
Subject: OT. Exporting from Cubase SX3 / Nuendo 3
Posted by [xpam_mark](#) on Mon, 24 Sep 2007 21:41:23 GMT
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Q2. If yes on Q1, without forced SRC?

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TIA,
W. Mark Wilson.

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3
Posted by [Dedric Terry](#) on Mon, 24 Sep 2007 21:56:02 GMT
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Hi Mark - see below...

"W. Mark Wilson" <xpam_mark@avidrecording> wrote in message news:46f830ba@linux...

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Regards,
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Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3
Posted by [Chris Ludwig](#) on Mon, 24 Sep 2007 22:53:50 GMT
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W.-

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This program can be handy to have if you are getting stuff from different systems.

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Posted by [Dedic Terry](#) on Mon, 24 Sep 2007 23:20:47 GMT
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>>>
>>
>> --
>> Chris Ludwig
>>
>> ADK Pro Audio
>> (859) 635-5762
>> www.adkproaudio.com
>> chrisl@adkproaudio.com
>

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3
Posted by [Detric Terry](#) on Tue, 25 Sep 2007 17:49:17 GMT
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Bypass any plugins or effects sends (in the mixer, there will be blue icons on any channel with plugins or sends - clicking those to yellow will bypass), null your fader gain (if desired - ctrl-click), set the range you want to export (I don't know if this is a default key command, but I have "p" defined to set the range over the selected object), solo each track, and select File - Export - Audio Mixdown.

Feel free to drop me an email if you run into any questions.

Regards,
Dedric

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news:46f949a4\$1@linux...

> Okay, so I've got N3 and the .CPR's open just fine. What is the process
> for rendering out to wavs without altering the SR, dynamics, i.e., as you
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> these go if anywhere in N3? Reading through the manual, it doesn't just
> jump right out there and the options, they are many.

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> FYI, looks like the guy went 48k at 24 bit for all of this stuff.

>
> WMW

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> "Dedric Terry" <dterry@keyofd.net> wrote in message
> news:46f8484f\$1@linux...

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>> Of course if you need conversion from EDL to OMF/AAF, etc EDL Convert
>> works great,
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>> news:46f842f4@linux...

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>>> Dedric/W.

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