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The perfect mix of music and history The #1 text and digital media package, What's That Sound? helps students understand rock first and foremost as music, emphasizing concepts and listening skills. In addition, rich analysis of the forces that shaped this vibrant style help readers connect the music with its cultural and historical context.

What's That Sound? | John Covach, Andrew Flory | W. W ...

John Covach's What's that Sound? An Introduction to Rock and its History 2nd Edition

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"What's That Sound" filled in the gaps nicely, providing biographies of the performers, explanations of the cultural/societal changes of the times, and an in-depth understanding of the BUSINESS as well as the art of rock mus

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2018 by W. W. Norton & Company. Loose-Leaf, 640 pages.

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Details about What's That Sound?: The leading text in the market, strengthens students' listening skills and deepens their understanding of rock, first and foremost, as music. New listening guides and author videos reinforce this classic strength, while also providing additional historical and cultural context that allows students to make connections between the music and the times.

What's That Sound? An Introduction to Rock and Its History ...

What's That Sound? An Introduction to Rock and Its History by John Covach & Andrew Flory Monday morning, most of the fans had already left for the long trek home. The release of a film documentary in 1970 and a two- album LP in 1971 helped to transform Woodstock from a fleeting experience into a classic document of late '60s cul - ture.

1 WHAT'S THAT SOUND?

Artists on Atlantic Records were known for their rough-edged sound that was more expressive

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than beautiful. false. Until 1955, the music business was segregated into pop, rhythm and blues, and country and western. true. In the early 1950s, mainstream pop was designed to appeal to white and black middle-class audiences.

What's That Sound? - Chapter 1 Flashcards | Quizlet

Acknowledged authors Covach, John, Flory, Andrew wrote What's That Sound?: An Introduction to Rock and Its History (Third Edition) comprising 640 pages back in 2012. Textbook and eTextbook are published under ISBN 0393912043 and 9780393912043.

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What's that Sound: An Introduction to Rock and It's History Covach, John Rudolph Covach No preview available - 2010. About the author (2009) John Covach (Professor of Music, University of Rochester and Eastman School of Music) received his Bachelor of Music (1983), Master of

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Music (1985), and PhD (1990) in music theory from the University of ...

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Introduction: Studying Rock By wwnorton-whats-that-sound. This playlist includes songs with listening guides in the 5th Edition of What's That Sound? An Introduction to Rock and Its History by John Covach and Andrew Florty. Additional songs covered throughout the chapter are also included. More info at <https://digital.wwnorton.com/whatsthat5>. 15 songs

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An Introduction to Rock and Its History (Third Edition) study guide questions and answers. What's That Sound?: An Introduction to Rock and Its History (Third Edition), Author: John Covach/Andrew Flory - StudyBlue

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Sound?: An Introduction to Rock and Its History Introduction. Chapter 1.

An Introduction to Music Technology, Second Edition provides a clear overview of the essential elements of music technology for today's musician. This book focuses on the topics that underlie the hardware and software in use today: Sound, Audio, MIDI, Computer Notation, and Computer-Assisted Instruction. Appendices cover necessary computer hardware and software concepts. Written for both music technology majors and non-majors, this textbook introduces fundamental principles and practices so students can learn to work with a wide range of software programs, adapt to new music technologies, and apply music technology in their performance, composition, teaching, and analysis. Features: Thorough explanations of key topics in music technology Content applicable to all software and hardware, not linked to just one piece of software or gear In-depth discussion of digital audio topics, such as sampling rates, resolutions, and file formats Explanations of standard audio plug-ins including dynamics processors, EQs, and delay based effects Coverage of synthesis and sampling in software instruments Pedagogical features, including: Further Reading sections that allow the student to delve deeper into topics of interest Suggested Activities that can be carried out with a variety of different programs Key Terms at the end of each chapter What Do I Need? Chapters covering the types of hardware and software needed in order to put together Audio and MIDI systems A companion website with links to audio examples that demonstrate various concepts, step-by-step tutorials, relevant hardware, software, and additional audio and video resources. The new

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edition has been fully updated to cover new technologies that have emerged since the first edition, including iOS and mobile platforms, online notation software, alternate controllers, and Open Sound Control (OSC).

Phonetics is the scientific study of sounds used in language- how the sounds are produced, how they are transferred from the speaker to the hearer and how they are heard and perceived. The Sounds of Language provides an accessible, general introduction to phonetics with a special emphasis on English. Focusing on the phonetics of English, the first section allows students to get an overall view of the subject. Two standard accents of English are presented- RP (Received Pronunciation), the standard accent of England, and GA (General American), the standard accent throughout much of North America. The discussion is arranged so that students can read only the RP or GA portions, if desired. Sixteen additional accents of English spoken around the world are also covered to provide students with wider international coverage. The author then moves on to introduce acoustics phonetics in an accessible manner for those without a science background. The last section of the book provides a detailed discussion of all aspects of speech with extensive examples from languages around the world. Containing student-friendly features such as extensive exercises for practising the sounds covered in each chapter; a glossary of technical terms; instructions on how to write phonetic symbols; the latest International Phonetic Alphabet chart and a detailed list of English consonantal variants, The Sounds of Language provides an excellent introduction to phonetics to students of linguistics and speech pathology and students of English as a second language.

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A distinguishing feature of video games is their interactivity, and sound plays an important role in this: a player's actions can trigger dialogue, sound effects, ambient sound, and music. This book introduces readers to the various aspects of game audio, from its development in early games to theoretical discussions of immersion and realism.

This best-selling book introduces you to the principles of sound, perception, audio technology and systems. Whilst offering vital reading for audio students and trainee engineers, this guide is ideal for anyone concerned with audio, sound and recording, beginners and professionals alike. This new edition is bang up to date, with a new chapter on sound quality, expanded information on sequencing, rewire and digital audio synchronisation, pitch correction and blue ray disk.

Undergraduate-level text examines waves in air and in three dimensions, interference patterns and diffraction, and acoustic impedance, as illustrated in the behavior of horns. 1951 edition.

The first book to provide comprehensive introductory coverage of the multiple topics encompassed under psychoacoustics. How hearing works and how the brain processes sounds entering the ear to provide the listener with useful information are of great interest to psychologists, cognitive scientists, and musicians. However, while a number of books have concentrated on individual aspects of this field, known as psychoacoustics, there has been no comprehensive introductory coverage of the multiple topics encompassed under the term. Music, Cognition, and Computerized Sound is the first book to provide that coverage, and it

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does so via a unique and useful approach. The book begins with introductory chapters on the basic physiology and functions of the ear and auditory sections of the brain, then proceeds to discuss numerous topics associated with the study of psychoacoustics, including cognitive psychology and the physics of sound. The book has a particular emphasis on music and computerized sound. An accompanying download includes many sound examples to help explicate the text and is available with the code included in the book at <http://mitpress.mit.edu/mccs>. To download sound samples, you can obtain a unique access code by emailing digitalproducts-cs@mit.edu or calling 617-253-2889 or 800-207-8354 (toll-free in the U.S. and Canada). The contributing authors include John Chowning, Perry R. Cook, Brent Gillespie, Daniel J. Levitin, Max Mathews, John Pierce, and Roger Shepard.

The #1 text and digital media package, *What's That Sound?* helps students understand rock first and foremost as music, emphasizing concepts and listening skills. In addition, rich analysis of the forces that shaped this vibrant style help readers connect the music with its cultural and historical context.

Sound is integral to how we experience the world, in the form of noise as well as music. But what is sound? What is the physical basis of pitch and harmony? And how are sound waves exploited in musical instruments? In this Very Short Introduction Mike Goldsmith looks at the science of sound and explores sound in different contexts, covering the audible and inaudible, sound underground and underwater, acoustic and electric, and hearing in humans and animals. He also considers the problem of sound out of place - noise and its reduction. ABOUT

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THE SERIES: The Very Short Introductions series from Oxford University Press contains hundreds of titles in almost every subject area. These pocket-sized books are the perfect way to get ahead in a new subject quickly. Our expert authors combine facts, analysis, perspective, new ideas, and enthusiasm to make interesting and challenging topics highly readable.

The major aim of this book is to introduce the ways in which scientists approach and think about a phenomenon -- hearing -- that intersects three quite different disciplines: the physics of sound sources and the propagation of sound through air and other materials, the anatomy and physiology of the transformation of the physical sound into neural activity in the brain, and the psychology of the perception we call hearing. Physics, biology, and psychology each play a role in understanding how and what we hear. The text evolved over the past decade in an attempt to convey something about scientific thinking, as evidenced in the domain of sounds and their perception, to students whose primary focus is not science. It does so using a minimum of mathematics (high school functions such as linear, logarithmic, sine, and power) without compromising scientific integrity. A significant enrichment is the availability of a compact disc (CD) containing over 20 examples of acoustic demonstrations referred to in the book. These demonstrations, which range from echo effects and filtered noise to categorical speech perception and total more than 45 minutes, are invaluable resources for making the text come alive.

What's that sound, Spot? And where is it coming from? Lift the flaps and press the noisy buttons as you read to help Spot on his search. Can you find some familiar friends from the

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world of Where's Spot? along the way? This brand new adventure is full of lift-the-flap surprises, with all the fun and humour that has made the original Where's Spot a much-loved classic. Featuring five sound buttons and lots of flaps on every page, it's ideal for developing fine motor skills and encouraging curiosity and play.

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