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APRIL 1992 • VOLUME XIV, NUMBER 2



Ed Robertson of Barenaked Ladies

### **BARENAKED** 40 LADIES

A top twenty hit and a cassette which has gone gold: How did a bunch of auys from Scarborough, Ontario gain such recognition without the support of a record label? by Chris Gudgeon

### **MUSIC SOFTWARE 45 UPDATE '92**

Take a close look at the new products for 1992. by Paul Lau

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TOM

COCHRANE 32

After a twelve-year stint with Red

solo release, Mad Mad World.

behind the recording. by Richard Chycki

LOREENA

McKENNITT 36

way to platinum status. But

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release in the U.S., throughout Europe,

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Loreena McKennitt's The Visit is on its

McKennitt's journey has only begun.

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exploding with the success of his first

Canadian Musician talks to Cochrane about the ideas and techniques

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- **Business** Martin Gladstone

TOM COCHRANE BY WOLF MOEHRLE

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### FREE PRODUCT INFO

For more information on products advertised in Canadian Musician, please use the reader service card located opposite page 54.

### READER ENQUIRIES

Contact Penny Quelch at (416) 485-8284, or write to Canadian Musician, 3284 Yonge St., Toronto, ON M4N 3M7.

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940 Gateway Drive, Burlington, ON L7L 5K7 (416) 632-6894 Direct Toronto line: (416) 798-7959



### What's All The Hoopla About?

Canada has a population of over 25 million people who don't support their own country's talent. A bill comes down in the U.S. to restrict the amount of Canadian talent crossing the border into the U.S., and immediately the Canadian music industry (if you could call it that) jumps on it and tries to stop it. I say that it's the kick in the pants that the Canadian music industry needs to actually get Canadian bands signed.

It shouldn't cost \$50,000 or \$100,000 to record an album worth of material when there are 8 and 16 track basement tapes that are of as high (or higher!) quality than a lot of the American trash on the market.

Will Canadian record companies lose money? I don't think so. The cost of recording is fully recouped by the record company before the musicians, writer, etc. receive any money. The cost of production on any prerecorded medium is also recouped by the record company. In most cases, the cost of promotion is fully recoupable too.

Should Canada pass its own law restricting Americans from entering the Canadian market? I don't think so. Aerosmith came to Canada and recorded a number one album. Restricting Americans could only hurt our production facilities, and in turn, the whole industry, if we no longer had Americans recording here. On the other hand, why is it that Canadian bands feel they have to go to L.A. to record when we have just as good (if not better) production facilities here at home?

What the Canadian music industry lacks is variety. The money for recording contracts is spread over too few acts, resulting in less variety in the types of music. I suggest that the Canadian record companies should sign more acts to smaller or lesser contracts. Most bands don't expect a five-year, four-album deal with world-wide distribution. Why not give more bands a chance to get their product out to the public?

As for the American market, there is a larger market across the ocean that makes the mighty American market look small. Expansion into the European market could make us forget about the mighty American dollar and start thinking Pounds and Deutschmarks.

Don't get me wrong; what the Americans are planning with the new laws is not fair to Canadians. But if we spent as much time trying to change our own industry as we do worrying about the American industry, we would have a thriving music industry that would make the Americans envious.

I support Canadian bands, but most of them are still unsigned. There are a lot of great artists out there who will *remain* unsigned until the Canadian music industry sits up and takes notice.

Paul Holman Scarborough, ON

### Watch Your Language!

I would like to say that your magazine is one of the most comprehensive of its kind. You cover many products that recording magazines ignore. For this may I say I am eternally grateful.

Focusing on the artists and their recording experiences and techniques is interesting as well as informative. I recently purchased a Korg M1 keyboard and since keyboards are a point of interest to me, I read Bob Wiseman's column titled "The Fine Art of Improvisation". I enjoyed the article and appreciate that a technical approach to this subject would "ultimately have shortcomings". How was I to know that a fine article such as this would be marred by one 4-letter word that could easily have been replaced with any other? I agree that in 1983 forty dollars was a fair buck when you only make six dollars an hour. My point is, however, that a professional publication should use a little decorum. Obscenity is offensive enough in public, let alone in print. Please consider depriving future issues of this treatment, as this is a fine magazine.

> Dave Grandel Regina, SK

### Help Me Get Hank on a Stamp

This is an appeal to your readers to help me get a commemorative stamp issued in honour of Hank Williams, Sr. Those people interested in supporting this project can send their letters of support to me (address below), or directly to the committee at: Citizens Stamp Advisory Committee, c/o Stamp Administration and Advisory Branch, Washington, DC 20260-6753.

Every letter is important; I am trying to reach as many of his fans as possible. Please help me make this happen.

Send letters to: Cathy Malfatti, 1419 Fourth St., Eureka, CA 95501 (707) 442-4903.

If you have any comments, criticisms, or questions, please write to: FEEDBACK, clo Canadian Musician, 3284 Yonge St., Toronto, ON M4N 3M7 or FAX (416) 485-8924

S



Breaking into the music business is tough at the best of times. Get an edge on the competition by participating in a one-day conference bringing together some of this country's top agents, managers, artists, promoters and record company executives, who can give you the best advice on plotting a strategy for career success.

### **Topics Covered Will Include:**

- · Putting a band together
- · Getting work
- · Unions, agents, managers, promoters
- Financing and budgeting for equipment, demos, tours
- · Making demos
- · Getting a record contract
- · Promotion & publicity
- Videos
- Touring
- · Breaking the international market

### **Bring Your Demo Tape**

A selection of demo tapes will be evaluated during a critiquing session by panelists. All demo tapes submitted will be forwarded to Warner/Chappell Publishing for evaluation.

### **Networking Opportunities**

Attend a cocktail reception following the day's events to meet panelists and fellow musicians and make contacts.

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For more information, contact Penny Campbell at: (416) 485-8284, FAX (416) 485-8924.

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Name

### **COME TO WESTEX AND YOU COULD**

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CANADIAN MUSICIAN AND MUSICIANS INSTITUTE WOULD LIKE TO SEND YOU ON A ONE-WEEK MUSICAL ADVENTURE TO HOLLYWOOD, TO EXPERIENCE A MUSICIAN'S-EYE VIEW OF THE CENTRE OF THE MUSIC INDUSTRY.

### HERE'S WHAT YOU GET:

- Round-trip airfare from Vancouver to L.A.
- One week's accommodation courtesy of the Hollywood Roosevelt Hotel located right on Hollywood Blvd. across from Mann's Chinese Theatre.
- Study sessions at Musicians Institute, one of the premier professional musician's training facilities in North America.

 Plus, an exciting itinerary of activities including studio tours, club tours and more. **HOW TO ENTER:** 

- 1. Come to WESTEX, May 1-4 in Vancouver.
- 2. Come to the Canadian Musician Booth in the Vancouver Trade & Convention Centre.
- Pick up a ticket for the Musicians Institute seminar Sunday, May 3, featuring MI instructor Roy Ashen.
  - Fill out the ballot on the reverse side of the ticket and deposit in the ballot box at the seminar.
  - 5. Winner will be announced at the end of the seminar.

(Contest only open to attendees of Westex)

### APPEARING AT WESTEX

Sunday, May 3, Canadian Musician and Musicians Institute present "Careers In The Music Industry" with G.I.T. instructor and session guitarist **Roy Ashen**.

"...one of the most technically proficient and musically mature players I've heard." (Guitar For The Practicing Musician)
Guitarists and non-guitarists alike will benefit from this informative and exciting session. Free with admission to Westex, May 1-4, Vancouver Trade & Convention Centre.

For more information on the Hollywood Contest call Canadian Musician at (416) 485-8284 For information on Westex call (604) 684-9338







### HOMEGROWN 4CONTESTS

Homegrown contests have often been the catalyst for bands to get out of the basement and gain exposure and recognition. Winners receive valuable prizes, including free recording time, equipment, and CASH!! Perhaps most beneficial is the opportunity to appear on compilation recordings of contest winners. If you are an unsigned act looking for exposure, you should contact radio stations in your area to find out if they host a homegrown competition. Following is a list of some of the stations across the country offering such contests.

### **BRITISH COLUMBIA**

### CFOX-FM THE FOX (99.3)

1006 Richards St.

Vancouver, BC V6B 1S8

(604) 684-7221, FAX (604) 681-9134 Proportion, Director, Mary, Ann McKona

Promotions Director: Mary Ann McKenzie "Demo Listen Derby", the homegrown contest at 99.3 THE FOX, combines the judging of demo tapes, on-air judging by the public, and live show-cases. This contest involves local musicians, producers, recording engineers, music industry association staff and volunteers, and video production crews. The public participates during the on-air radio judging segment, which forms one phase of the talent judging. The rest of the judging is done by a music industry panel. Semi-finals and finals performances are recorded for radio specials and the live CD.

"Demo Listen Derby" helps develop Canadian musical talent, it also develops the supporting music industry resources and services, such as young producers, video companies, and production staff. Part of the project's mandate is to recognize and award excellence in demo production and songwriting.

Prizes include having your song produced and included on the FOX's Vancouver Seeds CD series, a produced single and music video for the top band, and over \$10,000,00 worth of musical instruments and services spread out between bands and artists winning various categories. In the past few years, the winning band's single has been recorded at Little Mountain Sound.

Runner-ups also receive airplay and on-air exposure during, and following, the project. The *Seeds* CD and cassettes are distributed for sale throughout the Lower Mainland (usually at A&B Sound outlets) with partial proceeds going to the C-FOX Variety Club Kids Park.

Entry is limited to British Columbia groups and artists. You can enter for the demo categories only, or for both the demo and live performance segments. Tapes and entries will be accepted throughout March 1992.

### THE LIZARD (104.7 FM)

3805 Lakeshore Rd. Kelowna, BC V1Y 7V2 (604) 763-1047, FAX (604) 762-2141 Music Director: Jim Scanlon

THE LIZARD, of Kelowna, BC, is a participant in the Molson Canadian Rocks Homegrown Showdown. They are about to release their *Lizard Homegrown IV* cassette, but it's not too early to begin work for the next contest!

In past competitions, the top five finalists received ten hours of free recording time at a local studio

Submissions for the next homegrown will be in the summer of 1992. Proceeds from the sale of the homegrown cassette go to the Lizard's High School Music Scholarship Fund.

### **ALBERTA**

### 107 KIK FM

4107-7th Ave. S.W. Calgary, AB T2P 1B2 (403) 264-0107, FAX (403) 244-8160 Music Director: Chris Gordon

"Auditions", the homogrown contest at 107 KIK FM, is being presented under the umbrella of the Labatt's Blue Band Warz.

Every year, KIK FM accepts band entries from all over southern Alberta (primarily Calgary), around the beginning of June. Because qualifiers may receive airplay, their minimum technical specifications call for the entry to include two original songs recorded in a professional studio at 15 ips, and that the recording is preceded by one kHz tone. From all the entrants received, 107 KIK FM chooses 12 semi-finalists based on songwriting ability, musicianship, and potential for radio airplay. Those bands then participate in a showdown co-hosted by a local club.

Once they have decided on finalists and venue, they choose six local judges (newspaper music writers, record reps, and KIK personalities) who attend each of the semi-finalist showdowns over three days, four bands per night. Each group is judged on songs, musicianship, and showmanship. The four bands with the highest scores move on to the finals. Prizes in the past have included up to \$15,000,00 worth of equipment, studio time, t-shirts, etc. The winners automatically advance to the regional finals.

### CIRK FM (K97-FM)

10250-108th St. Edmonton, AB T5J 2X3 (403) 428-8597, FAX (403) 428-7168 Program Director: Gary McGowan

K97-FM in Edmonton has already kicked off its annual homegrown competition which is now in its 12th year. Ten finalist bands will appear on the radio station's compilation CD/cassette, which will be marketed locally as well as to record company A&R reps. Some of the prizes this year include a cash prize for the first place act, release of the winning track on A&M records, and 60

hours of studio time (location to be confirmed). K97 will also arrange ten local gigs (with pay!) for the first place winners. There are also ten pairs of JBL studio monitors to be awarded to each of the finalist bands. The top four finalists will play a showcase concert, and be judged by recognized players for the grand prize. Two judges already confirmed are Alan Frew of Glass Tiger, and Jim Cuddy from Blue Rodeo.

K97's Homegrown '92 is open to acts within the greater Edmonton area and northern Alberta listening area. Deadline for tapes is April 3rd.

### **SASKATCHEWAN**

CITYWORKS / STREETROCK is a co-production of Z-99 radio in Regina and C95-FM in Saskatoon. The homegrown compilation features eight artists from each station. The top finalist from each station also goes on to compete in the regional Labatt's Blue Band Warz competition.

Area bands wishing to submit demos for consideration should direct them to the station in their broadcast range. As yet no date has been announced for the competitions, but submissions will begin to be accepted this spring. Stay tuned to the station in your listening area for further details

### STREETROCK

### CIZL-FM (Z99) (98.9)

210-2401 Saskatchewan Dr. Regina, SK S4P 4H8 (306) 359-9936, FAX (306) 347-8557 Music Director: Terry Voth

### CITYWORKS CFMC-FM (C-95) (95.1)

Broadcast House 3333-8th St. E. Saskatoon, SK S7H 0W3 (306) 955-9500, FAX (306) 373-7587 Music Director: Bruce McDonald Assistant Music Director: Terry Edwards

### **ONTARIO**

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Q-107/Molson Canadian Rocks Homegrown 5255 Yonge St., #1400
North York, ON M2N 6P4
(416) 221-0107, FAX (416) 512-4810
Promotion contact: Heather Dietrich
Q-107 will begin to solicit tapes in the spring for Homegrown '92, Volume 14.
The contest will be open to non-recording acts

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who are residents of southern Ontario, with the grand prize winner going on to compete in the Molson Canadian Rocks Homegrown Showdown.

Hopeful acts should submit a demo cassette of 2 or 3 songs with their BEST SONG FIRST. An industry listening session will narrow the field down to ten finalists who will appear on the CD/ cassette, and also battle it out in a live showcase event to determine the grand prize winner.

M1X 99.9 Songwriting Competition

2 St. Clair Ave. W., 2nd floor Toronto, ON M4V 1L6 (416) 870-4636

The third annual MIX 99.9 Songwriting Competition is now accepting entries. The contest is open to amateur songwriters only (writers who have never had a publishing or recording contract). Entries (cassette and lyrics) are to be submitted by 5 p.m. on Wednesday April 1, 1992. The winner will be announced on-air on April 13. Finalists will be judged by a music industry panel consisting of top music industry experts, artists, and publishers. The top ten finalists will attend a songwriting seminar, sponsored by the Songwriters Association of Canada. The first place winner will receive \$5,000.00 cash and their song will be recorded by a top Canadian artist and session players. The song will be aired on MIX 99.9 in regular rotation, and sent to other Standard Broadcasting stations across Canada. Second and third prize are \$3,000.00 and \$2,000.00 respectively. A specialty environment category has been added

this year, with the winner of the best 'save the environment' song winning \$3,000.00. For more information, contact Wayne Webster at (416) 922-

### **CFNY FM 102**

83 Kennedy Rd. S. Brampton, ON L6W 3P3 (416) 453-7452, FAX (416) 453-7711

Director of Canadian Talent Development: Hal Harbour

CFNY's MODERN MUSIC SEARCH is now underway with Friday March 6th being the last day to submit your demo cassette of one original song.

The contest is open to both performing acts and artists whose material is a studio project only. Two finalists from the studio category, and eight from the performance category will get a spot on the 1992 CFNY Modern Music release compilation.

In addition, the eight performing acts will be showcased in a CFNY sponsored event, with one of the acts going on to perform at the CFNY Canada Day Festival.

CFNY will begin playing the top 50 finalists on the air starting April 27, 1992.

### CHEZ-FM (106.1)

126 York St., #509

Ottawa, ON K1N 5T5

(613) 562-1061, FAX (613) 562-1515

Music & Programming Director: Steve Colwill CHEZ-FM sponsors the bi-annual homegrown contest SHARE CHEZ, which produces a 10song compilation CD/cassette. The five finalists receive two tracks on the compilation.

CHEZ-FM ran their last contest a bit differ-

ently than most stations. There was no first place winner, and no cash prize. Five members of each of the finalist bands were taken to New York City to attend the New Music Seminar. As well, each band was featured in live broadcasts, and their lead track was placed in regular rotation at the station.

Even though the next contest isn't until 1993, local area bands would be wise to begin working on their demos now. Steve Colwill mentions that every demo received will be played on the radio station at least once!

The contest is open to acts from within the CHEZ-FM listening area. Submission dates for the next contest have yet to be announced.

### NEWFOUNDLAND

### OZ FM

446 Logy Bay Rd.

P.O. Box 2050

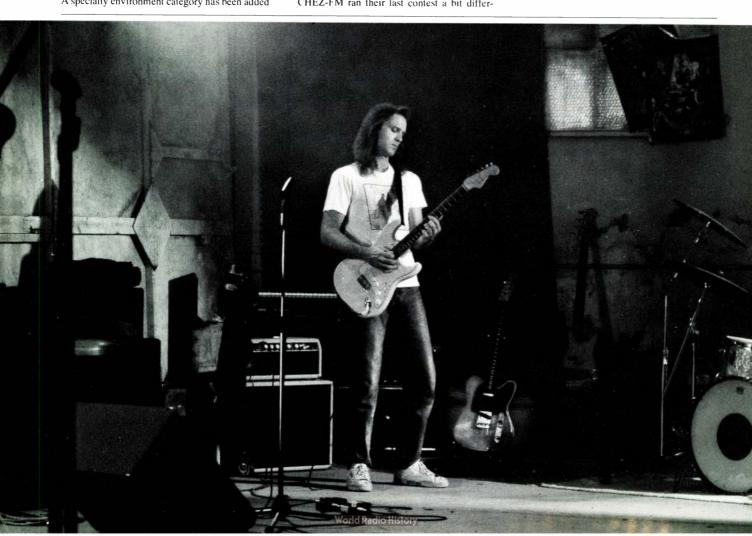
St. John's, NF A1C 5R6

(709) 726-2922, FAX (709) 726-3300

Contact: Deborah Birmingham-Davis; Dave Kenny

OZ FM's homegrown contest is held in conjunction with Labatt's Blue Band Warz, with a compilation of successful applicants coming together on OZ FM's Rock of the Rock CD and cassette.

OZ FM starts recruitment in June. All interested acts should send in demos; finalists are selected, by the end of the summer, to compete in Labatt's Blue Band Warz. The winner goes on to compete in regional and ultimately national show-





### BREAKS

Canadian Musician is continuing its series of informative one-day seminars with two more confirmed for 1992. TÁKIN' CARE OF BUSINESS '92 will cover the basics of developing a successful career as a working musician, with information on management, promotion, recording, record contracts and touring. The seminar takes place on Sunday June 14 from 9 a.m. to 5 p.m. at the Holiday Inn, Hamilton, ON, Registration fee is \$70.00. Coming up this fall will be PRODUC-ING AND MARKÉTING AN INDEPENDENT RECORD, taking place on Sunday November 22 from 9 a.m. to 5 p.m. at the Royal York Hotel, Toronto, ON. This one-day event will cover topics such as recording budgets, manufacturing, sales promotion and marketing of your record and how independent records can lead to major label contracts. Registration fee is \$85.00. For more information on both of these seminars, contact Canadian Musician, 3284 Yonge St., Toronto, ON M4N 3M7 (416) 485-8284, FAX (416) 185-8924

...Music West is an exposition-style event which will bring the world of popular music to the Vancouver Trade and Convention Centre May 1-4, 1992. The exposition will feature events for musicians, music industry professionals, equipment retailers, and the public. Monday May 4th has been designated Music Education Day, offer-

ing secondary level students the opportunity to have a behind the scenes look at the music industry. For more information, contact Music West at (604) 684-9338, FAX (604) 684-9337

...The Ontario Institute of Live Sound Engineering and Recording is a private school designed to teach all aspects of live sound and the live music industry. For more information, contact O.I.L.S.E.R., 430 Newbold St., London, ON N6E 1K1 (519) 668-2932.

... Songwriters and musicians won't want to miss MUSICAN '92, a one-day music business seminar being held Sunday March 29 at the Westin Harbour Castle in Toronto. Some of the topics to be covered include obtaining grants and funding. promoting your material, and assembling the right team of professionals to manage your career. Canadian Musician will be sponsoring a forum on Producing and Marketing Your Independent Record, and SOCAN will host a workshop on successful songwriting. Representatives from organizations including FACTOR, A.F. of M., and VideoFact will also be on hand, making this an ideal opportunity to air your questions about the ever-growing music industry. Registration for the seminar is \$45.00. For more information, or to register for the event, contact The Toronto Musician's Association at (416) 421-1020, or SOCAN

at (416) 445-8700.

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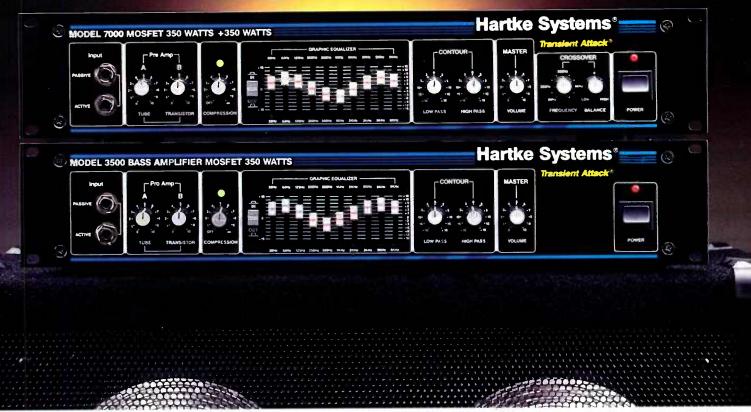


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### PRODUCT - REPORTS

### PEAVEY CLASSIC 50 212

### by Richard Chycki

Seems that a number of manufacturers have jumped on the retrotechnoid bandwagon by releasing reissues of the ol' classics. Fender even reissued their own legendary '59 410 Tweed Bassman, not to mention the '63 VibroVerb and the Twin Reverb-Amp. The Peavey Classic replicates some of the virtues of its archetypes, yet adds features that make it suitable for even the most contemporary of players.

The Classic 50 (as in 50 watts — about 8-10 more than a classic Bassman) comes in both 410 and 212 speaker configurations. The test model received was the 212 model, naturally equipped with Peavey's proprietary speakers. Dimension wise, it more resembles a Tweed Twin than it does a Bassman; the 410 is pretty Bassman, though. The grille cloth and tweed are both commendatory simulations of the original; note the latter is a synthetic version albeit somewhat tougher than its forefather. Other Bassman attributes also found on the Classic 50 are the recessed top mount panel and controls that go to 12. Eat your heart out, Spinal Tap!

Controls of the Classic 50 are a substantial departure from the Bassman. Gone are the separate bright and normal volume controls. Instead, plugging into either of the two input jacks gives normal or bright (+12 dB @ 2 kHz) response accordingly. Although this setup simplifies the front panel, sadly it does eliminate the possibility of strapping the inputs together - one of the Bassman's most powerful sounds. The Classic is also a channel switching amp, both sharing the same passive EQ section (and presence control). Hence, there is a volume for the normal section and a complementary pre/post lead section, all controlled by a final master volume. A solid state reverb section is also available, the spring reverb pan stowed away in sound absorbent material in the bottom of the amp case. Other Bassman features like the ground switch and fuse have been relocated to the rear panel for space considerations. Speaker jacks, remote footswitch jack, and reverb pan send/returns are mounted on the bottom of the chassis, out of the way.

### Guts

Opening the Classic yields a remarkable blend of vintage and technology. A ton of

ergonomic consideration has gone into the design of this amp. First off, note that the power amp section is a quartet of EL84s rather than 6L6s; there is no tube rectifier either. All of the tubes are inverse mounted on printed circuit sockets inside a ventilated section of the chassis. Separate covers for the three 7025 tubes (two for preamp, one for power amp driver) and the EL84s are easily removed for quick tube replacement. The cover plates also hold the tubes firmly in their sockets, almost too firmly in the case of the power tubes. The PC board was substantially warped upwards from the pressure. Eventual failure came to mind here, an unfortunate departure from an otherwise intuitive design.

Heat is one of the major killers of component life. To dissipate heat, the Classic incorporates an ingenious fan system that draws cool air in from the chassis rear. Air blows over the components and exits from the vents around the tubes, cooling them and forcing the heat they generate from the chassis sideways away from the internal components. All components (minus transformers of course) are mounted on a master PC board, including all control pots. By the way, should service ever be required, only a single panel need be removed for quick and easy access to the insides.

### Crank me!

Hard core vintage Bassman devotees may have by now concluded that, aside from its physical appearance, the Classic does not really copy an amp from that era. So if a Bassman copy is what you are looking for, this amp may not be for you. But wait, guitarhead! Why not buy a Bassman if you want a Bassman?!

My point here is that the Classic has a very unique sound of its own, a noteworthy facet in these days of product homogenization. The quartet of EL84s yields a character closer to an amp equipped with their cousin, the EL34, but with a little more "give". The sound of a series of the Fender Tremolux with EL84s comes to mind as does the old series Boogie .50 Caliber. That sponginess associated with vintage amps is limited here through the use of a solid state rectifier section.

The clean channel was very clean. With a

Telecaster plugged into the normal jack and the volume cranked, the Classic remained pristine and true. The lead channel is another story. Massive amounts of gain are possible, especially when both the pre and post controls are cranked. The Classic could easily hold its own for a raunchy solo take or in a Marshall-laden metal session.

The passive EQ section has a marked dip in bass frequencies, no doubt to counteract the Bassman habit of keeping the bass control under two to eliminate muddiness. I had the tendency to have the bass control cranked for all sounds and even had to add some at the console, even for some cutting country work. It was only when a sealed 412 cabinet was attached that the low frequency spectrum really filled out. Although the speakers supplied seemed adequate, the Classic really breathed when Celestion Vintage 30s or my EV 12LSII were connected. Unfortunately, I had no opportunity to retrofit a couple of old Jensens for comparison. Speaker choice should definitely be an option here.

The reverb, although spring and "anti-vintage" solid state, is amongst the best I've heard for a mechanical reverb. It is crisp and enhances the signal rather than cluttering it.

### Overview

Clearly, the Classic is an all-purpose amp, very contemporary in sonic design yet packaged in vintage clothing. Users will benefit from the added reliability and consistency of modern technology. Given the multi-faceted design, a head only option would have been handy, as would an effects loop in the already solid state reverb section. This may not be the amp for dedicated vintage users but if you require simplicity and versatility in a proven format, the Classic 50 may just be the ticket. Muchos gracias once again to Steve's Music in Toronto for the tester unit.

### PRODUCT - REPORTS

### STEINBERGER GS7TA GUITAR

by Richard Chycki

Ned Steinberger propelled himself into the limelight when he developed the microsize/maximum tone bass that quickly became a standard in many a bass player's instrument arsenal. Soon came the guitars, featuring a radical headstockless design with a composite body, and a revolutionary bridge design. These instruments proved that Ned Steinberger was an innovator in musical instrument design. The GS7TA is the next generation of Steinberger guitar.

### Specs

Following in the steps of previous designs, the GS7TA has a particularly sleek profile. The contoured body looks like it is made from the composite material that is prevalent in Steinberger's other instruments. The 24 fret, 25 1/2" scale neck is indeed composite (with a phenolic fingerboard), but the body is hard maple. The neck is bolted on with the joint well sculpted for comfort in the upper neck registers. The guitar weighs no more than any other at 3.5 kg.

The headstock, new to Steinberger's design, is centre to several unique Steinberger concepts. The machine heads function somewhat like those found on the Steinberger bass. They are gearless and devastatingly comfortable to use. With a 40:1 turn ratio, you are guaranteed easy tuning accuracy. Standard single ball end strings can be used (adaptor required) as well as Steinberger's dual ball strings.

Floating Edge Knut is a trademark nut configuration similar in concept to a knife edge tremolo. The nut floats on a sharp edge to prevent string binding in the bridge area. It does not lock. Zero fret width is 1 5/8".

Back to the body: it is also well sculpted for playing comfort, roughly a stratoid shape. The TransTrem, a tremolo system unique to Steinberger, allows the player to pitch bend chords. By using a sophisticated pin lock system, it is possible to instantly tune the guitar down by three steps or up by two. A tension adjuster on the butt of the guitar ensures that string tension remains constant whether the bridge is locked or not. No fine tuners are needed because the nut does not lock.

Electrically speaking, EMGs are standard, this model coming equipped with a pair of

EMG 89s humbuckers in the neck and bridge positions, and an SA single coil in between. Coil tapping and 5 way pickup selection are also featured. Passive Seymour Duncans are an option. The tone control is unusual because, like the pickups, it is active in design. Counterclockwise cuts highs and boosts lows while clockwise rotation does the reverse. A centre detent position is flat.

### Hands On!

The ergonomic design is such that the guitar moulds well to the body. There would be no problem playing this guitar tirelessly for hours. The density of the neck and fretboard material adds a real snap to both the feel and tone, especially when executing hammer-ons and pull-offs. Those of us with slightly lazy picking hands (that's me) will appreciate the added extra response in this respect. Considering how well suited the instrument is for this playing style, I can't help but wonder why the neck is so thin. I have average hands and the strings seemed a little close. More conventional playing methods revealed copious amounts of sustain, somewhat like a Les Paul but with a much more metallic. high tech sound. To its credit, the timbre of the GS7TA is not really reminiscent of another instrument.

Using the TransTrem proved interesting. Vigorous whammy bar use caused no tuning problems whatsoever. I did have some tuning problems when I transposed the guitar. Setting up the bridge (which is time consuming but advised and outlined in the manual) is an absolute necessity; that solved my tuning problems. The feel of the tremolo very much reminded me of a Kahler system liquid and very light to the touch. Action and intonation adjustments can thankfully be done without winding down the strings. I did have difficulty in activating the transposing functions under certain circumstances. The tremolo bar uses a locknut to adjust its idle position. It must be secured to twist the locking unit in and out of place. That means it is in the way of any substantial chording action of the picking hand. Setting the bar up lower makes it very hard to activate the transpose function, most problematic in a pressure live situation.

continued...



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### PRODUCT - REPORTS

### STEINBERGER GS7TA GUITAR continued

The tuning pegs are a dream to use. I would gladly buy a few sets to retrofit on other guitars if they became available separately. Unfortunately, I only used the guitar with Steinberger's recommended strings. The advertising says standard strings can be used but the manual advises using the Steinberger strings for best results. In the case of tuning, either they work or they don't.

I mentioned previously that the tuning was way cool. I would attribute that, at least in part, to the knife edge nut. It dramatically reduces string drag in this often problematic area; the strings sit in a wide groove so there is little for the string to catch on. Bending notes in the first three or four frets caused the string to move around in that groove. It didn't feel bad but it did emit a grating tone with a

"nail on blackboard" feel that made it to the pickups on a lead amp setting.

### Overall

Steinberger has some substantial technological developments on the GS7TA. It would not be surprising to see the fulcrum nut, the TransTrem, or those tuning pegs crop up as a licensed patent on other guitars. But innovation is not without its cost. At \$3400 retail, this axe ain't cheap. It's comfortable, eminently playable, and has some uniqueness that, in these days of clones, gives it the edge for those players that are seeking the unusual and different

Richard Chycki is a freelance engineer/producer/guitarist from Toronto.

### KURZWEIL K2000 SYNTHESIZER

by Paul Lan

Since Young Chang (the largest acoustic piano manufacturer in the world) acquired Kurzweil Systems two years ago, this merging of an Asian financial conglomerate and the best of the American Kurzweil artificial intelligence R&D has produced a new instrument, which in my opinion may very well be a major development in the music industry.

This is in great part due to Kurzweil's V.A.S.T. (Variable Architectural Synthesis Technology) which seems to encompass most of the current synthesis formats and some that have never been explored before. Simply put, VAST seems to be the perfect acro-

nym to describe the expansive potential of this instrument. Even the Kurzweil people admit having not tapped into the full potential of this instrument and say it may take years to do so. This might be why I found a K2000 in every major third party software booth at the recent NAMM show in L.A.

When I received my unit for this review, I took it out of the box, and the first thing I noticed was a clean, logical user front panel housed in a durable moulded hard plastic chassis. The large 240-64 character backlit LCD screen, menu buttons, alpha-numeric keypad and alpha-dial were my first clues to the intuitive American design that went into



### PRODUCT - REPORTS

the development of this instrument.

Before I cracked the manual or the first submenu I decided to take a quick tour through the factory sounds. Two hours later I came up to breathe! I was quite surprised by the variety of analog, digital and acoustic sampled sounds. These 16-bit linear sample sounds have 32-bit internal processing and 18-bit DACs which give the K2000 a notably clean but warm full sound. The K2000 is shipped with 8 megabytes of ROM samples of acoustic instruments (and analog waveforms and digital partials) which is expandable to an impressive 16 or 24 megabytes of ROM, but it doesn't stop there. It also comes equipped with 4 standard SIMM slots which allow the RAM section for loading samples or waveforms up to an even more impressive 64 megabytes. The sample and waveforms can be loaded in via 1.4 megabyte internal disk drive, on-board SCSI port (for external hard drives, optical media, CD-ROM libraries), sample dump standard, optional internal hard drive (up to 240 meg) and/or optional 16-bit stereo sampling board. For the sampling and post production enthusiast, the sample board includes stereo digital INS and OUTS, (AES,EBU/SPDIF). Impressed vet?

Well, let's see how this Variable Architectural Synthesis Technology works. The fundamental concept is designed around 31 DSP (digital signal processing) synthesizer algorithms which consist of up to 5 modules per algorithm; depending on the algorithms, each DSP module can represent 1 of 16 possible signal modifiers.

These modifiers can be anything from several variations of a sweepable, lowpass, highpass, allpass, bandpass, notch, subtractive filters, real time sweepable parametric EQ and a host of unique forms of synthesis. However, the DSP module is not limited to modifying just the original sample; it can actually be a tone generator and select from a host of waveforms that act as tone generators or modifiers. This allows the K2000 to generate 4 oscillators per voice without decreasing the 24-note polyphony for those good old fat analog sounds. (That's 96 oscillators, folks!)

Each module can have simultaneous modulation of its parameters from a multitude of controllers, including dynamic multi-stage envelope generators, dual LFO, as well as keyboard and performance controllers.

Believe it or not, that's just the beginning! The FUN (function) menu allows you to combine control functions in one of 50 ways with up to 4 FUNs per layer. It is virtually impossible to capsulate all the parameters that constitute VAST but it should suffice to say that even the most ardent synthesist will be amazed by its unprecedented versatility. It is also worth noting that all parameters are in real world values (Hertz, deciBels and milliseconds), not some arbitrary non-related scale. The basic unit comes with 200 factory programs and will store 100-150 user programs (depending on their complexity). Each program can have up to 3 "sound files"

(samples) per voice and each setup can have 3 programs mapped across the keyboard in three zones (split and/or layer). Each one is completely independent from the others, including MID1 transmit channel and performance controller information. These can be arranged into 10 Quick Access banks with each bank storing ten setups.

The K2000 is a 16 voice multi-timbral keyboard utilizing some pretty advanced dynamic allocation algorithms. There is also a global stereo multi-effects processor which can have up to 4 simultaneous effects with extensive editing and performance controlled parameters including mix level, delay times, modulation depths, etc.

There are 6 polyphonic audio outputs configured as a stereo master pair plus 4 separate outs that can double as insert points for external effects processors. These outputs can also be used as audio inputs for other keyboards which can then be routed to the internal effects processor and back out to the master stereo pair. In the master mode, one finds 17 different intonation tables and complete user programmable velocity and pressure maps. The on-board 15000 note sequencer was intentionally designed as a musical notepad that does accept MIDI O type sequencer files. This is more cost-effective than a full blown sequencer.

I decided to open the K2000 to see for myself how expandable the system truly is. I was very impressed to find not only the four SIMM slots as promised, but also several empty sockets for adding the ROM, the sample board, and what appears to be sockets for a second CPU (central processing unit). This instrument seems to have everything from Minimoog style mono mode to intelligent pedal polarity recognition. Not only is the manual well written and a logical guide, but each K2000 is shipped with an informative 2 hour introductory video. (There will be an intermediate and advanced programming video in the near future.)

As a reviewer, short of nit-picking, I must admit I really could not find any significant deficiencies. The K2000 seems to address all technical and musical considerations that most musicians and producers would require. I believe the Kurzweil K2000 will become the new industry standard by which all future products will be measured.

Paul Lau is a freelance MIDI consultant based in Toronto.

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### ADDING A BUFFERED FX LOOP TO YOUR AMP

by Richard Chycki

There are a ton of guitar and bass players out there who are torn between keeping up to date with the ever increasing audio technology available and capturing vintage tones.

The purist often shuns new technology in favour of an old amp where the axe plugs in the front and the speaker in the rear, and that's it. But much of today's contemporary axe sound is embellished with a plethora of spatial enhancements which, live, could be a challenge to recreate should you have no way of connecting effects to your gear. Sure, you could interrupt the preamp/power amp junction with a normalled send/return jack pair but the operating level at this point easily exceeds +20 dB in an average amp like a JCM800, for example. Another rub is that the send is a high impedance out, susceptible to loading (read: tone deterioration), and noise. It is possible, however, to add some simple circuitry to your amp that will effectively interface effects, etc. to your of fave amp with no loss of performance or tone.

We'll be working with 120 volt line voltage here and if you're installing this circuit in a tube amp, about 500 volts is available. Both of these are very hazardous and strict precautions must be maintained at all times. Should you not be absolutely competent to make and install this circuit ... DON'T! Take your amp to a qualified technician and have him do the work for you. We can't be responsible for any injury or damage you may incur, so be careful. And remember, working on any piece of gear yourself voids any warranties in effect.

### **Theory of Operation**

First glance at the circuit design, Figure 2, reveals a pair of opamps with one configured as a simple unity gain buffer and the other a straight buffered amp. What?! Solid state in a tube amp?! Relax, vintage breath. The solid state stuff is sonically transparent in this type of configuration and does not contribute (or detract) from the tonality of the amp. If you need convincing, the Boogie EQ is solid state and it hasn't hurt it. So be brave and read on.

The FX loop works best if inserted after the tone generating circuitry, the preamp, and before the power amplifier. Several amp designs of this area are shown in Figure 1, R1 and R2 pad the signal to approximately 1/7th of the operating level at the prepower amp point while maintaining a high impedance load to the driving circuitry. IC1 is the common Texas Instruments TL072 dual biFET opamp. Treat it nicely by using a socket for it—it makes servicing a snap should the IC ever die. The first half of IC1 is a simple unity gain buffer designed to isolate the internal circuitry from any loading that may be present at the send jack. It also provides a low impedance output for long, quiet, frequency stable cable runs.

Note points 1,2,3,& 4. Depending on the configuration you wish, inserting the resistor networks shown will give you a pre, post, or no master volume FX loop system. You will find many new amps (except Boogies) with post master loops. Pre master is more unusual but it offers you a consistent, optimum FX level drive while simplifying overall volume changes for your rig.

The FX signal returns at J2. It's normalled to the send jack (which, by the way, makes a great power amp out for feeding other power amps, etc.). IC1B boosts the signal by a

factor of seven; the inverse of the R1/R2 pad. C6 provides high frequency stability. The selected operating level is general purpose, interfacing well with most equipment. Should you wish to modify the operating level of the loop, changing the R1/R2 ratio and the R5/R6 ratio by equal amounts will maintain unity gain throughout the circuit. If the signal gets too hot at IC1 pin 3, nasty solid state clipping will rear its ugly face. And try to keep R1+R2=about 1 Meg. Pot Ry is a replacement for the amp's master volume control. The majority of amps use a 500k to 1 Meg

control. Replace it with a 10k log pot of similar feel to the other pots in the amp.

Installing the FX loop is easy. Use high quality jacks (with lockwashers, right?) for the send and return connectors. They also make a good central ground to chassis point for connecting the circuit board and power supply commons. By the way, it's not a bad idea to have a power supply board separate from the audio circuitry mounted in space by the amp's power transformer. That way, all those nasty hum fields stay as far away as possible from the audio section of the amp.

The DC supply is a conventional regulated bipolar power supply. Seeing that the power supply won't be supplying much more than about 20 mA, heat sinks aren't needed for the regulators. For additional ripple rejection, tantalum caps C10 & C12 provide the necessary filtering. C3 & C4 serve to bypass the power supply on the audio board. Mount them as close to the IC pins as possible.

### Engage, Number One

FIG. 28. PRE - MASTER FX LOOP

Check all the traces on both boards soldering quality before installing them. It's wise to run the power supply, too. Using shielded cable for all audio runs to and from the board will give the quietest performance. Ground the shields at one end only to chassis to prevent ground loops. C1 & C13 provide high voltage DC blocking, if necessary. Check for voltage at your selected cut point. No DC means they can be omitted. If it's there, those caps should

FIGURE 1 - EXAMPLES OF GUITAR AMP CIRCUITS IN PRE POWER AMP AREA

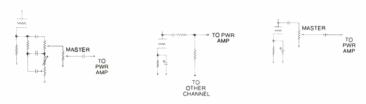


FIGURE 2 · FX LOOP SCHEMATIC

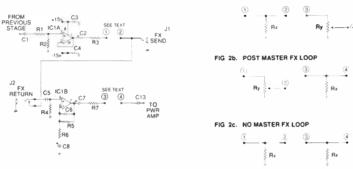
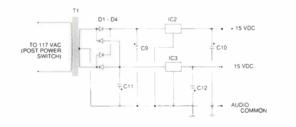


FIGURE 3 · FULLY REGULATED BIPOLAR POWER SUPPLY



mount near the amp circuitry. NEVER send high voltage through a shielded cable meant for audio.

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Richard Chycki is a guitarist/engineer/producer from Toronto.

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R1: R2:	910k, 1/2 watt 150k, 1/2 watt	C1, C13:	100n/600 WVDC, mylar (see text)	IC3:	7915 negative voltage regulator
R3, R7:	4k7	C2, C7:	22u electrolytic	D1-D4:	1N4002 diodes
R4: R5:	1 Meg 91k	C3, C4, C5: C6:	100n mylar 50pf ceramic disc	T1:	100PIV/1A 28-35 VCT/100 mA
R6:	15k	C8:	2u2 electrolytic		power transformer
Rx:	100k (see text)	C9, C11:	470 uf electrolytic	J1:	1/4" chassis mount jack
Ry:	10k log pot (see text)	C10, C12:	10uf/25 WVDC, tantalum	10	(Switchcraft or equiv.)
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### **GUITAR AEROBICS**

Nice title, huh? (My mom's idea.) You stretch, warm up, and at times you even get tired. The bottom line is that you have to stay in shape. In this column, we will concentrate on improving your picking technique.

Figure 1 is a scale in E that includes a different number of notes per string. Using an alternate picking motion, play this run from start to finish and back. You might find that with a different number of strokes per string, it feels kind of unnatural; but like anything else, the more you do it the easier it gets. You will also notice that there are not any notes played on the G string. This string skipping technique will develop your control and attack.

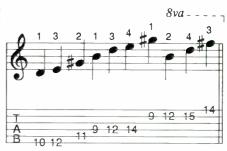


Figure 2 is an exercise using the same series of notes in a backtracking type of sequence.



Figure 3: Another good picking exercise is playing an arpeggio with an up/down motion instead of a sweep picking style. You will find 3 and 4 note arpeggios within the run displayed in Figure 3. If you concentrate on your accuracy, clarity, and two-hand co-ordination, you should see and hear a gradual improvement in your picking technique.



Whew! Now that the exercises are out of the way, I'd like to share my views on a very important topic with you: *FEEL!* Since it is very difficult to translate a lick with feel onto a piece of paper, I can only advise you to listen to early ZZ Top and *anything* Stevie Ray Vaughn ever did. The list goes on but I've named these two players in particular because they had (or *have* in Billy Gibbons' case) chops galore. A lot of other players rely on feel because of their lack of chops or technique, but Mr. Vaughn and Mr. Gibbons are great examples of having immense ability but keeping it second to feel. So

when you're cramming, practising, and growing as a guitar player, remember that you don't have to apply everything you know in an eight bar solo to prove yourself. It's way more fun if you feel everything you play.

When he's not in the studio or on the road touring with Aldo Nova or Frozen Ghost. Toronto-based guitarist Phil X can be found running Sunday night jams at his family's restaurant.



### LEGITIMIZING PREPARED PIANO

My poor mother is in a terrible situation because last summer I put out a cassette called *Hits Of The Sixties And Seventies*. It was distributed by Sam The Record Man and the Record Peddlar as well as most independent stores who specialize in jazz or avant-garde music across Canada.

One thing led to another and reviews started popping up around the country. So far not only have people found it interesting: the majority of them have commented on the pleasurable and surprising listening experience of "prepared" piano. I'm talking about playing the *inside* of a piano, or "preparing" it. On some of these pieces, for example, I play the piano with drum cymbals over the bass strings or with coins threaded between the strings.

In the house where I spent my youth, we had a grand piano. For a kid a grand piano is a pretty fantastic toy. Not only could you momentarily take refuge underneath it when older brothers were chasing you, but if you looked inside, a mysterious new world was always present.

I put paper over the strings, coins and even fruit. My mother thought it was not so neat. She admonished me for breaking the piano or at least causing it to go out of tune and probably ruining any chance of it ever being able to be tuned again. Though I was crazy about the thrill of these new sounds, I knew that you didn't exactly want to mess with my mother when she got upset.

So I would wait with a secret agenda for my parents to go on vacation. When you're thirteen or fourteen and your parents go out of town, you get to have a vacation too! You can stay up as late as you want, eat any combination of whatever's in the fridge, and best of all ... you could screw around with the piano — paper, coins, cutlery, and strumming the strings forever! I would turn every light off in the house except maybe a candle near the piano, do my thing to the inside and then pretend I had an enormous audience listening as I was listening.

Time passed and soon I was old enough to move out and do dumb jobs. No grand pianos in the little apartments that I lived in here and there! And the visits to my parents' house were taken up more with us spending time together than me playing the piano. Actually it was more like us spending time together discussing what I ought to do for a living, without a piano.

But the weirdest thing was, some years later, when I was sitting in a classroom at a major university with several other pianists. The professor began speaking about Henry Cowell strumming the inside of the piano and John Cage preparing the piano by placing objects in between the strings and on top of them. As my classmates remarked "wow" or "amazing" I couldn't help but want to jump up and down and say "you mean none of you ever did that before?!" I couldn't believe it.

I returned to what had fascinated me years before with new gusto. I have since put out three records — two of which are on Warner Music and one, a solo piano recording (mentioned earlier), which was released independently. There is prepared piano sound on *Hits*... as well as in the outro to the second song on my latest release *Presented By Lake Michigan Soda*. That song is about a man named Bobby Garcia and his murder-made-to-look-like-suicide because of his sympathies towards the framed Indian activist Leonard Peltier.

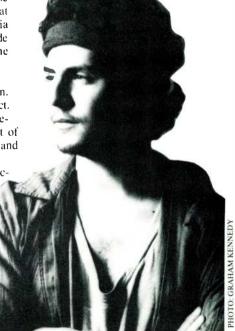
### A short list of things to try:

- Put dimes in between the center section.
   As you move them you get a gong effect.
- Put your fingers over the bass notes, specifically muting the string with the fat of your fingertips. Move the finger up and down while pressing the note.
- drum cymbals over the low or mid section. Try it!
- Place the palm of your hand on the strings
- knives or thin flat things of metal
- Try using paper. Especially good are telephone bills or any bill because they tend to shred, and well, you can't re-

ally pay it if it's all shredded up.

(Here's where my mother's tragedy enters)

Reviews were soon coming in and, among other things, the critics generally liked the prepared piano. Do you realize how this must make my mother feel? Not only do the critics say flattering things about the sound and inventiveness of the music but they even print it in the paper. When I visit my mother, she has to sit with me at the dinner table, trembling at the thought that I might ask if they want to hear any of my new pieces.



S

Bob Wiseman is a Toronto-based record producer, recording artist, and keyboard player for Blue Rodeo.

### THE JOY OF SCALES

As long as musicians have been teaching music, the primary technique used in the study of the fundamentals of performance is the scale. From the earliest known days of music history, scales were the foundation for all music study. Using a metronome and different rhythmic permutations, scales can offer a great way to work on the three elements of music: melody, harmony (chord progressions), and rhythm.

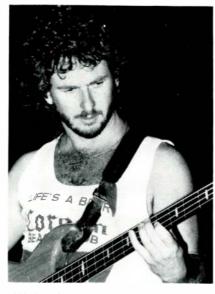
Not being one to break with a six-hundred year old tried and true teaching method, I've incorporated intensive scale studies into my own teaching. I've developed a set of rules which, when followed, offer a great way to develop not only the scales themselves, but fingerboard proticiency.

With my private students, I make a point of NOT teaching fingerings, but for the sake of this column, I will give you a sample fingering. As you become more proficient, however, you should try different

J = 120

fingerings within the context of the following rules:

- 1) All scales must be at 120 on the metronome, played in eighth notes.
- 2) All scales must start on the E string (even if you have a low B string).
- 3) Start with your index finger only (on the finger-board).
- 4) The first and last four of five notes must be played on the E string.
- 5) All scales must be played in two octaves.
- 6) Scales must be played straight up and down, and in thirds.
- 7) All ascending and descending por-



Mike Farquharson is a freehance musician based in Toronto. He has a Master's Degree in Jazz Composition and Theory from the New England Conservatory of Music in Boston. Mike teaches parttime at Humber College, and his debut album (with Jazz Inspiration Records) is scheduled for release in early 1992.

tions of the scale must start on beat 1 (assuming these are in 4/4).

- 8) Don't play above the position of the highest note of the scales.
- 9) All scales must be played in all 12 keys.

In playing the written examples below, these rules will become more concise. We will start with the major scale in order to gain a good understanding of the principles of these studies. I utilize some thirty different scales in total, all of which aid in the development of all performance aspects.

When starting out, begin slowly and deliberately. Try to achieve a smooth flowing motion, with an even tone quality across the strings. When shifting positions, strive for the same even quality.

When playing these scales, alternate your index and middle fingers on your right hand (left hand for left-handed players). Make an even attack one of your primary goals.

The written scale below is a good example of one fingering that can be used. When this fingering is mastered, try others within the guidelines of the rules. Also, don't forget to play in all 12 keys (C, F, B flat, E flat, A flat, D flat, G flat, B, E, A, D, G), always starting on the E string. There is no better way to develop both vertical AND horizontal mastery than by doing these scales. Your ears will become more developed as we move into more complex scales.

1 = index finger 2 = middle finger 3 = ring finger 4 = pinky



### TIME AND TIME AGAIN

At a recent Christmas gathering, my friend's four year old girl cautiously inquired, "What are you?" I suppose my rather outlandish appearance prompted this question, what with my long hair and flamboyant clothing, however I answered her as simply as possible, "I'm a musician."

She pointed to the hat I was wearing with challenge in her eyes and said "Oh yeah? Well why don't you pull a rabbit out of that thing?"

It's not just four year olds that get their wires crossed. Although adults usually have no difficulty delineating magicians from musicians, musicians themselves seem to disagree over fundamental and basic tenets of their art. Opinions and arguments abound over responsibility and musicality, often sufficiently confusing young players so that they don't even know what they should practice.

Whereas the vocalist in a band appears to want one thing from a drummer, the bassist expects and demands other things. Perhaps the guitarist has still different parameters by which to measure a "good" drummer. It's this kind of disagreement and hidden agenda that can demoralize a drummer.

I have clear memory of several bleak occasions where my confusion and frustration nearly convinced me to hang up my sticks. But I persevered and eventually realized that quite often, home-made slang lexicon, or misused nomenclature both misled me, and caused my colleagues to be misunderstood. What I may have interpreted to be a new, arcane, and alien concept in music, too often was revealed to be just an awkward way of explaining a very fundamental idea. I discovered that this happened all too frequently in regards to the interpretation of "time" - that intangible feature which is at the heart of everything we do.

Groove, feel, solidity, "cheese", tempo, relentlessness, smoothness, and countless other terms are constantly used to describe characteristics of a drummer's performance. All these terms are verbalizations of visual, aural, and physical sensations one



Vancouver-based Vince Ditrich currently plays with Spirit of The West. The list of names he has worked with includes Paul Hyde, Sue Medley, Mac Moore and a host of others. He was recently presented with the CARAS award for Outstanding Percussionist of 1991.

receives when hearing music. To me, each of these terms has a subtly different meaning and implication. It's the connotations that get us confused. I can't be sure that the musician standing next to me assigns the same qualities to a given adjective. What we can be sure of, however, is that "time" is the parameter which rules over all of these minutely different concepts. It is the very basis from where we begin our work.

When I asked some of my buddies what they considered the most important facet of drumming, most of them started their list with something like "a good sense of time". Others called it "feel" or "groove", or "tempo consciousness". A few said entirely different things like "arrangement awareness" or "versatility"; but when I asked if good time was among their concerns, the consensus was that they assumed good time-keeping was a given. Without this quality the drummer wouldn't be on the gig in the first place. It's this sort of unanimity of opinion that really underscores the importance of time-keeping.

We can't achieve a "groove", or give a song a good "feel" if we are unable to supply constant, unfaltering time. There are many musicians who think metronomic time is clinical, unexciting, and unemotional, and in some ways I agree. There is something very natural and pleasing about tempo variations used for effect. My complaint is that far too often, an inability to keep even meter is given justification by arty arguments on "organic tempo". My rule of thumb is, "If it wasn't done on purpose, it is a mistake." This is not to say that mistakes can't sound interesting, spontaneous, and creative. Move that tempo around, experiment with it, see how it affects phrasing, dynamics, and presentation; but always, always be aware of where the metronome would have you be.

I urge all musicians, not just drummers, to purchase a metronome and polish their time-keeping abilities. A group who can think as one, interpreting time in the same way, sounds so effective and "tight" (for lack of a better word) that the end product of their likemindedness is undeniably superior.

The concerns and musical responsibilities of a drummer are manifold, and I don't expect, in my lifetime, to suddenly wake up one day and exclaim "Hooray! I've learned everything there is to know about drumming!". I don't expect anyone else to, either. But I can say with some confidence that it is not likely you will become a successful drummer if you cannot keep time. This is akin to finding a math teacher who can't count. It's so basic and obvious that at times it is overlooked.

If we all have a common base from which to make reference, then there can be no argument or confusion as to what someone "seems to mean". The wheeler-dealer entrepreneurs of 19th Century America said it well when they described a good partner as someone who "speaks the same language". Perhaps we soon-to-be 21st Century musicians can take a page out of their book.

### THE WARM-UP

Few practice techniques will do more to develop and maintain your embouchure than a consistent warm-up. As we all know only too well, the day to day variations in the embouchure response are considerable. Just when we feel we've 'got it', or have made a breakthrough, we backslide and feel terrible for a while. This is somewhat unavoidable, and follows the two-steps-forwards, onestep-backwards curve of learning. We can help to reduce this variation, and bring our chops into line on a bad day, by conditioning ourselves to start the playing day the same way every day. A regular warm-up can also help you on the days you just don't feel like practising. Like the runner who doesn't feel like running today, but slips into his familiar pre-run stretching routine, playing a familiar warm-up will tend to pull your mind (and body) into a desirable practice 'headspace'.

Basically, the goal of the warm-up is to re-acquaint the chops with the mouthpiece. In addition, we are trying to instill that 'good-day' feeling. The mouthpiece warm-up I have used for years, and teach to all my students, was mainly designed by the great

N.Y. trumpet player Jimmy Maxwell. I have come to feel that all players can benefit from a mouthpiece warm-up for the following reasons:

- 1) It allows you to concentrate on warming up the chops without some of the variables that come with playing the horn, such as backpressure, room acoustics, different instruments etc.
- 2) The mouthpiece allows you to push lots of air through the chops early in the warm-up, without causing the swelling that can occur by warming up too loud or too high on the trumpet.
- 3) Developing a regular mouthpiece warm-up will allow you to warm up much more efficiently on those occasions when it is not possible to use the horn. (i.e. In

the car on the way to an 8:00 A.M. jingle). 4) The embouchure formation on the mouthpiece is almost always correct, and can be referred to when working on the horn.

The full warm-up consists of three parts, each of which is learned and practised in stages so as to develop your 'mouthpiece chops'. I will outline the first two parts here.

Part I starts on a third-space 'C', played on the mouthpiece only, followed by a one-octave descending arpeggio (C,G,E,C). Next you move down a half-step to a 'B' arpeggio, then B-flat, A, etc.... This continues down one octave until you reach pedal-C.

Part II starts where you left off on the pedal-C, and starts ascending arpeggios, one-octave at first, eventually moving to two octaves. At the end of each arpeggio, remove the mouthpiece, reset it, and reattack the top note. Continue this by 1/2 steps as high into the range as possible.

The following points should be kept in mind during this routine:

1) This warm-up is done on the mouthpiece only. A buzzing adaptor (i.e. 'burp'), will

make this more enjoyable and effective.

- 2) This warm-up is for feel, not sound. Pay close attention to the embouchure sensations.
- 3) All notes are 'hoo' attack (no tongue).
- 4) Use the horn, a keyboard, or a tuner for starting pitches so that you do not waver from the 1/2 step increments.
- 5) As you ascend into the upper range, do not fear to push lots of air through the mouth-piece. Your chops will not swell as they will if attempting to play too high, too early on the trumpet. The higher you go, however, the longer the rest periods between arpeggios must be. Pay attention to the return of 'fresh' sensations at the chops. (Don't turn on the TV!)
- 6) Observe posture rules rigourously. Stand in front of a mirror.
- 7) This is to be the first thing you play on 95% of your playing days.

After performing the mouthpiece warmup, you will find that you will still need to warm up on the horn. This is to be expected. It will not, however, take as long as starting

from scratch. The rewards reaped from this extra effort, meanwhile, will be many, including: proper embouchure formation, improved response at all dynamic levels, more accurate, consistent high range, and increased pitch-awareness. I firmly believe that developing a consistent mouthpiece warm-up is one of the best possible things a brass player can do for his/her total playing. For more information and the complete routine look for the book: *The First Trumpeter*, by Jimmy Maxwell.

'Til next time!



Chase Sanborn is a freelance trampet player and teacher in Toronto. He has toured with Ray Charles as juzz soloist, and plays lead trampet on many shows such as CATS.

### MAKING THE MOST OF YOUR PRACTICE TIME

In my last article I talked about how to motivate yourself to get into the practice room. Now that you are there, how can you use your practice time most effectively? The more organized and disciplined you are, the more you will accomplish. Set aside at least one hour a day and keep track of what you are working on in a diary. This will remind you of the work you have done and will give you a place to start the next day.

I have divided one hour of practising into five sections. It is important to work on all of these areas, varying the time spent on each section depending on your needs.

Long Tones - 10 min.

Scales - 10 min.

Technique/Tonguing - 10 min.

New Idea/Pattern - 10 min.

Play Along/Ear Training - 20 min.

### **Long Tones**

- · All of these long tone exercises should start and end with air
- No tongue
- Think about maintaining an even tone from register to register, ie: octaves
- Breathe from your diaphragm
- Play all exercises as high and as low as you can



В

This next exercise is great for working into the altissimo register because it forces your mouth to relax while the scale is descending. It should be played slowly,  $\geqslant -72$  (This is an adaptation of an exercise that Vern Dorge showed



C

Pick a melody or partial melody that you like. Play it slowly and deliberately with a great sound, in all keys. Part of "Somewhere Over The Rainbow"



### **Scales**

The next three practice ideas are written for major scales. They can and should be practised over harmonic and melodic minor as well as altered and diminished scales, once you feel comfortable in all the major keys. I can't emphasize enough the



Colleen Allen plays saxophone for the Rik Emmett Band, Gregory Hoskins and the Stick People, and Lorraine Segato, among others.

importance of starting these exercises slowly. Remember that you are programming information into a 'computer' and once the information is assembled correctly, it is nothing to double or triple the tempo.



### Technique/Tonguing

I like to separate long tones and scales from tonguing because they are two different subjects and they require different exercises to give them the attention they need. Here is a simple tonguing exercise that should be practised with a metronome, over the full range of the horn.



Here is a list of a couple of exercise books that I have found useful for sightreading, rhythm and scale work.

1) Enseignement du Saxophone (Series) by Marcel Mule Dixhuit Exercises ou Etudes, Etudes Variees









### MANOS DWANDS

- 2) Grand Collection of Scales, Arpeggio Exercises and Studies in Interpretation for Saxophone by L. Mayeur
- 3) Modern Reading Text in 4/4 by Louis Bellson

### New Idea/Pattern

In this section I like to use an idea that I've made up or borrowed from an existing piece. Let's look at the II V pattern from "Groovin' High"... Remove it from the song and make a pattern exercise out of it.



The purposes of this exercise are:

- 1) To encourage you to play in all keys (to get familiar with transposition);
- To get your fingers and mind working through some difficult passages, over the full range of the horn.

Hopefully these ideas will make their way into your soloing, however, this exercise is not about learning and regurgitating patterns while you are improvising.

### Play Along/Ear Training

Saxophones and single line instruments in general have their own unique sets of problems in terms of improvising. Because you can only play one note at a time, it is difficult to really hear and comprehend the chord changes that are happening beneath you, therefore it is crucial that you teach your ears to hear what is going on from the bottom up.

### A

You can start by being a bass player. How well do you know the changes to that standard or blues song you are working on? Play through the changes as a bass player would, starting with chord and guide tones, being sure to sustain tempo and form as if you were playing with a drummer.

### B

Sing the melody then play the head you are working on. Try singing the II V pattern from "Groovin' High" (listed in 'Pattern' section).

C

₩ Id Radio Histor

We've all heard the benefits of transcribing solos. Here are a couple of suggestions:

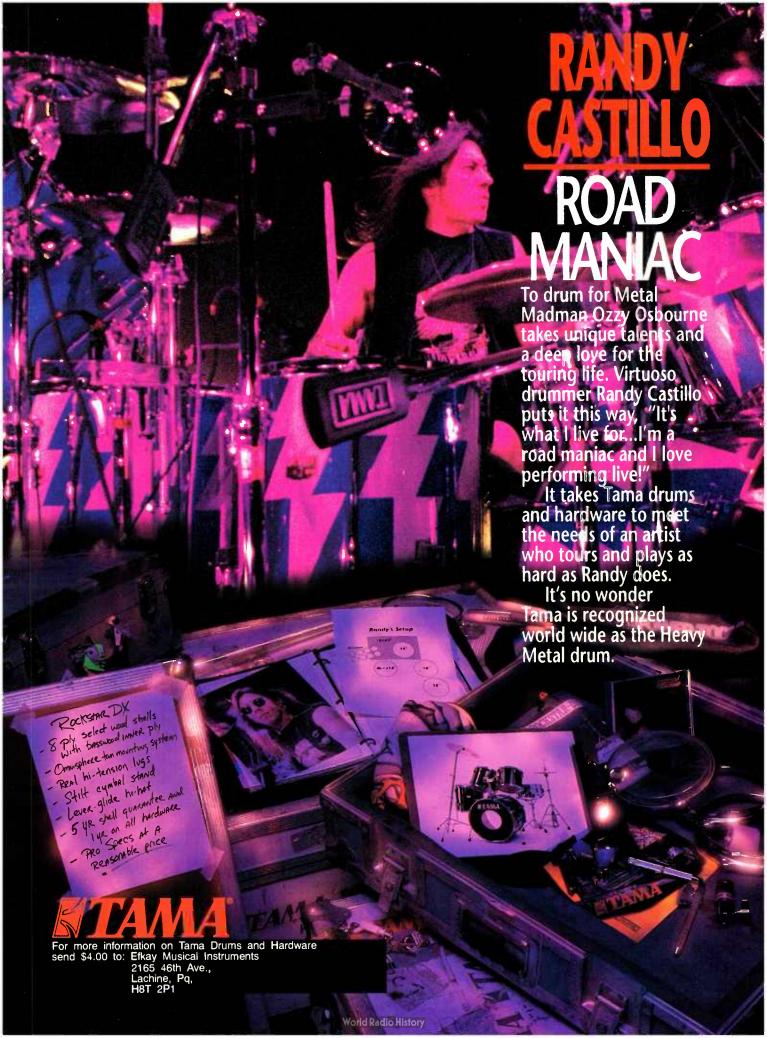
- 1) Plas Johnson: "Parking Lot Blues" (from: Nothin' But The Blues) (from Pink Panther fame)
- 2) Art Pepper: "You'd Be So Nice To Come Home To" (from: Art Pepper Meets the Rhythm Section)
- 3) Michael Brecker: "Self Portrait" (from: Modern Times)

All of the above exercises have been drawn from my past years of practice and study. Take one idea from each section and orchestrate your own practice routine, alternating ideas every few days or weeks, just to keep things interesting. I hope you find them as beneficial as I have.

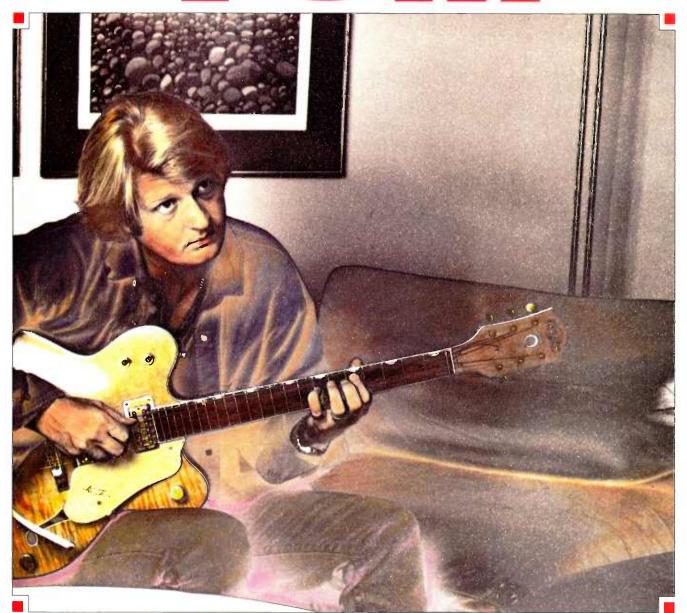


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### COFHRAN



# HIS VICTORY DAY MAD MAD WORLD

BY RICHARD CHYCKI PHOTO BY WOLF MOEHRLE

CANADIAN World Radio Hi

M U S I C

or some, the idea of success conjures up images of flash and excess. Tom Cochrane, Canada's veritable down home boy, seems to have avoided all that in the light of his quadruple platinum plus *Mad Mad World* album. Originally from Lynn Lake, Manitoba, Tom enjoys the family life with his wife, kids, and new family dog in a cozy Oakville, Ontario outer suburbia home, a "Tom's Cabin" sign casually hanging from a post on the front lawn. The cataclysmic music scene sure feels like it's a million miles away here. His home studio is snugly tucked from view; the only real giveaway is a few Junos modestly displayed on the mantle of his fireplace.

Mad Mad World is Cochrane's eighth release on Capitol Records, this time sans bandmates Red Rider. Long time writing partner/guitarist Ken Greer took flight to pursue a solo career. That action ended a successful twelve year team that had gifted Red Rider with platinum and multi-platinum sales on previous releases like Victory Day, Neruda, and the Boy album. Indeed, the anti-racism tune "Lunatic Fringe" from the As Far As Siam album remains one of the most requested songs in Canadian and American AOR history.

With his 'crutches' gone, Cochrane learned to walk on his own. "I took a year to upgrade my knowledge of equipment and engineering," Cochrane reflected. "Because I was suddenly working on my own, it became a real necessity to experiment and learn about the entire recording environment from a hands-on perspective. That involved taking the whole process down a few notches, back to a home studio situation."

Mad Mad World spawned in Cochrane's home studio, most of it after a fact finding trip throughout Mozambique and Ethiopia for the World Vision famine relief group he supports. After close contact with devastating poverty, abhorrent living conditions, censorship, and a few bullets to dodge with friend Terry David Mulligan, Cochrane returned with modified philosophies and changes in the way he analyzed day to day living. Strangely enough, the intensely upbeat R&Bish hit "Life is a Highway" is derivative of his African journey, approaching it from a positive 'deal with life's hardships the best you can' attitude.

Because of the tremendous heritage in Memphis and the direction that the material for the album was taking, Tom very much wanted to record there, to have that Memphis influence and flavour. Cochrane recalls his selection of Memphis producer Joe Hardy: "I wanted basically two things from a producer. First, I wanted somebody that was particularly conscientious about getting quality guitar sounds. Without Kenny, my long time cohort in crime, it was my own responsibility to maintain a strong edge on guitar. Hardy is well versed in guitar sound. That was obvious through his past work with ZZ Top, Steve Earle, and Colin James.

"Second, the producer had to be performance oriented. It's very much a personal assessment of chemistry to judge if a certain producer would be conducive to capturing the performance you ultimately want on a record. At the same time, he has to remain the objective party when the going gets rough. I'm a real believer in good chemistry. I met up with Joe for dinner to discuss the album and immediately I could feel that it was there. We have a lot in common plus he has a magnificent sense of humour. If things got too heavy during the recording of the album, Joe would put an Elvis record on backwards and keep turning it up as the argument got louder, or he'd put on his Graceland beanie. These sound like small, silly things but it all keeps the tension level down and everyone works together better in the end, which is exactly what you're trying to do.

"I had demoed the songs to death. It takes a good outside ear to recognize when to leave well enough alone, rather than changing it just for the sake of changing it. There were occasions, especially in 'Life is a Highway', where Joe would listen to the demo and feel that everything was in its proper place. He would find ways to clean things up a little. But Joe Hardy's real mastery is mixing. He would come up with radical changes in songs, like the outro breakdown section in 'Life is a Highway'. It's an almost boppy, rappish section that was really unexpected for me. He gave the album a distinctive Memphis sound. Listening back, there are a few things that I would have liked to have worked on, from a purely sonic point of view. But I think it's that way with any record, no matter how much time is put into it. We approached the album from a very dry vocal point of view and it's rather dark sounding, considering it's all digital. As a matter of fact, when Bob Rock heard the record, he thought we had recorded this record analog. There aren't many producers more qualified than Bob Rock to make that judgement."

Mad Mad World is a substantial departure from Cochrane's past habitual album techniques. A strong emphasis on preproduction outside of the time-dependent studio realm and capturing the quality of the performance were the paramount issues. Cochrane himself reiterates that it's the least expensive yet most successful release of his career to date. All this centres around Cochrane's home studio, where about half of "Life is a Highway", and a quarter of the remainder of the album, was recorded. Using the 12 track digital Akai ADAM system, it was possible to "demo" the songs to the limit and then later fly the tracks over to the studio 32 track Mitsubishi deck with no degradation in quality. To accommodate the influx of musicians, they rented a house in Georgetown, Ontario and converted it into a makeshift home studio facility. Another Akai digital 12 track was added, making a full 24 track all digital system available anytime. Citing the mercurial aspects of performing, Cochrane feels that he was fortunate to capture some of his best vocal performances under these working conditions. There was no crowd of people waiting for the ultimate take nor was the clock ticking in a sterile studio environment.

"Triumph pioneered this idea years ago with the Metalworks", Tom said, explaining the out of commercial studio concept. "They had their own studio to work out their albums before hand and eventually started using the material for the record. Of course, that was way before everyone found out about it and helped to turn it into a successful commercial operation. At home, whenever I would get the urge to sing a track, I would set myself up in front of the console and sing there. I'll sometimes not use headphones, to avoid pitch problems, and phase reverse the monitors to cancel out leakage. It's a very intimate, inspiring atmosphere that gives an artist a sense of confidence and security when it's really needed. Let's face it. Music is not a precise art. To plan that you will be at your vocal peak at 9 o'clock on this day is not the best way to go, in my opinion. When I think of all the money Red Rider spent through the years, we could have bought a full size commercial studio.

Cochrane's home studio is based on the Akai ADAM deck and a Studiomaster board. Cochrane attributes much of the sound quality of the tracks transferred from his studio to the inherent characteristics of the ADAM digital converters, claiming them to be more open sounding in the top and breathing in the bottom end. He has supplemented his studio with Summit preamps, dbx 160Xs, Shure SM7 and Neumann U87 microphones, a Roland R8M drum module, a Mac with Performer version 3.4 sequencing software, and an Emulator. Often Tom will find himself sampling small bits of repetitive rhythmic guitar sections and flying them into a song to develop guitar tracks, using the Emulator. Digidesign's Sound Tools is a likely future addition for direct to disk recording plus sequencing.

Many of the guitar sounds for *Mad Mad World* are attributed to Cochrane's Korg A3 digital processor with the optional New York sound card. Amplification included a 1962 Fender Concert through Marshall cabinets, a 1954 Fender Deluxe, and his Seymour Duncan Convertible head through Marshall cabinets. Tom's Paul Reed Smith, *continued*....

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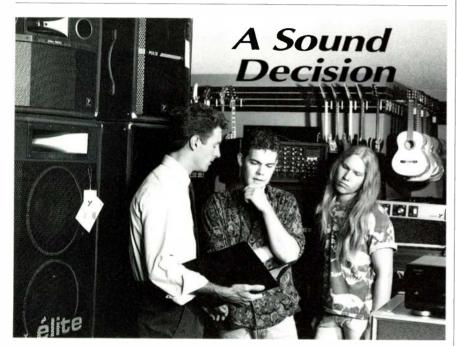
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### TOM

which he describes as "a great functional guitar", simulated many of the compressed Gretsch tones that dominated the *Victory Day* album.

Behind the scenes, much has also changed for Tom Cochrane, with respect to record companies south of the border and management. Cochrane's tenure with BMG U.S. had come to a peaceful end. Although Cochrane was signed to Capitol U.S. a number of years ago with little success, their support staff for the most part had since been replaced. With a substantial company upswing in plain view, Tom decided to sign once again to Capitol U.S. in the hope of a vigorous push state side.

Tom's old friend Frank Davies from TMP had heard the demos of the *Mad Mad World* album and was impressed. Offering to help out, he sent a tape to Danny Goldberg of Gold Mountain Entertainment. Danny Goldberg manages Alannah Myles, Blue Rodeo, and Bonnie Raitt. Cochrane had the opportunity to meet with him on completion of the album.

"My first impression of Danny was that he was a conscientious, artist oriented manager which is pretty refreshing in this age", Tom recalled. "It's an unfortunate reality that to gain any success in the U.S., an artist's representation should have constant personal access to the network down there. It's strictly a physical, geographical inconvenience. Danny, of course, has that access; that was apparent with the whole Alannah success. His methods line up with my own politics and views plus he's involved in several different philanthropic operations. Most important, a manager of his magnitude doesn't slough off Canada as many others do, but instead fully recognizes it as a viable test market for the rest of the world. Because I grew up here, Canada is a large part of what I'm made of as a writer. I've built up a tremendous camaraderie with my fans over the years; the support I have received is unbelievable. So to pick up and move, or brush them off, would feel like I'm deserting my fans. There's no way I would let that happen.'

As this story is going to print, Tom Cochrane is preparing to perform throughout the USA. With a hot line up in guitarist Syl Simone, bassist Spider Sinnaeve, guitar/vocalist Peter Fredette, drummer Matt Frenette, and keyboardist Eric Webster, Cochrane continues to build momentum and reach out to all the success that 20 years on the road has finally

opened up to him.

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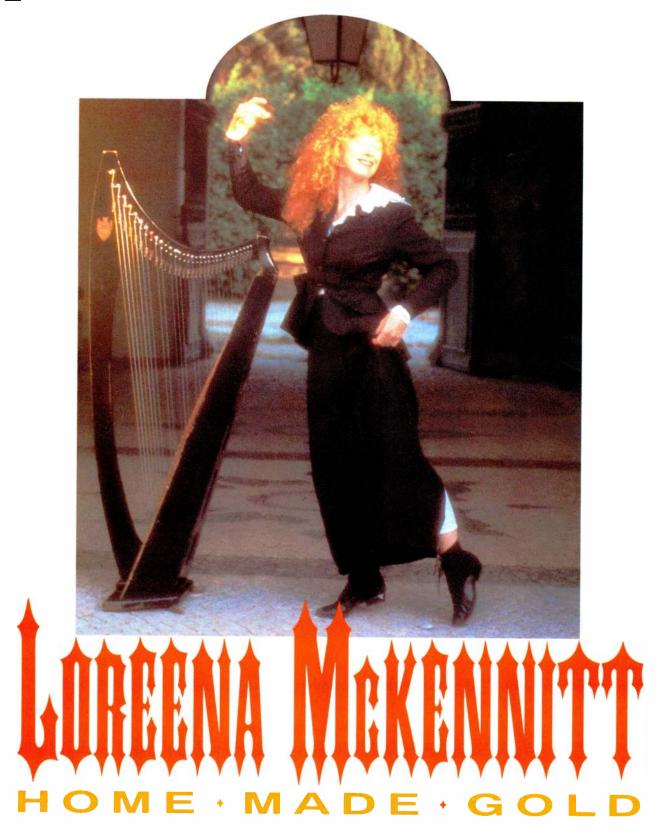
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Like alchemists of old, Manitoba-born Loreena McKennitt has learned how to turn basic elements into gold. In this case, McKennitt has fused diverse musical influences from traditional Celtic to classical and jazz to produce *The Visit*, her first recording with major label support.

After two months *The Visit* went gold in Canada, and is quickly approaching platinum (100,000 sales) status.

Now Warner U.S. has picked up *The Visit* and is set to release it, as are affiliated labels throughout Europe, Japan, Australia and New Zealand.

But it's hardly been an overnight success. *The Visit* is McKennitt's fourth release, and she's had to cover the cost of production for each recording. There's a long journey behind *The Visit*; as a matter of fact, things have only begun.

## **BACK TO BASICS**

Growing up in Morden, Manitoba, McKennitt originally dreamed of becoming a veterinarian. But she always had a love of music, and studied classical piano and voice. But it was in the Winnipeg folk clubs of the late 1970s that McKennitt first developed her interest in traditional music.

"When I was in Winnipeg I belonged to a folk club and a lot of the members were from the British Isles. This is when I first became exposed to Celtic music. One of the recordings I listened to at that time was *The Celtic Harp Renaissance* by Alan Stivel. I was very much smitten by the whole Celtic sound, particularly this recording. This was about 1978."

Although McKennitt fell for the sound of the Celtic harp in the Seventies, it wasn't until 1984 that she was able to acquire one herself.

"It was quite by chance. I was in London, England, ill in the hospital. Some friends of mine who came to visit had seen a harp in the music store right across from the hospital. So the day I got out of the hospital I went and purchased this harp. That's the one I record and play with still."

For McKennit, Celtic music provided a bridge out of the rigid world of classical music.

"I found that the classical world instilled in me a great sense of technique, and a great appreciation of dynamics and colour, which is part of the classical technique. I think I've drawn more on those dimensions of classical music, but that's as far as I felt comfortable with it. I find the whole classical world psychologically too much like the military. I'm too busy marching to my own drummer, so I just left the classical world behind and tried to explore other kinds of music."

In the meantime, McKennitt moved to Stratford, Ontario, where she worked as a composer, actor and singer in the Shakespearean Festival. She still maintains her office and production company, Quinlan Road Productions, in Stratford. As she grew as a composer and performer, McKennitt felt the urge to record, but she had no idea how to begin.

"At the start, I didn't even know how to go around to record companies. I felt it would be quite a daunting task, particularly without a recording, and I didn't feel that what I was doing at the time reflected my own creative ideas. I was playing in lounges and doing some folk clubs, but I wasn't doing any concerts. I felt it was hard for me to express to any record company what it was that I wanted to do. So I decided that I'd better see for myself what I wanted to do before I started banging on doors."

She took matters into her own hands. With a loan from her family, and some practical advice from Diane Rappaport's book *How To Make Your Own Recording*, McKennitt went into the studio. The result was *Elemental*, which has since sold 30,000 copies through independent distribution. Two more independent releases followed, with similar remarkable, and marketable, response. It wasn't long before record companies came calling, but McKennitt took her time selecting the kind

PAYING A
VISIT TO
HER MUSIC
ROOTS
PAYS OFF

of deal that best suited her needs.

"What I now have with Warner Music Canada is what's called a licensing deal. Under the structure of that kind of deal you deliver a finished master and artwork, then the record company puts its marketing and distribution machinery to work. I feel it's a healthy relationship. Since I produced three of my own recordings prior to this deal, Warner was well acquainted with my track record. For my part it was good because it allowed me the freedom to do what I do best and what I like to do. There's also a price to pay, obviously. I have to cover the costs of the recording. But, at the same time, it's like that saying, 'Who pays the piper calls the tune'. I was able to do the kind of recording I was wanting to do."

## TOOLS OF THE TRADE

McKennitt is best known as a harpist and singer, although she also plays piano, synthesizers, a bit of the tin whistle and even the bodhran, a Celtic drum. First and foremost, though, her heart belongs to her harp. Despite her fondness for Celtic music, and despite what many people think, McKennitt does not play a Celtic harp.

"It's called a Troubadore Harp. It stands about five feet high; it's much larger than a Celtic harp. The Troubadore is a student instrument for aspiring classical harpists. I use it as a folk instrument because it has a wider range that a little harp and it doesn't interfere with my voice."

McKennitt says tuning the harp is awkward, but fairly straightforward. "It's tuned like the white notes on a piano, in a continuous scale. Various harps have different sharpening and flattening procedures. The full classical harp has pedals; the smaller harps have levers. This one has levers, but they really don't work that well. So I manually tune from key to key. I only work within a range of three keys: G, D and A. Sometimes I'll go into C. It just becomes such a daunting procedure to be tuning all the time. A Celtic harp is smaller, and, although tuned in the same way, it's traditionally tuned in B flat."

Miking the harp for concerts does not present any special problems. McKennitt uses a Radio Shack PCM. She takes the plate off the PCM and mounts the microphone right onto the sounding board of the harp.

## **TWO HATS**

Throughout her recording career McKennitt has played a dual role: performer and producer. She says it's been a good exercise, forcing her to find a balance between the creative expression and more practical demands.

"I have no problems cutting things. There are probably two or three pieces we began in the studio that I didn't think were shaping up or coming together. In other cases, we took four attempts at getting bed tracks before we actually got what we wanted. So fortunately, when I am the producer and I'm the one paying the bills, I can allow things to go longer and not be in the horrible situation of negotiating with someone else."

Her recording philosophy is simple: start with a solid foundation.

"I usually try to lay down two or three instruments at the same time to make that bed track as strong and cohesive as possible. But it very much depends on the nature of the piece if that approach is appropriate or not. Sometimes I'll put a keyboard track down with the bass even though I never

intend to keep that track. I'll put things down so there's a certain kind of feel for the rest of the players to come in and work with.

McKennitt says that to make things run smoother for both producer and performer in the studio, she takes the time to properly prepare.

A year ago, for example, I spent a week in an artist's retreat in Ireland. There

I mapped out the rough territory I wanted to be involved in for The Visit. With each piece, early on anyways, I try to have a good idea of what I'm looking for. This helps later on, when I get into the thick of the forest. It helps me to have a visual image of every song. I refer back to that visual image and I ask myself, 'Does what I'm doing in the studio fit with the visual image?'. If it doesn't, then I have to go back and start over."

## THE VISITOR FINDS HER PLACE

McKennitt acknowledges that a lot of people have a hard time putting a label on the kind of recordings she makes. It's not exactly folk; it's not exactly traditional; it's not classical or jazz. Where does it fit?

"First of all, I'm a very non-club kind of person. I don't belong to a political party, although I'm highly political. I don't belong to a particular religious group, although I would say I'm deeply spiritual. In the same sense with music, I don't feel comfortable being confined by the parameters of a musical genre. Having said that, there are realities of business. In retail, when you go into the store they have to know what bin you go into. Particularly when you are just starting out, and a lot of people are unfamiliar with your work, it's important to provide them with a point of reference.

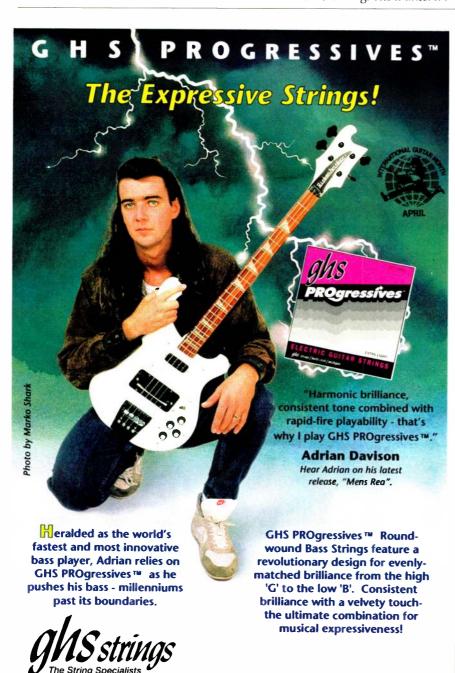
Although her music is usually classified under the Adult Contemporary label, Loreena McKennitt tapes keep turning up in the New Age section of record stores. It's a label she resists.

"It's important that you don't get classified in a section that, psychologically, can turn people off. That's what I feel like with the New Age label. Of any genre, I think that New Age has a stigma attached to it. It has not been totally negative, it's just that New Age music is seen as more ambient music. It serves more atmospheric purposes, as opposed to a piece of music where you focus on the lyrics or the arrangement. There are a lot of New Age people who enjoy my work, just as there are a lot of classical fans and jazz fans who listen to my work."

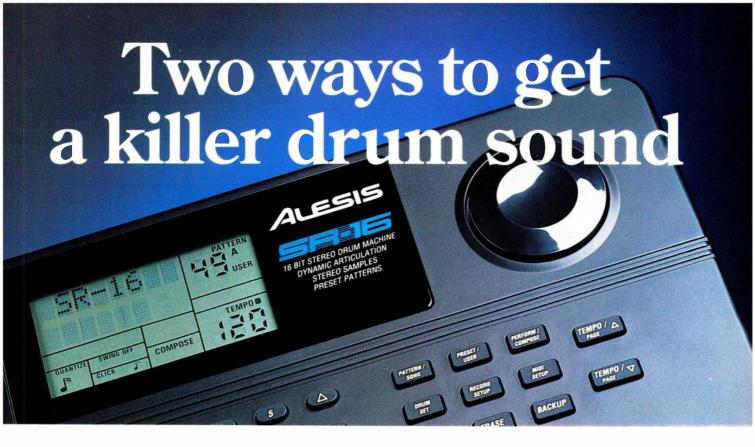
Regardless of the section you find it in, McKennitt's *The Visit* is not your run-ofthe-mill pop recording, a fact that makes her gold-plus sales even more remarkable. It's a concept album in the best sense of the word: the full realization, musically and lyrically, of an artist's creative vision. As McKennitt explains, there were three inspirations for The Visit.

"The first one came as the result of a conversation I had with somebody. We were just trying to analyze what constituted the creative impulse. The only way I could explain it was that it was sort of like a visit. The second inspiration was that it was a visit to those earlier Celtic tribes that emanated from middle and eastern Europe; their instruments and their music have profound influences on this recording. And thirdly, through the course of reading about and working through a lot of material on other cultures, I found a persistent theme of reincarnation. This earth stay is perhaps only one of many visits."

And with the success of the latest album, as much can be said about McKennitt's recording career: this is undoubtedly only one of many visits.



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Okay. So here's the story. A bunch of guys from Scarborough, Ontario go down to New York City. They're in this band, see, called Barenaked Ladies, or something, and they've been getting some local airplay with a goofy little song about Yoko Ono. But they're not rock stars; definitely not. They're just a bunch of hosers. Like you or me.

"We're just hanging out in this club when across the room we notice Sean Lennon just standing there! "says singer-guitarist Ed Robertson. "I just walked up to him and said 'Hi Sean. I'm Ed, from Canada.' He looked at me and went, 'Hello, Ed.' Then he saw that I was wearing a Barenaked Ladies shirt and he said, 'Oh! That's you guys! You're the Barenaked Ladies! You play that Yoko Ono song. I

love that song! The next night he came down to hear us play at the New Music Seminar."

A stroke of luck? Fate? The ghost of Elvis intervening? Call it what you will, the Barenaked Ladies have a habit of making the most of their opportunities. They've had a Top Twenty hit, their cassette's gone gold, MUCH MUSIC plays the bejeezus out of their videos, they've won major music awards (including Best Band at the YTV 1990 Youth Achievement Awards), and they hade even been at the centre of a media scandal of sorts all without the benefit of a record deal. To borrow a phrase from the band: this is retarded!

## Who Was That Barenaked Lady I Saw You With?

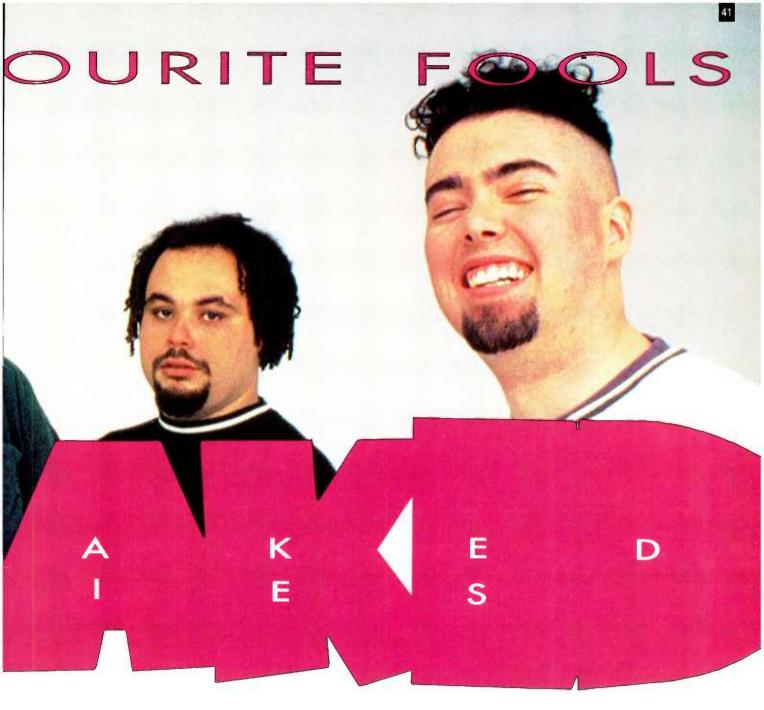
The Barenaked Ladies are actually five fully clothed (most of the time) guys from Scarborough, Ontario, a teeming metropolis just outside of Toronto. Robertson is joined by lead singer Steven Page, bassist Jim Creeggan, Andy Creeggan on congas and keyboards, and drummer Tyler Stewart. The band is the brain-child of Robertson and Page, who came up with the idea three years ago while suffering a Bob Dylan concert.

"We were having such a bad time that we spent the concert daydreaming about the kind of band we would have, "Page says. "We made up this silly name. We'd go on stage wearing hip waders and welding goggles and stuff."

The stuff of daydreams slowly evolved. Starting as a part time duo, Barenaked Ladies are now a party time quintet with serious aspirations. Their sets are acoustic, and they sometimes refer to their style of music as acoustic hip-hop because they "sample" diverse musical styles. According to Page, although the band has built its reputation with humourous songs and unpredictable on-stage antics, they are musicians first.

Ed comes from a background where learning how to play all the songs also means learning how to play your instrument. "My background

## BY CHRIS GUDGEON



was that I really hadn't been in any bands before. The only one I'd been in was one called Scary Movie Breakfast. It was similar in many respects to the early Barenaked Ladies in that it was creative and fun. But it was just two of us, and neither of us were particularly adept musicians. It was just an outlet to write silly songs. But being in Barenaked Ladies, we've had the opportunity to combine the two: goofing around and not taking it seriously, but knowing that we all know how to play our instruments."

Balance. Page says, is the key to Barenaked Ladies. "The thing with the band is that we recruited people rather than musicians, and we were just lucky enough to have them turn out to be really good musicians as well as being people we really like

having in the band."

Robertson agrees that balance is the key. "What we've always wanted, and luckily what we have, is the ability to play a serious song about gender roles, or sexual violence, and then turn around and sing about sandwiches. The roles that we've designed for ourselves is that we are entertainers, and we can run the gamut of emotions and play in that undefined realm. Our image is to be unpredictable."

## Real Barenaked Ladies Don't Need Record Deals

"Record deals are for wimps," Robertson declares, with exaggerated

macho. The strain, however, shows through the joke. Although the band now seems near to signing a record deal, considering the success they've already had, it has been a long time coming.

Part of the problem seems to be that record companies don't know how to characterize the band. Are they musical-comedy . . . or worse . . . the dreaded novelty act? Page says that misconceptions about the band have slowed label interest.

"If we'd been in a lot of other bands, we probably would have been approached with deals a lot earlier, A lot of record companies wouldn't even come out and see us. They say comedy doesn't sell. But didn't *Great White North* sell quadruple platinum? People get comedy mixed up with novelty. I think some record companies are afraid that, so far, our success has been based on novelty songs. They're afraid we might have one 'Guitarzan' off this record and then disappear."

Even without major label support, the band perseveres. This March they went into a real studio with a real producer, thanks to a \$100,000.00 grant from the Discovery To Disk Program, sponsored by Toronto's CFNY. It's a big step up. At first, they were selling home-made cassettes off the stage; the band recorded them in Robertson's bedroom on his Yamaha 4-track. One of these cassettes, *Barenaked Lunch* became the prototype for their big time recording career. Robertson says as their popu-

Continued

larity grew, they started to get a little embarrassed with their home-made efforts.

"We were going down to Texas to the South by Southwest Music Conference, and we figured we needed a real demo to give to people. So we basically re-recorded *Barenaked Lunch* overnight in a proper studio. We went in overnight and did it all in one mix because that was the cheapest way."

The band started selling the cassette off the stage, and then some stores started carrying it. Things snowballed to the point that now it's in almost every record store across the country.

Toronto's Michael Philip-Wojewoda is producing Barenaked Ladies' newest effort. He has worked with acts like Rheostatics, Doughboys, and Jane Siberry. Page says that it's a different experience, being in the recording big leagues.

"There's a pressure, but that just makes it more

exciting. The thing is, every decision is ours. Now, even if we sign to a full contract with a label, we won't owe anything. We've paid for the whole project ourselves."

In the meantime, the band was asked to contribute a song to *Kick At The Darkness*, Intrepid Record's Bruce Cockburn tribute album. The band's cover of 'Lovers In a Dangerous Time' is getting a lot of airplay, as is the companion video. Indeed, Page concedes that this song marks a crossroad for Barenaked Ladies; it's a beautiful, imaginative rendition, and ultimately pretty *serious*. Are the boys, gulp, growing up?

"Musically, we're trying to be a little less slapstick. We realize that now that we have the option to do video, the video can still be fun and vibrant and silly and the music can be a separate entity."

## You Can Fight City Hall

Although the Barenaked Ladies are well known in their home province, they became media *celebrities* after the City of Toronto banned them from playing at the country's biggest New Year's Eve celebrations. The problem? The band's name was deemed offensive to women. Page says that the band has tried to take things in stride.

"We just conceded to the fact that they were being silly and that was it. It was never in us to think that we could get a pile of press out of it. The thing is that when it comes out in press, either you have to say your piece, or you decline all the interviews and say that you don't want to get publicity from this. But you only get negative publicity from that. So we decided to go out and take advantage of our opportunity."

"I think City Hall's intentions were good in that they were trying to protect women from anything that might insult them, be it on an emotional or physical level. The whole by-law was brought about to ban beauty contests from city property. I don't have a problem with that. There's no reason for City Hall to sponsor a beauty contest with people in bikinis. But it's misdirected to put this blanket statement overtop of everything."

Robertson agrees that City Hall went too far. "The problem was that someone was judging the name within preconceived sexist guidelines, assuming that the world is sexist. What we intend by the name is a so far from sexist. What we mean by the name is a kid's term; a kid's naïvete. And that's what we're trying to infer with the name. But when it gets judged on an adult level, it gets misinterpreted."

Despite the short term problems caused by the City Hall ban, in the long run it seems the band's old friend Good Luck was back at it. The coast-to-coast attention they got from the press was the kind of publicity a bunch of guys from Scarborough just couldn't buy. Robertson has one word for the success and popularity of his band: *strange*.

"I'm just this goof in a band from Scarborough, and I've got all these people approaching me all the time. We're at a strange stage now in that we're quite popular, yet still independent and unsigned ... and (I'm) still living with my parents. We've been fortunate enough and we've worked hard enough to see some things happen."



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Sybil

Sybil

Battle Creek, MI 49015 USA

## The Barenaked Necessities

Ed Robertson: Takamine EF 385 12-string with six machine heads off, so it's a 6-string

Steven Page: "Really beat up" Takamine EN 20, which he uses for songwriting

Andy Creeggan: Roland FP keyboard; Cosmic Percussion Congas

Tyler Stewart: Canwood drums; Sabian and Zildjian cymbals; Pearl hardware; has an unnatural fondness for Calato Blasticks

Jim Creeggan: plays a custom-made bass

For vocals, the band uses Shure SM-58 microphones

... and they never, repeat never, use amps

S

## Youns

## SUMS



Gary Hoey



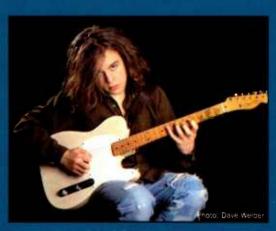
John Axtel & Atom Ellis of Psychefunkapus



Gerard Zappa and Adam Holland of Valentine



Tristan



**Matt Prudoehl** 



Tommy Bolan of Freight Train Jane

As the Young Guns of yesterday forge ahead to write their pages of Rock & Roll history, a never-ending multitude of new talent is drawing down to take their places.

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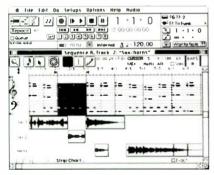
As I walked through the massive buildings down at the NAMM '92 show in L.A., California, I couldn't help but wonder what latest goodies would actually be there. For a musician, it's like being a kid in a toy shop; everything is so exciting and wonderful, you want it all and you want it now!!!

The days of "just" a software sequencer is no more. The question once asked "Does it print out notation as well as sequence?" has now changed to "Can I sing into my computer too?"

## PROGRAMS THAT MAKE YOU GO HMMM?!!!

BY PAUL LAU

the text of my article (thousands of words), I decided to deep six it and rework it to be more readable. The reason why I even mention this ordeal is that software development has progressed so far in the last few years that the programs contain so much information that it is nearly impossible to mention all the practical features and applications in these sophisticated software packages. One can really get lost in the deep, deep forest of technology. It would almost be easier to write an article on



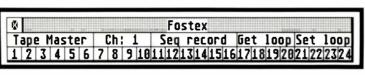
The control bar and graphic editing screen of Studio Vision by Opcode



The Digital Master by Hybrid Arts

One of the new waves in music software development now taking place is digital audio recording on a MIDI/computer system.

While working on this article, the amount of information gathered from a number of software developers was overwhelming, to say the least. I had written down a great deal of information, and after reading



Multi's Fostex front panel control establishes a constant relationship between Multi and your tape recorder

Fostex window

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Audio Trax's sequencer is like a MIDI tape deck

what these programs don't do.

The intent of this article is to relay (not only to end users that are in the music genre, but the music novice also), some

of the software developments and related products for this year seen at the NAMM show, and to give information and insight to the software programs of the '90s.

continued...

## QUEENSRYCHE

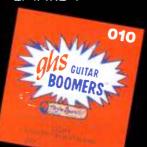
AND GHS



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**CUBASE AUDIO** by **Steinberg/Jones** is presently an integrated MIDI/digital recording and editing system for the Macintosh. Cubase Audio can control up to 64 audio tracks,

(and ves. you can sing or record a live instrument into it) with the supporting hardware. It is fair to note that the digital audio programs require supporting hardware outside of the main CPU. Cubase Audio requires Digidesign hardware Audiomedia, Sound Accelerator, or Pro-tools. Not only can it record 4 MIDI tracks simultaneously, it can score edit up to 16 staves. Cubase Audio 1.82 is presently only available for the Mac and in the future will

be developed for the other platforms.

Cubase 3.0 is the latest sequencer/notation program for the Atari, and Cubase 1.0 (sequencing only) will be released in the next few months for the PC. A few other interesting features to note is that Cubase is also available in French and that for the last 2 years Cubase have had drivers for front panel control for Fostex and TASCAM recording devices.

"MIDI-Technology is heading in the direction of digital audio recording integrated with sequencing. Sequencing will become more sophisticated and capable of simulating human feel, for exam-

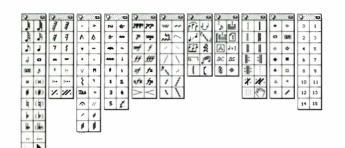
ple, the new DNA groove technology."

Ray Williams — Regional Rep. — Steinberg/Jones

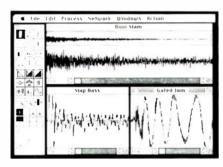
WAVE FOR WINDOWS by Turtle Beach is a program which is a multimedia professional sound editing toolkit for Windows 3.0 and Multimedia extensions 1.0. Wave for Windows allows the recording and playback of sound directly to the hard disk of an IBM or compatible computer. Now once the sound is recorded, Wave for Windows provides a large variety of tools for editing sounds, such as cut/ copy/paste editing — just like using a word processor program.

"With vast new opportunities created by the new developments of MPC compatible software like Wave

for Windows (compatible with Windows 3.1) a trend is developing towards the merging of the music, computer and business industries."



Mosaic by Mark of the Unicorn organizes over 160 musical symbols into several palettes which can be arranged vertically or horizontally



Passport Design's Alchemy powerful sound design and editing



NoteStation by MusicWriter Inc

Curtis Crowe — Vice President, Sales — Turtle Beach Systems

STUDIO VISION 1.4 by Opcode is a professional sequencing/audio recording software that requires the same supporting hardware as other Mac programs to have up to 16 tracks of digital audio recording. Studio Vision has fully automated mixing of digital audio/MIDI tracks and has a feature called "Strip Silence" which is a software digital noise

gate. By combining MIDI sequencing with the ability to record "voice-overs" integrated with music, Studio Vision is a gem for post production work. Using SMPTE sync, one can record a voice-over while watching the video image on the same screen (for example using a Radius TV).

"The future of software is in the integration of all elements found in a recording studio, controlled by the desktop personal computer."

Chris Halaby — President — Opcode

## The DIGITAL WAVEBOARD by Mark Of The Unicorn is an nubus card for

the Apple Macintosh that provides direct-to-disk random access digital recording while utilizing Digital Performer software. This particular combination allows end users to record and edit both audio and MIDI data simultaneously, without switching applications or using multiple computers. One of the most flexible features of the Waveboard is its on-board AES/EBU and SPDIF digital input/output. This digital bus allows direct connection with any DAT recorder or stand-alone A/ D-D/A converters, therefore eliminating any expensive dedicated converters.

Digital Waveboard 1.0 supports 2 tracks of audio recording. The 1.1 update will feature 4 track recording and a direct SCSI bus

continued...



connection that will allow users to connect SCSI hard drives to the Waveboard for more memory.

"Responding to the demand of our Performer users, the Digital Waveboard is the answer we have provided in the integration of direct-to-disk audio recording with MIDI sequencing. With the affordability and flexibility of the waveboard, musicians can again be musicians and not computer technicians."

Susan Patalano — Controller and Director of Sales/Marketing — Mark Of The Unicorn

Another inexpensive digital audio and MIDI sequencing program is AUDIO TRAX by Passport Designs Inc. This is a 2-track digital audio recorder with 64-track MIDI sequencer for the Mac. It seems that the Macs have it now in the digital software domain, but so it was in the beginning of the MIDI sequencing era. Not to worry! Most manufacturers I spoke to are already developing on the other two computer platforms; it's only a matter of time.

Other professional direct-to-disk alternatives are available, such as the new DIGITAL MASTER by Hybrid Arts which works specifically with the Atari computer; the WAVEFRAME by Waveframe Corporation which works with the PC; and the ROLAND DM-80 direct to disk recorder unit — a stand-alone unit, optionally controlled by a Mac.

Not to dismiss the notion and power of software programs that do not have digital audio recording capabilities, here are a few to mention: MUSICATOR GS by Jo Brodtkorb and BALLADE by Dynaware, both distributed by Roland Canada Music, are comprehensive types of music software packages for the PC. Musicator is a sequencer that transforms your music into notation, including text. Musicator was developed to support Roland GS format which is a superset of the general MIDI specification. Ballade 2.51 is not only an easy-touse 16-track sequencer and notation program, but includes an editor/librarian as well

"In a recent issue of *Economist* (Dec. '91) stats show that people under the age of 25, world-wide, spent 3.5 billion dollars on sheet music, music software and musical instruments as compared to 3.2 billion dollars spent on records, cassettes, CDs and music video tapes. This shows a trend towards more interactive playing with live music as well as the growth of the music publishing and music software areas (i.e. standard MIDI files)."

Steve Alexander — Regional Manager — Roland Canada Music

**MULTI** by **OKTAL** is a very user friendly 48-track sequencer/librarian and notation program for the Atari ST, STE, MEGA and TT series. Multi is a multitasking environment which allows one

to manipulate recording MIDI data in real time while hearing it played back simultaneously. Multi is available in French and has a Fostex front panel control window in the program. Supported Fostex recorders include the 280, R8, G16, and the G24.

"The direction of MIDI technology is its integration of high powered multi-media platforms."

Steve McKay — General Manager — Korg Canada (distributors of Oktal Software)

EZ-SCORE PLUS by Hybrid Arts, Inc., a notation package for the Atari, can print in 4 basic formats — solo, piano, lead and trio. EZ-Score has over 100 symbols available and includes text. Auto-scoring, found similarly in other notation packages, allows one to convert any Hybrid Arts sequencer file or standard MIDI file into music notation. It is very easy to use.

ENCORE 2.5 by Passport Designs Inc. has been developed for the Mac and Windows for use with the IBM PC and MPC. Encore can transcribe up to 64 staves of music, recorded from a live MIDI performance or imported from a standard MIDI file. Improvements are seen in the transcription accuracy as well as the quicker accessibility to any point in the score. Auto-spacing makes notes easier to read, and the additional new symbols such as rhythm-part, chord slashes, arpeggio signs and fingering

## AT A GLANCE—SOFTWARE

PROGRAM	COMPANY	MAC	ATARI	AMIGA	IBM/PC	OTHER	SEQUENCER	EDITOR/ LIBRARIAN	DIGITAL RECORDING	NOTATION	EDUCATION
Cubase Audio 1.82	Steinberg/Jones	1					1		1	1	
Cubase 3.0	Steinberg/Jones	1	1				1			1	
Cubase 1.0	Steinberg/Jones				1		1			-	
Studio Vision 1.4	Opcode Systems, Inc.	1					1		1		
Wave for Windows	Turtle Beach Systems				1	MPC			1		
Audio Trax	Passport Designs Inc.	1					1		1		
Multi 1.1	Oktal International		1				1	1		1	
Musicator GS	Jo Brodtkorb				1		1			/	
Ballade 2.51	Dynaware USA Inc.				1		1	1		1	
EZ-Score Plus	Hybrid Arts, Inc.		1							1	
Encore 2.5	Passport Designs Inc.	1			1	MPC				1	
Mosaic	Mark of the Unicorn, Inc.	1								1	
Finale	Coda Music Software	1			1					1	
MIDI QUEST	Sound Quest Inc.	1	1	1	1	CI		1			
Super Librarian	Pixel Publishing	1	1		1	CI		1			
Alchemy	Passport Designs Inc.	1						1			
MAXplay	Opcode Systems, Inc.	1									1
Sybil	G.H.S. Corporation	1			1						1
Hyperchord	Hologramophone Research			1	1						1
Pixound	Hologramophone Research			1	1						1
Interludes	Ibis Software				1						1
Fast Fingers MIDI Keyboard Lessons	Fast Fingers Music Software				1						1

5



numbers are added bonuses. A feature that is found in only a few notation packages like Encore is the transposable guitar chord symbols. Overall, Encore 2.5 is a powerful composing and publishing program.

MOSAIC by Mark Of The Unicorn for the Mac is somewhat astounding. Mosaic is a notation program that is very easy to use and produces scores, parts, lead sheets and lyrics professionally. Mosaic is quite flexible in using the straightforward "click and drag" approach to move notes, dynamics, symbols and/or to re-shape groupings such as ties, slurs and brackets. Advanced functions such as cross-staff beaming and angled crescendos, unlimited undo/redo and an unlimited number of staves are features that make this program a step above.

FINALE by Coda is noted as one of the best notation programs available, and rightly so. Available for the Mac and PC, you can cross-communicate between the two platforms. Finale allows you to move "anything"; anything you see on your screen can be accessed, edited, copied, changed, moved, removed or customized.

The handling of lyrics is second to none; whether you do it yourself or use the built-in text processor, Finale can align every syllable with its note. With standard advanced features like the flexible beams and slurs, support of standard/non-standard key and time signa-

tures, and smart chords Finale is very flexible and easy to use. A special feature found in Finale is the ability to explode chordal or polyphonic passages into instant orchestral scores, as well as imploding orchestral scores into piano reductions.

Educational program developers like INTERLUDES by Ibis Software Inc., as well as Fast Fingers Music Softwares FAST FINGER MIDI KEY-BOARD LESSONS, make learning music theory and practising those scales actually enjoyable. Included in the Interludes programs are Note Play for sight reading, Rhythm Play for interactive rhythm training and Ear Play for ear training. Available for the PC and in game format, these programs add to the support of the professional music educator or novice musician to make learning the basic rudiments of music fun!

Editor/librarians are probably the most efficient, cost effective MIDI data storage mediums for MIDI instruments. One can store patches, drum patterns, sequences, samples and other MIDI parameters in an editor/librarian and in one command reload all MIDI data back into all the MIDI instruments of a recording studio. SUPER LIBRARIAN by Pixel Publishing is available for the Mac, Atari ST, PC and Yamaha C1. Patch files may be exchanged between computer formats and graphical editing can be done while within a sequencer also.

Many sound manufacturers using Pixel format offer literally thousands of the best sounds for the current and non-current MIDI instruments. So if you get tired of your own sounds, you can have a massive resource of sound patches to draw upon.

Another Canadian company is Sound Quest Inc., which has developed MIDI QUEST. MIDI Quest is also a Universal editor/librarian and can support over 135 of the most commonly used MIDI devices. Not only is MIDI Quest available for all computer formats, but it also supports Windows for the PC platform. One can also use individual editor/librarians which are the same as the universal ones except that they are specific to one MIDI device. They are still full featured with graphic patch editing, bank editing, automated sound blending and randomization, sound auditioning and sound checker with standard MIDI file sequencer player.

For those who have a sampler and a Mac, there is **ALCHEMY** by **Passport Design Inc.** This is similar to the editor/librarians but specific to sampler devices. It allows one to create and edit sampled sounds of any kind and store them.

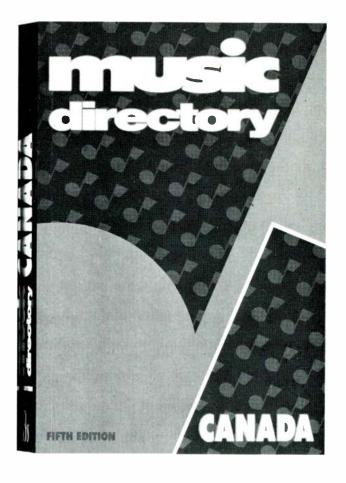
MAXPLAY by Opcode Systems Inc. is a program for the Mac that is a construction set for building MIDI applications which run in real time. MIDI applicantinued...

## AT A GLANCE—SOFTWARE

PROGRAM	SPECIAL REQUIREMENTS	COMMENTS
Cubase Audio 1.82	Digidesign Audiomedia, Soundaccelerator, or Pro Tools	Macintosh IIci or higher
Cubase 3.0		
Cubase 1.0		release date TBA
Studio Vision 1.4	Digidesign Pro Tools, Sound Tools, or Audiomedia	Macintosh II (or SE/30 with Sound Tools) or higher
Wave for Windows	Windows 3.0 and Multimedia Extensions 1.0	
Audio Trax		Macintosh SE/30 or higher
Multi 1,1		French language version available
Musicator GS		
Ballade 2.51		
EZ-Score Plus		
Encore 2.5	Windows 3.0 and DOS 3.1 or greater	
Mosaic		
Finale	Windows 3.0 and DOS 3.0 or higher	
MIDI QUEST		Windows version and PC/XT/AT/C1 version available
Super Librarian		
Alchemy		
MAXplay		run-time only version of Opcode's object oriented programming language, MAX
Sybil	DOS 3.3 or higher	interactive Real-Time performance software
Hyperchord		interactive composition and theory
Pixound		interactive musical graphics player
Interludes	DOS 2.0 or higher	game style modules for sight reading, ear & rhythm training and sound synthesis
Fast Fingers MIDI Keyboard Lessons		theory and performance development

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cation examples would include compositional tools, auto-harmonization routines, front panel controls for Roland SC-55, Yamaha DMP-11, editor for Lexicon LXP-5 and much more. This program is open-ended to one's own customization of MIDI and multimedia applications.

## **Sheet Music Of The Future**

You'd be more likely to find the NOTESTATION by MusicWriter Inc. in a large music store rather than in your living room (for now). Once you have chosen a song from the endless list of titles, you can audition it and hear the arrangement. If it is in the wrong key, you can change it and then laser print it out. If you prefer to have a standard MIDI file of the song to play on a sequencer, it can do that also.

SYBIL by G.H.S. Corporation is an interactive MIDI mapper that works in real time. Available for the Mac or PC, this is one of the most enjoyable interactive programs to play with. For each note played, it can transmit up to 4 notes to the MIDI device for that note, and up to 16 notes can be mapped on a MIDI instrument. This means that more sounds are being triggered at one time, in interesting sequences that make playing just unbelievable.

**HYPERCHORD** by **Hologramophone** Research is a program that has to be seen and heard. Available only for the Amiga, it will be released for the PC later this year. Variation tools such as Weave, Smear, Combine, Patternize and unique music making variable algorithms such as Waves, Holistic fractals, Trailing and Random take us into the world of Hyperchord. This program allows the user to program "riffs" and create textures and special effects such as sparkles, shimmers and musical backdrops that are humanly impossible to play. This program is limited only by your imagination and not by your physical ability to play. Future developments include the integration of the new virtual reality technologies whereby musicians or novices can surround themselves in a highly developed multi-dimensional musical environment.

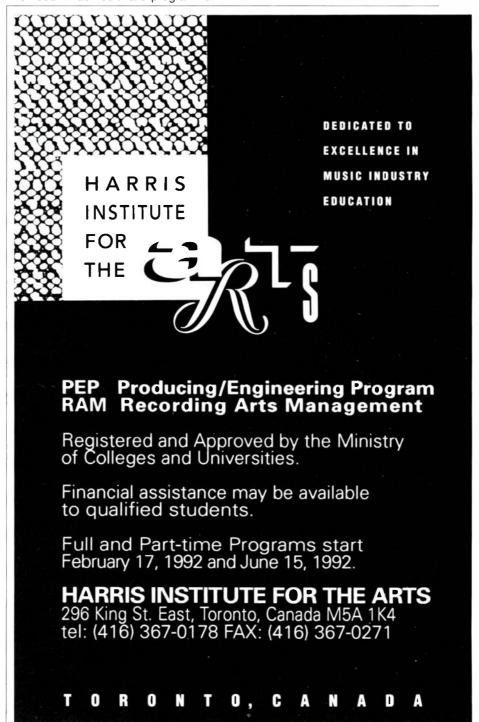
Hologramophone Research Inc. and CILANTRO Computing Services Inc. have developed PIXOUND, a musical screen interpreter that utilizes MIDI sound synthesis (available for the PC). This program allows one to actually listen to pictures by translating the red, green and blue content of each pixel

into chords which are built on any of 60 scales. As you drag the mouse to the specific coloured area and scan it, you can hear musical association with the colours. As you change the colours, you can create new sounds. A very fun, easy and interactive musical/graphical program for anyone.

PASSPORT PRODUCER by Passport Inc. is an integrated digital audio and MIDI soundtrack software program for

use with the Mac and PC (also compatible with Windows and MPC). This program had quite the buzz down at NAMM '92. The program gives the full dimension of controlling and being a central multi-media scheduler by integrating computer animation, graphics, titling, laser discs, video decks, CD ROM players, MIDI instruments, samplers, sound cards and soundtrack software.

continued...







## AT A GLANCE-HARDWARE

PRODUCT	COMPANY	MAC	ATARI	STAND-ALONE	DESCRIPTION	COMMENTS
Digital Waveboard	Mark of the Unicorn Inc.	1			nubus card	Ur des Digital Performer sottware
Digital Master EX	Hybrid Arts Inc		1		recorder ed for	includes dedicated software
Waveframe	Waveframe Corp			1	Digital Audio Rac+	modules for recording editing mixing sampling and A D-D A conversion available
Roland DM-80	Roland Music Ltd	1			recorder ed for	optional controller software for Mac
Notestation	MusicWriter Inc			1	produces laser quality notation	freestanding desktop and remote stations available

"Integrating multiple medias in desktop production environments is the direction the music and multimedia markets are going today. Today's musicians have an advantage in that they are already familiar with synchronization, which is obviously a critical element in media integration. Passport producer functions as a central scheduler using a visual cue sheet interface to link digital audio, MIDI, video, animations and support of most audio and video standards using a clear and intuitive interface. Musicians can use Producer's on-board audio and MIDI editors or integrate with more powerful tools like Alchemy, Pro 5 or their favorite MIDI sequencer.'

Denis Labrecque — Vice-President of Product Management — Passport Designs Inc.



Paul Lau is a MIDI consultant in Toronto.

The one word that I keep hearing in the music industry is "integration". Software is the control centre of the computer, and with the current advanced technology one can create and produce music or a whole multi-media project as easily as one can imagine it.

These new technologies allow the freedom and ease to take our imaginations to the limit and to give us the tools to make it happen. But once again, let's not forget why we all do this: for the mere love of music.

## For more information on the products in this article, contact:

## Coda Music Software

1401 E. 79th St. Minneapolis, MN 55425-1126 (612) 854-1288, FAX (612) 854-4631 Toll free: 1-800-843-2066 (Finale)

## Dynaware USA Inc.

950 Tower Lane, #1150 Foster City, CA 94404 (415) 349-5700, FAX (415) 349-5879 (Ballade 2.51)

## **Fast Fingers Music Software**

P.O. Box 741 Rockville Centre, NY 11571 (516) 536-0298 (Fast Fingers MIDI Keyboard Lessons)

## G.H.S. Corporation

2813 Wilber Ave. Battle Creek, MI 49015 (616) 968-3351 (Sybil)

## Hybrid Arts Inc.

8522 National Blvd. Culver City, CA 90232 (213) 841-0340, FAX (213) 841-0346 (Digital Master EX, EZ-Score Plus)

## IBIS Software Inc.

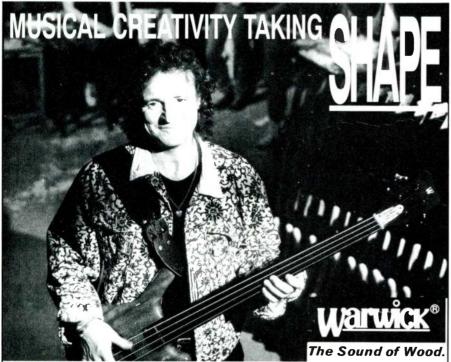
625 Second St., #308 San Francisco, CA 94107 (415) 546-1917, FAX (415) 546-0361 (Interludes)

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## Mark of the Unicorn Inc.

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**Musicware Distributors** 

641 Caledonia Rd. Toronto, ON M6E 4V8 (416) 785-3311, FAX (416) 785-6416 (Canadian distributor for Audio Trax, Encore 2.5, Super Librarian, Alchemy)

## MusicWriter Inc.

179 Knowles Dr., #203 Los Gatos, CA 95030 (408) 364-2500, FAX (408) 364-2507 (NoteStation)

Oktal International / Korg Canada

378 Rue Isabey St. Laurent, PQ H4T 1W1 (514) 738-3000, FAX (514) 737-5069 (Multi 1.1)

Opcode Systems Inc.

3641 Haven, #A Menlo Park, CA 94025-1010 (415) 369-8131, FAX (415) 369-1747 (Studio Vision 1.4, MAXplay)

Passport Designs Inc.

625 Miramontes St Half Moon Bay, CA 94019 (415) 726-0280, FAX (415) 726-2254 (Alchemy, Encore 2.5, Audio Trax, Passport Producer)

**Pixel Publishing** 

641 Caledonia Rd. Toronto, ON M6E 4V8 (416) 785-3036, FAX (416) 785-6416 (Super Librarian)

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## STUDIO TIPS

me to do an article I talked about touring and the toll it takes on a vocalist, ie., travel, climates and late nights - all the things that made me want to become a singer.

- ing) help create more of a live atmosphere,
- 3) Feeling confident and relaxed with the producer and the way he records vocals is essential. This should always be discussed during pre-production, as it will greatly reduce the surprise factor during expensive studio hours.

When doing Brighton Rock vocals we use 5 tracks. Four are used for complete runs through the song, live, from start to finish. I find that emotion and energy are best captured this way. Then we use a box designed by Canadian producer extraordinaire Jack Richardson. It allows you to select pieces of each track down to the syllable of any word on any of those four tracks, and comp them on to the 5th and final vocal track. It may be a slow process, but versions completed with this method - rather than line by line punching in and out - have always felt more energetic to me.

Gerry McGhee is lead singer/songwriter for the Junonominated Hamilton-based band Brighton Rock

The last time Canadian Musician asked

In this column I would like to talk about the most unnatural, foreign environment for most rock vocalists, namely, the studio! I am just now getting over the intimidation and fear it has always instilled in me. Nothing brought on anxiety attacks more than the thought of one microphone all alone in a room encased in wood and glass, and me alone with the microphone! Where's the band, man?!

Now, after 3 albums, I no longer feel this way and I would like to share some of the methods that have not only helped me cope, but have made the studio something I now extremely enjoy.

1) Surround yourself with things that make the studio more like home. This may sound stupid but I pin up football banners, posters and the Pittsburgh Steeler logo around the vocal booth. The occasional pin up girl sometimes appears too!

2) Coloured lights (to simulate stage lightthereby enhancing energy and emotion.



Age

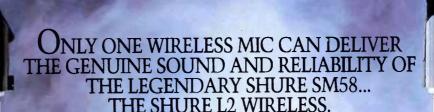






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by Fred Mollin

## **WRITING EPISODIC SCORE:**

Fred Mollin's feature film credits include Friday the 13th Part 7 - The New Blood, and Friday the

13th Part 8 - Jason Takes Manhattan, His

television work includes Paramount's Friday the 13th - the Series, The New Gidget, My Secret Identity, and his two most recent series, U.S.A.

Network's Beyond Reality, and CBS TV'

award winner, and has produced records for America, Jimmy Webb, Frank Stallone, and the

Grammy award nominated "Sometimes When We Fouch", by Dan Hill.

Sweating Bullets, Mollin is also a 3 time Juno

It is somewhat abnormal for a composer to have to "create" on a strict schedule. week after week, month after month, but that is exactly what is demanded of you when you write the score for a weekly television series.

After years of writing songs and producing recording artists. I made a fairly smooth transition to writing music for film and television. Perhaps the hardest part of the career change was having to let motivation (and not inspiration) dictate my composing style and pace.

For those of you who would need a

period of days to work up a thematic thread for each episode, and then a day for each cue. please don't read any further.... You really have to put your normal aesthetic temperament and schedule aside, go on raw instinct and let an "in the trenches" mentality take over. The bottom line on episodic television is simple: Deliver the score each week on time, or expect your walking papers.

You might be asking "Why would any artist put themselves through this kind of deadline hell?" Well, the financial rewards can be substantial if your series is on a U.S. network or syndicator, and the aesthetic returns can be

very pleasing as well. The creative gratification happens when you are lucky enough to have a series that relies heavily on your music. The hard work becomes a tremendous pleasure when, week after week, your music is presented to millions of people after a short turnaround time. For the performer in all of us, this is the closest we may ever come to audience applause.

Here are some recent examples which address the issue of the short deadlines:

On my three seasons (72 1-hour episodes) of Paramount's Friday the 13th TV series, the window from spotting (picking the places where music will enter and exit) to delivery was approximately ten days.

This was a demanding pace because the show was a large scale entity, and was generally wall to wall score. At the same time. I was also scoring MCA's My Secret Identity, an adventure-comedy which was a half-hour format. My Secret Identity had a turnover of one show per week.

To get through these kinds of schedules, you must create a formulatic way of working. These guidelines will give you work parameters that will organize and hopefully stimulate you through the days and months

Before you start to think that there are no

easy schedules, I must remind you that I am only discussing the weekly dramatic television scenario. Feature films can be much more forgiving in the time demand department. They can, however, also be incredibly nightmarish. With a big budget feature the pressure intensifies and there can be last minute changes to the picture which require eleventh hour alterations and additions to the score.

This article has just scratched the surface of what I do to earn my keep. In future issues I will go into greater detail about the processes involved in theme composing, episodic scoring, and feature film

music. If I haven't scared you away or bored you to tears, and you have a keen interest in channelling your music composing towards film and TV, I hope these articles can give you an inside look at what could be in store for you.

As for me, it's positively a love-hate relationship: I have come to terms with the medium's shortcomings, and I embrace the long term benefits and creative compensation. In the real world, it's a wonderful way to make music and make a living.

Watch for future columns by Fred Mollin on theme composing, episodic scoring, and film music.







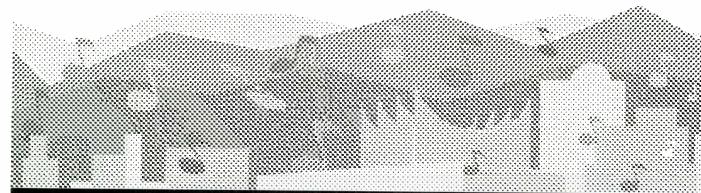
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## VANCOUVER. THE

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## THE MIDI MUSIC BOX

Ultimately, the sounds you use in your recordings and performances are the most crucial part of your MIDI system. With hundreds of sounds to choose from and multiple parts, musicians can now orchestrate their own compositions using sound modules. Over the last ten years modules have evolved to a higher quality with more extensive capabilities to aid the performer and MIDI-recording studio musician.

## Sound Modules Are ...

A sound module is a tone generator with a large selection of sounds that can play multiple parts via MIDI. Physically, a sound module is a box with all the same capabilities or more of a keyboard — minus the keys of course. It's a very inexpensive and convenient way to expand sounds within a MIDI system without acquiring another full size keyboard. These little modules come in various shapes and sizes — from 2-3 rack spaces, 1 rack space, and a half rack space.

## Sound Modules Then ...

When modules first came out, you could have a whole selection of new sounds and it would cost you less than buying a new keyboard. During those early years a sound module was only uni-timbral and the note polyphony would be limited. This means that only one sound could be generated at a time via MIDI, and only a certain amount of notes could be used at one time, such as 8 or 16 notes of polyphony. (For example, the original Yamaha DX-7 keyboard and the Roland D-50 keyboard have corresponding sound modules called the TX-7 tone generator and the D-550 module; these are only uni-timbral units.) Through the years the two consistent factors of sound modules have been that they are compact and very efficient.

## Sound Modules Now ...

Sound modules have come a long way in their capabilities. Modules can be broken down into three categories. A MIDI sound module can be:

## 1. A tone generator and multi-timbral:

A multi-timbral sound module is only used efficiently when integrated with an external designated sequencer or a computer software sequencer, therefore allowing and controlling more than one sound at a



Paul Law is a freelance MIDI consultant in Toronto.

time. This is done by transmitting and receiving on multiple MIDI channels simultaneously via a MIDI keyboard which is controlled by a sequencer.

## The process

If you have a sound module that has 16 parts, it's like saying you have 16 keyboards in that little box. In each part you can choose I sound only. These days it is quite common to have a few hundred sounds to choose from in each part. (The Roland SC-55 has 315 sounds; the Proteus 1-XR has 383 sounds including default settings; and the Kurzweil PX Plus has 225 different sounds, just to name a few). The sounds you choose from are obviously the same sounds for each part. If you play one sound from one part and record it on the sequencer. you can hear it played back via the sequencer. Pick another sound from the second part and play along with the first part until you like the arrangement. Record the second one to the sequencer. Then go to the third part, and so on.

For each part most sound modules allow you the flexibility to assign which MIDI channel it will receive on. Therefore, without a sequencer, if you assign part 1 as a piano sound to receive on MIDI channel 1, and assign part 2 as a string sound to receive on MIDI channel 1 also, as you strike your keyboard controller you will hear both a layered piano and string sound together.

## 2. A sound module that's a sampler:

For all intents and purposes the major differences are that this module can only play back samples via a disk that's loaded into it, or play back sounds loaded from a CD-ROM player connected to its SCSI port. One can also sample and make-up and record any sound into the sampler module. These modules are of course multi-timbral. (Examples of these units are the Roland S-700 and Akai S1100.) Because of this specific sampling feature, the cost of a sample module is more on the high end.

## 3. A sound module with automatic accompaniment:

This can be used with a sequencer but in actual fact it is a stand alone unit to be used with a MIDI keyboard only. This unit can be triggered to play a specific style of music (rock, samba, waltz, etc.) with simultaneous drums, bass and chordal accompaniment, while one picks a sound within the unit for the lead line. (The prime example of this is the RA-90 from Roland.)

## What To Look For In A Sound Module

The most important feature of a sound module is the sound itself. All these types of tone generators and synthesis like FM, AWM, PCM, AI, and LA etc. don't really mean much if you don't like the sounds! Take the time to play and listen to the modules to see what qualities you need in the sound for your music. The next two most obvious questions will be how many parts can it play simultaneously? (16 is pretty standard now) and what is the note polyphony? (mid to upper 20s is pretty standard now also). Some other features that are nice to have are multiple outputs and more than one MIDI-in.

## The MIDI Music Box

Whether it is a module from years gone by or a state-of-the-art all-in-one module, the unique characteristics and features of each sound module are worth considering on their own merits. If you're tired of the sounds you have, add a new dimension to your sounds by investing in additional sound modules. As you augment your own MIDI-studio or performance set-up, the use of multiple sound modules/technologies is critical for establishing personal compositions and arrangements that are fresh and uniquely your own.



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## CREATING GREAT DRUM SOUNDS

n my last column I discussed the many problems that singers face when trying to achieve audible monitors and front of house vocals, as well as communicating with their sound techs.

An equal communication problem exists with today's drummer. Being a drummer myself, I have been able to work very easily with others in achieving desired sounds because I speak the same language. Not all sound technicians are drummers, and words like thwack, crack, and clonk just don't cut it.

In order to accomplish good drum sounds, a few basic requirements must be met by both the drummer and the tech. The drummer must first be able to supply a good source for the tech to work with. He will need to furnish a reasonably good sounding kit equipped with fairly new and tuned heads. (With economic times as they are, new heads every week might be an unreasonable request). The technician should have a respectable knowledge of modern day drum sounds and be able to effectively utilize the electronic tools available to him.

Too many times drummers will try to eliminate unwanted overtones by adhering crude things to their heads rather than by taking the time to tune the kit. By doing this they may get some of the resonating frequencies under control, but at the same time they deaden the sound of the head. thus eliminating any chance of getting some attack (thwack or crack). The attack on a drum comes from the high frequencies produced when the stick connects with the head. (This is pleasantly reproduced out front by increasing the amount of 8 to 12k on that particular rail.) These frequencies are very important as they help distinguish the sound of each drum and separate one tom from another when doing multiple rolls. The lack of these particular frequencies is the main cause of a muddy or mushy sounding drum kit. It's a relatively common problem where certain room or stage designs will cause a particular drum to oscillate or continue droning at a particular low mid frequency (usually between 150 and 250Hz). In some cases the drummer will be able to retune the entire kit up or down in pitch so none of the drums amplify that particular room or stage resonant frequency. In cases where all the tuning in the world won't make a difference the tech, if so



Al Craig is the owner/operator of Fhe Institute of Live Sound Engineering and Recording, and A.C. Sound and Lighting, located in London, ON,

equipped, may insert a noise gate in that particular channel. A noise gate is an electronic device that opens at a determined point (known as the threshold point) where the voltage from the microphone (controlled by the impact at the drum) forces the sound to go through the unit. It remains open for a period of time via the hold function and then closes again at a predetermined rate controlled by the decay feature. Although the use of gates controls the problem of unwanted overtones, less expensive models will seriously colour the sound and eliminate the top end attack. Compounding this problem is the improper use of the noise gate by the technician. The tech should be careful not to set the threshold point too high (as to cut off softer drum parts) or the decay too fast, as this will make the drum sound very unnatural. When using a gate on a kick drum, I have found that a fairly fast attack and decay with no hold produces a nice tight sounding bottom end. On toms, a small amount of hold with a medium amount of decay will produce the most natural sounding result. Generally the use of a gate on a snare is not very practical because of the constant variances in dynamic range. On more expensive gating devices you can control the amount of sound that will come through when the gate is closed by a function known as floor or range. Another feature available is the use of low and high pass filters. These allow the sound tech to determine the frequency range that the particular drum will occupy. Gates should not be used as a substitute for tuning but more as a last resort.

Reverb units are also available to enhance the sound of drums and create interesting effects. Over-use of reverb will take away from the natural sound of the drum. In my opinion, a song with a fast tempo should utilize a quick rev time — usually a 1 to 1.5 sec. room setting will suffice. In songs with a slower tempo, a nice 2 to 2.5 sec, hall setting will give the desired effect.

When equalizing certain drums I have found the following seem to be commonly characteristic of most kits; on kick drums I find the deletion of low mid frequencies between 100 and 200Hz eliminates that unwanted boxy sound; a 3 to 6dB cut around IKhz softens that clacky sound, and strong boost at 10 or 12Khz will give you that sweet attack you're looking for. On snare drums, removing the frequencies below 100Hz or depressing the 100Hz roll off (if so equipped) will eliminate any unwanted rumbling that might be triggered by the kick drum, and boosts at 150Hz will give you that meaty sound desired by a lot of drummers. The thwack or crack can be achieved by a slight boost at 4Khz, and the brightness will increase by boosting 10 to 12Khz by 3 or 4dB. Toms are probably the worst to EQ because of their varying frequency characteristics. A desirable boost at a particular frequency may cause the drum to regenerate (feedback) thus creating more problems. I have found that a balanced combination of tuning and gating will enable the low and low mid adjustments to be successfully manipulated. A 3 to 6dB cut around 1.5Khz will eliminate the hard sounding clank in the high mid and a 3dB boost at 10 to 12Khz will provide a nice amount of attack. Miking toms from the top rather than from the bottom has given me the most favorable results. For cymbals and high-hats it has been a common practice of mine to eliminate all frequencies below 2Khz, as frequencies below this point cause a lot of unwanted overtones and low end rumble. Proper miking techniques and placement can minimize the amount of equalization and gating required. This is more of a trial and error situation rather than specifics.

Creating good drum sounds requires a lot of work and compromise, as well as good communication. With patience and understanding, it's as easy as 1, 2, 3, 4.

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## **RECORDING VOCALS**

A consistent problem I encounter with tapes for mixing from demo studios is the poor sound quality of recorded vocals. I feel the main reason for this is the improper use of microphones, compressors and preamps. With a little knowledge of good recording techniques, a good mic and preamp, there is no reason why you can't get great sounding vocals in any type of recording environment.

Let's look at some basic problem scenarios, otherwise known as "singers from audio hell".

In the verse the singer is singing so softly you can hear the ants walking across the floor, and then the chorus kicks in and you could swear somebody just put a Marshall amp over the patch point. The vocal is being massively compressed but is still pinning the metre. The first thing to do is stop and regroup.

When a desired microphone is chosen, get the singer to sing the loudest part of the song first, usually the chorus. Leave the fader at 0 and take the channel direct out to the tape machine. (Direct outs are usually quieter and offer more headroom). Set the pre-amp level so you're getting a VU indication of approximately +3VU for peak level. Now notate where the pre-amp level is set. The next step is to go to a part of the song where the level of the vocalist is low. If the level is quite different, change the level of the pre-amp and notate accordingly. Now insert the compressor in the chain — usually done post-EO/pre-fade.

Make sure the compressor has been set to unity gain which is 0 VU in, 0 VU out. Sometimes I've heard massive feedback and a singer screaming at the engineer who is screaming at the assistant because she/he just inserted a compressor with 30db of gain makeup. Do yourself a favour and memorize the approximate indications on the compressor that indicate 0 VU in and OVU out (unity gain). With the singer singing the loudest part of the song, set the compressor to the desired amount of compression. If you notice that the

gain reduction is floating around -2 to -3 and occasionally goes to -15, try putting a limiter before the compressor. This prevents the compressor from going into huge amounts of gain reduction, and causing degradation in sound quality. Vocals that are compressed too much usually sound thin, sibilant and distorted.

Once you're happy with the desired sound you have, go to the softer part of the song and start to work on getting the settings you desire. In some cases the compressor will show no gain reduction and the vocal level will need to come up. If this occurs, adjust the level of the mic pre-amp accordingly so you get the desired amount of compression; consequently the level to tape should be fine and not need much adjusting. If you follow this basic rule, it will allow you to be more creative with other variables of compression. You will find by changing the attack time to a faster setting you might need less compression to achieve the same results. I usually like quick release times because it makes the vocal more present, with the illusion that its an "in-vour-face" type of sound. I find if the release time is too long the vocal sounds over-compressed, Just be careful that the release time (recovery) is not too fast or you might get undesirable pumping or half-cycle distortion.

Sometimes I'll work with a singer whose level is too dynamic during the whole song. The main drawback here is that the loudest parts sound too compressed, the softer parts aren't compressed enough, and trying to

change the pre-amp on the fly is impossible. I find the best thing to do in this situation is to get a really good pre-amp which has lots of headroom and is quiet. Try to map out the dynamics on a lyric sheet. Better yet, get a feel for them by knowing where the singer will get loud or soft. When inserting a compressor, put it in the chain at the point, post-fader/pre-tape machine. This will allow you to ride the fader before it hits the compressor so you can achieve the right amount of compression where you need to. It's more work and you have to constantly strive for a somewhat symbiotic relationship with the singer's dynamics. Believe me, once you get good at recording like this you'll be amazed at the results.

When recording vocals to tape, I'll undercompress them so I'll still have the choice to use more compression when I mix. When getting to the final stages of a mix down you can easily hear subtle changes in compression ratios, attack and release times. One bad habit engineers get into is to overcompress during recording only to regret it during mixing. That's why it's also good to record vocals with a good monitor mix.

Here are some other basic guidelines that I follow for recording vocals:

- 1. When picking a mic, make sure it's recording clean. If not, use a pad or use a dynamic mic. (SM7 or RE20)
- 2. If you need a lot of compression, avoid VCA type compressors; they colour the sound too much. Go for a tube type.
  - 3. Beware of creating sibilance problems by over compression, slow attack and slow release times. The lowest level of the vocal signal is the sibilance range, so in effect, when you think you're compressing, you're actually just making a vocal more sibilant.
  - 4. If you need a lot of compression and find you don't like the sound because one compressor is doing all the work, try splitting the amount of compression by linking two compressors in series.



Juno-nominated Kevin Doyle has engineered albums for Alannah Myles, Hall and Oates and the Leslie Spit Freeo, and has recently finished co-producing albums for Harem Scarem and the late Glenn Gould, Kevin is now working as chief engineer at Sounds Interchange in Toranto.

## PROTECTING YOUR SONGS AT REALLY

Protecting the copyright in your songs is a confusing exercise.

Some songwriters place a small "c" in a circle on the work. Others mail the work to themselves by registered mail. Some have asked to deposit the work with me (a lawyer) as proof of first ownership. Others register their work in the Copyright Office in Ottawa, and with the Library of Congress in Washington. The Songwriters Association of Canada has a song depository for its members.

All of these rituals are undertaken for the same purpose: to protect another party from stealing or using your songs and infringing your copyright.

## What is Copyright?

Copyright is the "sole right to produce or reproduce the work ... in any material form whatever". (Copyright Act s. 3(1)). This means that when you own the copyright, only you can perform the work, copy the work, sell the work, or licence the work to be broadcast by telecommunication.

Copyright is automatic. If the work is original (which begs the question of what is original in the age of sampling and borrowing), and is reduced to a "fixed" state, (which means it can't be in your head; you must write it down or record it), then copyright will exist automatically.

Professional publishers have the songs in their catalogue notated to ensure that copyright requirements have been met.

If you have written a song, or a musical piece, and it is original and is "fixed" in some material form, you probably have copyright.

## Why Protect Your Copyright?

Your copyright is worth money. It is like a deed to property. You can sell it (which we call an assignment), or you can rent it (which we call a licence).

If you happen to have written a song like "Yesterday" (originally titled "Scrambled Eggs"), owning the copyright is like owning a gold mine. Thousands of different artists have recorded the song. Each performer must pay the copyright owner for the use of the song.

Further, the term of your copyright is for the duration of the author's life plus fifty years. This means that the copyright in your song, your sole right to use it, will last for the term of your life, plus fifty years after you die. After this term is up, the work is then said to fall into the "public domain".

No other law, or contract, will give you exclusive rights in a form of property for



Martin Gladstone, previously with the Toronto band the Grottybeats, practises law in Toronto.

such a long period of time. This leads back to the question of how to protect that property - the copyright in your song.

## Mailing the work to yourself by registered mail

To my knowledge, no one has ever stood up in a court of law and told the judge that the song in dispute is his or hers because he or she mailed it to him or her self by registered mail.

The reason people mail songs to themselves presumably is to show first ownership of the song in dispute. Mailing the work to yourself is not proof of copyright ownership. At best, it suggests first ownership of the work.

## Registration of the work with the Copyright Office in Ottawa

The Copyright Act provides that works can be registered with the Copyright Office in Ottawa. The Act also provides that:

A certificate of registration of copyright in a work is evidence that copyright subsists in the work and that the person registered is the owner of the copyright. 1

A Certificate of copyright given by Ottawa is only registration of your ownership of the work under that title. It does not claim that you are the author of the work. You are always the author of the work, but another party may be the owner of the work. Registration means you are the owner of the work under the title registered. There is no copyright in a title of a song. The work itself is not "deposited" with the Copyright

There are legal advantages if you register your song pursuant to the Copyright Act, which are too detailed to explain here. However, for the purposes of copyright protection the end result is that copyright registration with Ottawa shows at best that the person registered is the owner of the work under that title, but is not necessarily the author.

## The Songwriters Association of Canada

The Songwriters Association of Canada is a not for profit organization. This organization has created a "song depository". The purpose of the song depository is to enable songwriters to actually "deposit" the works (not just the titles). The works are registered and stored by the depository. In theory, if your work is later stolen or appropriated you will have a fully registered work, in a credible and reliable form, to back up your case of copyright infringement.

## Placing a small "c" on the work

The formality of placing the small "c" was required by one international copyright convention, The Universal Copyright Conven-

The Berne Convention, on the other hand, of which Canada has been a member since 1886, and which the United States joined in 1989, held that copyright was automatic upon creation. No formality, or small"c' was required in order for copyright to exist.

However, the placing of the small "c", while not required to obtain copyright protection (because copyright is automatic at the time of creation), has evolved into a standard author's practice. It also serves a very practical function by identifying the copyright owner(s) of the work. Giving notice of copyright in a work can also be achieved by placing at the top of the song or on the tape: COPYRIGHT, your name, 199. This will give notice to the public that the work is subject to and protected by copyright.

## Preventing infringement or theft of your work

There are no magic solutions for copyright protection in musical works. The most effective way of protecting your songs and achieving the most benefit from copyright law is to register the work with the Copyright Office in Ottawa, deposit the work itself with the Songwriters Association of Canada, and always give copyright notice in a conspicuous place. These measures can be used to help support a copyright infringement case if theft or infringement takes place.

This article contains general information only. It is not legal advice.

<sup>1</sup> Copyright Act, R.S.C. 1985, c.42 s.53(2)

## N F W S

## PEAVEY CLASSIC 20 ALL TUBE GUITAR AMP

Peavey Electronics has introduced the Classic 20, an all tube, medium powered, single unit guitar amp with that vintage look and sound. This unit features a new 15 watt RMS power amp using two EL84 power tubes which sound more like a 40 or 50 watt amp. The dual 12AX7/7025 preamp design provides a high gain structure for sustain and dynamic tube distortion sound. Overall, this preamp/power amp and



10" speaker combination also provides a "clean/punchy" sound. The Classic 20 has separate volume and master controls and a 3-band passive EQ capability with low, mid and high controls.

For more information, contact: Peavey Electronics, 5373 Aspen Dr., West Vancouver, BC V7W 2Z7 (604) 926-9367, FAX (604) 926-9561.

## **AUDIO-TECHNICA AT831R MICROPHONE**

Audio-Technica has introduced the AT831R Remote-Powered Miniature Cardioid Condenser Microphone, ideal for close miking of reeds, brass, acoustic guitar, and lavalier voice applications.

While the AT831 is used in conjunction with a battery/phantom powered body pack, the AT831R is designed with a 25

foot cord terminating in an XLR connector which can plug into any phantom power mic input. Ideal for situations in which a body pack is not desirable, the AT831R provides clean, crisp, full sound with im-





proved gain-before feedback. Appropriate for both studio and live performance, the AT831R is an excellent tool for the miking of instruments — especially acoustic gui-

tar. It also performs as a standard lavalier with improved background noise suppression and better gain before feedback than conventional omnidirectional lavalier units

The AT831R comes with a guitar mounting device, a lavalier clip, an AT8418 UniMount <sup>1M</sup> clip for brass and reeds, and a wind-screen.

For more information, contact: Audio-Technica U.S., Inc., 1221 Commerce Dr., Stow, OH 44224, (216) 686-2600, FAX (216) 686-0719

## **CO-OP AUTOMATED STUDIO SYSTEM**

Fostex Corporation and Atari Computer, together with software companies C-Lab, Steinberg/Jones and Dr. T's have joined forces to offer a musician's automated studio system.

This group effort represents an innovation in MIDI technology, as the tape recorder becomes a true MIDI peripheral. The user can thread the tape at the beginning of a session, then forget about the tape deck. The tape machine functions can then be entirely controlled from a com-

puter keypad or mouse. By combining either a Fostex R8, G-16 or G-24S tape recorder, an Atari computer, and any of three sequencing programs. (C-Lab Creator or Notator, Steinberg Jones Cubase, or Dr. T's Omega software) transport functions such as play, start, record, fast forward and rewind are controlled completely by the computer, allowing MIDI and tape to become a single seamless system.



While musicians have long had the ability to synchronize MIDI tracks with the audio tracks of a tape machine, the tape machine has always had to function as the master transport controller. With the introduction of this automated studio system, all transport functions can now be accessed from either the tape machine or the computer, allowing musicians time to focus more on their music instead of technology.

These dedicated software programs allow Atari computers to control all of the transport functions of the Fostex recorders, as well as offering sequencer synchronization, hands-free punching with full system lockup and punch points settable to the sequencer's resolution. The addition of MIDI controlled signal processors and mixers complete the now fully automated studio environment.

For more information, contact: Erikson Music, 378 Isabey, St. Laurent, PQ H4T 1W1 (514) 738-3000, FAX (514) 737-5069; Atari (Canada) Corp., 90 Gough Rd., Markham, ON (416) 479-1266, FAX (416) 479-1439; Steinberg/Jones, 17700 Raymer St., #1001, Northridge, CA 91325 (818) 993-4091, FAX (818) 701-7452; Musicware Distributors, 641 Caledonia Rd., Toronto, ON M6E 4V8 (416) 785-3311, FAX (416) 785-6416.

## E-MU PROTEUS MASTER PERFORMANCE SYSTEM

E-mu Systems, Inc. has announced the shipment of the Proteus Master Performance System keyboard. The Master Performance System is the first keyboard member of Emu's Proteus family of digital sample playback musical instruments.

The Proteus Master Performance System keyboard features CD quality sounds selected from the expanding Emulator III library, professional quality on-board digital effects and powerful MIDI and performance control capabilities. Designed for professional and amateur musicians, it can be used as a stand-alone instrument or as a controller for an entire MIDI-based music system.

The Proteus Master Performance System keyboard is compatible with all MIDI-based devices, but when combined with Proteus sound modules, the Proteus "total system" is created, delivering an expandable library of sounds, and enhanced music crea-

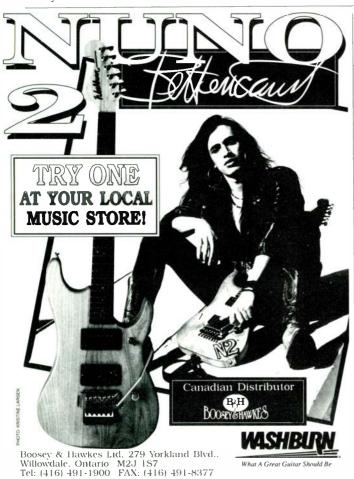
tion and performance capabilities.

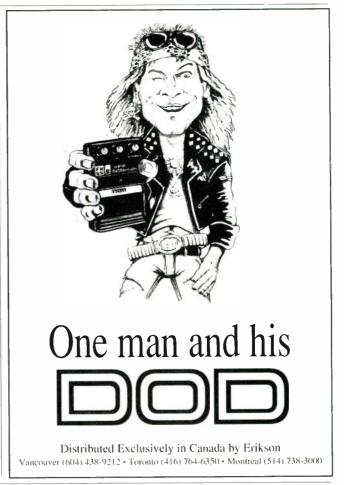
Each Proteus module features its own library of CD-quality sounds and provides the user every instrument sound needed to compose and perform in a specific musical style. Modules can be added to the system as new sounds are desired by the user.

creating a user-defined sound library.

For more information, contact: E-mu Systems, Inc., 1600 Green Hills Rd., P.O. Box 660015, Scotts Valley, CA 95067-0015 (408) 438-1921, FAX (408) 438-8612.









## SABIAN ADDS AA AND HH MINI CHINESE

Sabian has announced the addition of 12" and 14" AA and HH Mini Chinese cymbals to its 1992 catalogue of new cymbal models.

Created from pure Sabian bronze, its small size keeps the Mini Chinese comparatively inexpensive, and makes it small enough to be positioned virtually anywhere in a drum or percussion set-up. It is ideal for stacking or overlaying on other cymbals to produce harsh, staccato and metallic effects or on its own. With the higher pitched AA version delivering bright, cutting and abrasive sounds, and the lower pitched HH delivering somewhat darker, the Mini Chinese is a colourful addition to any set-up.

Says leading Sabian clinician, Dom Famularo: "The Mini Chinese is a great idea. Its response is extremely fast ...like a gunshot. And it's small enough so it can fit anywhere in a kit, even upside down on top of other cymbals, There's no need for another cymbal stand, Smaller effect cymbals like the B8 Pro China Splash are what are happening today, and with the Mini Chinese, Sabian has introduced another alter-



native sound source."

AA and HH Mini Chinese cymbals are available in Brilliant Finish.

For more information, contact: Sabian Ltd., Main St., Meductic, NB E0H 1L0 (506) 272-2019, FAX (506) 272-2081.

## New Audio Processors Enhance Creativity

Widen your creative opportunity with Sony's new audio processors — the DPS-D7 Digital Delay Unit and the DPS-R7 Digital Reverberator. LSI technology results in high speed 32-bit digital signal processing, while 18-bit oversampling A/D and 1-bit pulse D/A converters with digital filters, allow for ultra low noise and an incredibly wide dynamic range.

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## **MARTIN ST-2 STINGER ELECTRIC**

The Stinger ST-2 electric guitar from the Martin Guitar Company features a modified strat shape with a contemporary angled headstock. The pickup configuration includes three single coil pickups with a master volume, two tone controls and a five position pickup selector switch. Hardware is predominantly chrome plated, and the vintage style bridge is equipped with a standard fulcrum tremolo bar. Colours include red, black, and white pearl, all in high gloss finishes. Soft or hardshell cases as well as protective gig bags are optional.



## PEARCE G3A ELECTRO-ACOUSTIC AMP

The G3A electro-acoustic guitar amp is a three channel amplifier, with channel one being the lead guitar-distortion channel, channel two being a clean/crunch channel, and channel three dedicated to acoustic guitar input. Any combination of the three channels can be combined. A comp-limiter, master volume and a stereo headphone jack for latenight composers round out the front panel.

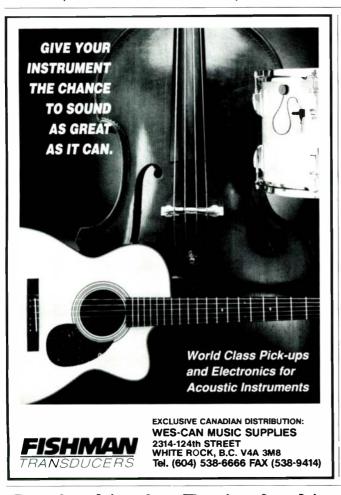
The rear panel has a stereo master F/X

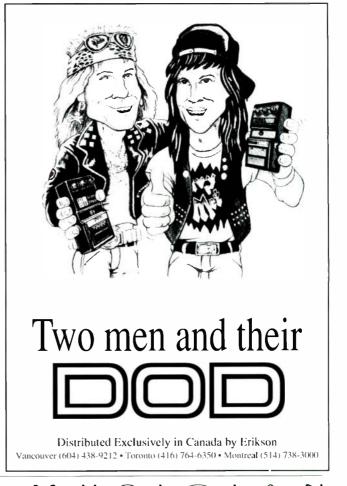
loop, individual mono F/X loops for each channel, L/R record outputs with speaker simulator, and stereo L/R aux input for keyboards or any line level source. Speaker outputs with switchable loose/tight damping and MIDI in and thru finish off the rear panel.

The optional MS-5 MIDI-switching pedal allows storage and real time control of amplifier operating modes. Each of the ten setups can also store a MIDI program number

for switching of external effect modules. The optional A4s amplifier/speakercab allows for the G3A to expand into the ultimate stereo rig.

For more information, contact: Pearce Amplification Ltd., 255 Great Arrow Ave., #5, Buffalo, NY 14207 (716) 873-0226, FAX (716) 873-2710.







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## ROLAND JV-80 MULTI TIMBRAL SYNTHESIZER

Roland's new JV-80 Multi Timbral synthesizer combines sound quality and memory expandability with new performance and editing features. The JV-80 is ideal for performing and gigging, and is also suitable for studio and sequencing applications as well.

The JV-80 contains a new sound source that provides a wide array of multi-samples ranging from acoustic instruments and drum sounds, to unique sounds from the JD-800 and basic synth waves. Sonic quality is guaranteed with 18-bit D/A output. When the 4Mbyte internal memory is augmented with an 8Mbyte expansion board and 2Mbyte ROM card, the JV-80 provides 14Mbytes of ROM tones. The multi-mode TVF can be modified with resonance, TVA, LFO, and Pitch, TVF, and TVA envelopes for any Tone, as well as newly developed FXM (Frequency Cross Modulation). Up to

four tones can be used to create a Patch, with complete control over layering with velocity-switch or mixing, as well as keyrange for interesting zone effects. Each patch also has 48 assignments for realtime control via aftertouch, modulation, and other parameters. To allow users to take advantage of the full expressive potential of all its sounds, the JV-80 features a 61-key,

velocity and aftertouch-sensitive keyboard. For more information, contact: Roland Canada Music Ltd., 5480 Parkwood Way, Richmond, BC V6V 2M4 (604) 270-6626, FAX (604) 270-6552.



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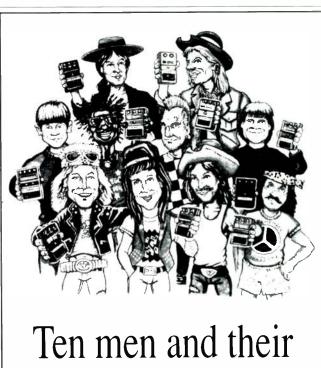






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## NASTY KLASS

Style: Blues/Rock

Contact: Nasty Klass, 1000 Southdale Rd., Unit 30, London, ON N6E 1V1 (519) 649-2560

Ever wonder why, after the success over the last year of retro-rock acts like the Black Crowes and the renaissance of acoustic guitar in hard rock, Canadian record companies didn't scour the country for a band that could translate that success into Canadian dollars? If they did, they missed this band, and missed the boat, big time! This fivepiece outfit from London has cultivated a solid live following from Quebec to Alberta and their 6-song demo, produced by Stacy Heydon, begs for radio airplay.

There's a heavy Stones influence to the material. but the sound is distinctly fresh for the '90s, like the Crowes and the recent Cinderella record. Fans of traditional rock 'n' roll arrangements will be pleased to hear the classic Hammond organ, as keyboardist Mike Bonnell foregoes synthetic imitations for the



real thing. Vocalist Shaun Saunders has a solid set of pipes, perfectly suited to the style. Songs like "Miss America" and "Limousine" must be killers live, because they've captured the excitement on tape. Producer Heydon got great guitar sounds on this demo, displaying the talents of guitarist Tim

If there is any justice in the record industry, this blues/rock sound will continue for another year or so and someone will discover this band and put them on the radio.

## BRISK

Style: Melodic Hard Rock Contact: BRISK, 5320 Bordeaux, #09, Montreal, PO H2H 2A7 (514)

Melodic rock seems to be the flavour of the month this month for our Showcase submissions, and this one

comes from Montreal-based quintet Brisk. Heavily influenced by Scorpions, Queensryche and Iron Maiden, their first demo outing, which is sold commercially in the Montreal area, is a credible effort and subsequent recordings will undoubtedly prove even stronger.

This lineup has been together since 1990, and all members share in songwriting duties. The tunes feature strong guitars by Gaetan Grenier and Pascal Liberty, both of whom have backgrounds in classical guitar. Vocalist Paul Griffith displays unique vocal stylings, much like Queensryche's Geoff Tate,



and a change from the usual metal screamers out there. Strong background vocal harmonies smooth some of the metal edges from harder tunes like "On The Loose". It seems like some of the energy that may be present in their live shows is held back on the recording, but for a first try in the studio, it's definitely worth a second listen. Brisk's brand of melodic metal is not everyone's cup of tea, but considering how few hard rock bands have record deals in Canada, the field is definitely open for some new competition.

## THE WAILIN' WALKER BAND

U

Style: Blues

Contact: AGM Productions, Ste. 157-4863 Kingsway, Burnaby, BC V5H 2C8 (604) 439-7507

OK, I'm going out on a limb, but until someone can convince me otherwise, I believe I have found Canada's successor to Stevie Ray Vaughan: Wailin' Al Walker. When this package arrived at Showcase, we were all commenting on the packaging a large portfolio cover featuring the obligatory nubile female in lingerie — and so much promotional hype material you almost forgot to look for the cassette. It was slightly overwhelming and somewhat humourous, but I put the tape on and listened to some of the best blues on record, by anyone.

Wailin' Al Walker has been exciting West Coast audiences for years and has honed his craft playing with and opening for some of the best bluesmen in the world, including Stevie Ray, Otis Rush and the great Buddy Guy, who the press package has quoted as saying "He plays the stuff like it's supposed to be played". Backed by a solid rhythm section of Marko Ibarra on drums and Gord Johnston on bass,

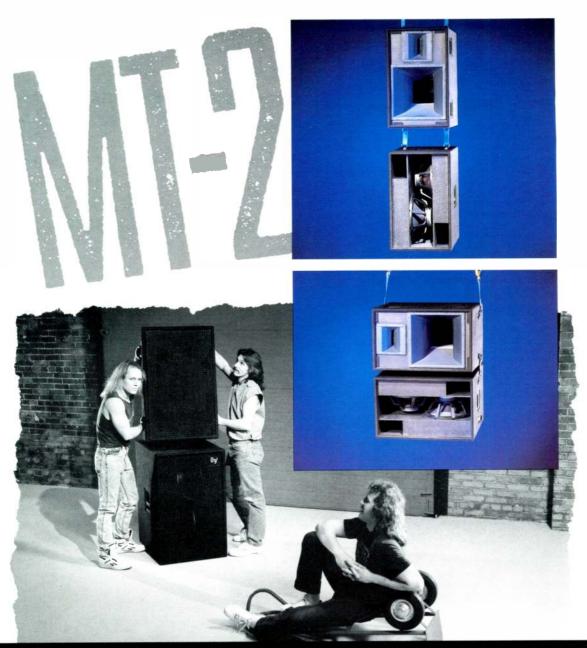


Wailin' Al augments the arrangements with piano, organ and sax - all the ingredients for classic rockin' blues.

This cassette, entitled The Devil Made Me Play It, is not a demo, but a digitally mastered commercial product that could and should go straight onto store shelves. No risk here. Wailin' Al is a sure thing and hopefully the rest of the country will discover what Vancouver has known for years.

If you are unsigned and would like to be a part of "Showcase", send us a complete bio, glossy black & white photo, and a cassette of your music. Also include an address and phone number where you can be reached. Some artists appearing in "Showcase" will be featured on Canada's New Rock, a syndicated national radio show that also features unsigned artists.

Send your complete package to: Showcase, Canadian Musician, 3284 Yonge St., Toronto, ON M4N 3M7



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