

iTunes Music Mastering High Resolution Audio Delivery Produce Great Sounding Music With Mastered For iTunes

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Apple's exciting new Mastered for iTunes (MFIT) initiative, introduced in early 2012, introduces new possibilities for delivering high-quality audio. For the first time, record labels and program producers are encouraged to deliver audio materials to iTunes in a high resolution format, which can produce better-sounding masters.

iTunes Music: Mastering High Resolution Audio Delivery ...

iTunes Music: Mastering High Resolution Audio Delivery: Produce Great Sounding Music with Mastered for iTunes eBook: Katz, Bob: Amazon.co.uk: Kindle Store

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Buy ((iTunes Music: Mastering High Resolution Audio Delivery: Produce Great Sounding Music with Mastered for iTunes By Katz, Bob (Author) Paperback Mar - 2014)) Paperback by Bob Katz (ISBN:) from Amazon's Book Store. Everyday low prices and free delivery on eligible orders.

((iTunes Music: Mastering High Resolution Audio Delivery ...

iTunes Music: Mastering High Resolution Audio Delivery. We're told repeatedly that the future of music is in downloads, and a primary source of downloaded music for a significant proportion of the planet's music-consuming population is, of course, Apple's iTunes. On 12 July 2011, Apple released the first 'Mastered for iTunes' title, and 'MFIT' (as it has become known) as well as its associated 'iTunes Plus' format has been heralded as a great new high-resolution download medium.

iTunes Music: Mastering High Resolution Audio Delivery

iTunes Music: Mastering High Resolution Audio Delivery \$ 29.95 If you would like more information, please fill in this form or call us at +1 (407) 831-0233, 9:30 AM-5 PM EST.

iTunes Music: Mastering High Resolution Audio Delivery ...

Apple Digital Masters replaces Mastered for iTunes as the name of the company's not hi-res, but still hi-res audio arm. It will likely continue to be a standard inside which many mastering...

Apple's Not-Hi-Res Hi-Res Music is Called Something Else ...

For the first time, record labels and program producers are encouraged to deliver audio materials to iTunes in a high resolution format, which can produce better-sounding masters. In iTunes Music , author and world-class mastering engineer Bob Katz starts out with the basics, surveys the recent past, and brings you quickly up to the present?where the current state of digital audio is bleak.

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Apple's exciting new Mastered for iTunes (MFIT) initiative, introduced in early 2012, introduces new possibilities for delivering high-quality audio. For the first time, record labels and program producers are encouraged to deliver audio materials to iTunes in a high resolution format, which can produce better-sounding masters. In iTunes Music, author and world-class mastering engineer Bob Katz starts out with the basics, surveys the recent past, and brings you quickly up to the present—where the current state of digital audio is bleak. Katz explains the evolution of standards for dynamic range through the present and with implications for the future. He details the new methods that Apple is developing to accept high resolution audio and shows step by step how audio engineers and producers can take advantage of them. This book is designed for all those dealing with sound, from sound engineers to music industry executives and musicians—and those aspiring to all these roles. This book will help you understand the issues around delivering high-quality environment and get all your facts straight for when you encounter resistance to good sound. Topics covered include: • Contrasting the production of CD albums with iTunes albums • High Resolution audio • Dithering • Distortion (and how to avoid it) • Lossy Coding • Loudness Metering • Sound Check and how it affects our production techniques • Apple's tools for Mastered for iTunes Foreword by renowned mastering engineer Bob Ludwig. Join the forums at www.digido.com/iTunes, for the latest information and discussions!

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Author and recording engineer Bobby Owsinski demonstrates best practices for mastering music and audio destined for sale on Apple iTunes with their new Mastered for iTunes high-resolution audio program.

Providing vital reading for audio students and trainee engineers, this guide is ideal for anyone who wants a solid grounding in both theory and industry practices in audio, sound and recording. There are many books on the market covering "how to work it" when it comes to audio equipment—but Sound and Recording isn't one of them. Instead, you'll gain an understanding of "how it works" with this approachable guide to audio systems. New to this edition: Digital audio section revised substantially to include the latest developments in audio networking (e.g. RAVENNA, AES X-192, AVB), high-resolution surround and parametric audio coding, workstation processing technology, mastering for iTunes, and loudness normalization Coverage of immersive audio systems such as Dolby Atmos, Auro 3D and WFS along with recent developments in audio object coding Sections on digital radio microphones, loudspeaker sensitivity issues and development, and highly directional loudspeaker systems Substantial new sections on recent developments in audio network device discovery and control and the Open Control Architecture

Mastering in Music is a cutting-edge edited collection that offers twenty perspectives on the contexts and process of mastering. This book collects the perspectives of both academics and professionals to discuss recent developments in the field, such as mastering for VR and high resolution mastering, alongside crucial perspectives on fundamental skills, such as the business of mastering, equipment design and audio processing. Including a range of detailed case studies and interviews, Mastering in Music offers a comprehensive overview of the foremost hot topics affecting the industry, making it key reading for students and professionals engaged in music production.

Innovation in Music: Performance, Production, Technology and Business is an exciting collection comprising of cutting-edge articles on a range of topics, presented under the main themes of artistry, technology, production and industry. Each chapter is written by a leader in the field and contains insights and discoveries not yet shared. Innovation in Music covers new developments in standard practice of sound design, engineering and acoustics. It also reaches into areas of innovation, both in technology and business practice, even into cross-discipline areas. This book is the perfect companion for professionals and researchers alike with an interest in the Music industry. Chapter 31 of this book is freely available as a downloadable Open Access PDF under a Creative Commons Attribution-Non Commercial-No Derivatives 4.0 license. https://andfbiis.s3-us-west-2.amazonaws.com/r-files/docs/Open+Access+Chapters/9781138498211_oachapter31.pdf

The Bloomsbury Handbook of Music Production provides a detailed overview of current research on the production of mono and stereo recorded music. The handbook consists of 33 chapters, each written by leaders in the field of music production. Examining the technologies and places of music production as well the broad range of practices – organization, recording, desktop production, post-production and distribution – this edited collection looks at production as it has developed around the world. In addition, rather than isolating issues such as gender, race and sexuality in separate chapters, these points are threaded throughout the entire text.

Guiding you through the history and emergence of modern mastering techniques, then providing practical hints and tips on how to use them in your set up, Practical Mastering is the book for anyone interested in tackling this elusive art form. Providing you with solid mastering theory underpinned by years of professional experience and hands-on advice for getting the most out of your set up while honing your ears to efficiently and effectively listen to your mixes in order to create perfectly polished master tracks.

Mixing and mastering are the final challenges in creating great recordings. Great mixes require both creativity and a practical understanding of process, while final masters require both a clear sense for purpose and specialized ears for achieving artistic goals. Mixing and Mastering in the Box gives readers the practical tools for accomplishing both of these tasks while highlighting the artistry of the creative process. While much of the information presented in Mixing and Mastering in the Box is applicable to those using analog mixing gear, or a hybrid of digital and analog tools, the book focuses directly on working completely within the Digital Audio Workstation (DAW). Author Steve Savage lets readers in on such topics as the secrets of collaboration and using EQ, compression, delay, reverb, and brickwall limiting to improve the sound of records, each topic illustrated with a myriad of concrete examples. Mixing and Mastering in the Box is the ultimate reference manual for the home recordist and the perfect basic to intermediate text for any DAW (Digital Audio Workstation) training class in mixing or mastering. The book is also ideal for readers who handle their own mixing and mastering or who wish - or are professionally required - to be better informed when collaborating on mixes and masters.

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