
Subject: Quickest way to get from 24 to 16 bit
Posted by [Don Nafe](#) on Tue, 11 Jul 2006 23:06:05 GMT
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any ideas

Don

Subject: Re: Quickest way to get from 24 to 16 bit
Posted by [Neil](#) on Tue, 11 Jul 2006 23:59:11 GMT
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"Don Nafe" <dnafe@magma.ca> wrote:
>any ideas

Batch convert using r8Brain?

Subject: Re: Quickest way to get from 24 to 16 bit
Posted by [cujo](#) on Wed, 12 Jul 2006 00:36:29 GMT
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Or bounce using 16 bit instead of 24 in PARis..Truncate I think it is called
yes?

"Neil" <OIUOIU@OI.com> wrote:
>
>"Don Nafe" <dnafe@magma.ca> wrote:
>>any ideas
>
>Batch convert using r8Brain?
>

Subject: Re: Quickest way to get from 24 to 16 bit
Posted by [Rod Lincoln](#) on Wed, 12 Jul 2006 03:01:45 GMT
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If your running 3.0 set the project window for 16 bit and render. You can
go the other way too. I've had projects where I found out the client really
wanted 24 bit files, after it was too late. I just render the 16 bits to
24. Yeah, the last 8 bits are empty, but I've NEVER had anyone complain.
Actually, they all remark on how good it sounds. One guy even said how glad
he was I could do 24 bit....it really made a difference.
Go figure.
Rod

Rod

"Don Nafe" <dnafe@magma.ca> wrote:

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>

>Don

>

>

Subject: Re: Quickest way to get from 24 to 16 bit
Posted by [Don Nafe](#) on Wed, 12 Jul 2006 04:11:40 GMT

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Thanks Rod

That's what I thought but to be sure I took them all into CEP and did them there...I'll try that trick tomorrow.

Don

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
news:44b46619\$1@linux...

>

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> go the other way too. I've had projects where I found out the client

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> wanted 24 bit files, after it was too late. I just render the 16 bits to

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> Go figure.

> Rod

> Rod

> "Don Nafe" <dnafe@magma.ca> wrote:

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>>Don

>>

>>

>

Subject: Re: Quickest way to get from 24 to 16 bit
Posted by [Kim](#) on Wed, 12 Jul 2006 06:20:48 GMT

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Just because the original project was in 16 bit doesn't mean you only get 16 bits out of it when bouncing at 24 bit.

The mix bus, eq and effects all have more than 16 bit resolution, plus multiple 16 bit tracks added together equals more than 16 bits of resolution.

Bouncing a 16 bit project at 24 bit does increase resolution. If you look at the files you will see the last 8 bits are not empty.

Cheers,
Kim.

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

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>go the other way too. I've had projects where I found out the client really
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>Rod

>"Don Nafe" <dnafe@magma.ca> wrote:

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>>Don

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>

Subject: Re: Quickest way to get from 24 to 16 bit
Posted by [Rod Lincoln](#) on Thu, 13 Jul 2006 00:40:55 GMT
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Kim...I was talking about rendering individual 16 bit tracks to 24 bit. Like all the seperate drum tracks.

I agree with you on the bounce thing (as in bounce to disk).

I usually record in 16 bit and bounce the mix at 24 for just the reason you mentioned.

Cheers

Rod

"Kim" <hiddensounds@hotmail.com> wrote:

>

>

>Just because the original project was in 16 bit doesn't mean you only get
>16 bits out of it when bouncing at 24 bit.

>
>The mix bus, eq and effects all have more than 16 bit resolution, plus multiple
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>>>Don
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>>>
>>
>

Subject: Re: Quickest way to get from 24 to 16 bit
Posted by [Kim](#) on Thu, 13 Jul 2006 00:46:17 GMT
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Ah, well in that case forget what I said. ;o)

Cheers,
Kim.

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>
>Kim...I was talking about rendering individual 16 bit tracks to 24 bit.
Like
>all the seperate drum tracks.
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