



Michaela's Music House: The Magic of the Violin

Gwendolyn Masin

Musikverlag Muller & Schade, £32

This is an excellent, very well-structured tutor book which provides physical exercises for establishing the basis of a sound technique for both left and right hands, the bow-hold and principal bow strokes.

As a full-time violin teacher I find myself constantly trying to find different ways of improving and establishing all aspects of a good technique. This book provides an indispensable resource of exercises which are explained in a way that a child of the age of 4+ would easily be able to understand and actually love doing. Each new game is accompanied by a little story which helps the young child understand the new underlying concept and the book is beautifully illustrated in a way that will be appealing to young pupils and teachers alike. I found that having a series of photographs accompanying the detailed account of the stages involved in explaining how to develop a sound bow-hold extremely helpful. In fact, this book could be seen as an invaluable reference book by violin teachers when lateral thinking is required to develop or indeed improve

the physical posture which we as teachers are always aiming to achieve or modify.

The author's approach uses primarily Violin Tutor, Book One by Sándor, Járdány and Szervánsky (1950) for the first few steps of playing and also uses Tunes for my Violin by Eleanor Murray and Phyllis Tate (1938) to provide a different musical type of experience i.e. music from both the East and West.

Summing up, this is a reference book I will be able to use extensively to improve my own day-to-day teaching in schools; I feel sure my pupils will approve of the new imaginative little games, analogies and stories I intend to incorporate into my lessons. Thank you so much Gwendolyn Masin.

Glowing accolades endorsing this book have come from great pedagogues and performers such as Igor Ozim, Maxim Vengerov, Anne-Sophie Mutter and David Zinman. DAVID COOPER

A dedicated violin maker, combines the best aspects of traditional violin making with new techniques and knowledge, can resolve practically every problem that may occur. Starting activities as a violin maker, Igor Laubach had no idea what made a good violin sound. At the beginning he went the usual way - started copying Stadivarius violin shape. Later he tried other (Guarnerius, Rugeri, Montagnana, Amati etc.) shapes. This web site is completely devoted to different aspects of the huge and so enigmatical violin family world. Even the locomotive is not a greater marvel of mechanism than the violin - Laubach Exploring violin sound . . . "I hear players constantly talking about this subject of violin 'tone'. I hear violin teachers telling it to their students. In response, the virtuoso violinist began the outline of Michaela's Music House in which, within a story filled with a colourful cast, the solutions to challenges that musicians face daily can be found. Gwendolyn's buoyant outlook on life is not only contained in her writing and the creation of a fictive world that leads the reader to open the gates of their imagination but also in her decision to develop Michaela's Music House with close friends, gifted artists who have further infused the book with charm, humour and warmth. In documenting four-year-old Michaela's musical Michaela's Music House book. Read reviews from world's largest community for readers. Need another excuse to treat yourself to a new book this week? We've got you covered with the buzziest new releases of the day. To create our Read more 12 likes 8 comments. Trivia About Michaela's Music No trivia or quizzes yet. Add some now ».

The Magic House, from Final Fantasy VI. The magic house is a mansion owned by a collector. He is particularly fond of paintings and has a great many of them. After Kefka breaks the world, many malevolent entities are released. One of them possesses a painting that Relm is working on, and turns the whole house into a spooky den. You have to defeat the evil painting to save Relm. Final Fantasy VI FFVI Relm Ghost House Spooky Video Game Transcription. FFVI - The Magic House. Pages. 4.