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Available [here](#).

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Reading Summary

The topic that I am researching is telepresence and music and, right off the bat, I found

out that music engineers do not think about presence in their work. They're more likely to think

about "establishing the listeners' perspective relative to the music; creating or recreating a space

in which the music seems to be performed; capturing a rough live, or creating a refined layered,

performance; and using musicians or recreating instrument sounds with technology." This all

impacts presence by giving listeners "a sense of connection with music and performers that

includes perceptions of physical space, social interaction, and realness or genuine-ness." Sound

engineers have plenty of ways to bring this presence to listeners during the recording and the

mixing stages.

To establish the perspective of the listeners, the recording engineer uses microphone

placement; to determine the virtual position of the listeners, the mix engineer manipulates the

various elements through panning, reverb, and equalization. The pan control is used "like the

balance control on a stereo, shifting volume from left to right in a continuous panorama," and the

two most important parts of panning are the listener perspective and the width of the sound

"image." Reverb is used to define the size of the virtual room, the performers' location within

that space, and the relative distance from the listeners to the performers. Equalization is used to

boost or cut the volume of a frequency, create a sense of closeness/distance, and manipulate brightness.

When it comes to presence, the difference between studio and location recording is the difference in size of the areas, and the authenticity and genuine emotion of the performance. According to producer, George Martin, "In order to make a good record, you have to have fun doing it – that feeling is passed directly to the audience. It can't be faked or inserted after the fact with any piece of technology. It's either there or it's not." When you overdub too much, which is performing each instrument separately and layering them together, there's less fun for the musicians, which gives the listeners less presence. MIDI makes it completely possible for a composer to make a song without a single musician there.

Overall, there are various ways to give listeners a sense of presence when listening to music. There is no guaranteed way, and one way to test out the theory would be to release the same song on different formats and to different demographics, and see which version has the best response by fans. If it were up to presence scholars, though, the musicians would "record on location rather than in studio, have the performers all perform together rather than using overdubbing, and reduce dependence on computer controlled synthesis whenever possible and instead make use of performing musicians." Also, mix engineers would try to use an intimate approach of "narrower panning, warm EQ and smaller, warmer reverbs."