Subject: Stupid or brilliant?
Posted by cujo on Thu, 07 Sep 2006 12:14:02 GMT
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Ok, I am really wanting to crush a drum group.

Has anyone tried this? and if so is there a drawback?
Bounce a mix with just the drums on, or add a little bass and bring it back
in to paris on 2 channels on the same EDS card as the drums and basss of
course, and crush those 2 channels with say 1176's...seems simple of course
you;d have to start the bounce from ground zero exactly or there would be
phase issues.
Besides the extra step and watsed channels, is there a drawback?

Subject: Re: Stupid or brilliant?
Posted by Deej [1] on Thu, 07 Sep 2006 13:21:10 GMT
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Just keep the original drum & bass tracks in the submix (hopefully there
aren't more than 14) so you can have some felxibility if you need to make
some adjustments during the mix.

Deej

"Cujo" <chris@nospamapplemanstudio.com> wrote in message
news:45000d0a@linux...
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Subject: Re: Stupid or brilliant?
Posted by cujo on Thu, 07 Sep 2006 13:31:18 GMT
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Oh yeah, I meant use bothe the original tracks and belnded compressed drum

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"DJ" <animix_spam-this-ahole_@animas.net> wrote:
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Subject: Re: Stupid or brilliant?
Posted by Deej [1] on Thu, 07 Sep 2006 14:17:06 GMT
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Go figure.

;o)

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Subject: Re: Stupid or brilliant?
Posted by rick on Thu, 07 Sep 2006 14:22:49 GMT
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pretty standard. you can even try bringing the smashed drums in as a
mono file to mix in with the unprocessed.

On 7 Sep 2006 23:31:18 +1000, "cujo" <chris@nospamapplemanstudio.com>

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Subject: Re: Stupid or brilliant?
Posted by Don Nafe on Thu, 07 Sep 2006 14:25:30 GMT
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I'll go one step further and add reverb to the snashed kit to place it
front to back in the mix

Nice treatment

Don

"rick" <parnell68@hotmail.com> wrote in message
news:ona0g2t57aj9njr1l3jjadsuhicak54rn0@4ax.com...
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Subject: Re: Stupid or brilliant?
Posted by John [1] on Thu, 07 Sep 2006 14:41:01 GMT

Don't forget to ride the automated faders in Paris to keep the
uncompressed drum tracks (especially kick and snare) just above the
compressed signal. Do for normal bass too. Ride them suckas.

John

Don Nafe wrote:
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> front to back in the mix
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> Nice treatment
>
> Don
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Subject: Re: Stupid or brilliant?
Posted by Rod Lincoln on Thu, 07 Sep 2006 18:42:42 GMT
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Subject: Re: Stupid or brilliant?
Posted by cujo on Thu, 07 Sep 2006 23:35:45 GMT
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Oh please pretty please can someone fix this!..waaah, I want my Paris to
work wihtout so many workarounds!
Really I don;t know whay it tool me so loing to think of this, I think I
may have tried it with the Nolimit on the stereo bus, but there was way
too much phase issues there that I gave up, but I don; think I have tried
it since I got UAD 2 years ago, now it makes so much sense.

I am trying out the the UAD NEve plug this weekend I hope, If I like it,
I am goin in for another card. Mayeb just the 256 dollar express then get
the NEVE and 140.

"DJ" <animix_spam-this-ahole_@animas.net> wrote:
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Subject: Re: Stupid or brilliant?
Posted by cujo on Fri, 08 Sep 2006 12:35:41 GMT
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Ok, so there is latency on Bounce To DIsc, I suppose that makes sense, oes anyone know the exact numbers? Also, what about if a externeal comp is used?
Thanks rod.

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Subject: Re: Stupid or brilliant?
Posted by Rod Lincoln on Fri, 08 Sep 2006 12:49:46 GMT
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It varies from system to system. You just have to figure yours out. I've had
3 different systems, and they've all been different. I think it has to do
with how fast the cpu can kick into gear/the OS/ and the app.
The numbers for an external i/o should be the same however. I don't have
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Subject: Re: Stupid or brilliant?
Posted by cujo on Fri, 08 Sep 2006 13:08:22 GMT
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Thanks for the info,
Is the # static for each system?

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
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Subject: Re: Stupid or brilliant?
Posted by Rod Lincoln on Fri, 08 Sep 2006 14:35:09 GMT
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For the Bounce to disk? Once you figure it out,it will be the same for that
bit rate. 16bits will give a different number different than 24 bits (that
is, what your bitrate is set at during the bounce, bot what the existing
files are). 44.1 and 48k will yeild the same numbers for bounce to disk.
ME/98 will be different than XP on the same system.
Paris version 2.x will be different than version 3.0 on the same system.
All this info is for bounce to disk. If you bounce using a spdif loop or
lightipe loop, bit rate won't matter, and I think the #'s are the same from
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