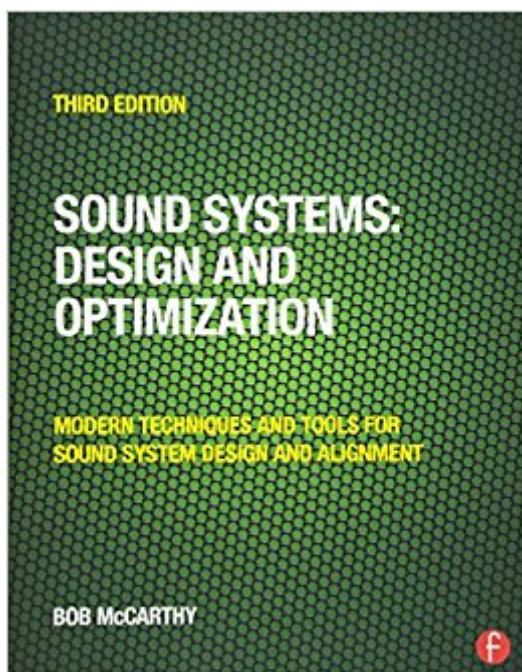


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# Sound Systems: Design And Optimization: Modern Techniques And Tools For Sound System Design And Alignment



## Synopsis

Sound Systems: Design and Optimization provides an accessible and unique perspective on the behavior of sound systems in the practical world. The third edition reflects current trends in the audio field thereby providing readers with the newest methodologies and techniques. In this greatly expanded new edition, you'll find clearer explanations, a more streamlined organization, increased coverage of current technologies and comprehensive case studies of the author's award-winning work in the field. As the only book devoted exclusively to modern tools and techniques in this emerging field, Sound Systems: Design and Optimization provides the specialized guidance needed to perfect your design skills. This book helps you: Improve your design and optimization decisions by understanding how audiences perceive reinforced sound Use modern analyzers and prediction programs to select speaker placement, equalization, delay and level settings based on how loudspeakers interact in the space Define speaker array configurations and design strategies that maximize the potential for spatial uniformity Gain a comprehensive understanding of the tools and techniques required to generate a design that will create a successful transmission/reception model

## Book Information

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## Customer Reviews

Bob McCarthy is the director of system optimization at Meyer Sound and president of Alignment & Design, Inc. As a developer of FFT analysis systems, he pioneered the methods for tuning modern speaker systems that have since become standard practice in the industry. He is the foremost educator in the field of sound system optimization and has conducted training courses worldwide for

over thirty years. Bob received the USITT Distinguished Achiever in Sound Design in 2014. His clients have included esteemed companies such as Cirque du Soleil and Walt Disney Entertainment, as well as many of the world's best sound designers, including Jonathan Deans, Tony Meola, Andrew Bruce, and Tom Clark.

Lots of knowledge is contained in this book. You should have a little experience with basic physics, especially waves and electricity. This is not a book for dummies. The author keeps the information flowing and keeps explanation as brief as possible. This is a good thing due to the sheer scope of the knowledge presented.

This book gives a complete view of the aspects involving public address sound system design and optimization. The author covers basic concepts, tools and real world examples. Some basic knowledge of sound systems is highly recommended.

Required reading for anyone who runs sound from home AV installers to touring engineers. He describes rather complex theory without getting overly technical. Much better than the Yamaha and other old school books.

From the people who invented sound system analysis, you can't do any better.

"That is what we thought then, this is what we know now."...to borrow a phrase Bob McCarthy has used. This book is about what we know now (or should know) thanks in large part to McCarthy's work in the field. This book doesn't rehash the information found in just about every other book involving sound and acoustics. It applies that knowledge along with technical data that has been collected over the course of his career to current real world technologies, systems and situations. While various measurement tools have existed for quite some time, it has only been more recently that low cost solutions (comparatively) have existed for analyzing our systems and their interaction with the environments we put them in. Now most anyone can afford to better understand what their systems are doing and why. Unfortunately the information that such tools provide is somewhat useless if you don't understand what it means, how to interpret it or how to apply it. This book doesn't teach you how to use such tools specifically so much as it addresses the reason the tools exist and how to use the information they provide to improve the listening experience and the efficiency of the systems that deliver the experience. McCarthy does this by sharing both the

information that he has collected over the course of his career and most importantly, the knowledge that has been gained while compiling that information. Besides the fact that McCarthy is in a unique position of having more experience in this area than maybe anybody else, he's also a hands-on guy who knows how to teach others. Anyone that has had an opportunity to attend one of his seminar courses knows he has a knack for making complex science understandable to almost anyone. I'm living proof of that and am happy to see that his knack has translated well to a very informative and interesting to read book. Detailed color graphics along with a few related comic strips help keep it all within reach. If you use Smaart (or any other similar program), you will definitely get something out of this book whatever your experience level. Currently you won't find another book that brings this information all together with the real world experiences and insight as McCarthy has done, much less make it readable in an accessible fashion. While there maybe a handful of others who could possible write such a book with this type of applied knowledge, nobody else has. Reading this book will take you to a higher level of understanding of how sound system components react with one another as well as the acoustic environments that they exist within. While McCarthy points out in the book that there used to be a division of art and science when it came to thinking how to evaluating sound system performance, the number of mixing engineers running Smaart @ theMIXsite is an indication that everyone is catching on that art and science go hand in hand. While Michelangelo was a artist, he studied science as well and it was the combination of his two disciplines that empowered him to create his many masterpieces. Sound Systems: Design and Optimization is a study of how the paint hits the canvas and should be of interest to artist and engineers in the field of sound reinforcement.

Good book to use with courses in college. Nice to have as a reference.

This book was a complete paradigm shift for me in understanding the current state of the art of sound system design and optimization. Bob's explanations of complex physical phenomena are, while dense reading, excellent and understandable. This book should be read by anyone who deals with sound systems of any size but particularly people who are dealing with line arrays (or more properly, point source arrays). An excellent and complete resource.

Awesome book for audio eng. Would definitely recommend it!

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