
Subject: Re: Studio insurance

Posted by [Cujjo](#) on Tue, 16 Aug 2005 23:24:16 GMT

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out a niche for myself.

>>

>> The

>>

>>>>engineers in the other studios around here have many more years behind

>>

>> the

>>

>>>>board than I do (average of around 30 years of full-time *earning a living

>>>>at it* kind of experience so I'm a comparative newbie)

>>>>

>>>>I've learned a few things over the years of turd polishing and doing
small

>>>>demo projects and I'm starting to actually get some small labels sniffing

>>>>around my door so I must be doing something right in spite of myself

and

>>>

>>>the

>>>

>>>>rather limited and haphazard education and experience I've managed to

>>>>accumulate.

>>>>

>>>>I'm really feelin' the need to get my head around the finer points of
this

>>>>craft if I'm going to make a go of this. A huge part of this is soundstaging

>>>>and needing to spend the time to do much more than just pan a reverb

send

>>>>here and there to create a semblance of realism. To that end I've been

>>

>> doing

>>

>>>>a bit of research and I'm beginning some more in depth experimentation

>>

>> with

>>

>>>>this. I just want to make sure that my methodology is somewhat sound

and

>>>>that I'm not tilting at windmills here. I've got a full plate so though

>>>

>>>I'd

>>>

>>>>like to be able to spend the next 6 months floundering around learnin

Subject: Studio insurance

Posted by [Brandon](#) on Wed, 17 Aug 2005 21:31:48 GMT

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nd bass.

Compared to my fave ref CD's the nass and kick have way way too much low end on my BM-15s. (this is fast, 70's influence punk not big rich FLoyd or whatever)

THis is stuff I am remixing for someone, If I had produced it, choice would have been made earlier that would not require this. That said, it does seem that straight digital recirding (no tape) seems to leave unwanted lows sometimes.

"DJ" <animix_spam-this-ahole_@animas.net> wrote:

>The hipass has a slope so unless you set it with the bottom of the slope
>around 90Hz, you are going to have some residual audible LF. What you will
>hear will depend on how good your LF hearing is, but teeney computer
>speakers might start

Subject: Re: Studio insurance

Posted by [Jef Knight](#) on Wed, 17 Aug 2005 23:40:19 GMT

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800.1400" name=3D3DGENERATOR>

><STYLE></STYLE>

></HEAD>

><BODY bgColor=3D3D#ffffff>

><DIV>If you haven't seen it, it is =
very cool

=3D

>

>now.</DIV>

><DIV>Finally got Drumagog =3D

>4.02 cooking and it=3D20

>is as good as it ever was.</DIV>

><DIV>Better graphics although =
settings are a

=3D

>little too=3D20

>small for </DIV>

><DIV>my taste. Cool new features =
=3D

>like a=3D20

>graphic of a stick</DIV>

><DIV>hitting a drum in time with =
the trigger

=3D

>instead of=3D20

>a meter.</DIV>
><DIV>Rim says it is low on the CPU =
priority
=3

Subject: Re: Studio insurance
Posted by [Brandon](#) on Thu, 18 Aug 2005 00:09:09 GMT
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t;cujo" <chris@applemanstudio.com> wrote:

>>
>>What I am looking for is to tame the low end on both guitar and bass.
>>Compared to my fave ref CD's the nass and kick have way way too much low
>>end on my BM-15s. (this is fast, 70's influence punk not big rich FLoyd
>>or whatever)
>>THis is stuff I am remixing for someone, If I had produced it, choice would
>>have been made earlier that would not require this. That said, it does
seem
>>that straight digital recirding (no tape) seems to leave unwanted lows
sometimes.

>
>Why don't you just use a sharp Q curve at 20HZ on the Bass?
>Drop it down like -18 db, then widen it out a little bit until
>it starts to sound "not quite full enough", then back off a
>hair; then bring it up from -18 to let's say -12 or so... see
>if that gives you some of the subharmonics without bringing in
>more murk. Try that approach & you'll likely find something that
>works. As for guitar, you can drop everything below 40hz
>without any problem, even if it's numetal tuned down a step -
>for the stuff you described, you could probably even go to 60
>or 80hz & be fine.

>
>Neil"cujo" <chris@applemanstudio.com> wrote:

>
>Hmm, yes I'll giv it a try on the bass, but I musty admit, it seems like
the
>guitars I often hear havenothing below say even 200, Leads for instance.
>Seems liek the more lows I cut the closer I get to some classic sounds.
Lows
>seem to make things sound more "demoish" think about say the guiiitar at
the
>begining of "baby you can drive my car" now take a song like "bang an gon"
>and I hear alittle more lowsbut more in the Bass than guitar, I thought
I
>read visconti say there is nothing good below 100 for bass guitar.

Well the fundamental of the low E on a bass is 41 Hz, and

guitar it's, of course, twice that, so you don't want to completely lop off any higher than those levels, but you can certainly approach those, depending on the song & style. Lots of rock guitar tracks have plenty of ener

Subject: Re: Studio insurance

Posted by [Brandon](#) on Mon, 22 Aug 2005 21:16:24 GMT

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ou're doomed.

> PCI cards are twice as good as USB with the system loaded down, but are

> still

> nowhere near good enough (PCI 10ms drift, USB 20 ms drift)

>

> Windows 98/Me with WDM MIDI drivers for USB/PCI/ or ISA Midi ports - same

> as Windows XP. Not good enough at all if the PC is doing anything else.

>

> Windows 98/ME with 16 bit drivers - awesome. less than 1ms drift.

> Unfortunately,

> 16 bit drivers come with ISA cards only. It's not the ISA bus that brings

> the magic, it's the 16 bit drivers.

>

> I hope this helps.

> Mike

>

> "Aaron Allen" <nospam@not_here.dude> wrote:

>>

>>"Chas. Duncan" <duncan5199ATsbcglobalDOTnet@> wrote in message

>>news:bkmeg1h5224tb2h7peon47kslmgk3t9vq7@4ax.com...

>>.....

>>>

>>> Seems like such a caveman problem to be having these days -- I mean,

>>> people had this nailed in 1987 -- where did we go wrong?

>>

>>We started using USB for midi, that's where we went wrong. IMHO, midi has

> no

>>business at all on that bus. Unfortunately, MS has little regard for the

>

>>sanctity of exact timing, so the PCI bus is not much different, though a

> bit

>>better. Now it's all up to the software to make it work right or not,

>>whereas cards like the infamous MQX-32 were ROCK solid performers.... too

>

>>bad those are all ISA slots, just try finding a place to plant one of

>>these

>

>>(or drivers in Win2k/XP to run it).

>>
>>AA
>>
>>
>I would like to try these out as well.

Subject: Re: Studio insurance
Posted by [Neil](#) on Tue, 23 Aug 2005 01:03:52 GMT
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MIDI track. Very slight flanging, but nothing more. Again,
>that was just a couple of tracks though, for test purposes,
>with no plugin's, etc.
>
>NeilThanks, of course it help me.

zmora

"dan b" <daniel_burneNOSPAM@yahoo.com> wrote:
>
>It's not in the add on FX pack, but it does comes with the FX Subsystem
for
