
Subject: Lead vox standout, how?

Posted by [RK](#) on Thu, 05 Jan 2006 01:43:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

down in the Bay Area? I'm just getting back =
into Paris, but I thought you were trying to get a Bay Area user group =
going a couple years back. =20

Kent

"Tom Bruhl" <arpegio@comcast.net> wrote in message =
news:43bc8234@linux...

RK,

I've never used an out of phase signal for thi

Subject: Re: Lead vox standout, how?

Posted by [Tom Bruhl](#) on Thu, 05 Jan 2006 02:17:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

quot; name=3DGENERATOR>

<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV>Cool, I'll give that a =
try.</DIV>

<DIV> </DIV>

<DIV>Tom, didn't you used to be down in the =
Bay=20

Area? </DIV> I'm just getting back into Paris, but I thought you were =
trying to=20

get a Bay Area user group going </DIV> a couple years back. =

<DIV> </DIV>

<DIV>Kent</DIV>

<BLOCKQUOTE dir=3Dltr=20

style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

<DIV>"Tom Bruhl" <<A=20

href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net> wrote =
in message=20

news:43bc8234@linux...</DIV>

<DIV>RK,</DIV>

<DIV>I've never used an out of phase =
signal for this=20

purpose. </DIV> I have</DIV>

<DIV>used something similar though. =

Copy lead=20

vocal track to an</DIV>

adjacent channel, pan each hard =
 left-right, =20
 move the left track a millisecond or
 even less back in time. The =
 vocal should =20
 widen without sounding
 processed. Keep their faders =
 equal =20
 level. Your ear will naturally hear the
 earlier track (left) first and =
 perceive that it's =20
 louder. If you feel that's disconcerting
 try raising the right track =
 to level it out. This may decrease the effectiveness of =
 the =20
 process though.
 Another way to get it to sound more =
 present is to =20
 double
 compress the track with comps in =
 series but only =20
 reducing by 2 or 3db each.
 Sometimes a third comp is needed =
 along with level =20
 automation. The idea
 is to not hear pumping but have a =
 fairly steady =20
 state level to the vocal.
 This will allow you to get it to ride =
 on top of =20
 the mix without jumping out
 to bite you.
 "PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
 BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 "RK" <
 =
 href="mailto:kent510745@hotmail.com">kent510745@hotmail.com> =
 wrote in =20
 message <A =
 href="news:43bc7a43@linux">news:43bc7a43@linux...</DIV>
 Trying to get lead vocals to jump out of the mix and I remember =
 a =20
 trick listed somewhere telling you to copy a vocal track to a =
 different =20

track, pan
tracks left and right, then reverse the phase on the =
second=20
track and slowly
bring the fader on the second track to meet the =
other=20
track fader at 0.
Seemed to work, but the effects seemed to =
cancel each=20
other out. Does
anyone use this, and if so, how do you get =
the FX=20
to not whack each other
out?

<FONT face=3DArial=20
size=3D2>RK,</DIV>
<DIV>Only apply effects to the +phase=20
track.</DIV>
<DIV><FONT face=3DArial=20
size=3D2>Tom</DIV></BLOCKQUOTE></BLOCKQUOTE></BODY ></HTML>

-----=_NextPart_000_0086_01C6115B.CE6046B0--
http://news.harmony-central.com/Newp/2006/Antelope-Audio-DA-OCX-OCX-V.htmlThis is a
multi-part message in MIME format.

-----=_NextPart_000_0190_01C6117B.9C5C44A0
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Kent,
I'm in the Boston area. I know there's a bay around here somewhere...
There's Tom Boyles and Tom Bancroft too.
The other Tom

"RK" <kent510745@hotmail.com> wrote in message news:43bc836c@linux...
Cool, I'll give that a try.

Tom, didn't you used to be down in the Bay Area? I'm just getting =
back into Paris, but I thought you were trying to get a Bay Area user =
group going a couple years back. =20

Kent
"Tom Bruhl"

Subject: Re: Lead vox standout, how?
Posted by [RK](#) on Thu, 05 Jan 2006 02:22:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

less back in time. The vocal should widen without sounding
processed. Keep their faders equal level. Your ear will naturally =
hear the
earlier track (lft) first and perceive that it's louder. If you =

feel that's disconcerting=20

try raising the right to level it out. This may decrease the = effectiveness of the=20 process though.

Another way to get it to sound more present is to double compress the track with comps in series but only reducing by 2 or = 3db each.

Sometimes a third comp is needed along with level automation. The = idea

is to not hear pumping but have a fairly steady state level to the = vocal.

This will allow you to get it to ride on top of the mix without = jumping out to bite you.

"RK" <kent510745@hotmail.com> wrote in message = news:43bc7a43@linux...

Trying to get lead vocals to jump out of the mix and I remember a = trick

listed somewhere telling you to copy a vocal track to a different = track, pan

tracks left and right, then reverse the phase on the second track = and slowly

bring the fader on the second track to meet the other track fader = at 0.

Seemed to work, but the effects seemed to cancel each other out. = Does

anyone use this, and if so, how do you get the FX to not whack = each other out?

RK,

Only apply effects to the +phase track.

Tom

-----=_NextPart_000_0190_01C6117B.9C5C44A0

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

<HTML><HEAD>

<META http-equiv=3DContent-Type content=3D"text/html; =

charset=3Diso-8859-1">

<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>

<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV>Kent,</DIV>

<DIV>I'm in the Boston area. I know =
there's a bay=20
around here somewhere...</DIV>
<DIV>There's Tom Boyles and Tom Bancroft=20
too.</DIV>
<DIV>The other Tom</DIV>
<DIV> </DIV>
<BLOCKQUOTE dir=3Dltr=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"RK" <<A=20
href=3D"mailto:kent510745@hotmail.com">kent510745@hotmail.com> =
wrote in=20
message <A =
href=3D"news:43bc836c@linux">news:43bc836c@linux...</DIV>
<DIV>Cool, I'll give that a =
try.</DIV>
<DIV> </DIV>
<DIV>Tom, didn't you used to be down in =
the Bay=20
Area? I'm just getting back into Paris, but I thought you were =
trying to=20
get a Bay Area user group going a couple years back. =
</DIV>
<DIV> </DIV>
<DIV>Kent</DIV>
<BLOCKQUOTE dir=3Dltr=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Tom Bruhl" <<A=20
href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net> =
wrote in=20
message <A =
href=3D"news:43bc8234@linux">news:43bc8234@linux...</DIV>
<DIV>RK,</DIV>
<DIV>I've never used an out of phase =
signal for this=20
purpose. I have</DIV>
<DIV>used something similar =
though. Copy lead=20
vocal track to an</DIV>
<DIV>adjacent channel, pan each hard =
lft-rt,=20
move the left track a millisecond or</DIV>
<DIV>even less back in time. The =
vocal should=20
widen without sounding</DIV>
<DIV>processed. Keep their faders =

equal=20
 level. Your ear will naturally hear the</DIV>
 <DIV>earlier track (lft) first and =
 perceive that=20
 it's louder. If you feel that's disconcerting </DIV>
 <DIV>try raising the right <FONT =
 face=3DArial=20
 size=3D2>to level it out. This may decrease the effectiveness =
 of the=20
 </DIV>
 <DIV>process though.</DIV>
 <DIV> </DIV>
 <DIV>Another way to get it to sound more =
 present is=20
 to double</DIV>
 <DIV>compress the track with comps in =
 series but=20
 only reducing by 2 or 3db each.</DIV>
 <DIV>Sometimes a third comp is needed =
 along with=20
 level automation. The idea</DIV>
 <DIV>is to not hear pumping but have a =
 fairly steady=20
 state level to the vocal.</DIV>
 <DIV>This will allow you to get it to =
 ride on top of=20
 the mix without jumping out</DIV>
 <DIV>to bite you.</DIV>
 <BLOCKQUOTE=20
 style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
 BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"RK" <<A=20
 =
 href=3D"mailto:kent510745@hotmail.com">kent510745@hotmail.com> =
 wrote=20
 in message <A =
 href=3D"news:43bc7a43@linux">news:43bc7a43@linux...</DIV>
 <DIV>Trying to get lead vocals to jump out of the mix and I =
 remember a=20
 trick
listed somewhere telling you to copy a vocal track to a =
 different=20
 track, pan
tracks left and right, then reverse the phase on the =
 second=20
 track and slowly
bring the fader on the second track to meet =
 the other=20
 track fader at 0.
Seemed to work, but the effects seemed to =
 cancel each=20
 other out. Does
anyone use this, and if so, how do you =

get the FX=20
to not whack each other<BR&g

Subject: Re: Lead vox standout, how?
Posted by [Tom Bruhl](#) on Thu, 05 Jan 2006 03:10:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

to the +phase=20
track.</DIV>
<DIV><FONT face=3DArial=20
size=3D2>Tom</DIV></BLOCKQUOTE></BLOCKQUOTE></BLOCKQUOTE
></BODY></=

HTML>

-----=_NextPart_000_0190_01C6117B.9C5C44A0--Another important point is the frequencies around the vocalist...if there are a couple of instruments in the same range the vocals will be fighting to be heard...make sure there is somewhat of a hole around the vocals so that they fill that void or hole all by themselves.

A quick trick is to throw the mix in mono and see what you hear...if the guitar or piano is interfering, try a new level or re-EQ the offending instrument so it backs off enough to give the vocals their space.

Doubling or tripling work (with appropriate time delay)...adding a chorus to the third can help...compressing a copy of the vox track and blending to taste might work..and the above suggestion will work

YMMV

Don

"RK" <kent510745@hotmail.com> wrote in message news:43bc7a43@linux...
> Trying to get lead vocals to jump out of the mix and I remember a trick
> listed somewhere telling you to copy a vocal track to a different track,
> pan
> tracks left and right, then reverse the phase on the second track and
> slowly
> bring the fader on the second track to meet the other track fader at 0.
> Seemed to work, but the effects seemed to cancel each other out. Does
> anyone use this, and if so, how do you get the FX to not whack each other
> out?
>
>This is a multi-part message in MIME format.

-----=_NextPart_000_01AF_01C6117C.1A3F49D0
Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

What bugs me is the final fix is always the last thing I think of...

"Aaron Allen" <nospam@not_here.dude> wrote in message =
news:43bb476f@linux...

Keep notes bro, every time you build. Funny how those little snags are =

always the ones that kick us in the sack for days until we cry like =

Homer=20

"DOH" and realize just what we forgot.

AA

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message=20
news:43b985f7\$1@linux...

> Found the problem. Didn't have the "allow users to change my files"=20
> settings

> clicked on the SX computer so though I could transfer from the SX =
DAW to=20

> the

> Paris DAW (backasswards from what I need to be doing), I couldn't =
transfer

> from the Paris DAW to the Cubase DAW. Pilot erroras usual.

>

> Seems like I need to build a DAW a week just to keep my syanpses =
firing

> properly. When I go for a couple of years, I forget one of the

> 3274433333333337892 simple little things that are necessary to make =
this

> happen.

>

> I did talk to Chris Ludwig earlier today. It ws gratifying to know =
that

> 99.9% of the wierdness I've experienced while building this DAW has =
also

> been encountered by others.

>

> OK.....now where was I????

>

> ;o)

>

> "EK Sound" <spamnot.info@eksoundNO.com> wrote in message

> news:43b97979\$1@linux...

>> That was the issue here... sometimes it would work, other times... =
not

>> so much.

>>

>> David.
>>
>> DJ wrote:
>> > Nope.....didn't work after all.....Grrrrrrrr;o(
>> >
>> > "DJ" <animix_spam-this-ahole_@animas.net> wrote in message
>> > news:43b972eb\$1 @linux...
>> >
>> >>I fixed this by going into my ME networking and setting up a the =
drives
> to
>> >>access using a password. I have no idea why it should need this =
now,=20
>> >>but
>> >>it's just a small thing and it's working now so I'm not gonna =
worry
> about
>> >>it. pita though.
>> >>
>> >>Deej
>> >>
>> >>"EK Sound" <spamnot.info@eksoundNO.com> wrote in message
>> >>news:43b95eb1 @linux...
>> >>
>> >>>Our networking guys for the office shudder everytime they hear =
"ME"..
>> >>> we actually had to remove ME from all our office machines =
because
>> >>>they were so unstable with the new network we installed =
recently.
>> >>>
>> >>>David.
>> >>>
>> >>>DJ wrote:
>> >>>
>> >>>>What's strange about this is that it was workig perfectly with =
my
>> >
>> > other
>> >
>> >>DAW.
>> >>
>> >>>>I hven't made any changes at all to any settings on the Paris =
DAW
>> >>
>> >>running
>> >>
>> >>>>ME.

>> >>>>
>> >>>>"EK Sound" <spamnot.info@eksoundNO.com> wrote in message
>> >>>>news:43b952b4\$1@linux...
>> >>>>
>> >>>>
>> >>>>>ME does NOT play nice with NT/2000/XP for networking. You may =
want
> to
>> >>>>>look at going back to 98SE instead as this is way more network
>> >
>> > friendly.
>> >
>> >>>>>David.
>> >>>>>
>> >>>>>DJ wrote:
>> >>>>>
>> >>>>>
>> >>>>>>I just set up my network connections between both my DAWs. =
They are
>> >>>>
>> >>>>>seeing
>> >>>>
>> >>>>
>> >>>>>>each other's HD's and I have unrestricted sharing set. =
However, I
>> >
>> > can't
>> >
>> >>>>>>transfer files from my Paris DAW anymore. For some reason, =
even
>> >
>> > though
>> >
>> >>>>>the
>> >>>>
>> >>>>
>> >>>>>>folders are set up for sharing, the sub directories and the =
folders
>> >>>>
>> >>>>>within
>> >>>>
>> >>>>
>> >>>>>>these subdirectories have somehow been set to where I have to =
go
> into
>> >>>>
>> >>>>>every
>> >>>>

>> >>>>
>> >>>>>>subdirectory level and set each folder to share. This machine =
is
>> >>
>> >>running
>> >>
>> >>>>>>Windows ME. I have literally hundreds of subdirectories and =
sub-sub
>> >>>>>>directories within my main directories. How could this =
happen?=>20
>> >>>>>>Prior
>> >
>> > to
>> >
>> >>>>>>hooking up this new DAW, I just set my main directories to =
share on
>> >>
>> >>both
>> >>
>> >>>>>>machines and I could shuttle stuff back and forth all day =
long. The
>> >>>>
>> >>>>current
>> >>>>
>> >>>>
>> >>>>>>situation sucks most seriously.....(sigh).....what =
else
> can
>> >>>>>>happen????.....wait.....don't answer that!!!!
>> >>>>>>
>> >>>>>>
>> >>>>
>> >>>>
>> >>>>
>> >>
>> >
>> >
>
>=>20

-----=_NextPart_000_01AF_01C6117C.1A3F49D0

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

<HTML><HEAD>

<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=

Subject: Re: Lead vox standout, how?
Posted by [Don Nafe](#) on Thu, 05 Jan 2006 03:12:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

3D#####>
<DIV>What bugs me is the final fix is always =
the last=20
thing I think of...</DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Aaron Allen" <<A=20
href=3D"mailto:nospam@not_here.dude">nospam@not_here.dude> =
wrote in=20
message <A =
href=3D"news:43bb476f@linux">news:43bb476f@linux...</DIV>Keep=20
notes bro, every time you build. Funny how those little snags are =

always=20
the ones that kick us in the sack for days until we cry like Homer =

"DOH"=20
and realize just what we forgot.
AA

"DJ" <<A=20
=
href=3D"mailto:animix_spam-this-ahole_@animas.net">animix_spam-this-ahole=
_@animas.net>=20
wrote in message
<A=20
href=3D"news:43b985f7\$

Subject: Re: Lead vox standout, how?
Posted by [RK](#) on Thu, 05 Jan 2006 03:35:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

; <<A=20
=
href=3D"mailto:kent510745@hotmail.com">kent510745@hotmail.com>=20
wrote in message <A=20
href=3D"news:43bc7a43@linux">news:43bc7a43@linux...</DIV>
<DIV>Trying to get lead vocals to jump out of the mix and I =
remember a=20

trick
listed somewhere telling you to copy a vocal track to a =
different track, pan
tracks left and right, then reverse the =
phase on=20
the second track and slowly
bring the fader on the second =
track to=20
meet the other track fader at 0.
Seemed to work, but the =
effects=20
seemed to cancel each other out. Does
anyone use this, =
and if=20
so, how do you get the FX to not whack each =
other
out?

<FONT=20
face=3DArial size=3D2>RK,</DIV>
<DIV>Only apply effects to the =
+phase=20
track.</DIV>
<DIV><FONT face=3DArial=20
=
size=3D2>Tom</DIV></BLOCKQUOTE></BLOCKQUOTE></BLOCKQUOTE
></BLOCKQU=
OTE></BODY></HTML>

-----=_NextPart_000_0096_01C61165.F3AD0750--This is a multi-part message in MIME format.

-----=_NextPart_000_00AC_01C61166.41E5E680
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

I'm in the San Francisco Bay Area.

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:43bc8e94@linux...

Kent,

I'm in the Boston area. I know there's a bay around here somewhere...

There's Tom Boyles and Tom Bancroft too.

The other Tom

"RK" <kent510745@hotmail.com> wrote in message =
news:43bc836c@linux...

Cool, I'll give that a try.

Tom, didn't you used to be down in the Bay Area? I'm just getting =
back into Paris, but I thought you were trying to get a Bay Area user =
group going a couple years back. =20

Kent

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =

news:43bc8234@linux...

RK,

I've never used an out of phase signal for this purpose. I have used something similar though. Copy lead vocal track to an adjacent channel, pan each hard lft-rt, move the left track a millisecond or even less back in time. The vocal should widen without sounding processed. Keep their faders equal level. Your ear will naturally hear the earlier track (lft) first and perceive that it's louder. If you feel that's disconcerting=20 try raising the right to level it out. This may decrease the effectiveness of the=20 process though.

Another way to get it to sound more present is to double compress the track with comps in series but only reducing by 2 or = 3db each.

Sometimes a third comp is needed along with level automation. The = idea is to not hear pumping but have a fairly steady state level to the = vocal.

This will allow you to get it to ride on top of the mix without = jumping out to bite you.

"RK" <kent510745@hotmail.com> wrote in message = news:43bc7a43@linux...

Trying to get lead vocals to jump out of the mix and I remember = a trick

listed somewhere telling you to copy a vocal track to a = different track, pan tracks left and right, then reverse the phase on the second = track and slowly bring the fader on the second track to meet the other track = fader at 0.

Seemed to work, but the effects seemed to cancel each other out. = Does anyone use this, and if so, how do you get the FX to not whack = each other out?

RK,

Only apply effects to the +phase track.

Tom

-----=_NextPart_000_00AC_01C61166.41E5E680

Content-Type: text/html;
charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1528" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>I'm in the San Francisco Bay =
Area.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV>"Tom Bruhl" &lt;<A=20
href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>&gt; wrote in =
message=20
<A href=3D"news:43bc8e94@linux">news:43bc8e94@linux</A>...</DIV>
<BLOCKQUOTE dir=3Dltr=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV><FONT face=3DArial size=3D2>Kent,</FONT></DIV>
  <DIV><FONT face=3DArial size=3D2>I'm in the Boston area.&nbsp;  I know =
there's a=20
  bay around here somewhere...</FONT></DIV>
  <DIV><FONT face=3DArial size=3D2>There's Tom Boyles and Tom Bancroft=20
  too.</FONT></DIV>
  <DIV><FONT face=3DArial size=3D2>The other Tom</FONT></DIV>
  <DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
  <BLOCKQUOTE dir=3Dltr=20
  style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
  BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
    <DIV>"RK" &lt;<A=20
    =
    href=3D"mailto:kent510745@hotmail.com">kent510745@hotmail.com</A>&gt; =
    wrote in=20
    message <A =
    href=3D"news:43bc836c@linux">news:43bc836c@linux</A>...</DIV>
    <DIV><FONT face=3DArial size=3D2>Cool, I'll give that a =
    try.</FONT></DIV>
    <DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
    <DIV><FONT face=3DArial size=3D2>Tom, didn't you used to be down in =
    the Bay=20
    Area?&nbsp;  I'm just getting back into Paris, but I thought you were =
    trying=20
    to get a Bay Area user group going&nbsp;&nbsp;a couple years back.&nbsp; =20
    </FONT></DIV>
    <DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
    <DIV><FONT face=3DArial size=3D2>Kent</FONT></DIV>
    <BLOCKQUOTE dir=3Dltr=20
```

style="padding-right: 0px; padding-left: 5px; margin-left: 5px; border-left: 1px solid black; margin-right: 0px;"><div>"Tom Bruhl" <arpeggio@comcast.net> = wrote in=20 message news:43bc8234@linux...</div>
<div>RK,</div>
<div>I've never used an out of phase = signal for=20 this purpose. I have</div>
<div>used something similar = though. Copy=20 lead vocal track to an</div>
<div>adjacent channel, pan each hard = lft-rt,=20 move the left track a millisecond or</div>
<div>even less back in time. The = vocal=20 should widen without sounding</div>
<div>processed. Keep their = faders equal=20 level. Your ear will naturally hear the</div>
<div>earlier track (lft) first and = perceive that=20 it's louder. If you feel that's disconcerting </div>
<div>try raising the right = to level it out. This may decrease the = effectiveness of the=20 </div>
<div>process though.</div>
<div> </div>
<div>Another way to get it to sound = more present=20 is to double</div>
<div>compress the track with comps in = series but=20 only reducing by 2 or 3db each.</div>
<div>Sometimes a third comp is needed = along with=20 level automation. The idea</div>
<div>is to not hear pumping but have a = fairly=20 steady state level to the vocal.</div>
<div>This will allow you to get it to = ride on top=20 of the mix without jumping out</div>

> Kent
>
> "Chris Wargo" <na@na.na> wrote in message news:43bc5bcf\$1@linux...
> >
> > Haven't seen one of these new in a while...
> >
> > http://www.music123.com/Ensoniq-PARIS3-i228172.music
>
>Hello Jim,

Welcome to our neck of the woods. The easiest thing to try is cooling, open the case and put a fan on high. Test your Paris setup and push it.

It is probably heat and a weak power supply. 450 watts or so should do the trick.

Regards,

El Miguel

"jim" <jim@redgateguitars.com> wrote in message news:43bbd330@linux...
> Thanks for all the suggestions guys.... I will give a few things a go and
> see what works.. Seems the first thing to try is the cooling... I do have
> the computer in a rack and the ventilation may be inhibited so this will
> be
> easy to try....and Rob... the clicks never happen in the same place for me
> either.....always random... I'll check out the ram and native plugs...if
> the
> cooling doesn't help. I'm only running one EDS card too. My computer is
> ancient.... I've not touched it as it is reliable but it may be time for
> another....
> Thanks for your input everybody.....I'll give it all a try,
>
> BTW I had an interesting glitch on my system...wonder if anyone has had a
> similar experience...Paris started to hang up the computer on loading when
> it got to initialising the effects. I tried everything for a week but
> couldn't work out what was happening....and couldn't load Paris...Must
> have
> rebooted the computer 50 times! Well finally worked out that when I
> installed a DVD burner about two weeks previously, the disc that came with
> it updated my Direct X to the latest version without notifying me! All was
> fine for a while so I didn't suspect anything...I picked it up by chance
> after many hours of fiddling with the system. Apparently it is not
> possible
> to revert back to another earlier version but when I disabled direct X and
> turned it back on, Paris loaded again!!! Well its happened once again in

the
> last 6 months but now I know what to do ...
>
> Jim.
>
>
> "Rob Arsenault" <mani2@NOSPAMnbnet.nb.ca> wrote in message
> news:43b9dbd0\$1@linux...
>> Welcome aboard Jim,
>>
>> I was having click/pop problems when I built my last AMD box running 2
EDS
>> cards. I would hear these pops and see these little spikes in the
editor,
>> and even stranger still, I would close the project, reboot the box, go
>> back
>> to the same project and the pops were in different locations. I
installed
>> new 400W pwr supply, re-vamped my cooling setup and still had problems.
>> Turns out, it was bad ram, swapped the ram and pops went
away.....strange
>> but true.
>>
>> Good luck man.
>> Rob_A
>> www.studiomanitou.com
>>
>> "jim" <jim@redgateguitars.com> wrote in message news:43b9bc76\$1@linux...
>>> Hi Everybody...My first post to the group... Happy new year... Hey does
>>> anyone have a suggestion for a intermittent clipping sound which
happens
>> on
>>> random empty channels to the right of an operating channel? I know this
>>> sounds weird but the channel can be empty with the fader turned down
and
>>> I
>>> still get a click every few seconds... It still happens with nothing
>> plugged
>>> into the inputs of Paris. I can see the click on the level indicator
>>> onscreen. It can happen on any channel but it is always to the right of
>>> an
>>> operating channel, and usually an unused one. I hear it on playback but
>> more
>>> importantly on my mixdowns as well. I have reloaded the software but as
>> yet
>>> have not managed to track the problem down...
>>>
>>> Thanks,

> >>
> >> Jim.
> >>
> >>
> >
> >
>
>Thanks, I'll give it a look. . . .

"Miguel Vigil" <nospam@nospam.com> wrote in message news:43bc68b0@linux...
> > positive about them. And with PARIS I don't need any extra bugs! :)
>
>
> Ah, Paris... I went with Aaron Allen's long standing recommendation;
> an Asus A7S333. But I haven't tried it with the barton, yet.
>
> ebay
>
> http://cgi.ebay.com/Asus-A7S333-SiS745-Socket-A-DDR-MB-Refurbished_W0QQitemZ6835838517QQcategoryZ42012QQssPageNameZWVWQQrdZ1QQcmdZViewItem
>
> Regards,
>
> El Miguel

> =====
> "Edna" <edna@texomaonline.com> wrote in message news:43bc33c8@linux...
> > Thanks for the info. Yes, I know about the tape. I have been using
> Athlons
> > and Durons for some time now. The ECS board I got, K7VTA3, from FRYS
with
> > the Barton 2500+ was really buggy and I was sorta glad to see it
expedited
> > to another dimension. I think the AGP died, but haven't tried it with a
> PCI
> > VC. (It was only \$69 with the cpu, so didn't feel too cheated.) A
friend
> > who went to work there told me Frys had over an 80% return rate with
ECS
> > (just used as a c'mon to get people in the door), so I don't feel to
> > positive about them. And with PARIS I don't need any extra bugs! :)
> > Not familiar with or seen any reviews of asrock.
> >
> > "Miguel Vigil" <nospam@nospam.com> wrote in message
news:43bc1572@linux...
> > > I have an XP 2600 barton core running on an Asrock Ks7xe+.

> > > I've used this rig only a few times since new. The asrocks were
> > > around \$50 new.
> > >
> > > I also have used the ECS K7s5a which has held up well. I went
> > > ahead and performed the chipset modification by pulling off a
> > > insulation taped cooling radiator block and glueing it back into
> > > place with a dash of Artic Silver for effect (this was on the
> southbridge
> > > chip and prevented overheating). If you are aware, many of the Athlon
> > > cpu chips are shipped with this adhesive tape between the cooling
block.
> > >
> > > Either of these two mobos are ebay priced reasonable.
> > >
> > > Regards,
> > >
> > > El Miguel
> > >
> > >
> > >
> > >
> > > "Edna" <edna@texomaonline.com> wrote in message news:43bc01b3@linux...
> > > > Going to get another MB for my barton core 2500+ cpu. The ECS pile
I
> > had
> > > > finally expired. Have been looking at possibly ASUS ABIT MSI
Shuttle
> > and
> > > > EPOX. I can get a new feature loaded EPOX 8RDA3+ pretty reasonable
or
> > > look
> > > > for the others used on ebay - prices in \$70 range. Also can pick up
a
> > new
> > > > nVidia FX5200 dual head video card cheap, or a MM G450 real cheap.
> The
> > > > nVidia chipset boards have a little better performance, and I've had
> > good
> > > > luck with their video cards. Any tips on what works well or not
with
> > > > PARIS?
> > > >
> > > >
> > >
> > >
> >
> >
>

>Yup, down cold! Now, on to that auto edit window. . .

E

"John" <no@no.com> wrote in message news:43bc634c@linux...

> Is everyone clear on h

Subject: Re: Lead vox standout, how?

Posted by [emarenot](#) on Thu, 05 Jan 2006 17:13:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

/>

> >> > Right now his chain is a Mackie 1402 vlz into the Digi 002.

> >> > Any suggestions?

> >

> >

> >Is this Mackie the VLZpro series?

> >I don't know how the new Onyx pres compare.

> >

> >He could try to audition the cheap Behringer ADA8000 with it.

> >

> ><http://www.studioprojects.com/sp828.html>

> >This is an 8 channel mic pre about \$800, that needs to be run into an ADC.

> >

> >Just ideas to keep cost in check.

> >

> >

> >

> >Regards,

> >

> >El Miguel

> >

> >

> >

> >

> >"Aaron Allen" <nospam@not_here.dude> wrote in message news:43bca3d6@linux...

> >> Yeah, avoid that LT man.. cheap hardware, inconsistent volumes across > it

> >>and

> >> just generally felt shoddy.

> >> I'd take a Behr ADA8000 over it 'any day' to be honest, and it's a whole

> >>lot

> >> less money.

> >> Not sure what the current recommend is though bro, I've been out of that

> >> market for a while now and I'd hate to mislead ya.

> >>
> >> AA
> >>
> >>
> >> "Rod Lincoln" <rlincoln@kc.rr.com> wrote in message
> >>news:43bc0147\$1@linux...
> >> >
> >> > I've got a friend/client who's looking for an 8 channel mic pre that
> >> > has
> >> > lightpipe/spdif
> >> > outs. He's running a d

Subject: Re: Lead vox standout, how?
Posted by [Don Nafe](#) on Thu, 05 Jan 2006 19:49:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

r />
> >> >>>>ADC.
> >> >>>>
> >> >>>>>>Just ideas to keep cost in check.
> >> >>>>>>
> >> >>>>>>
> >> >>>>>>
> >> >>>>>>Regards,
> >> >>>>>>
> >> >>>>>>El Miguel
> >> >>>>>>
> >> >>>>>>
> >> >>>>>>
> >> >>>>>>
> >> >>>>>>"Aaron Allen" <nospam@not_here.dude> wrote in message
> >> >>>>>>
> >> >>>>>>news:43bca3d6@linux...
> >> >>>>>>
> >> >>>>>>>>Yeah, avoid that LT man.. cheap hardware, inconsistent volumes
> >> >>>>>>>>across
> >> >>>>>>>>
> >> >>>>>>>>it
> >> >>>>>>>>
> >> >>>>>>>>and
> >> >>>>>>>>
> >> >>>>>>>>>just generally felt shoddy.
> >> >>>>>>>>>I'd take a Behr ADA8000 over it 'any day' to be honest, and it's
> >> >>>>>>>>>a
> >> >>>>>>>>>
> >> >>>>>>>>>whole
> >> >>>>>>>>>

> > >>>>>lot
> > >>>>>
> > >>>>>less money.
> > >>>>>Not sure what the current recommend is though bro, I've been out
> of
> > >>>>
> > >>>>that
> > >>>>
> > >>>>>market for a while now and I'd hate to mislead ya.
> > >>>>>>
> > >>>>>>AA
> > >>>>>>
> > >>>>>>
> > >>>>>>"Rod Lincoln" <rlincoln@kc.rr.com> wrote in message
> > >>>>>>
> > >>>>>>news:43bc0147\$1@linux...
> > >>>>>>
> > >>>>>>>I've got a friend/client who's looking for an 8 channel mic pre
> >that
> > >>>>>>
> &

Subject: Re: Lead vox standout, how?
Posted by [rave](#) on Fri, 06 Jan 2006 00:13:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

they still had a "harshness" to them
>>> >>> that
>>> > I
>>> >>> didn't care for. The Onyx are supposed to be much smoother sounding.
>>> >>> I'll
>>> >
>>> >>> have to borrow my friends for a week so I can comment from first
>>> >>> hand
>>> >
>>> >>> knowledge.
>>> >>>
>>> >>> Tony
>>> >>>
>>> >>>
>>> >>> "Miguel Vigil" <nospam@nospam.com> w

Subject: Re: Lead vox standout, how?
Posted by [excelav](#) on Fri, 06 Jan 2006 00:21:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

nerally felt shoddy.

>>> >>>>>>>I'd take a Behr ADA8000 over it 'any day' to be honest, and it's
> a
>>> >>>>
>>> >>>>whole
>>> >>>>
>>> >>>>>>>lot
>>> >>>>>>>
>>> >>>>>>>less money.
>>> >>>>>>>Not sure what the current recommend is though bro, I've been out
> of
>>> >>>>
>>> >>>>that
>>> >>>>
>>> >>>>>>>market for a while now and I'd hate to mislead ya.
>>> >>>>>>>
>>> >>>>>>>AA
>>> >>>>>>>
>>> >>>>>>>
>>> >>>>>>>"Rod Lincoln" <

Subject: Re: Lead vox standout, how?

Posted by [RK](#) on Sat, 07 Jan 2006 16:24:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

I agree, very cool, thanks for the tip.

Kent (RK)

"Mike R." <emarenot@yahoo.com> wrote in message news:43bd28c8@linux...
> Don, that last bit about using mono was a very helpful tip. I've run
across
> alot of 'em, but never that one. Thanks!
> MR
>
> "Don Nafe" <dnafe@magma.ca> wrote in message news:43bc8f14\$1@linux...
> > Another imprtant point is the frequencies around the vocalist...if there
> are
> > a couple of instruments in the same range the vocals will be fighting to
> be
> > heard...make sure there is somewhat of a hole around the vocals so that
> they
> > fill that void or hole all by themselves.
> >
> > A quick trick is to throw the mix in mono and see what you hear...if the
> > guitar or piano is interfering, try a new level or re-EQ the offending
> > instrument so it backs off enough to give the vocals their space.

> >
> > Doubling or tripling work (with appropriate time delay)...adding a
chorus
> to
> > the third can help...compressing a copy of the vox track and blending to
> > taste might work..and the above suggestion will work
> >
> > YMMV
> >
> > Don
> >
> > "RK" <kent510745@hotmail.com> wrote in message news:43bc7a43@linux...
> > > Trying to get lead vocals to jump out of the mix and I remember a
trick
> > > listed somewhere telling you to copy a vocal track to a different
track,
> > > pan
> > > tracks left and right, then reverse the phase on the second track and
> > > slowly
> > > bring the fader on the second track to meet the other track fader at
0.
> > > Seemed to work, but the effects seemed to cancel each other out. Does
> > > anyone use this, and if so, how do you get the FX to not whack each
> other
> > > out?
> > >
> > >
> >
> >
>
>
