Sound and Recording: Applications and Theory

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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

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