

Notices

Job hunting? There are several **CURRENT** listings on our [jobs page](#).

Last addition: 1/15/2006

PowerPoint Presentations

The PowerPoint presentations have moved to their own [page](#).

Coming Events

[NSCA Expo](#) March 14-18, Las Vegas, NV.

Association for Recorded Sound Collections national convention, Seattle, May 2006. [Click here](#) for details.

[120th AES](#) Convention. May 20-23, Paris France.

[121st AES](#) Convention. October 6-9, San Francisco, California.

March Meeting Notice
Indistinguishable from Magic - Ableton Live
Presented By
Matt Frazier - M Audio

Shoreline Community College, Room 818
Wednesday, March 22, 2006
7:30PM

Referencing the quote:

Any sufficiently advanced technology is indistinguishable from magic.

Arthur C. Clarke, "Profiles of The Future", 1961 (Clarke's third law) English physicist & science fiction author (1917 -)

The established audio production population seems to have been desensitized to the significant progress our computer based audio tools have undergone. There appears to be a split in the audio community - the old guard, used to twisting knobs and recording linearly, and the new generation of producers using virtual and loop based tools such as Ableton Live.

We really are in a new era of audio production. Ableton Live, as a general purpose audio tool, provides enough flexibility to get good old fashioned audio work done - but where it really shines is in areas of workflow the older generation is generally unaware of.

At our March meeting, guest speaker Matt Frazier of M-Audio will focus on these features of Ableton Live that to us "older generation" audio folks are indistinguishable from magic (with apologies to Arthur C. Clarke).

Among these features are time warping, clip bins and drag and drop instrument/signal chains. The ideas of looping (in the Live context) may be new to many of our members. Several workflow examples (from scratch) and other Live sets - a mash up/remix and interoperability with Pro Tools M-Powered will also be demonstrated.

If you didn't make time for our January and February meetings, you missed two really different and interesting meetings. At our January meeting, two people from Microsoft described the process and thought behind the use of music, ambience, fx, and dialog in the HALO series of games. Far from trivial, their use of sound is quite deliberate, and attention to subtleties makes for a highly involving game experience.

On a totally different note, at our February meeting, several people from Meyer Sound Labs, including their Principal Scientist, spent the entire day with us going through the fine points of their sound system analysis package, SIM3. Since this was an all-day event, everyone had the time to get down to the fine points of the presentation and the science behind the sound.

We'll see you on March 22! In the meantime, *Audio!*

Oh yes, [Directions](#).

Our meetings are open to anyone interested in Audio. AES membership is NOT required for you to attend our meetings.

Last modified 3/13/2006.