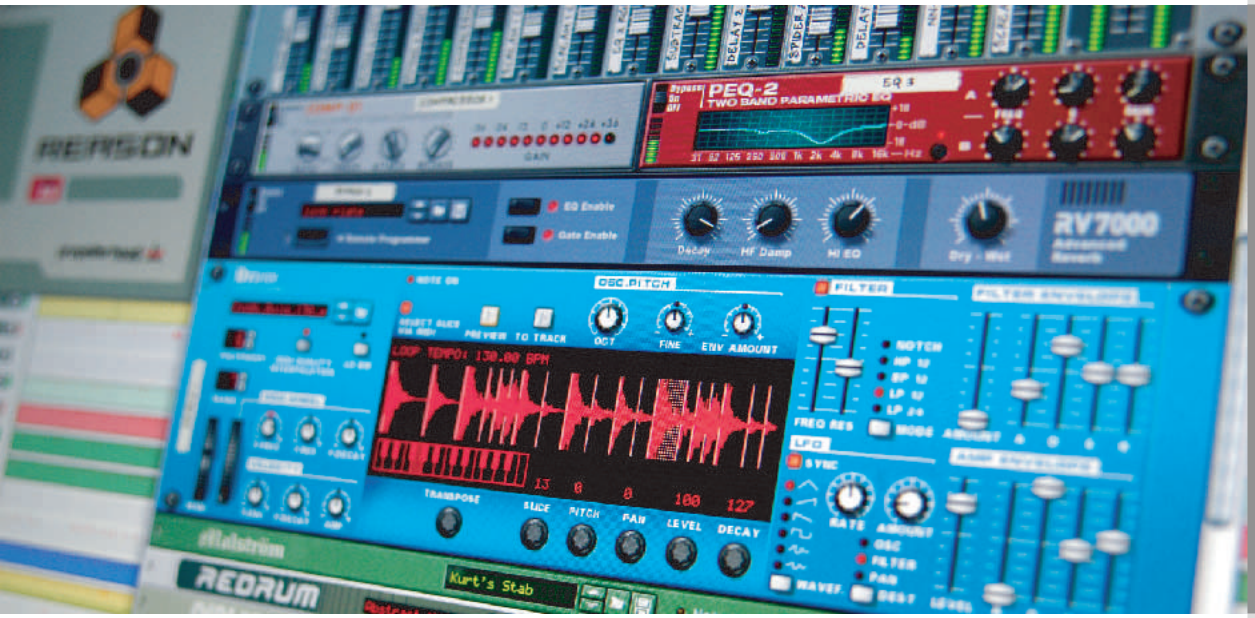
Power Tools for Reason 2.5



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Master the World's Most Popular Virtual Studio Software
by Kurt Kurasaki

The must-have handbook for experienced users of Propellerhead Software Reason, this definitive guide provides insider tips and techniques for producing music using Reason, one of the world's most popular virtual-studio programs.

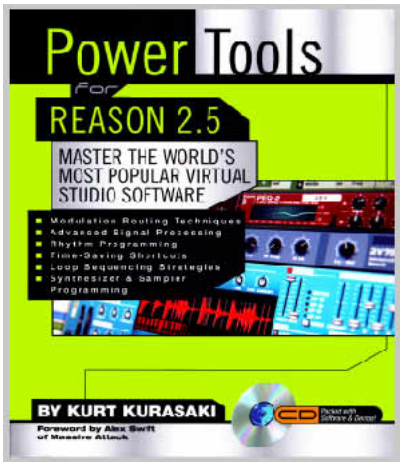
Power Tools for Reason 2.5 covers various principles of audio engineering and music production. The topics include control voltage routing, digital signal processing effects, rhythm programming, synthesizer patch programming, and tips for getting the most out of Reason. Each section includes example projects with step by step directions and schematic diagrams that clearly illustrate how the principles are applied. There are over one hundred examples that range from practical tips to intricate audio manipulation, and these projects can inspire new music ideas or enhance existing Reason song projects.

The book includes a CD-ROM containing audio samples, and ReCycle loops required in the book examples. Also included are several ReFill Sample libraries, as well as demo songs composed by Reason users from around the world.

Clear, informative, educational. Power Tools for Reason 2.5 gives novices as well as seasoned Reason users a multitude of fresh ideas and varied perspectives. . . . a must read!
—John Herndon (Tortoise, A Grape Dope)

"The detail it goes into is amazing as it unearths hundreds of power tips"
—Future Music Magazine

"Power Tools For Reason 2.5 is like the Dungeon Master's Guide to Propellerheads' popular studio softare. Just when you thought you knew a thing or two about Reason, Kurasaki explains methods to get more out of your app."
—XLR8R



By following the examples found in this book, you will learn to use the software in new and inventive ways. Not only that, but you will also have taken in a lot of very useful knowledge of music production in general, because the author has taken a lot of care to explain what is actually happening to the audio once you begin to manipulate it. In other words, youire not just getting great sounds out of your software synth, youire learning how youire doing it. I had a lot of fun trying out some of these ideas, and found myself falling in love with Reason all over again. Therefore, I would wholeheartedly recommend this book to newcomers and experts alike.

Foreword by Alex Swift,
Programmer
Massive Attack