this record with a fine emery cloth.' Inevitably a 13-year-old sent in an emeried disc, complaining that it sounded worse now he'd cleaned it exactly as instructed. Vowing never to put another joke on a cover, the customer relations department took pity on the child and sent out a new copy. "Thanks for the record," came back a letter in spidery hand. "PS: I'm really 31 and I'll bet you never put another joke on a record sleeve."

Time warp synchronisation

Say goodbye to badly dubbed films, where the actors' speech obviously does not match their lip movements. The Polytechnic of Central London has developed a time warp system which doctors a post sync recording so that it matches the original sound track, and thus lip movements.

Most modern feature films now rely on at least some post synchronised dialogue. The sound recorded on location is often unclear so that the actors must re-record their words in a studio while watching themselves on screen. It is a time consuming and expensive business because only a few actors have mastered the art of accurate post synchronisation.

According to the new system, unveiled at a BKSTS conference in London earlier this year, the actor watches the screen and repeats the dialogue in loose synchronism. Up to five minutes of speech at a time is converted into 16 bit digital code and recorded on an 84 megabyte magnetic disc memory. A spectral analyser compares the waveform of the fresh speech with the waveform of the original sound recording made when the sequence was filmed. The analyser produces 100 data signals a second, which pin-point any discrepancies between the original and fresh recordings. On replay of the fresh recording these different signals are used to control a digital time warp process, which compresses or stretches the signal bit stream from the disc so that it matches the original. The inventors of the system, which they call *Wordfit*, claim that because the time warp circuits act on 10 ms packets of sound, synchronisation is accurate to ±20 ms and this error is indetectable. The overall effect of warping is not noticeable, and certainly far preferable to the awful sight and sound of sloppy post-syncing. ■

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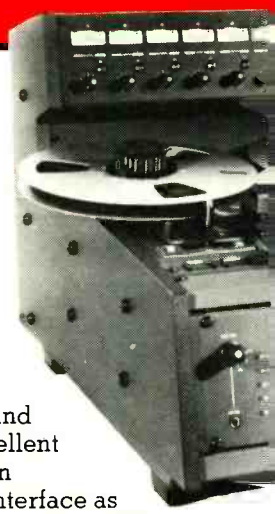

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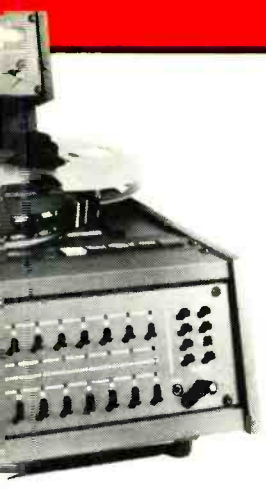

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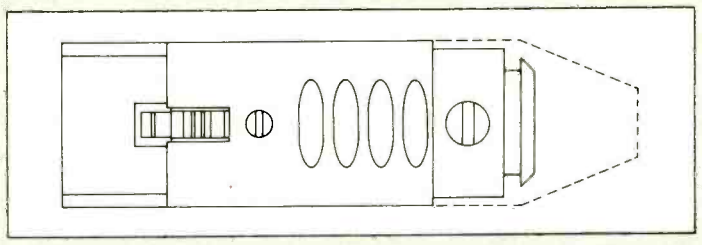
A loudspeaker connector at last? proposals for a standard

Ken Dibble



The question of XLR/3 usage in the audio industry was discussed at some length in 'Standard—What Standard' (Studio Sound, February 1982) and a number of problems highlighted. Subsequent correspondence has shown that the 'Pin Two Hot' brigade, ie those now complying with the IEC and British standard, appear to be gaining ground. So far—so good.

This article develops one of the points touched on at the end of that article, namely the matter of loudspeaker connectors. As will be seen, some recent correspondence from Australia has brought this topic to the fore.

WITHOUT doubt, the unofficial 'industry standard' practice is to use the male version of the *XLR/3* as a loudspeaker output facility from a power amplifier and an *XLR/3* female receptacle as the input to a loudspeaker enclosure. This approach is in widespread use throughout studio and live sound industries and it is common practice to find equipment manufacturers fitting connectors in this way to proprietary power amplifiers and loudspeakers as standard equipment.

Certainly, there is a degree of logic to commend such an approach. After all, convention in the use of the *XLR/3*-type connector requires that the audio signal comes out of pin contacts and goes into socket contacts, so all we are talking about is an extension of the standard BS/IEC low level signal practices into loudspeaker wiring. And of course, it offers the inherent advantage of obvious differentiation between power amplifier inputs and outputs, thereby rendering inadvertent wrong connection highly unlikely. Unfortunately however, it is not quite that simple.

There is no way a loudspeaker circuit can be considered in the same terms as a low level signal circuit, especially when the very high power ratings of modern professional amplifiers are taken into account. A loudspeaker circuit is essentially a power circuit and will therefore come within the scope of the various British and international electrical safety standards, and in the UK, is likely to be subject to the Home Office Electrical Equipment (Safety) Regulations, 1975. In the application of these Regulations, the Department of Trade will acknowledge compliance with BS415, the 'Specification for Safety Requirements for Mains Operated Electronic and Related Apparatus for Household and Similar General Use' as full compliance with the Regulations as far as equipment coming within its scope is concerned. BS415 is similar to, but not identical with, IEC65 and the Department of Trade point out that compliance with IEC65 may not necessarily ensure full compliance with BS415 and may not, therefore, meet the requirements of the Regulations. So clearly, it is BS415 that we should be concerned with here.

Section 9, sub-section 1 clause 1 of BS415 clearly states that a '... part or terminal contact is not live if ... the current measured through a non-inductive resistance of 50,000 ohms does not exceed 0.7 mA (peak) AC or 2 mA DC and moreover ... for voltages between 34 V (peak) and 450 V (peak) the capacitance does not exceed 0.1 μF.' A rider adds: 'For frequencies above 1 kHz, the limit of 0.7 mA (peak) is multiplied by the value of the frequency in kHz, but shall not exceed 70 mA (peak).'

If you do your sums, it works out that a power amplifier rated at 150 W/4 Ω will develop a peak voltage of 34.6 V and a peak current of 0.69 mA under the above stated conditions. Therefore, the output terminal of any power amplifier capable of delivering more than 150 W into a 4 Ω load would clearly be treated as 'live' under BS415 and would have to be shrouded and/or shuttered in such a way to satisfy the 'standard finger test' as defined by the Standard.

There is no way that the male *XLR/3*-type connector will satisfy the 'finger test', therefore, any power amplifier rated at 150 W/4 Ω or greater which is fitted with *XLR/3*-type loudspeaker output connectors will be in contravention of BS415 and will not meet the requirements of the Regulations. Clearly then, the current 'industry standard' practice cannot be condoned—rather, it should be actively discouraged.

In power engineering, the convention is that 'volts come out of holes', not from pin contacts, which of course, is the reverse of the *XLR/3* standard usage. In recognition of this, two years ago the BBC internally directed that in the absence of an alternative suitable connector, all PA equipment kits would be fitted with an *XLR/3* female socket as the amplifier loudspeaker output connector and with the *XLR/3* male as the loudspeaker cabinet input connector—exactly the reverse of the unofficial 'industry standard' practice. However, as this meant that power amplifiers would then have *XLR/3* female connectors for both input and output connections, the input receptacle was changed to male—totally contrary to the BS and IEC standard! So if you should come across a BBC spec amplifier, watch out, the chances are it is wired back-to-front!

Surely, if an organisation the size and with the technical credibility of the BBC is sufficiently frustrated in their search for a reliable loudspeaker connector that they have to resort to using an established connector system in a way which is quite contrary to British and International Standards in order to comply with the safety regulations, then something is wrong. Despite the many hundreds of connector types available on the market, none are able to offer the necessary degree of mechanical strength and durability combined with the required electrical characteristics. Many organisations have spent several years searching for just the right connector, some have even got as far as being proposed for adoption as a British or IEC standard, but all have been thrown out after close scrutiny by those experienced in connector usage. Yet far from recognising this yawning crevasse in the marketplace, the connector giants have chosen to ignore the requirement.

A new contender?

Enter the author's correspondents from the southern hemisphere.

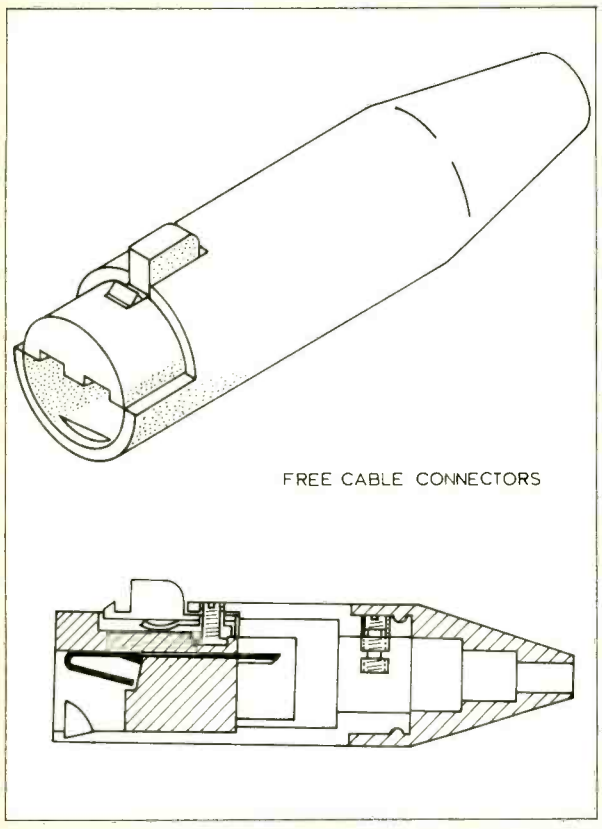
Mr Robert Grunberg of Audio Supply and Systems Engineering Services in Double Bay and Mr Mike Dixon of Dixon Design & Development in Woollahra, New South Wales, would seem to have been faced with the same problem. As a result, they have teamed up to design a connector, which, in their view, is likely to meet all the design criteria and which, if accepted by the industry, is likely to meet the requirements for IEC standardisation.

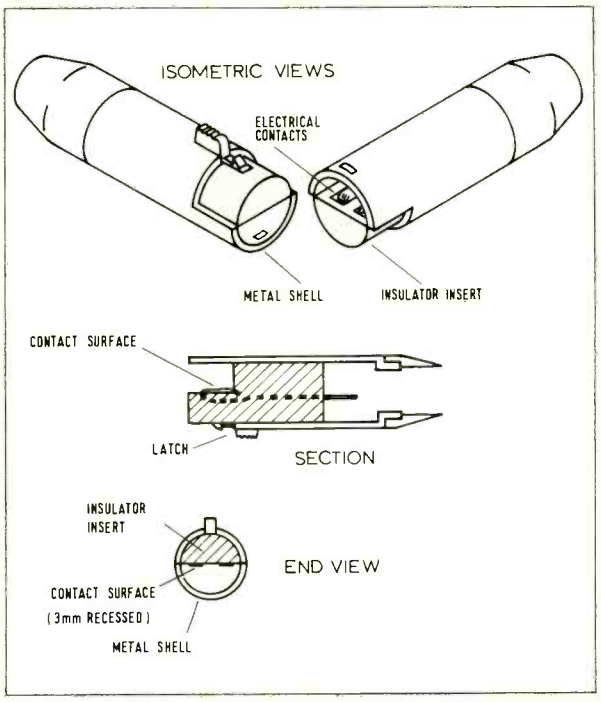
The patented design shown in the diagrams is totally original in concept and highly practical ergonomically. It appears to embody all the benefits of the *XLR* family whilst at the same time, avoiding all the encumbrances and, on paper at least, seems to fit the bill. The primary points of note are:

- The connector has a robust, die-cast metal shell of similar size and proportions to the present *XLR/3*-type connectors.
- Solid polycarbonate insulator insert with embedded slide/wipe flat leaf contacts is common to both free cable and chassis mounted versions.
- True hermaphroditic design means that the same connector is used at both ends of the cable. Only the housing is changed for the chassis mount version, and this is used as the amplifier loudspeaker output connector

60 ▶

A loudspeaker connector at last? proposals for a standard





and as the loudspeaker input receptacle. Therefore, cables can be used either way round with assured continuity of phasing throughout the system.

- Latching mechanism fitted to cable-end component only, which avoids protruding tabs on chassis mounted versions and provides a normal single latch at the fixed receptacle end and a greatly improved double latch at the interface of an in-line pair.
- Single captive screw retains both insulator insert and latching mechanism.
- Single captive screw cable clamp with rubber boot accommodates cables up to 10 mm diameter.
- The same design in simplified form, without heavy duty cable entry/clamp or latching mechanism and with moulded plastic housing, can be used as a domestic hi-fi loudspeker connector. It would also be electrically and mechanically compatible with the professional version.
- Total incompatibility with any known connector at present available with immediate visual identification.
- A small number of relatively simple parts means economic manufacture in quantity.

Comment—offered and invited

It should be realised that such a connector is not at present commercially available. At the time of writing, there is only one prototype model in existence and this is in the designer's studio back in Australia, so we only have Messrs Grunberg and Dixon's drawings and explanations on which to make an assessment.

The object in publishing the details at this early stage is to invite comment on the proposed design from the practitioners of the professional audio industry worldwide. In order that reaction can be properly gauged, anyone with any comment to make, either on the need for a purpose designed loudspeaker connector, or on the design published here, is invited to contact the author and designers via *Studio Sound*.

In particular, the originators of the design would like to hear from bulk users of loudspeaker connectors in order to strengthen their approaches to the major international connector manufacturers. Currently, negotiations are in progress with Neutrik in Switzerland and ITT-Cannon in Australia, but progress is slow due to the natural reluctance of the manufacturers to commit financial resources to tooling and setting up of production lines, for an item with an unknown demand. As the majority of prospective users are already using the *XLR/3* in one form or another anyway, the introduction of a new connector would only reduce demand for a product which is already in mass production in huge quantities and for which the capital investment has already been written off. One might find a more enthusiastic reception to such a proposal in a manufacturer who does not already have a vested interest in the perpetuity of the *XLR/3*? So please, let's hear from you if you're interested.

For what it may be worth, the author is of the opinion that the design has everything to commend it and that it is by far, the most feasible of any proposal yet offered. The designers have responded to the one or two initial reservations with satisfactory assurances on all points raised with just one exception—its ability to meet the 'standard finger test' required by BS415 and IEC65 in its present form, but it would be necessary to have a sample to hand to establish this point.

One of the originators' primary objectives is that the design be suitable for adoption as an international standard loudspeaker connector. Assuming that Messrs Grunberg and Dixon are able to get the design into large scale commercial production, and that it finds acceptance by the industry generally, it is highly unlikely that it would be considered as an international standard unless it complied with the requirements of IEC65, with any national variations (eg BS415 in the case of the UK) and with any national regulatory legislation (eg the Electrical Equipment (Safety) Regulations in the case of the UK) of the many countries represented on the IEC.

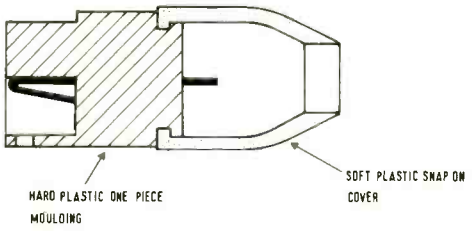
Here is an opportunity of a lasting solution to this age-old problem which has caused so much confusion in every offshoot of the pro-sound industry for so long. Many organisations have committees working on this problem and unless there is some co-ordination, we will find that each sector of the industry will start to adopt its own oddball system—of which the conflicting use of the *XLR/4* by the ASCE and the ABTT, and the new BBC practice are prime examples—which will end up in total chaos. The *XLR/3* as a low-level signal connector came up from total obscurity to probably becoming the most widely adopted international connector practice of all time. Surely, as an international industry, with half the problem solved by the *XLR/3*, there is everything to gain and nothing to lose by completing the standardisation process by the adoption of an internationally acceptable loudspeaker connector as well.

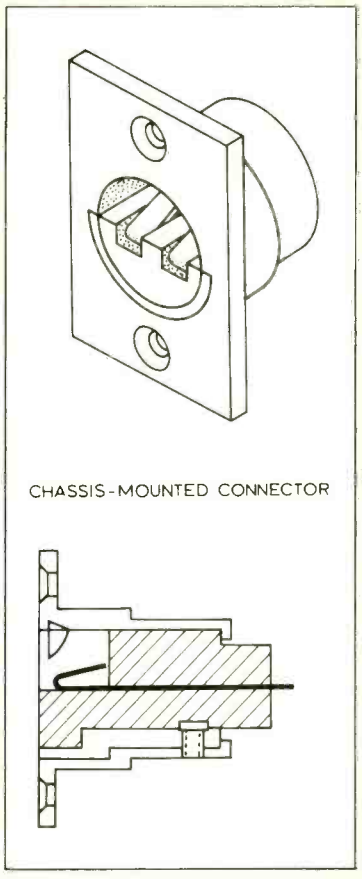
The proposal herein presented may or may not provide the answer. But let's at least take it seriously by treating it with the respect it so obviously deserves. In any event, let's make sure we get an industry standard, not a fragmented hotchpotch with all the hassle that will entail, just because we cannot communicate effectively between ourselves.

So let's hear from you—at least it's a move in the right direction. ■

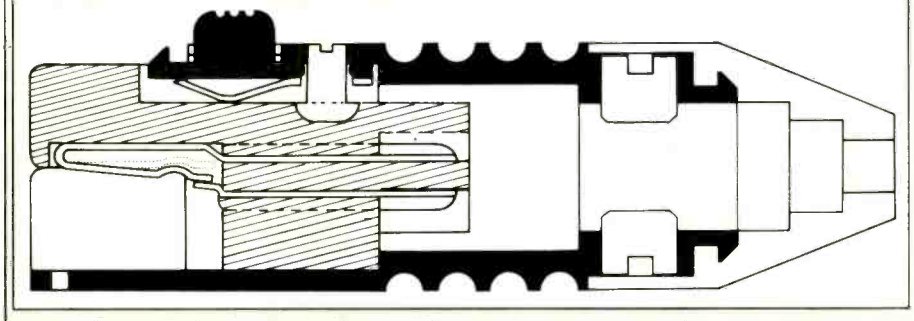
LOW COST VERSION FOR THE CONSUMER MARKET

A non-professional model without the latching mechanism is possible with a one-piece plastic moulding of the whole line plug or panel mount socket(s). This version would still be compatible with the professional type connectors.





PROFESSIONAL AUDIO POWER CONNECTOR



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Fibre optics for the studio

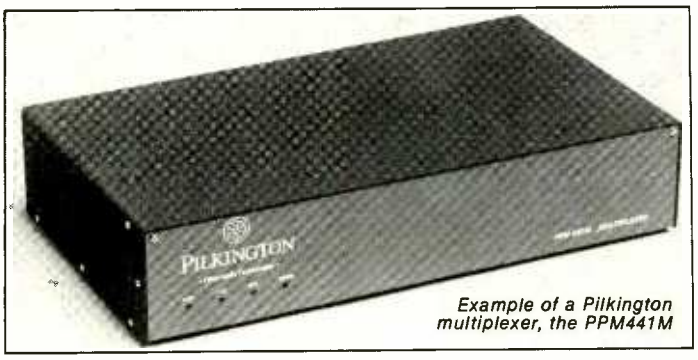
John Ashall
Pilkington Fibre-optic Technologies

In the August issue of *Studio Sound*, Barry Fox discussed the comparative merits of optical fibre and copper co-axial cables in the sound industry. Much has been said about the possibilities offered by fibre optics in transmitting television and radio programmes, but there is another area in which they are making considerable headway: the transmission of control data.

For their size and weight, optical fibre cables can transmit a lot of information very quickly. They are simple to connect, secure and inexpensive. Most importantly, they are free from interference, both from outside sources and, when multiplexed, from other data being transmitted simultaneously. Thus signals controlling the operation of equipment—tape machines, amplifiers, mixers, lights, cameras, etc—can be carried along the same line, at the same time, as programme transmissions without interfering with them. This article looks at this operative side, and shows how recent advances in fibre optic technology and the associated electronics packages are likely to have significant effect on sound engineering.

The efficient transmission of data to a network control point is a prime consideration for an organisation such as the BBC, where at any given time it may be necessary to call up the status of switching conditions or transmitter availability around the country. For convenience, this information should be accessible via a desktop keyboard display unit. At any one time, a considerable amount of data will be coming in from a variety of sources.

Optical fibres can carry a great deal of information up to the control display unit by multiplexing the data lines—the fibres usually used for this purpose have a capacity of 50 Mb/s at 1 km. In effect, it is the electronics rather than the fibre capacity that limits the flow of information, as the fibre carries data at a faster rate than the terminal equipment can read it. Even so, with the computing lines using a standard *V24/RS232C* interface, modern equipment can currently handle up to 32 lines simultaneously at full speed, using only a single optical fibre for each direction of transmission. That brings a lot of data up to the control desk.



Example of a Pilkington multiplexer, the PPM441M

The other advantages of using optical fibres for this type of application include the absence of interference and the maintenance of technical earth integrity. Digital information can be run along the same line as programme data without interfering with the latter, and the absence of any hard electrical connection between the control desk and the data source means that the earths cannot get mixed.

An area where fibre optics have a particularly bright future is in outside broadcasting. At large open-air events such as sports meetings, for example, the problem of where to locate large, heavy sound trucks can be a major concern—Newmarket racecourse after a heavy downpour is not the ideal site for a sound truck. The sound desk itself, however, is usually small enough to go in a vehicle the size of a small van or Land Rover. Using optical fibre cables, the sound truck containing all the heavy equipment can be parked at a convenient spot several hundred metres away. All the control functions can be handled at the desk, and all the data, programme and control, can be transmitted along a single, rugged, lightweight optical cable, leaving the audio functions—switching, compressing, equalisation and the like—to the 'off-site' sound truck.

The cable weight consideration is crucial. This sort of set-up would not be easy using copper co-axial cables. Very large parallel lines would be needed—thick audio cables, one for each track, and separate control lines as well. The sheer weight and unwieldiness of the cables means that they are only practicable over very short distances. The data can all be carried over an optical cable weighing only about 18 kg per km—and, contrary to popular belief, the cost of a fibre optic cable of this sort of length is low (£1.50 per metre reinforced cable, £1.00 per metre light duty).

The face of concerts, too, will change with the increasing use of fibre optics. To some people, maybe, the atmosphere of a rock concert would not be the same without miles of cable festooned around the stage, up the walls and across the balconies, without slave amplifiers everywhere and a huge control panel taking up a dozen of the best seats in the house. A single optical fibre cable running from the stage to the control surface can carry the same amount of information. Much of the switching, re-routing, audio control and so on can be handled by the solid state electronics and the control surface itself can be much smaller.

The fact that fibre optic cables can be linked into a data system via an absolutely standard interface obviously enhances their usefulness. As we have seen, the speed with which large quantities of data can be transmitted places the limitations on the electronics at the end of the fibre. The future development of fibre optics in sound engineering, as in most other areas which use them, therefore lies in the increasing sophistication of the associated electronics packages. Manufacturers of optical fibres are discovering that it is not enough just to supply cables: increasingly, they need to develop their expertise in electronics, both hardware and software. Pilkington, for example, came into the field as a manufacturer of optical fibre—a natural step for one of the world's leading glass makers. Now they can have a specialist company, Pilkington Fibre-optic Technologies, designing and making a wide variety of electronics and interface packages, opto-electronic data and monitoring systems, and full signal transmission sub-systems. Though they still manufacture fibre optic cables, the actual fibres are made elsewhere: the emphasis is on complete packages.

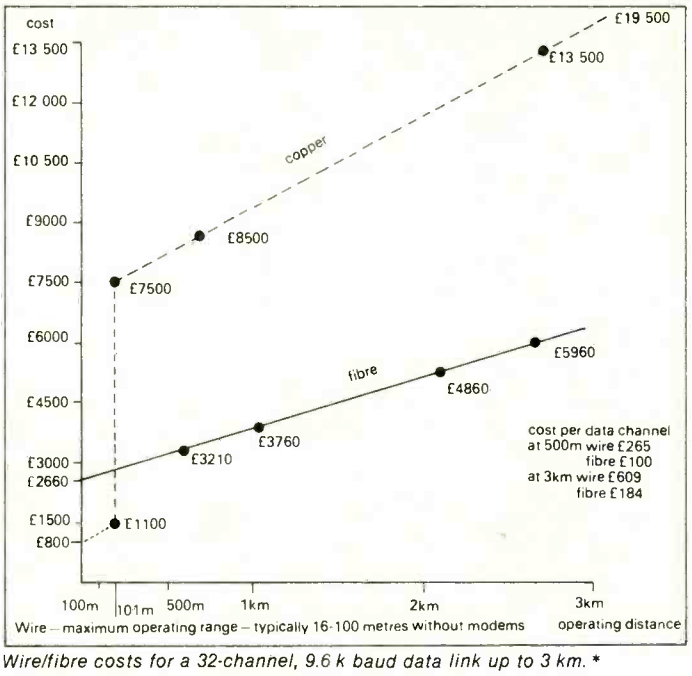
The new fibre optic data multiplexing systems now available are making a considerable impact on data communications in a great many fields. Units for synchronous and/or asynchronous transmission are designed to make full use of the high speed, high integrity transmission capabilities of optical fibres.

The latest optical fibre multiplexing package to be launched is a specialist unit, initially developed at the BBC, primarily for sound studio applications, although it is equally well suited to a wide range of process control applications where a number of switches can be multiplexed along a single optical fibre together with analogue data. Now manufactured as the *PPM 16/ADS* Multiplexer by Pilkington under licence from the BBC, this unit can transmit simultaneously, over a single optical line, digital and switch data as well as analogue control information from faders, potentiometers and so on. Its design is based on a common back plane bus, allowing the functions of the multiplexer to be changed and mixed easily.

The *PPM 16/ADS* has 16-channel capacity, and any channel can handle any function. The bus-based system comprises a power supply unit, input/output port to the optical line, a master multiplexer card and two further cards per channel. Of these, one is a channel card, standard to all channels, which

organise its functions, addresses data and performs various sub-multiplexing routines. The other is the interface card, which sits between the parameter to be transmitted and the channel card, organising the data into a form which can be transmitted through the latter.

The choice of interface card depends on the type of input/output required for each channel. An *RS232C/RS422* card links the channel directly with the interface port, transmitting one data line at a rate of 2.4 kb/s. An analogue control card interfaces up to eight analogue signals to the multiplexer. Full duplex analogue data, in the range 0 to 5 V and DC to 20 Hz, can be accepted. Analogue values are digitised to within 8-bit resolution, and total transmitted accuracy is to within 1%. A switch interface card can accommodate up to 256 switch conditions, usually configures as 128 switch contacts either open or closed. Address codes are provided by switch coder cards.



Wire/fibre costs for a 32-channel, 9.6 k baud data link up to 3 km. *

In a typical simple operation shown recently to the sound engineering industry, the *PPM 16/ADS* (which, incidentally, will drive normal co-axial lines as well as optical fibres) was used for the remote operation of an 8-track tape deck. The programme output from the tape was fed into switch matrix cards, with switch mixing down to two channels. The output was sent to two voltage control amplifiers, controlled via analogue lines.

The package can of course be used for a far more complex operation than this, controlling a large number of machines. The BBC are shortly to install a large network based on the *PPM 16/ADS* to control from a central point in Broadcasting House units in BBC local radio stations throughout the UK, as well as tape machines within Broadcasting House. Four master stations will be put into operation, and around 50 remote units. The system will allow 24-hour access to the network, with conventional keyboard operation allowing tape machines in each location to be turned on and off and 'tweaked' in the correct timing and switching sequence.

The advantages of such a system are obvious, greatly reducing the chances of human error inherent in instructions dependent upon exact timing, and allowing considerable flexibility in controlling the network. In the BBC operation, it will greatly facilitate patching-in to other transmitters, switching in to the Radio 2 network when the local station goes off the air, and feeding programme and control data to and from stations around the country.

Without getting too deeply involved in the optical fibre *versus* copper cable debate, it is plain to see that for certain applications at least, the coming-of-age of fibre optic technology offers considerable possibilities in the control of broadcast and studio sound. As in so many technologies, the spin-offs are increasingly important, and the developments in electronics prompted by fibre optics are bound to have significant repercussions in the sound engineering industry even when they are linked to co-axial cables.

It is no exaggeration to say that a revolution is under way in this industry. Fibre optic cables allow a degree of control in certain applications previously undreamt of. The multiplexing advantages of devices such as those discussed here will, over the next few years, become more and more apparent. The increasing sophistication of sound control technology offers a flexibility that is bound to create new possibilities within the industry. ■

* Reprinted with kind permission of Systems International July 1983.

diary

Future Film move

Central London based Future Film Developments have moved to new premises in Wardour Street, slightly more than a stone's throw from their previous home. The new premises will have facilities for a large showroom, trade counter, and demonstration room and sales office. They will also be increasing the number of products that they presently handle. Additional new premises outside London for storage and assembly of products will, they hope, help them maintain a larger stock, hence reducing the lead time that appears to be an increasing problem for some cable manufacturers.

Future Film Developments, 114 Wardour Street, London W1V 3LP. Tel: 01-434 3344.

People

● Harman (Audio) UK has appointed Dave Hunt as service manager.

ACES—all change

From November 1st, 1983 AC Electronic Services will be known as ACES (UK) Ltd. They have also moved and their new address is Featherbed Lane, Shrewsbury, Shropshire SY1 4NJ. Tel: 0734 66671. Telex: 35188.

Microphones book availability

In the August issue we reviewed a book entitled *Microphones—technique & technology* by Norbert Pawera. We have since been informed that this book is available from AKG Acoustics, Brunhildengasse 1, 1150 Wien, Austria as well as from all their representatives and specialised dealers.

New company to market Leevers-Rich

A new company has been formed to market the Leevers-Rich range of products as well as the products formerly handled by Leevers-Rich in the UK on an agency basis including Pacific Recorders & Engineering Corporation, Garner, Capitol Magnetics and RB Annis. Managing director of the new company is Tony Costello and the company name will be The Professional Recording Equipment Company Ltd being based at 319 Trinity Road, London SW18 3SL, UK. Tel: 01-874 9054.

Tape Duplication Symposium?

As a continuation of his article in *Studio Sound* on tape duplication, author Mike Jones is considering organising a symposium on 'Technical advances within the cassette duplication industry' and would be pleased to hear from any readers who would be interested in attending such an event. It is intended that such a symposium would cover all aspects of cassette duplication from tape and C-0s to loading, finishing, packing and include materials, mastering, production methods and quality control.

Mike says that there is currently no specialist forum where the duplicating industry can exchange ideas and opinions, or where papers on new developments can be presented. It is hoped to hold the first event prior to the spring AES. Mike would also like to hear from individuals or manufacturers who would be interested in presenting papers.

For further details write to Mike Jones, 19 Glenloch Road, London NW3 4DJ, UK.

Address changes

● Industrial Tape Applications (ITA) have moved to new showroom premises and are now located at 1 Felgate Mews, Studland Street, London W6 9JT. Tel: 01-748 9009. Telex: 21879.

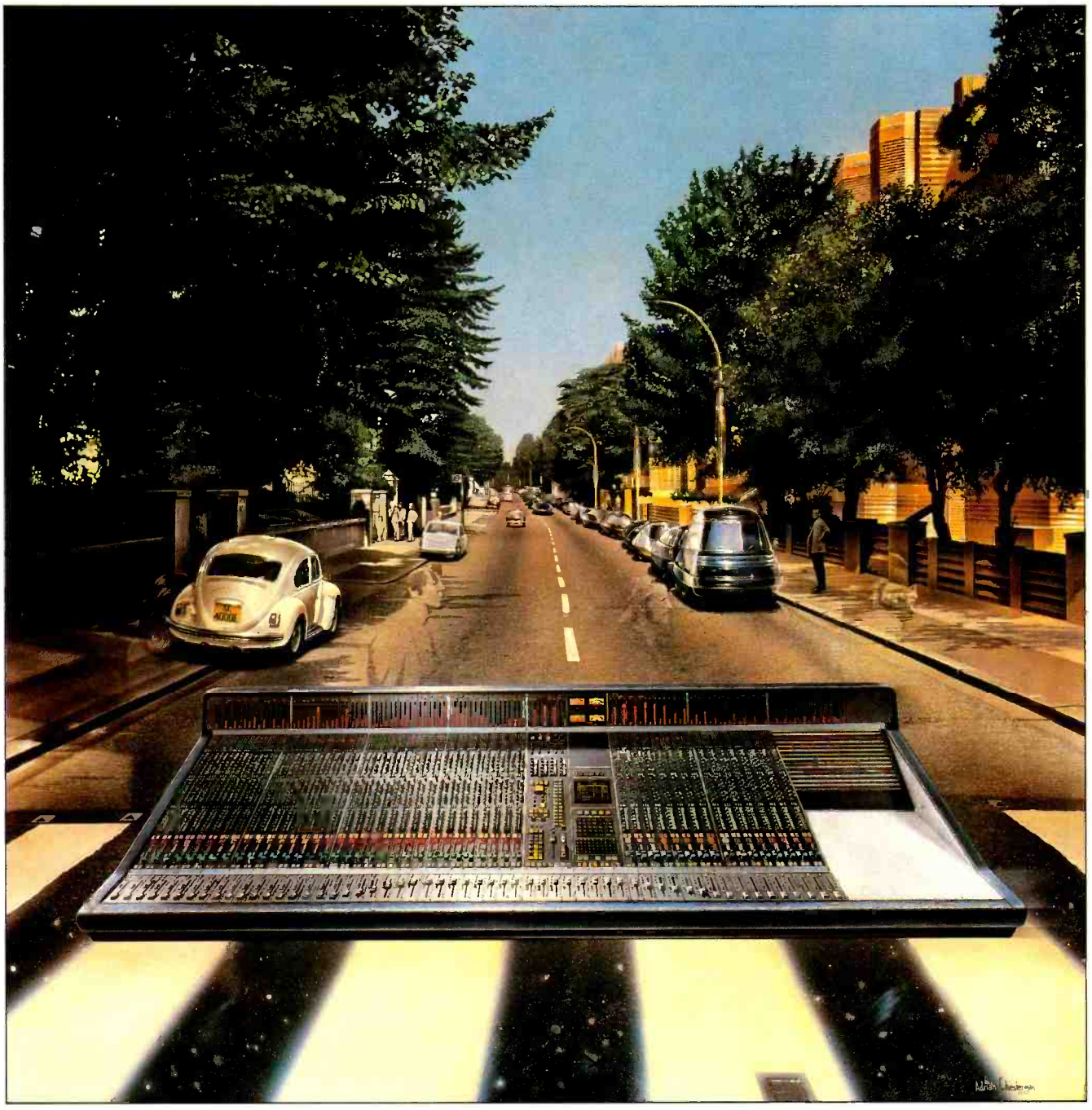
Agencies

● Ursa Major Inc have appointed new firms as domestic sales representatives: Givan-Flanagan Associates of West Boylston, MA for the six New England states; Lienau Associates Inc of Columbia,MD for southern New Jersey, eastern Pennsylvania, Delaware, Maryland, Virginia and District of Columbia; RL Graham Associates of Leawood, KS for Missouri, Iowa, Kansas and Nebraska; Meyer, Ross & Fleming Inc of Burlingame, CA for northern California, northern Nevada and Hawaii.

● Crown International has appointed two new representative companies for their range of products. They are Kodo Associates of Minneapolis, MN for Minnesota, North and South Dakota and western Wisconsin, and Promark Associates for north California and northern Nevada.

Prom-Audio, an associate company of Special Audio Products, has been appointed as importer and distributor for Fostex in The Netherlands. In addition they will be handling products from C-Tape, Annis, Accessit and dbx. Prom-Audio, Marius Bauerstraat 233c, 1026 AK, Amsterdam, The Netherlands. Tel: 020-141749. Telex: 10018

● Sony Broadcast have appointed Singleton Productions of Barcelona as MCI dealer covering Spain , all Spanish Territories, Andorra and Portugal. Since 1978, Singleton Productions had a similar arrangement with MCI prior to their acquisition by Sony. Sony have also announced that further dealership appointments will be made in the next few months completing the service and support of MCI products in Europe. ■



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Solid State Logic

The Calrec Soundfield– as a stereo microphone

John Whiting

FOR the fortunate few, ambisonic recording with a Calrec *Soundfield* microphone has resulted in a quantum leap in listening pleasure which is even more dramatic than the advent of stereo. But alas, the available hardware for B-format decoding is expensive and the commercial software non-existent. The industry had its fingers badly burned in the abortive launch of 'quad' on the domestic market and, in the present state of the economy, no one is prepared to introduce another system, no matter how superior it may be to the jumble of code letters which perished in the alphabetical free-for-all.

Stereo is what most of us must live with in the foreseeable future. The ambisonic fraternity, in a commendable spirit of compromise, came up with UHJ, a method of collapsing ambisonics into stereo in such a way as to permit its decoding back into ambisonics by means of an inexpensive 'black box' and four-speaker dispersion. Splendid! A small catalogue of UHJ discs is now on the market, and perhaps someday . . .

But in the meantime, critical response to this hybrid system has been less than euphoric. There have been murmurs that UHJ heard in stereo is rich but ambiguous: side information may be precisely positioned but centre images bob uncertainly about like small craft in the wake of an ocean liner. The ambience of a large hall may sound like a sophisticated digital reverb whose circuits haven't quite been worked out. Engineers who have been instructed to use the *Soundfield* in conjunction with the UHJ encoder have frequently been dissatisfied with the system and use it only under duress.

Resistance is intensified by the fact that a satisfactory ambisonic perspective is usually achieved from a more distant point than for coincident-pair stereo. And there is a school of thought which maintains that the *Soundfield* must be placed in a position which could be occupied by a member of the audience. This conveniently ignores the fact that near the floor of a particular hall may not be the ideal vantage point even for a pair of ears. The *Soundfield* is a microphone, not a sacred totem, and its location needn't be determined by human anatomy and the laws of gravitation.

What is perhaps the most natural stereo microphone ever devised has been judged by its performance under less than ideal conditions. The usual stereo pair, whether discretely packaged or in a single body, relies on acoustic labyrinths and asymmetrical capsule positions which produce low frequency roll-off, frequency beaming or spurious lobes, and even the closest proximity of conventional capsules yields high frequency information which is out of phase above approximately 1,500 cycles. How often, for instance, can you precisely locate a crotale or even a piccolo?

The *Soundfield* however, from a tetrahedral array of four sub-cardioid capsules, derives a B-format matrix of three figure-of-eight signals, plus an omni signal, which are remarkably regular and coincident over the entire frequency spectrum. These in turn can be combined into two stereo signals which retain their accuracy, no matter what polar pattern or angle of incidence they are made to simulate. As a bonus, dominance and elevation controls can be used to tilt or reposition the microphone instantly and by remote control, within usefully wide parameters.

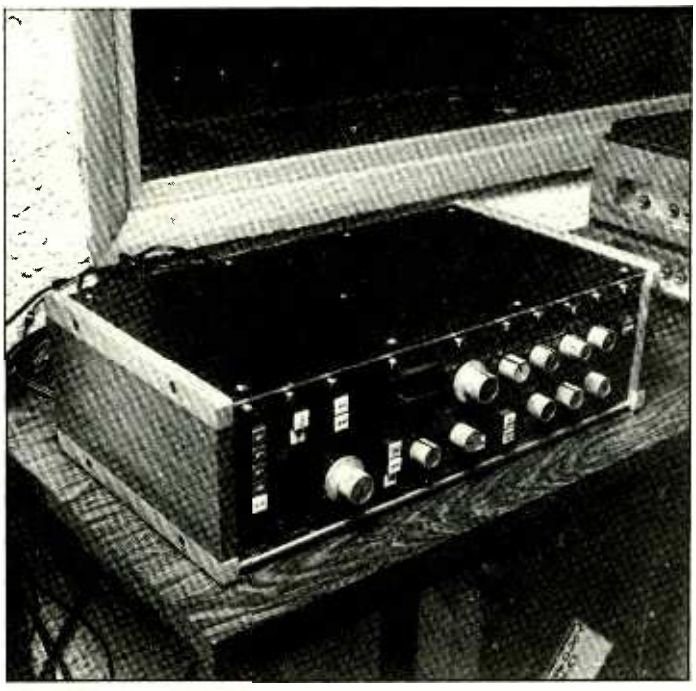
All this has been said many times and in great detail in a number of technical articles. But how many engineers who have had the *Soundfield* system thrust upon them, have had the opportunity to discover for themselves what this really means in practice without the intervention of the UHJ encoder? In the latter case, the dominance control wreaks havoc with ambisonics, stereo spread is uncontrollable, and elevation is of course inoperative because the necessary Z signal is missing.

Without UHJ, one has a whole catalogue of options in addition to those already mentioned. For instance the ambisonic configuration, through a mixer, can be collapsed straight to stereo. This results in some sacrifice of precision, though not as noticeable, as in UHJ format. But under certain circumstances the advantages can outweigh the disadvantages.

I recently had to record a large symphony orchestra in a very reverberant hall. The problem was compounded as the orchestra, because of limited performing space, was strung out in a long narrow configuration which extended forward into the audience area. Normally this would have meant multi-miking or else a move far back into the hall, with no control over ambience. But with the *Soundfield* I was able to hang the microphone *above* the orchestra, mixing the front and rear ambisonic signals to stereo and using the upward dominance control to fine-tune the ambience.

Similar problems arise in recording any spatially distributed event, such as antiphonal brass choirs or electro-acoustic concerts. A simpler though less flexible approach is Blumlein's classic M-S configuration of omni plus and minus figure-eight. This can be elegantly achieved by recording from the W and Y outputs and subsequently mixing in the usual M-S manner. Given the right acoustic and truly coincident signals, the depth and precision are quite spectacular. It is, after all, the *Soundfield*'s germinal concept. ▶

Calrec Soundfield control unit



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Soundfield stereo

Because it is a coherent image, a *Soundfield* stereo recording doesn't take kindly to the addition of spot mics. (Apparently ambisonic mixing, as described in September's *Studio Sound,* has cleared this hurdle.) At a recent session for Unicorn with the London Sinfonietta at St John's, Smith Square, I had to record Oliver Knussen's Symphony No. 2, which includes a soprano soloist. Voices with an orchestra, even a small one, are always a problem—placed next to the conductor, they tend to sound as if they were somewhere in the middle of the winds.

On this occasion I decided to try something I've been doing for several years with this orchestra in live concerts: discrete sound enhancement by PA. AKG *C451*s, with *CK22* capsules, 20 dB pads and foam windscreens provide a close-mic vocal pickup which is virtually pop- and blast-proof, as well as being very crisp and accurately detailed—a little goes a long way. In conjunction with a Stellavox mixer and Bose *802* speakers they provide an almost perfect enhancement system, since the slight upper-mid drop in the Bose speakers compensates for a corresponding lift in the mics. So I cradled a single Bose at the soprano's feet, facing up at the mic on axis with the singer. As I slowly brought up the fader, I could hear her moving up through the orchestra until she reached a point just in front of the first chair strings. The level of reinforcement was low, so there was not colouration and, because she was very closely miked, the meter barely twitched during orchestral tuttis, indicating that there was no unwanted reinforcement of adjacent instruments.

In a subsequent session for the same record, for soprano and three very loud clarinets, the voice was given added presence by miking from in front and overhead at a 45° angle and placing the singer on a 2 ft high platform. With this approach, as opposed to the *Soundfield*'s usual low, distant position, any small difficult ensemble can be balanced in a similar way.

The biggest operational advantage of the *Soundfield* is, alas, effectively unavailable for commercial recording in this digital era. Anyone who has used it in B-format will already have discovered the incredible luxury of deciding, post-session, what configuration to use and where to place it! Location monitoring is rarely ideal and often, back in the studio, one realises that the recording is a bit too dry or reverberant, a little too wide or too narrow. But in B-format the options are still open: nothing has been determined except balance and even this can sometimes be fudged without detrimental side effects.

Unfortunately, 4-track digital recording isn't yet a viable alternative. But a couple of machines exist (though very few people in this country have seen them) and there are rumours that others are on the way. In the meantime I have been making documentary recordings of concerts in B-format on two NEAL 4-track cassette recorders, one of them a custom-built double speed version which produces quite remarkable results. Recording live concerts, one rarely has the time to fiddle endlessly with mic placement or even to change location during the programme. With B-format I can arrive at the last minute, set up the mic in a plausible spot, and subsequently reduce to a stereo mix which would have taken up a substantial amount of precious rehearsal time. Assembly line recording without convenience food results! And cassette recording is not such a compromise as one might think; at its best it produces a quality which is analogous to 35 mm photography.

My growing collection of B-format cassettes has become the most important teaching aid in my course on recording techniques at Morley College. In a few minutes I can run through a gamut of alternatives which it would otherwise take me all day (and hundreds of pounds in session fees!) to accomplish. For a recording engineer, 'ear training' normally takes years—professional musicians won't sit and play for hours while you learn to distinguish instantly between hyper-cardioid and figure-eight! After 30 years in the business, I've probably learned more about coincident pairs in the last year, since acquiring my *Soundfield*, than in the previous 29.

Any sound engineer will confirm that what works on paper rarely works on location. Polar patterns are fragile and elusive: the more one relies on mechanical sound traps and other systems of acoustical traffic regulation, the more one loses or inadvertently amplifies as the frequency spectrum attempts to negotiate the obstacle course which clever designers have put in its way. And so the experienced engineer works with a whole stable of mics, using those whose deficiencies are least apparent in a given application. But what a difference it makes to work with a microphone which receives all its signals straight from their sources! One can experiment boldly with polar patterns and angles of incidence, confident that the entire frequency spectrum will obey instructions.

One final suggestion: the next time you're called on to engineer a UHJ recording, connect your monitors to the stereo output of the *Soundfield* control box, switch to stereo and listen to the orchestra packing up for lunch. It may be a revelation. ■

Author's note: my thanks to Mike Skeet of Whitetower Records, who triggered this article and whose experience has substantially contributed to it.

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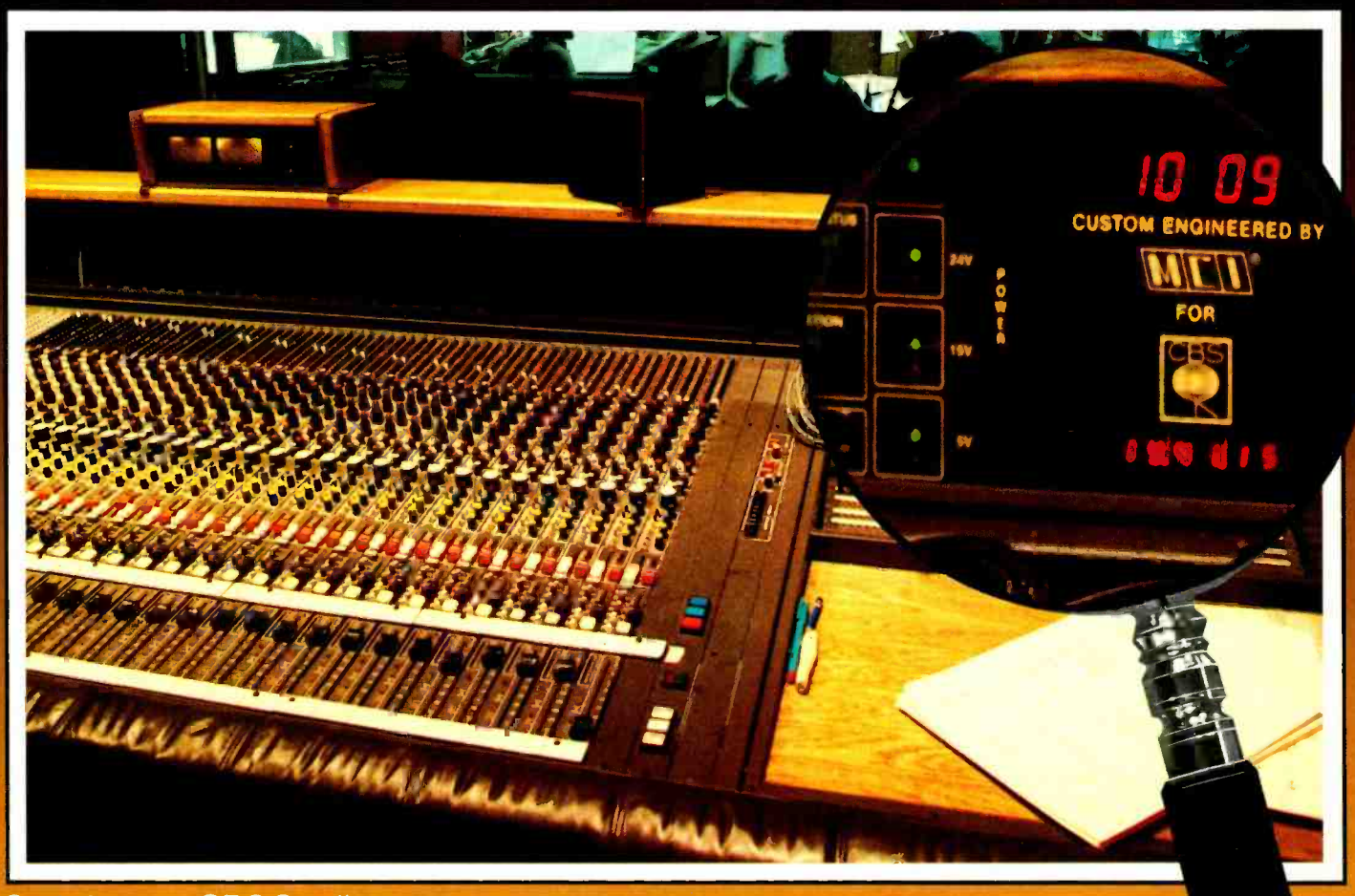

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Microphones

part one: conventional types

Hugh Ford

The electroacoustic tests on all the microphones were divided into two tasks, measurements in an anechoic chamber and measurements in the laboratory.

In the anechoic tests the frequency response was plotted at a constant sound pressure level of 74 dB SPL (20 dB below 1 Pascal) as determined by a Bruel and Kjaer type *4165* measuring microphone calibrated with a Bruel and Kjaer type *4420* pistonphone. With the microphone under test and the measuring microphone placed near to each other 1 m from a Bower and Wilkins type *801* loudspeaker on the tweeter axis, the sensitivity was determined at 1 kHz.

For the frequency response tests the sound pressure level was kept constant using the reference microphone to drive the compressor loop in the oscillator. The results were plotted on a Bruel and Kjaer *Level Recorder* using a paper speed of 3 mm/s and a pen speed of 50 dB/s.

With the oscillator switched off the microphone noise was measured A-weighted and CCIR-weighted both using a true RMS meter and a quasi-peak meter to CCIR recommendations.

The final test under anechoic conditions was to plot the polar diagrams. This was done at 125 Hz, 1 kHz and 10 kHz with an appropriate ⅓-octave filter in circuit to eliminate the effect of turntable motor noise.

In the laboratory the microphone's impedance was measured at 100 Hz, 1 kHz and 10 kHz by feeding the microphone with ⅓-octave white noise and noting the output voltage drop when the microphone was loaded into 600 Ω. This test was done to reflect the likely change in apparent frequency response when the output of the microphone is fed into a load likely to produce a significant voltage drop within the microphone varying with frequency.

Using standard 48 V phantom powering (with a 6.8 kΩ resistor in each leg) the current consumption was measured with battery drain being noted where appropriate.

Sensitivity to external magnetic fields was determined by placing each microphone in a 1 Oe 50 Hz field and noting the resultant filtered 50 Hz output in terms of equivalent sound pressure level.

Finally the subjective sensitivity to handling noise, wind noise and pop sensitivity was noted with and without windshields where provided.

AKG C414EB/P48

AKG C414EB/P48

This twin capsule capacitor microphone is finished in matt black except for the dull chrome 'working end' of the grille. It is supplied in a sensible plastic case complete with a windshield and a very good stand adaptor.

To the front of the microphone a 4-position slide switch selects the desired polar diagram between omnidirectional, cardioid, hypercardioid and figure-of-eight. Two similar switches to the rear offer 10 dB or 20 dB input attenuation and switch in a highpass filter at 75 Hz or 150 Hz. Within the base a 3-pin *XLR* locking plug provides the audio and phantom powering connections with the microphone drawing 0.92 mA at 48 V with a 12/48 V version being available.

The measured frequency response was similar in the four directional patterns with the highpass filters offering 12 dB/ octave attenuation below 75 Hz or 150 Hz.

The polar diagram in the omnidirectional mode showed a rather large high frequency loss at ±90° which also appeared in the cardioid mode where the front to back ratio was 15 dB at medium and low frequencies. The figure-of-eight response and noise performance, however, was good.

As with most capacitor microphones the sensitivity to wind noise was high without the windshield which itself was most effective.

Overall this is a good microphone where the option of several polar diagrams is desired.

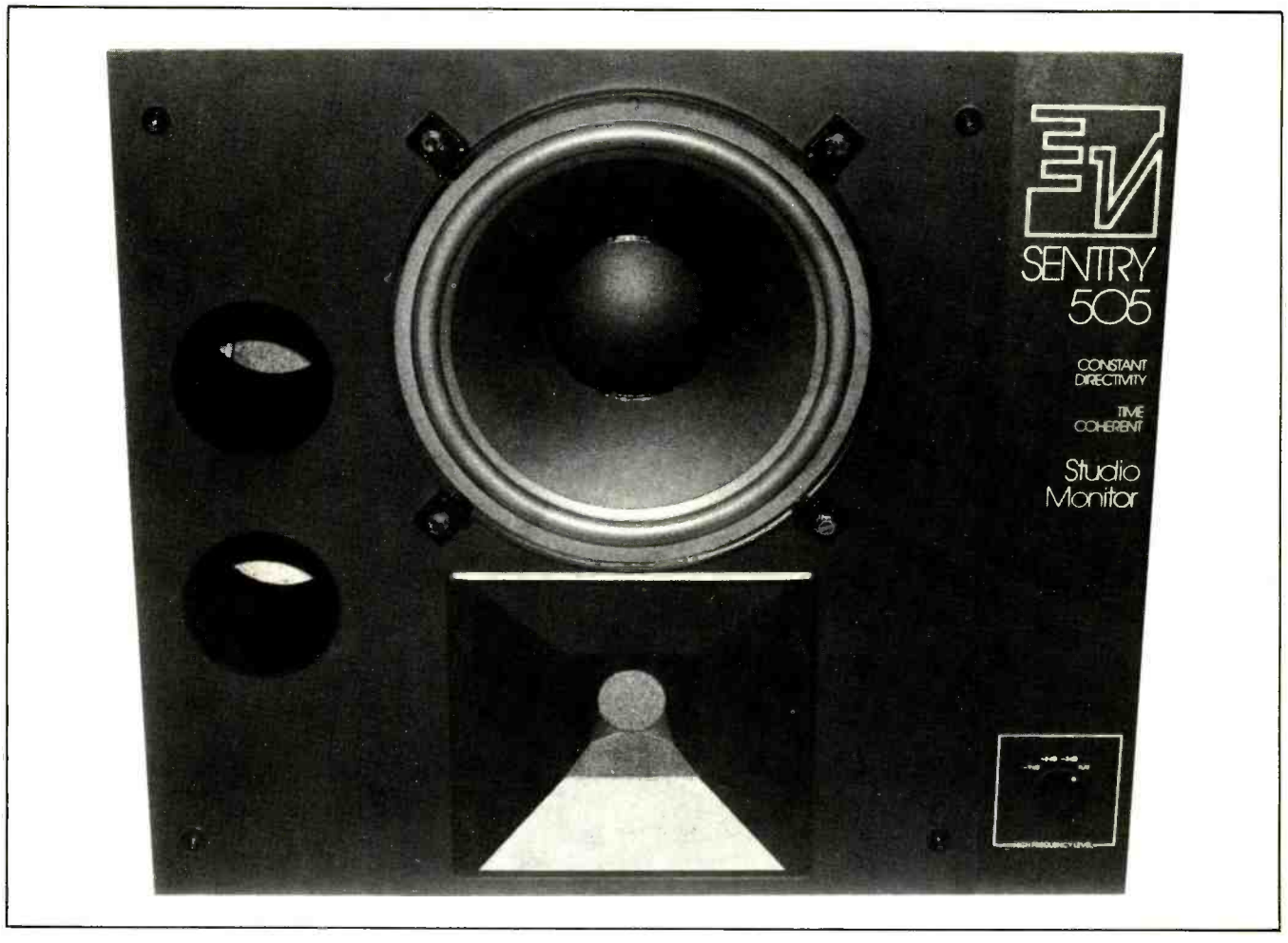
AKG 'The Tube'

This large microphone offers remote control of the polar diagram which may be varied in nine switched steps between omnidirectional through cardioid to figure-of-eight. To quote the manufacturer, this microphone 'has been recreated to meet the demand for the "tube sound"' and in fact includes a double triode amplifier in the microphone body. This is connected to the control/power unit by 10 m of cable equipped with 12-pin *Tuchel* connectors.

The complete unit is supplied in a very solid alloy case consisting of the microphone head, the connecting cable, the control/power unit plus a windshield and rubber shock mount. At the side of the brown tubular case is an input attenuator switch which can be operated with a pointed object to provide 10 dB or 20 dB attenuation with internal slide switches allowing the amplifier gain to be increased by 10 dB. Releasing three screws gives access to the interior of the microphone where all the audio electronics are mounted on two small printed circuit boards with the valve being suspended on a flexible mounting.

AKG 'The Tube' 72 ▶

...IN CONTROL



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This Monitor has been designed to utilise the accentuations produced by location at the ceiling/wall corner and not produce an unnatural low frequency performance.

Bruel and Kjaer 4004

Bruel and Kjaer 4003

The power unit/control unit has at its front a mains power on/off switch with a green LED power indicator, the 9-position rotary polar pattern switch and a 3-position switch used to insert two highpass filters. To the rear of the small tough unit is the fixed 2 m long power lead, a 12-pin *Tuchel* connector for the microphone and an *XLR* plug for the balanced audio output.

Powering can be from 110 V or 220 V according to the setting of internal solder links with the secondaries of the power transformer being fused. One of these fuses has two positions so as to act as a transformer tap changer for the valve's DC filament supply which has to be compensated for voltage drop when long microphone cables are used. I find it unsatisfactory that there is no external indication of this setting.

The only audio components in the power unit are the highpass filter with the directional pattern being affected by varying the DC polarisation voltage on one of the microphone capsules.

Reference to the polar plots shows the high frequency performance off-axis to fall rather rapidly in the omnidirectional mode with the figure-of-eight performance being good but the cardioid response rather unbalanced to the rear.

Reference to the frequency response plot in the omnidirectional mode shows significant deviations in the high frequency area with the highpass filters being rather similar to each other. In the cardioid and figure-of-eight modes the high frequency response improved with the two plots being similar.

Whilst not being the very quietest of microphones, in other respects 'The Tube' came out well but some care may be needed when using long cables in view of the fairly high output impedance at high frequencies.

Bruel and Kjaer 4003 and 4004

Newcomers to the field of studio microphones Bruel and Kjaer have for many years been at the top of the field so far as measuring microphones are concerned—indeed a number of studios have used ½ in Bruel and Kjaer measuring microphones for recording. It is therefore logical that Bruel and Kjaer should now produce a series of four different omnidirectional studio microphones following their interesting investigations into overall microphone performance using time delay spectrometry.

Something like 10 years ago I tried examining the response of microphones to an electrical spark discharge and found very significant differences in the waveform from different microphones. The advent of time delayed spectrometry now allows the delayed responses to be analysed in addition to measurement of the phase performance and other parameters which cannot be determined under steady state conditions. These techniques are described in a Bruel and Kjaer applications note 'Evaluation of Studio Microphone Performance Using Time Delay Spectrometry Techniques' by Philip White.

Basically, the current range of four models includes two types of microphone. Types *4003* and *4006* are high sensitivity microphones having very low noise whilst types *4004* and *4007* are high intensity microphones capable of handling very high sound levels such as those found close to or within instruments. Naturally the latter types have an inferior noise performance in view of their 12 mm diameter when compared with the 16 mm diameter of the high sensitivity types.

All four types employ a pre-polarised capacitor-type transducer with a preamplifier within the microphone body which is finished in matt black with an inbuilt connector. The microphones are supplied in a wooden case including a windshield and versatile stand adaptor.

The difference between the models of each type is that one is designed for use with straightforward 48 V phantom powering and is equipped with an *XLR* connector whilst the other model must be used with the type *2812* power unit and is equipped with a special 3-pin (modified 4-pin *XLR*) connector being supplied with a 5 m length of lead to feed the power supply.

The *2812* power unit is a twin-channel unit for two microphones which connect at its front. It has individual slide switch attenuators giving 6 dB or 12 dB attenuation, a red power-on LED being included. To the rear the audio outputs are at electronically balanced *XLR* connectors. Mains power is supplied via a 2-pin connector which, annoyingly, is not compatible with IEC type connectors.

Within the power unit the standard of construction was excellent with a clean layout and full component identifications the unit adjusting automatically to 100-127 or 200-240 V operation.

Reference to the polar diagrams shows both microphones to offer an exceptionally good omnidirectional performance with the type *4003* rear performance being outstanding. Similarly the frequency response of both types was very flat with the plotted deviations possibly being attributable to the anechoic chamber rather than the microphones.

Two protective grids are supplied with the *4003*'s normal grid offering a flat response under free field conditions. Fitting the alternative grid gives about 5 dB boost on axis at high frequencies as shown in the plot, this increasing presence in diffuse sound fields where the source microphone distance is large and reverberant components are present.

As shown in the tabulated data the *4003* is a very sensitive microphone with the unit being capable of driving a peak of 32 V—thus caution is needed not to overload desk inputs!

This microphone is extremely quiet with the measured performance of 17.8 dBA being very difficult to achieve in view of noise from distant traffic, the microphone almost certainly being better than the measured figure.

Remarkably the noise performance of the *4004* high intensity microphone is not far short of many conventional mics. In other respects the Bruel and Kjaer's faired well but there is the small matter of the many pounds/dollars/etc. required...

Milab DC-96

The *DC-96* is a fixed pattern cardioid condenser microphone designed for standard 48 V phantom powering. As standard the microphone is supplied in a foam lined cardboard box complete with a windshield, stand adaptor, shock mount and cable. Options include a proper carrying case and mains or battery power supplies.

Being a neat microphone finished in matt black with an integral *XLR* plug the unit can be readily mounted as stereo pairs with the 'working end' of the microphone grille being finished in satin chrome on the steel mesh.

Reference to the polar diagram plot shows the microphone to have a good performance over ±60° from the front but with a rather limited front-to-back ratio. The plotted on-axis frequency response can be seen to be good as is the noise performance, however, in some applications the high sensitivity to external magnetic fields could be troublesome. 74 ▶

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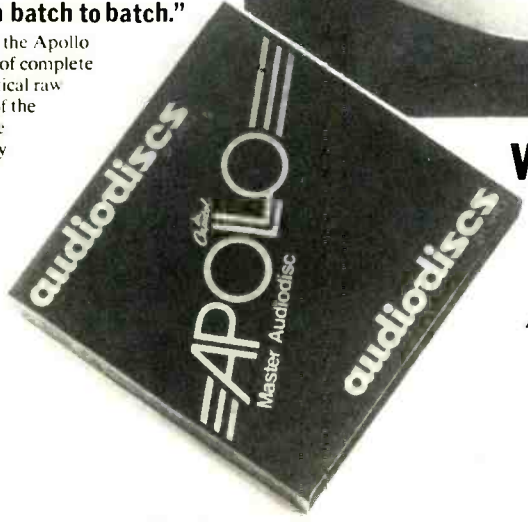

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Milab DC-96

Current consumption was low with a nice constant output impedance and overall good performance. Overall this is an unobtrusive microphone with a sensible general purpose performance.

Sanken CU-41

The name Sanken will be new to most readers, however the Sanken Microphone Company Limited have been in business in Japan for over half a century. The current development is in conjunction with NHK, the Japanese broadcasting authority equivalent to the BBC.

The *CU-41* is a twin capsule cardioid microphone, one capsule handling low frequencies and the other high frequencies. Designed for standard 48 V phantom powering the solid brass body is fitted with a gold plated *XLR* plug, the complete microphone being finished in satin chrome.

A shock mount is available, but none was supplied at the time of this review. The handling noise performance was, however, good.

Inspection of the polar diagram shows this microphone to be something exceptional—a really text book performance with negligible frequency response deviations over ±110° from the front and a 25 dB front to back ratio at 1 kHz. Similarly the frequency response is very flat, the plotted deviations probably being associated with the anechoic chamber.

A further benefit is that the microphone noise is extremely low and as such was difficult to measure with any accuracy as it is difficult to obtain an adequately low background noise.

Sanken CU-41

Overall the *CU-41* is a really excellent microphone with the only possible criticism being its rather large size for some applications.

76 ▶

MANUFACTURER'S SPECIFICATIONS

	AKG C414/48	AKG 'TUBE'	B+K 4003	B+K 4004	Milab DC-96	Sanken CU-41
Pattern	Variable	Variable	Omni	Omni	Cardioid	Cardioid
Transducer	Condenser					
Sensitivity	10 mV/Pa	10 mV/Pa	50 mV/Pa	10 mV/Pa	8.0 mV/Pa	7.0 mV/Pa
Self noise	18 dBA	22 dBA	17 dBA	26 dBA	17 dBA	15 dBA
Frequency range	20 Hz-20 kHz ±2 dB	30 Hz-20 kHz ±2.5 dB	10 Hz-20 kHz ±2 dB	10 Hz-40 kHz ±2 dB	20 Hz-20 kHz —	20 Hz-20 kHz ±1 dB
Maximum SPL	138 dB	128 dB	154 dB	168 dB	146 dB	140 dB
Impedance	⩽150 Ω	200 Ω ±25%	<30 Ω	<30 Ω	200 Ω	150 Ω
Connector	XLR	SEE TEXT			XLR	XLR
Powering	48 V	110/220 V	SEE TEXT		24/54 V	48±6 V
Weight	140 g	680 g	150 g	150 g	200 g	582 g

MEASURED PERFORMANCE

	AKG C414/48	AKG 'TUBE'	B+K 4003	B+K 4004	Milab DC-96	Sanken CU-41
Sensitivity	7.0 mV/Pa	11.0 mV/Pa	49.0 mV/Pa	10.3 mV/Pa	7.6 mV/Pa	7.0 mV/Pa
Self noise						
A-weighted RMS	20 dB	22.5 dB	17.8 dB*	24.3 dB	19.2 dB	17.4 dB*
CCIR RMS	26.5 dB	29 dB	20.3 dB*	32.3 dB	25.7 dB	23.4 dB*
CCIR quasi-peak	30.4 dB	33 dB	24.8 dB*	35.8 dB	30.2 dB	26.5 dB*
Impedance						
100 Hz	45 Ω	130 Ω	<5 Ω	<5 Ω	100 Ω	110 Ω
1 kHz	25 Ω	103 Ω	<5 Ω	<5 Ω	150 Ω	70 Ω
10 kHz	96 Ω	300 Ω	<5 Ω	<5 Ω	120 Ω	120 Ω
Current at 48 V	0.92 mA	0.6 mA	14 mA	14 mA	0.48 mA	4.2 mA
Output for 10 Oe						
Equivalent SPL	92 dB	70 dB	<68 dB	<68 dB	117 dB	<64 dB
Wind noise	Good**	Good**	Very Good		Good	Medium
Handling noise	Medium	Very Good	Good	Medium	Medium	Good
Pop sensitivity	Very Good				Medium	Good
Weight	290 g	600 g	130 g	130 g	205 g	550 g

*Limited by background noise
**With windshield—poor without

MANUFACTURERS AND AGENTS

AKG
AKG Akustiche u Kino-Gerate GmbH, Brunhildengasse 1, A-1150 Wien, Austria.
UK: AKG Acoustics Ltd, 191 The Vale, London W3 8QS.
USA: AKG Acoustics Inc, 77 Selleck Street, Stamford, CT 06902.

B & K
Bruel & Kjaer, DK-2850 Naerum, Denmark.
UK: Bruel & Kjaer (UK) Ltd, Cross Lances Road, Hounslow, Middx TW3 2AE.
USA: Bruel & Kjaer Instruments Inc, 185 Forest Street, Marlborough. MA 01752.

MILAB
Creative Trade Club AB, Knutsgaten 6, S-265 00 Astorp, Sweden.
UK: Audio Video Marketing Ltd, Unit 21, Royal Industrial Estate, Jarrow, Tyne & Wear NE32 3HR.
USA: Camera Mart Inc, 245 West 54th Street, New York, NY 10019.

SANKEN
Sanken Microphone Co Ltd, 2-8-8 Ogikubo, Suginami-ku, Tokyo 167, Japan.
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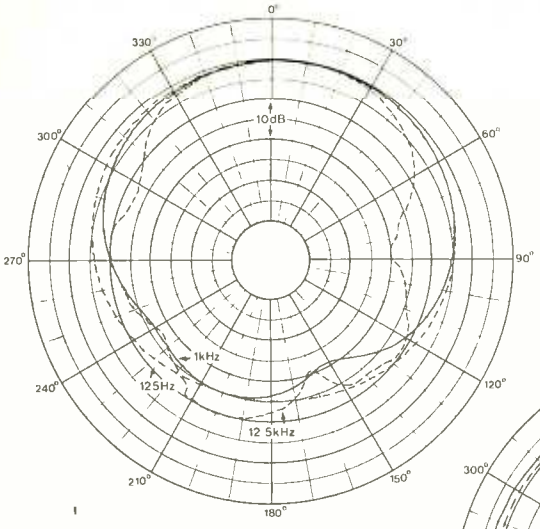
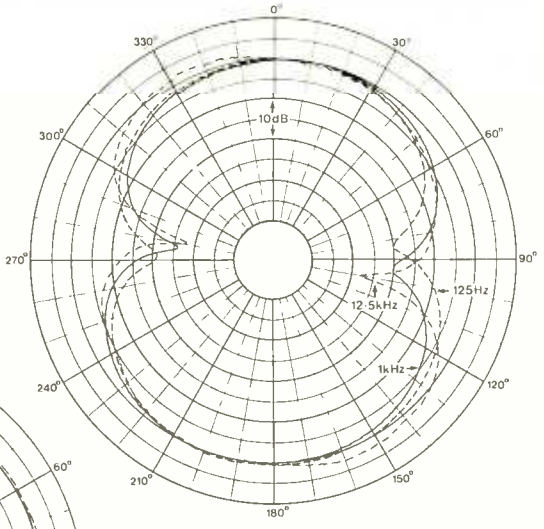
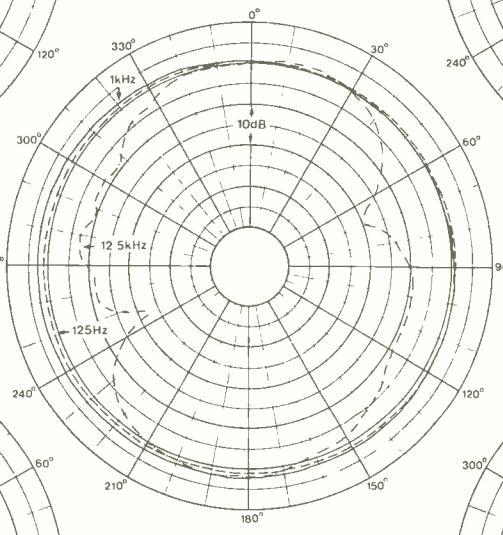


AKG C414 CARDIOID



AKG C414 FIG-OF-EIGHT



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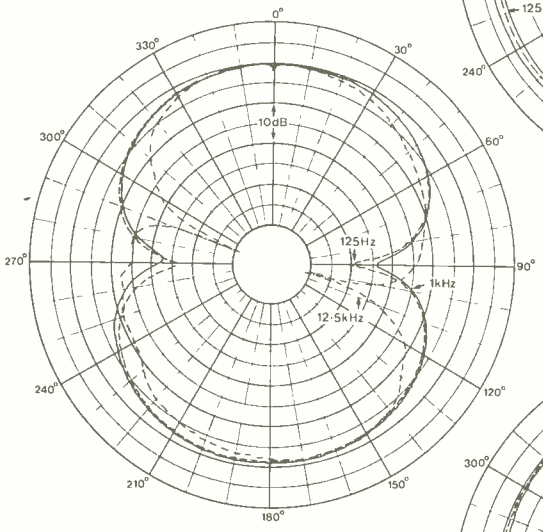

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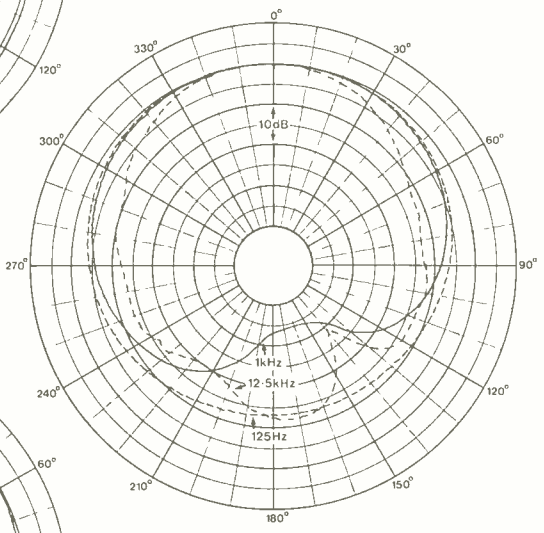

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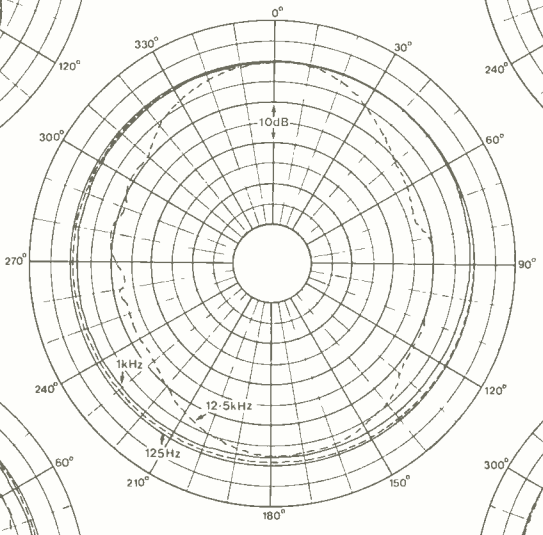

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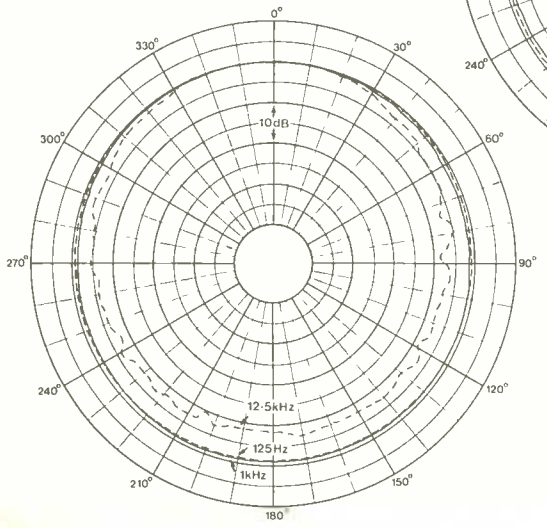
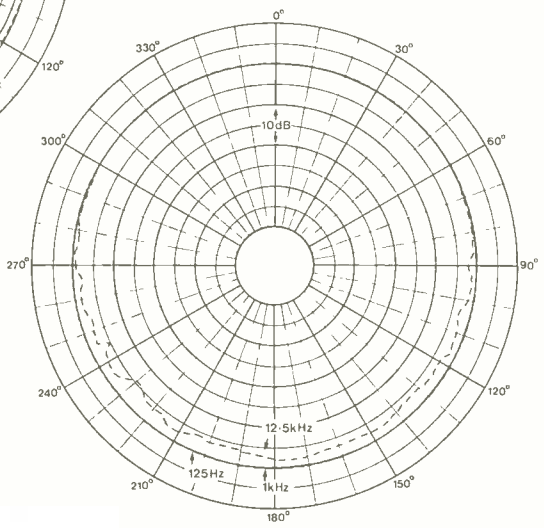


BRUEL & KJAER 4004



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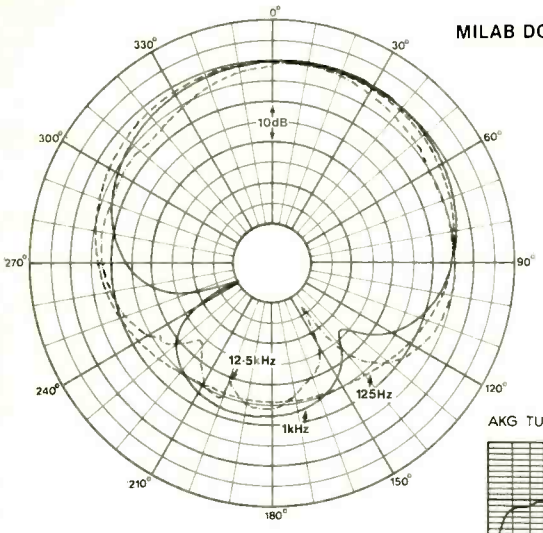
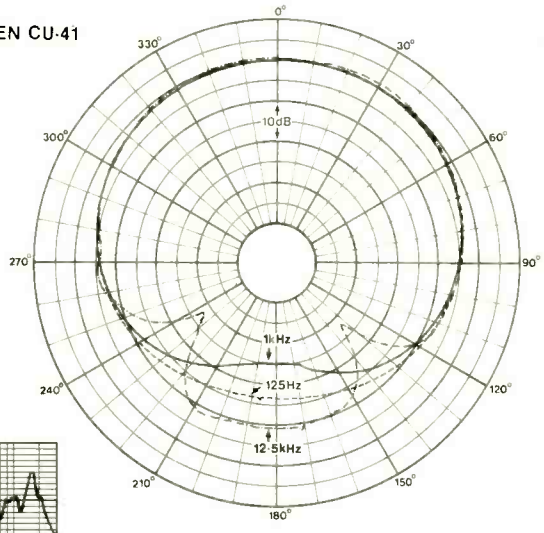
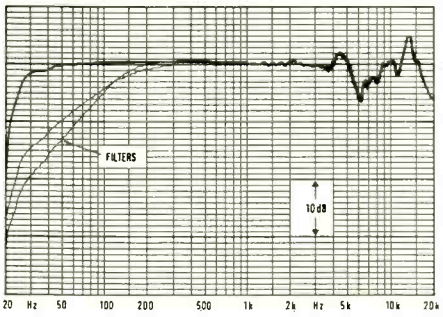
MILAB DC-96



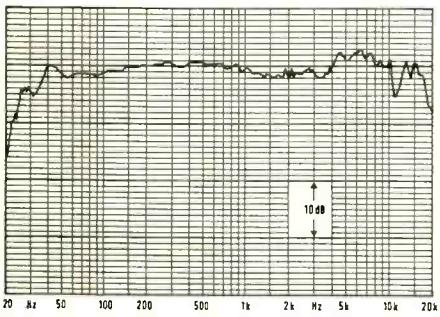
SANKEN CU-41



AKG TUBE OMNI PATTERN



AKG TUBE FIG-OF-EIGHT PATTERN



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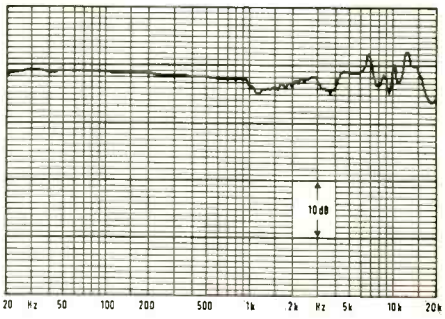

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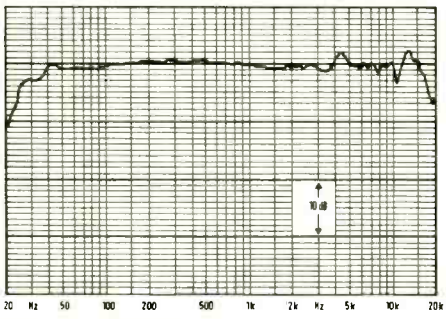
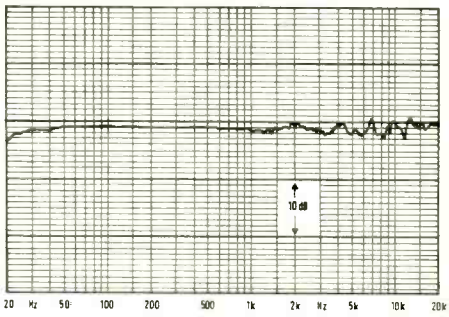
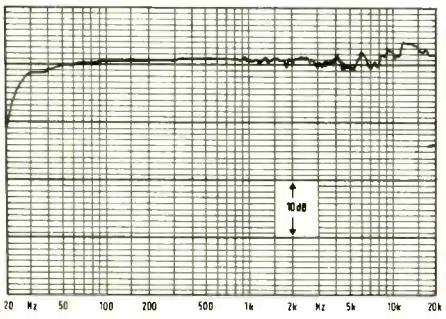


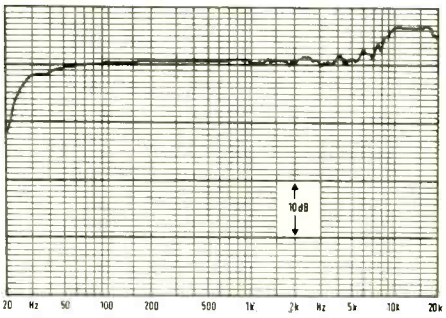
B&K 4004



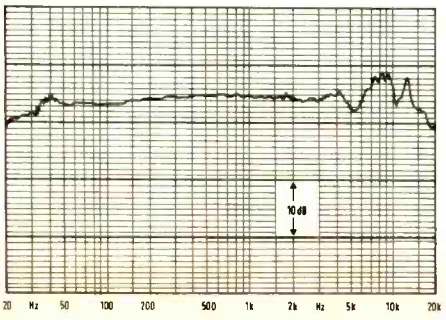
B&K 4003 SILVER GRID



B&K 4003 BLACK GRID



MILAB DC-96



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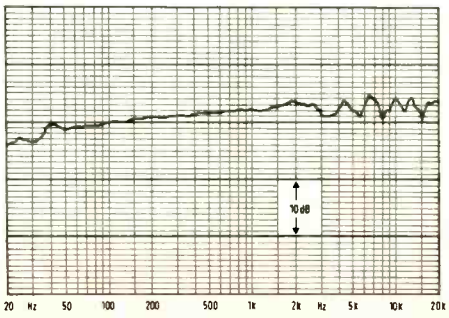

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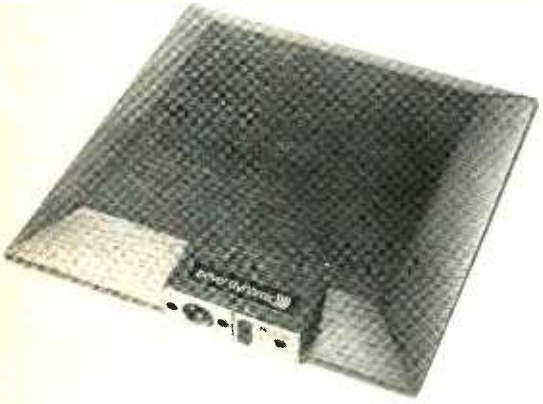
Microphones

part two: boundary recording

Hugh Ford



The Beyer MPC-50

This microphone consists of a 220 mm square wooden flat, in the middle of which is recessed the capacitor microphone behind a 7 mm diameter grille. Fitted in one side is the *XLR* plug with an adjacent red LED power indicator and an on/off switch which only operates when the unit is battery powered as opposed to 48 V phantom powered.

In the base of the unit is a female stand bush with a small removable steel plate covering the battery compartment which accepts a PP3 size battery. Cleverly the battery cover is retained by magnets set into the wooden base with an adjacent compartment containing the electronics in a screened box. Current consumption when driven from an alkaline battery is only 4 mA—the same as that from phantom powering.

The frequency response was measured with the microphone mounted both vertically and horizontally in front of the sound source, it being seen from the frequency response plots that there is a 5 dB shelf introduced above 1 kHz when the microphone is mounted vertically.

As with other boundary microphones the unit is intended for wall or floor mounting, thus the polar diagram to the rear is not relevant in these circumstances, with the polar response to the front being reasonable.

The noise performance was satisfactory as were the other measured parameters but the microphone was extremely sensitive to handling (including the cable) and also sensitive to wind noise pickup.

Milab MP-30

The Milab *Hemi-mike* is a two-part microphone consisting of the transducer and a separate electronics section connected by 2 m of very thin flexible cable.

The transducer section consists of a 74 mm diameter alloy plate fitted with felt feet. Attached to the plate is a solid alloy skewed and truncated cone into which the capacitor microphone element is secured in the base. In the electronics department a small printed circuit board is secured to the *XLR* plug all of which is housed in a 110 mm long by 25 mm diameter tube.

Supplied with the microphone is a stand adaptor which clips on to the microphone's circular plate—the use of this adaptor was found to have a considerable effect upon the polar diagram at high frequencies.

The frequency response was measured with the microphone suspended by its lead in free air, the results for the microphone in a vertical and horizontal position being shown. As can be seen the microphone has a significant high frequency boost in both positions, the boost being extreme with the sound impinging at right angles to the plate.

Bearing in mind that the manufacturer recommends the microphone in front of or inside instruments, hanging or surface mounted, this characteristic and the polar diagrams are highly significant. Reference to the polar diagrams shows that without the stand adaptor the high frequency performance to the front is rather unbalanced with the presence of the stand adaptor in fact improving matters in one direction as positioned.

A note from the UK agent states that the high frequency response was intentionally raised and that a capacitor in the electronics unit may be removed to flatten the response—there is of course a compromise here depending upon the application.

Two samples of the microphone were decidedly noisy and far from the manufacturer's specification, another grouse being that the electronics unit was very sensitive to external magnetic fields. Whilst the unit was not particularly sensitive to wind noise, its sensitivity to 'popping' and to handling noise limits the potential applications.

Manufacturer's comment: The self noise of the *MP-30* depends upon the amount of high frequency boost—lowering the HF boost lowers the noise level. Originally the microphone had an almost totally flat frequency response and had a self noise of around 20 dBA. However, we decided to increase the HF response by some 10 to 12 dB and hence the self noise also automatically increased. A means of removing this effect would be the provision of a selector switch to control the amount of high frequency boost.

Schoeps BLM-3

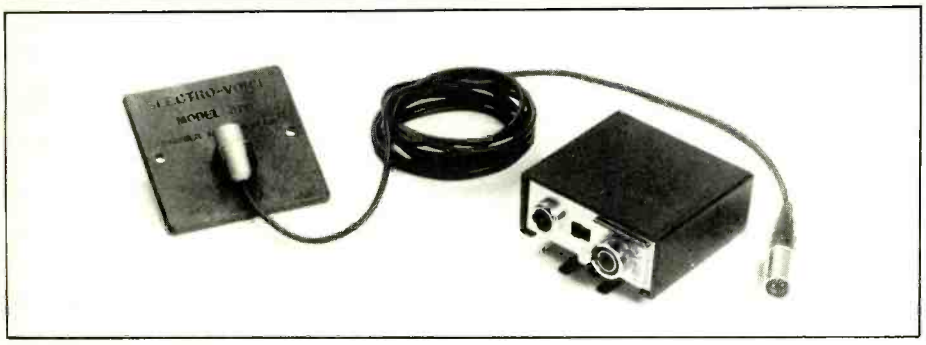
This microphone uses existing Schoeps microphone components including a proven studio capsule and a standard Schoeps *CMC*-type amplifier. Thus alternative versions are available for 48 V or 12 V phantom and 12 V parallel powering with either *XLR* or *Tuchel* connectors.

The embodiment of the microphone is a 200 mm square alloy plate finished in a crackle grey and drilled for scuring by two screws, the plate having a felt backing. The capacitor microphone element is mounted off centre and recessed into the plate with a diagonal slot in the plate, making room for the amplifier which screws into a microphone capsule type connector mounted on the plate.

This amplifier is a standard Schoeps unit in the form of a 116 mm long by 20 mm diameter tube which would normally be directly fitted with a microphone capsule on one end, the *XLR* plug being recessed in the other end.

Frequency response was plotted with the plate in free air both horizontally and vertically in front of the sound source, the latter position

82 ▶



giving a boost above 1 kHz and a less smooth response. Reference to the polar diagram shows this to be well balanced and symmetrical with the rear response not being significant when used mounted on to a boundary surface as recommended.

The electrical noise performance of this microphone was excellent with the unit having a high sensitivity and very low output impedance. In terms of other boundary type microphones the sensitivity to wind noise was reasonable with other parameters being to a good standard—this is certainly one of the best microphones of this type.

Electro-Voice CO 94/370

Originally marketed as a lapel-type microphone this model is now available with an adaptor plate for floor or wall mounting. The type *370* adaptor plate is a 64 mm square plastic moulding with a clip to secure the miniature microphone and two holes for screw mounting.

The 22 mm long by 10 mm diameter microphone is fitted with a 1.8 m thin flexible lead which plugs into the power/amplifier unit in the form of a small box-fitted belt clip. A second miniature *XLR*-type connector on the amplifier box forms the output for which a cable terminated in an *XLR* plug is supplied.

Powering may be by an internal PP3 size battery or from 8-50 V phantom or external DC sources. A slide switch between the connectors switches the battery power with the microphone drawing 3.4 mA from an alkaline battery. Unfortunately the on/off switch is very poorly identified so it is difficult to tell if the battery power is on or off.

Frequency response was measured end on with and without the supplied windshield without the adaptor plate and found to have a substantial high frequency boost which increased with the windshield in position, in both cases there being a notch just above 15 kHz. With the barrier plate in position the response exhibited similar characteristics when either horizontally or vertically mounted.

The polar response with the barrier plate was measured with the microphone both vertical and horizontal, being 'lumpy' at high frequencies in both positions.

Electrical noise was quite good but without the windshield the microphone was very sensitive to wind noise and also sensitive to handling noise. Overall this microphone may prove satisfactory for conference rooms and such applications and for lavalier/lapel use but I would not recommend it as a recording microphone.

84 ▶

MANUFACTURER'S SPECIFICATIONS

	Beyer MPC-50	Milab MP-30	Schoeps BLM-3	Electro-Voice CO 94/370
Pattern	Half spherical			Omni
Transducer	Condenser			
Sensitivity	20 mV/Pa	4.0 mV/Pa	20 mV/Pa	4.0 mV/Pa
Self noise	20 dBA	20 dBA	17 dBA	24 dBA
Frequency range	20 Hz-20 kHz	20 Hz-20 kHz	20 Hz-18 kHz + 2/ – 1 dB	80 Hz-15 kHz
Maximum SPL	130	120	130	141
Impedance	200 Ω	200 Ω	—	200 Ω
Connector	XLR	XLR	XLR/Tuchel	XLR
Powering	9 V batt 12/48 V	48 V	48/12 V or 12 V T	8-50 V
Weight	600 g	60 g	580 g	19 g

MEASURED PERFORMANCE

	Beyer MPC 50	Milab MP 30	Schoeps BLM 3	Electro-Voice CO 94/370
Sensitivity	25 mV/Pa	3.6 mV/Pa	26 mV/Pa	5.2 mV/Pa
Self noise				
A-weighted RMS	20.8 dB	31 dB	15.5 dB	24 dB
CCIR RMS	28.8 dB	39 dB	22 dB	32 dB
CCIR quasi-peak	31.8 dB	43.2 dB	25.5 dB	36.5 dB
Impedance				
100 Hz	170 Ω	230 Ω	20 Ω	400 Ω
1 kHz	40 Ω	90 Ω	<10 Ω	200 Ω
10 kHz	70 Ω	170 Ω	<10 Ω	30 Ω
Current at 48 V	4.1 mA	0.56 mA	4.0 mA	4.2 mA
Output for 10 Oe				
Equivalent SPL	<63 dB	100 dB*	<60 dB	94 dB*
Wind noise	Poor	Medium	Medium	Medium**
Handling noise	Very poor	Very poor	Poor	Poor
Pop sensitivity	Good	Very good	Very good	Good
Weight	750 g	60 g	600 g	15 g

* In both cases this performance refers to the separate amplifier and the microphone body was better than 60 dB
** Poor without windshield

MANUFACTURERS AND AGENTS

BEYER
Eugen Beyer Elektrotechsische Fabrik GmbH, Theresienstrasse 8, Postfache 1320, D-7100 Heilbronn, West Germany.
UK: Beyer Dynamic (GB) Ltd, 1 Clair Road, Haywards Heath, Sussex RH16 3DP.
USA: Beyer Dynamic Inc, 5-05 Burns Avenue, Hicksville, NY 11801.

ELECTRO-VOICE
Electro-Voice Inc, 600 Cecil Street, Buchanan, MI 49107, USA.
UK: Shuttlesound Ltd, Unit 15, Osiers Estate, Osiers Road, London SW18 1EJ.

MILAB
Creative Trade Club AB, Knutsgaten 6, S-265 00 Astorp, Sweden.
UK: Audio Video Marketing Ltd, Unit 21, Royal Industrial Estate, Jarrow, Tyne & Wear NE32 3HR.
USA: Camera Mart Inc, 245 West 54th Street, New York, NY 10019.

SCHOEPS
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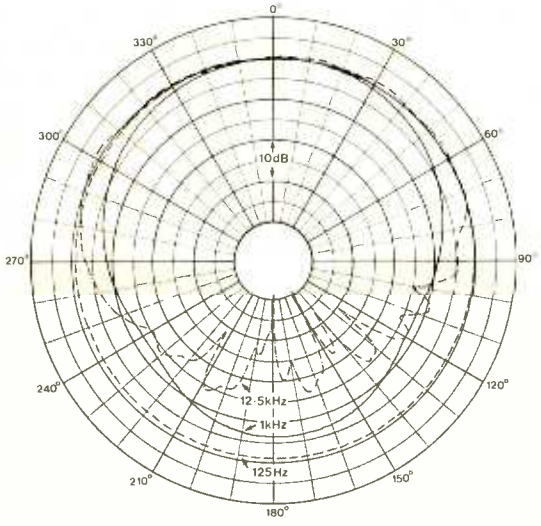
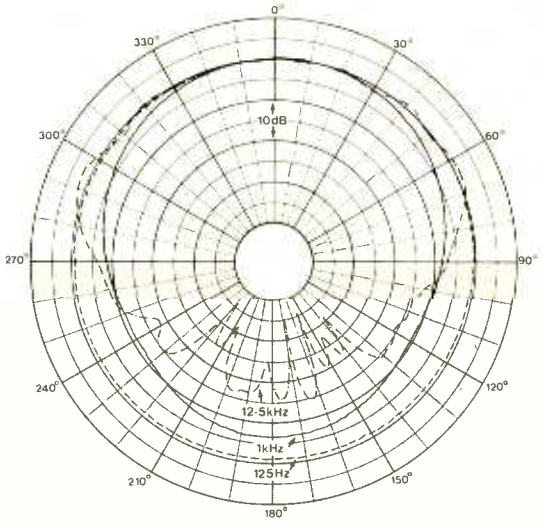
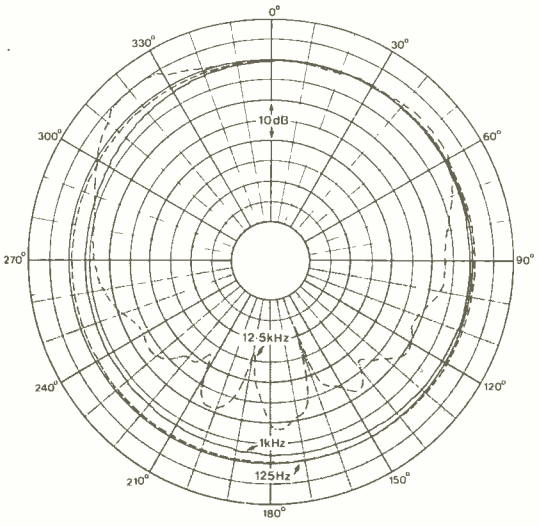


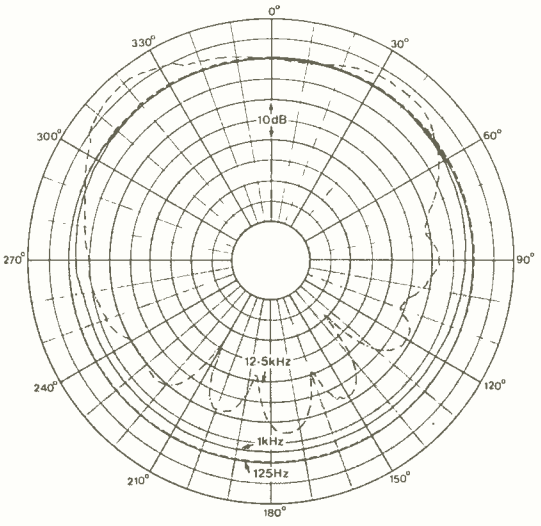
BEYER MPC-50



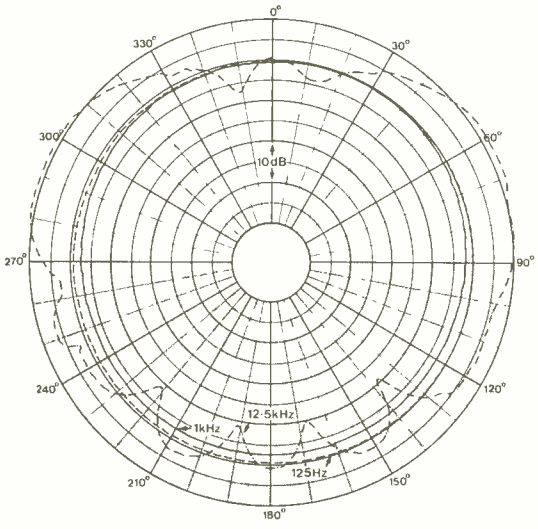
SCHOEPS BLM-3



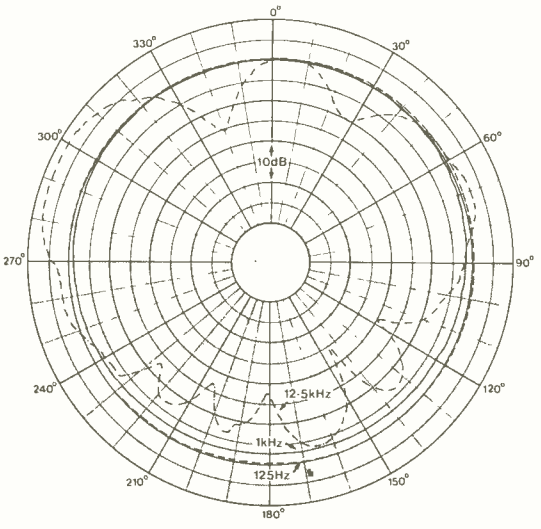
MILAB MP·30 WITH STAND ADAPTOR



MILAB MP·30

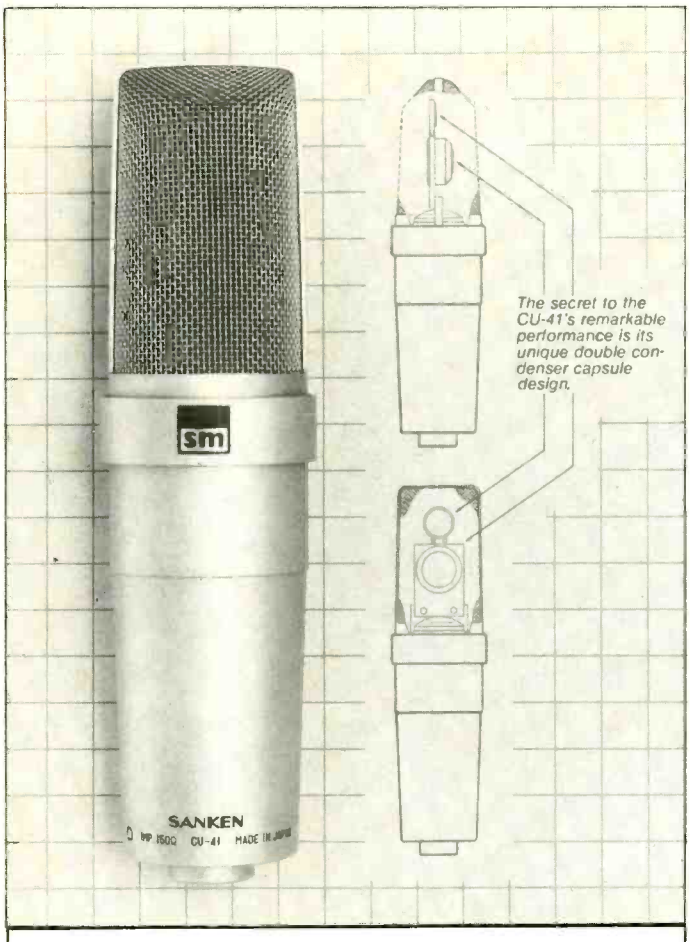


ELECTRO·VOICE C094/370 VERTICAL



ELECTRO·VOICE CO94/370 HORIZONTAL

87 ▶



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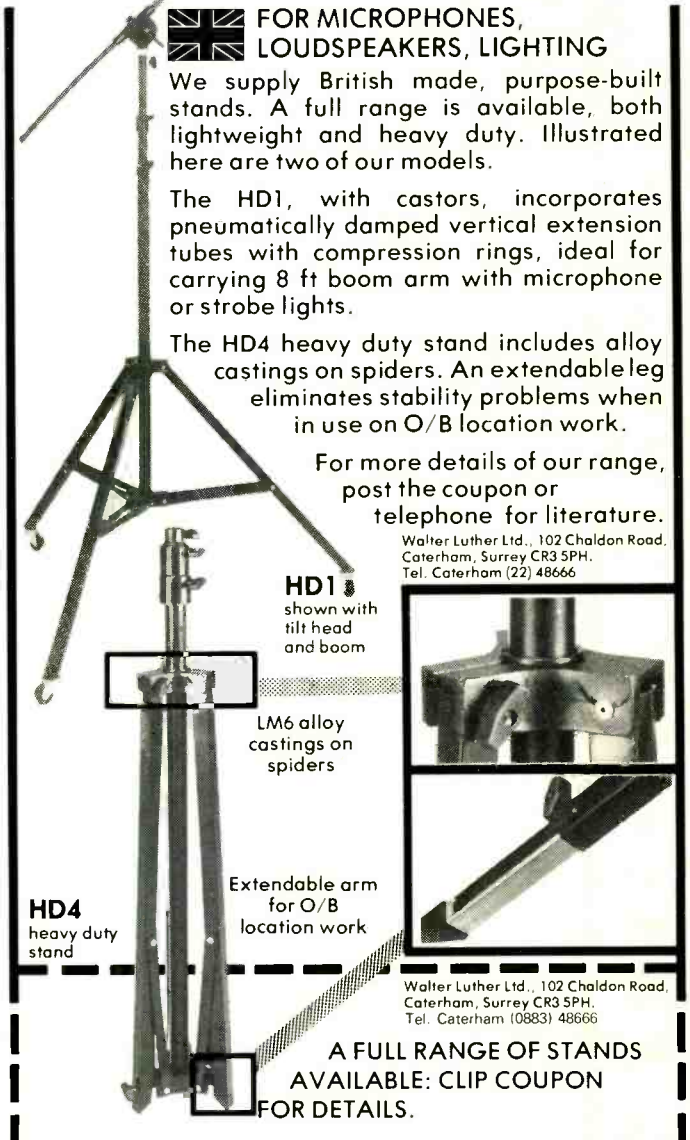

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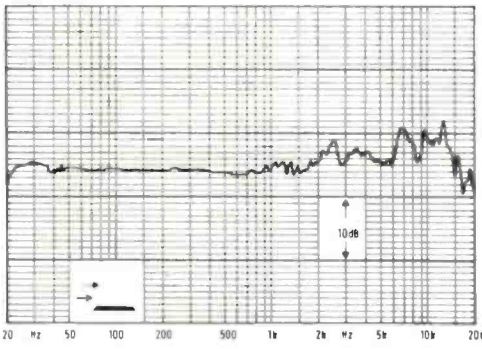

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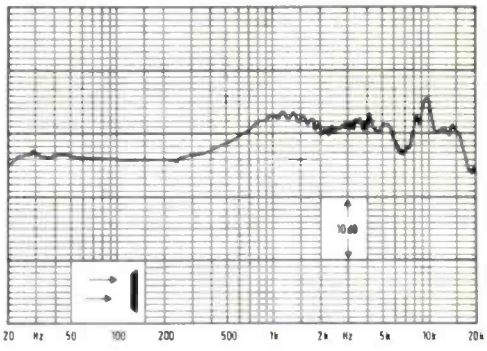

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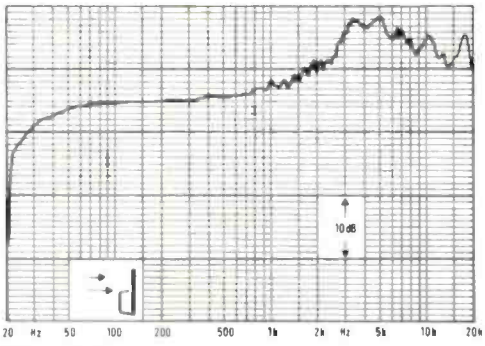

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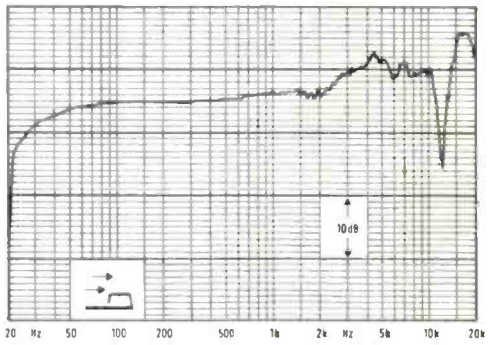

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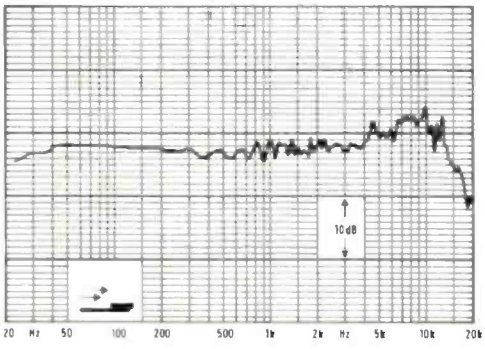

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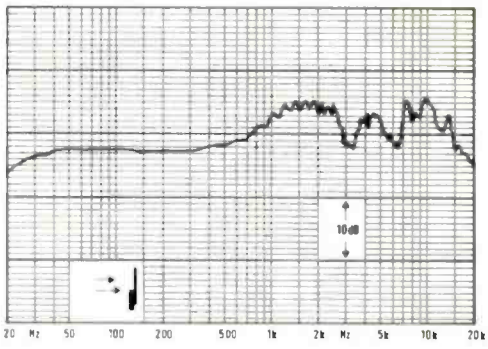

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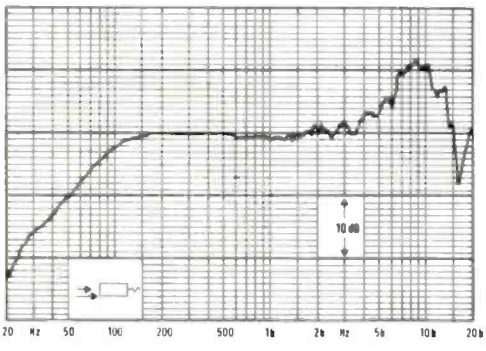

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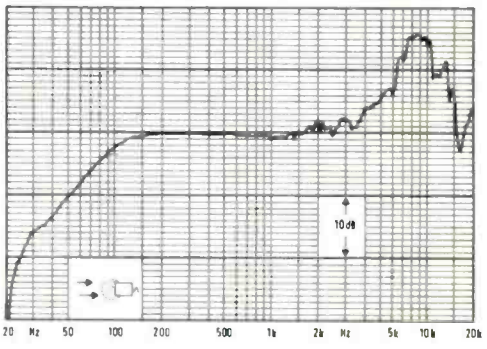

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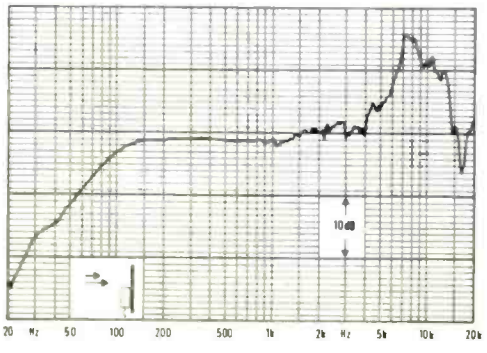

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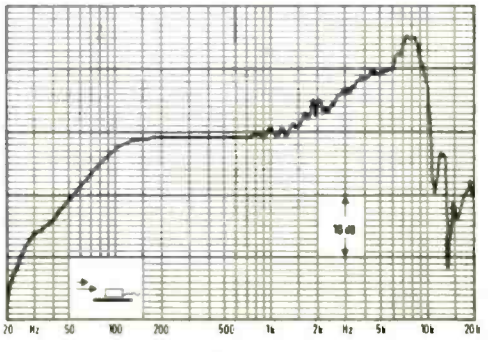

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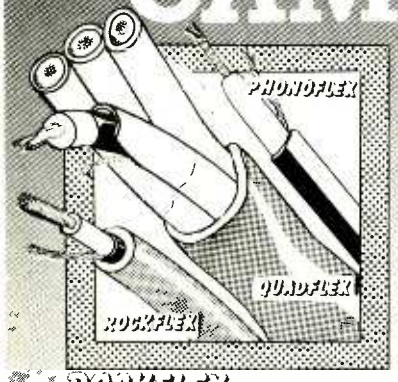

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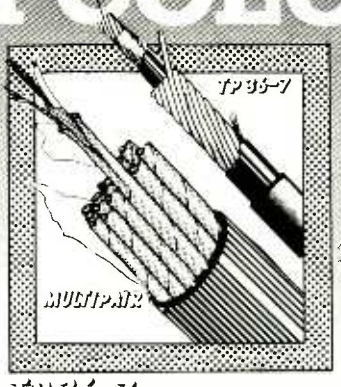

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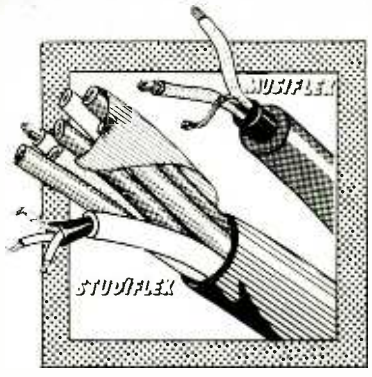

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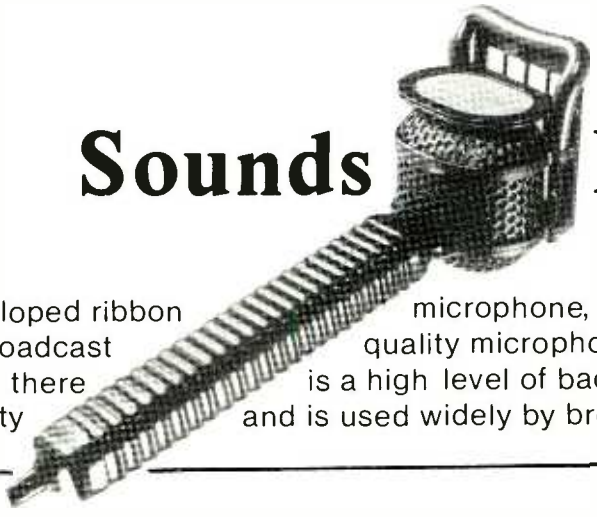

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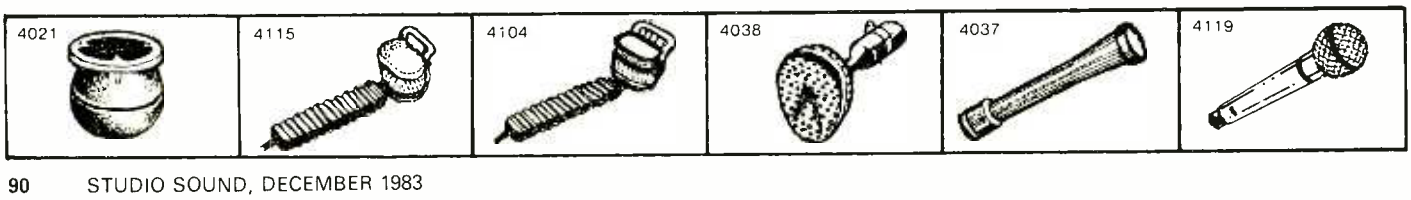

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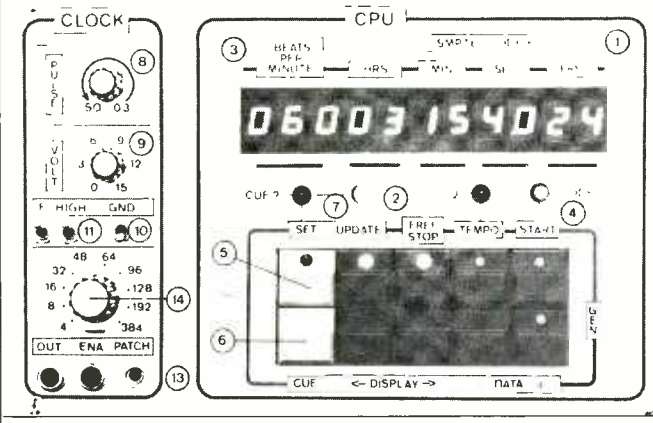

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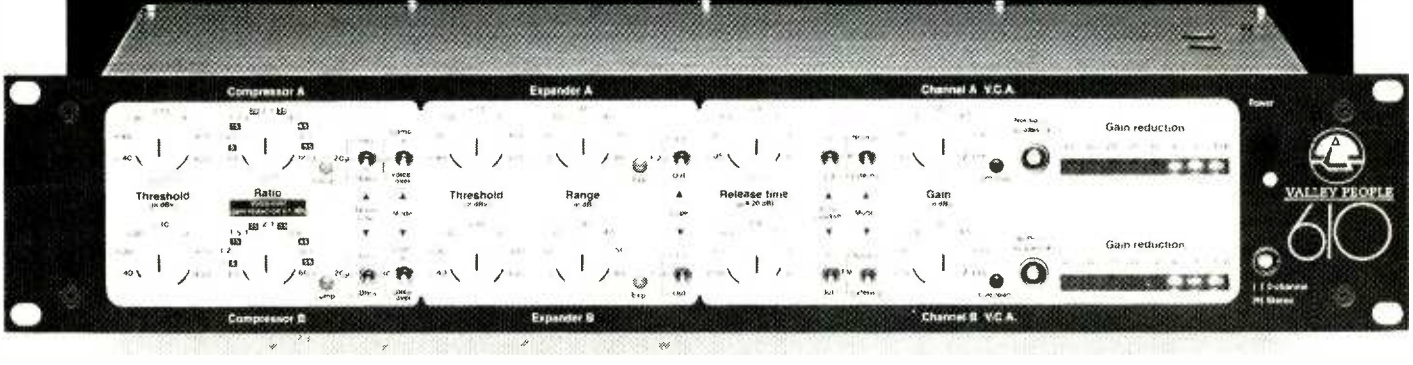

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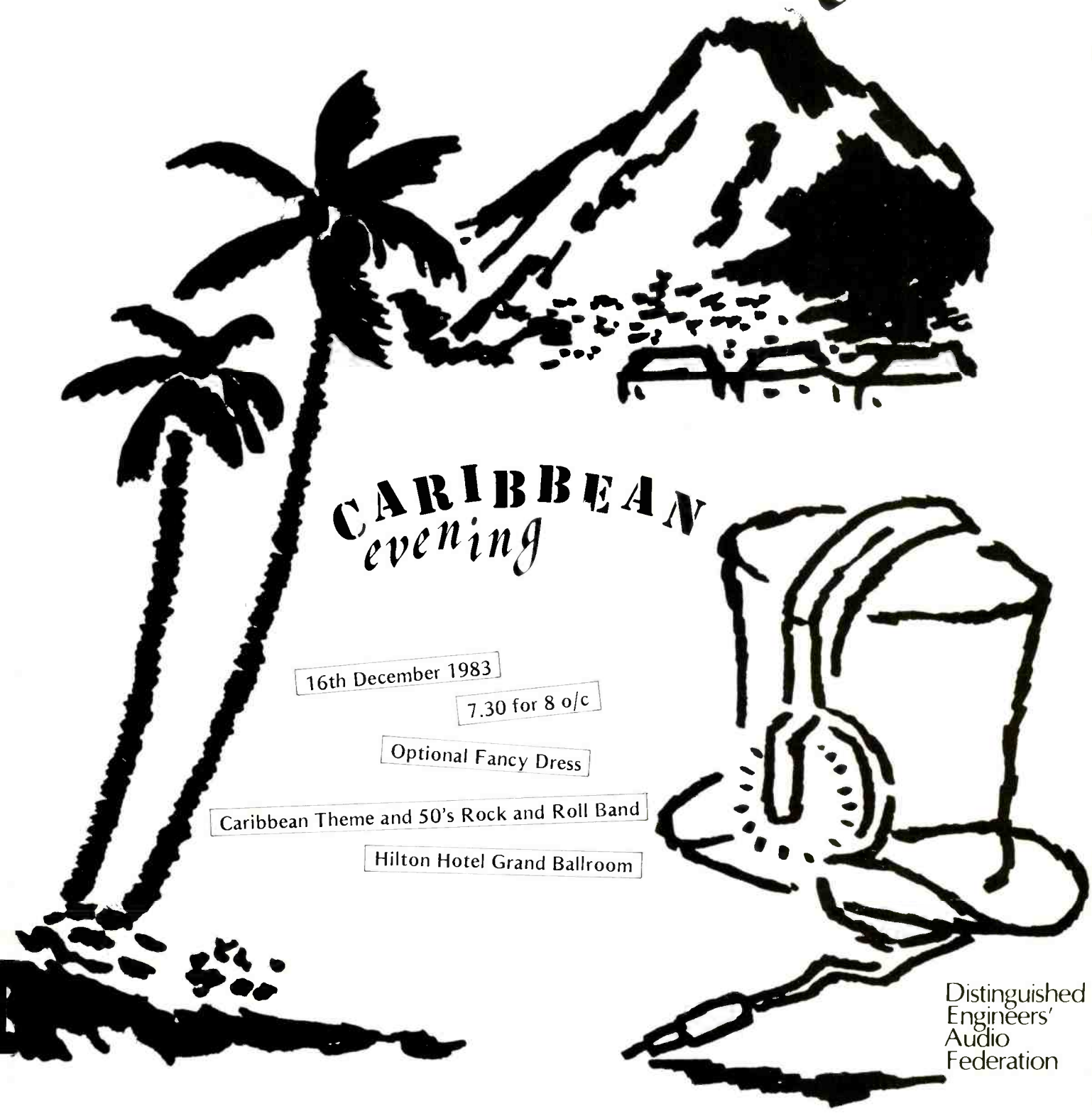

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Index to volume 25

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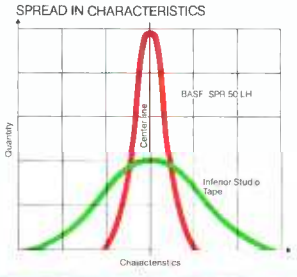

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