

P.O. Box 106 • Ventura, CA 93002 admin@MediaRoomsTech.com • 805-653-5557

www.MediaRoomsTech.com

We design **Stellar Sounding Spaces**With **Science**, not Sorcery



Design Philosophy - The Science of Sound and Space

Our goal is to create high performance acoustical spaces **repeatedly**, **reliably**, **and predictably** using scientific principles.

Sound follows the rules of physics, so good acoustical design must be science-based. **MediaRooms** creates exceptional designs and effective solutions based on precise calculations and real-world data, rather than "secret mysteries" that only confuse and conceal. In *real* acoustics there is only science; no wizardry, no sleight of hand.

What sets MediaRooms' design philosophy apart is that we know each and every room is a unique space, requiring an acoustical design that accounts for its specific elements. By determining what those special attributes are, and accounting for them in the design, we can assure you of an acoustical space that performs to world class specifications. Other design philosophies don't take this into account, giving you the same tired design they give everyone else.

We give you a room customized to your specific needs and its individual characteristics; other designers give you a copycat compromise.

We also understand that while it's important for an acoustically sensitive space to look good, it's just as important, if not more so, that it sound neutral, accurate and uncolored. After all, we listen with our ears, not our eyes. With our room designs, the project you deliver to your client matches what you hear in your room, giving you confidence in your work. Everyone hears the same thing, and there are no unpleasant surprises.

We can work directly with you or with your architect. We can also recommend an architect who has a particular appreciation for the special needs of acoustically sensitive spaces.

And we can work with your contractor, or recommend a licensed general contractor who has both the skill and attention to critical details that ensures your room will perform as expected.

MediaRooms Technology is a technical services company focusing on acoustical design, consultation, and noise remediation, providing acoustical services to -

- Motion picture and television post production sound studios, mix stages, screening rooms and theaters
- Music recording and mixing spaces
- · Commercial spaces, such as offices, meeting rooms, and videoconferencing/teleconferencing rooms
- · High end home theaters

We were created in January, 2009, as a California Limited Liability Company, and are fully insured.

Project Photos



Paul Massey's Private Mix Studio - Ventura, CA



Matt Groening's Santa Monica Campus Mix/Edit Room



Studio Awesome Voice Over Booth - Hollywood, CA



Max Post - Studio C Mix Room - Burbank, CA



Vox Mundi Feature Mix Stage - Sao Paulo, Brazil

Design and Consultation Clients

Academy of Motion Picture Arts and Sciences - Beverly Hills, CA
Skywalker Sound - Marin County, CA
iHeart Media - Burbank, CA
Santa Monica Campus/Matt Groening - Santa Monica, CA
Michael Mann, Motion Picture Director - Los Angeles, CA
Nathaniel Kunkel - Santa Monica, CA
Craig Wood, Motion Picture Editor - Los Angeles, CA
Bruce Botnick, Film and Record Music Mixer - Ojai, CA
Woodshed Recording - Malibu, CA
Hotel Virginia - Harrisonburg, VA
Audio Head - Hollywood, CA
Post Apocalypse Sound - Los Angeles, CA

Technicolor - Burbank, CA

Sony Pictures Entertainment - Culver City, CA

HBO West Coast - Santa Monica, CA

Paul Massey, Rerecording Mixer - Ojai, CA

Buzzy's Recording - Hollywood, CA

Paley Center for Media - Beverly Hills, CA

Studio Awesome - Hollywood, CA

Max Post - Burbank, CA

Full Mix - Sao Paulo, Brazil

Radium/Reel FX - Santa Monica, CA

Post Haste Sound - Los Angeles, CA

...and more

Testimonials

George Massenburg, Audio Master -

"Bruce's room for Paul Massey has fabulous low end response and control. He's the man!"

Paul Massey, Rerecording Mixer; Ojai, CA - <u>Just completed designing and building a second mix room for Paul in Atmos!</u> 5.1 Film Mix Room Acoustical Design and Analysis

"MediaRooms did an excellent design of my new mix room. Mixes there sound great and translate well to my stage at Sony, so I can mix a project using both stages with complete confidence in what I'm hearing. And Bruce provided excellent advice and service throughout construction, and was a joy to work with, so I can say unequivocally he is the man to use."

"He's very, very talented."

Michael Boddicker, Master Synthesist, Mixer -

Bruce has been my go-to acoustician for years. His designs are clever, and always work well. I trust him completely."

Mike Walsh, Vice President of Technical Operations Max Post, A Fremantle Media Company, Burbank, CA -Acoustical design and consultation for three mix rooms

Over time, we've had MediaRooms Technology design three mix rooms for our television work. Each time Bruce's designs have helped our mixers get much better mixes in far less time, while substantially reducing mixer fatigue and providing a very pleasing listening environment. Our clients are happy and our mixers are happy, so we're happy we chose MediaRooms.

Bob Bronow, Rerecording Mixer Max Post, A Fremantle Media Company, Burbank, CA

"My mixes translate better than ever before, and there's no more ear fatigue. A very worthwhile investment."

Armando Torres Jr., Rerecording Mixer Full Mix Estudio; Sao Paulo, Brazil - 7.1 Film Mix Room Acoustical Design and Consultation

"We needed a great re-recording mixing room for theatrical productions in Brazil and we are very happy that we chose Bruce at MediaRooms Technology. He helped us select a good site, provided us with acoustical design and consultation, and consulted on the facility's general construction. We now have a mix room with amazing sound.



About Bruce Black, Director of Engineering

Acoustical Designer Bruce Black spent his early career working in live and theatrical sound, broadcast sound, live recording, and hardware design and sales, including working with the renowned Deane Jensen of Jensen Transformers, and founding Black Audio Devices. He eventually spent over 25 years in motion picture and television post production sound engineering.

Mr. Black worked both freelance and on staff, for such companies as Skywalker Sound, DreamWorks, Warner Brothers, Sony Picture Entertainment, the Academy of Motion Picture Arts and Sciences, and others.

During that time, he saw that much of the "common wisdom" on acoustics was not based on science or verifiable information. Truly good rooms were elusive and rare, and their designers could not explain what it was that made them work or not; repeatable success was difficult or impossible.

He instinctively felt that acoustics was pure science, that no magical secrets or obscure knowledge were involved, and creating successful rooms need not be a hit or miss affair. He commenced reading many books by such scientific authorities as Everest, Beranek, Salter, Long, Toole, and others. These authors continue to be resources drawn upon by Mr. Black.

Using this education, Mr. Black combined it with a dedication to using true measured data and creative thinking to synthesize a new vision of successfully creating high performance critical listening spaces in a repeatable, reliable, and predictable manner.

To bring this new vision to life, he established **MediaRooms Technology LLC** in January, 2009, and assumed the role of Director of Engineering.

Mr. Black has been published in Mix Magazine, Recording Magazine, The Editors Guild Magazine, and the Cinema Audio Society Quarterly, and has presented papers to Audio Engineering Society International Conventions (NYC, October 2018, AES Europe Virtual Vienna, May, 2020, and AES 154 in Helsinki, May, 2023), two papers at the AES Symposium in January, 2019, in Anaheim, CA, and multiple papers before the Audio Engineering Society Los Angeles Section, the Los Angeles chapter of the Acoustical Society of America (ASA), and the Hollywood Sapphire Group.

Mr. Black is a member of AES, SMPTE, ASA, the Academy of Motion Picture Arts and Sciences, (where he served on the Theater Standards Committee), CEDIA, and is an associate member of the American Institute of Architects.