

## News & Analysis

- 4 **Leader**
- 4 **News**  
Sales, contracts, appointments and biz bites.
- 16 **Products**  
New introductions and announcements.
- 58 **Headroom**

## Craft

- 14 **Skyline Tonfabrik**  
Postproduction, music programming and mastering — we visit a facility that was brave enough to start again.
- 38 **Peter Schmidt**  
Top German mixer with a 'room of the future' talks Tonelux, training and his Teldex Studio Berlin connection.
- 42 **Steve Sidwell**  
The modern orchestrator has added some engineering and production talent and a small studio.
- 44 **Sweet Spot**  
We give a small room the Ghost treatment and report back on the quality of experience.
- 46 **Meet your maker**  
Amir Vinci — The senior product manager at Waves talks native, latency, bottlenecks and bloat.
- 48 **Katz's column**  
Bob uses the example of a recent compilation project to explain the different approaches he applied.
- 49 **Ten**  
Desert island mics

## Business

- 50 **Flawed but not floored**  
It's official: label bosses have admitted their business models are coming unstuck. We prescribe further disassembly.
- 56 **Your business**  
Production Magic proves it's not really magic at all; it's mostly about survival and getting paid.

## Technology

- 52 **DVD HD and BD**  
Still not embedded in the entertainment chain — it could be the format battle, it could be delays to market, it could be attitudes have changed.
- 54 **Slaying Dragons**  
Digital depends heavily on error correction, a topic that is generally taken for granted. John finds it too interesting for that.

## Reviews

- 22 **Dangerous Music Monitor ST-SR**
- 24 **Drawmer S3**
- 26 **Dolby Media Producer**
- 28 **Golden Age Project ribbon mics**
- 30 **Eventide H7600**
- 32 **Edirol R-4 Pro**
- 34 **AKG Perceptions**
- 36 **Contech Logic keyboards**