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## Handbook of multichannel recording

*F. Alton Everest*

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**F. Alton Everest : Handbook of multichannel recording** before purchasing it in order to gage whether or not it would be worth my time, and all praised Handbook of multichannel recording:

0 of 0 people found the following review helpful. A Solid Standard for a Complete Audio Engineering LibraryBy CustomerThis book delivers exactly what it promised...as written by a scholar for a 1975 audience. Forty years hence, it seems more history book than lesson on modern multi-channel studio work, but presents a clear and useful overview of acoustics, sound, and the mechanics of building and using a studio space. The basic instructions on acoustics and microphone technique remain valid today. The equipment suggestions are archaic and obsolete, but the brand names mentioned which still exist are the best available. Those archaic and obsolete portions...the history...are merely a quarter of this book. Perhaps a deep read might illuminate those more arcane terms and controls within modern computer technology. I find it amazing that the author mentions the probability of computers dominating the recording process, in 1975, which nearly makes him a prophet.As it stands, any student of sound and music recording should have this in their library. They should buy every F. Alton Everest book written. This fellow is a legend who helped guide generations of engineers and producers. There are few books written which provide this encompassing a background in the techniques and habits of modern recording studios.Perhaps someone can make a graphic novel out of it, for those who require more excitement from their textbooks.Sincerely,John0 of 0 people found the following review helpful. When Capturing Great Sound Actually Required ChopsBy Customer+1 Customer John.I'm a former (retired) audio engineer and commercial recording studio owner. This book is one of the best of its time, and the basics are universal and timeless. Written well before Autotune and DAWs, when capturing a great sound actually required

chops, talent, and creativity in the studio and at the control console.0 of 1 people found the following review helpful.  
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