
Subject: OT Best sounding time editor for audio?
Posted by [Tom Bruhl](#) on Sun, 01 Jul 2007 23:40:08 GMT
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This is a multi-part message in MIME format.

-----=_NextPart_000_0035_01C7BC17.A1A1E580
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

I need to slow down the tempo of two songs but at the multitrack level. I've heard Waves Sound Shifter is very good compared to Melodyne. Almost no artifacts.=20
<http://www.waves.com/Content.aspx?id=3D284>
Are there any others I should look at before dumping large cash on one?

Sound Shifter comes as a full working demo. I wonder if Paris will like it? I want to use it stand alone if possible too.
Cubase 2 is also a way to go for me.

As always thanks for your help,
Tom

I choose Polesoft Lockspam to fight spam, and you?
<http://www.polesoft.com/refer.html>

-----=_NextPart_000_0035_01C7BC17.A1A1E580
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very good compared</FONT></DIV>
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-----=_NextPart_000_0035_01C7BC17.A1A1E580--

Subject: Re: OT Best sounding time editor for audio?

Posted by [TCB](#) on Mon, 02 Jul 2007 13:55:34 GMT

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If you have SX you have the Prosoniq Time Factory algorithms built in. I think they sound as good as anything and better than most.

TCB

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>

>

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>to Melodyne. Almost no artifacts.=20

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Subject: Re: OT Best sounding time editor for audio?
Posted by [Tom Bruhl](#) on Mon, 02 Jul 2007 15:42:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_0084_01C7BC9E.22231E50
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 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Hey Thad,
Cubase SX 2.0 ?

I do have 4.0 but am afraid to install because of
the possible problems.
Tom

"TCB" <nobody@ishere.com> wrote in message news:468903d6\$1@linux...

If you have SX you have the Prosoniq Time Factory algorithms built in. =
I think
they sound as good as anything and better than most.

TCB

"Tom Bruhl" <arpeggio@comcast.net> wrote:

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>
>I need to slow down the tempo of two songs but at the multitrack
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>to Melodyne. Almost no artifacts.=3D20
>http://www.waves.com/Content.aspx?id=3D3D284
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<BODY bgColor=3D#ffffff>
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<DIV><FONT face=3DArial size=3D2>Hey Thad,</FONT></DIV>
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<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
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you have=20
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TCB

"Tom =
Bruhl"=20
<arpeggio@comcast.net> =

wrote:
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>
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-----=_NextPart_000_0084_01C7BC9E.22231E50--

Subject: Re: OT Best sounding time editor for audio?
Posted by [duncan](#) on Mon, 02 Jul 2007 17:16:34 GMT
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Prosoniq Time Factory??? Didn't know that -- thanks...

(SX3 sitting around here on a separate computer -- think I'll go jack around with somebody's tempo...)

--chas

On 2 Jul 2007 23:55:34 +1000, "TCB" <nobody@ishere.com> wrote:

>
>If you have SX you have the Prosoniq Time Factory algorithms built in. I think
>they sound as good as anything and better than most.
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>"Tom Bruhl" <arpeggio@comcast.net> wrote:
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Subject: Re: OT Best sounding time editor for audio?
Posted by [TCB](#) on Mon, 02 Jul 2007 17:42:49 GMT
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I think it's in all versions of SX, you can check by seeing what algos can be chosen in the advanced tab. I'm positive it's in three but that's the last one I wrote about. I'm not sure if Steinaha kept licensing the Prosoniq library.

TCB

"Tom Bruhl" <arpeggio@comcast.net> wrote:

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> size=3D3D2>level. I've heard Waves =3D<BR>>Sound Shifter=20
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> compared</FONT></DIV><BR>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>to Melodyne. Almost no=3D20<BR>>artifacts.=20
> </FONT></DIV><BR>><DIV><FONT face=3D3DArial=20
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>
```

Subject: Re: OT Best sounding time editor for audio?
Posted by [Rod Lincoln](#) on Mon, 02 Jul 2007 18:48:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, I use Prosoniq Time Factory. Works great.

Rod

"TCB" <nobody@ishere.com> wrote:

>

>I think it's in all versions of SX, you can check by seeing what algos can
>be chosen in the advanced tab. I'm positive it's in three but that's the
>last one I wrote about. I'm not sure if Steinaha kept licensing the Prosoniq
>library.

>

>TCB

>

>"Tom Bruhl" <arpeggio@comcast.net> wrote:

>>

>>

>>Hey Thad,

>>Cubase SX 2.0 ?

>>

>>I do have 4.0 but am afraid to install because of
>>the possible problems.

>>Tom

>>
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>> "TCB" <nobody@ishere.com> wrote in message news:468903d6\$1@linux...
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>>I think
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>>
>
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Subject: Re: OT Best sounding time editor for audio?
Posted by [Tom Bruhl](#) on Mon, 02 Jul 2007 19:27:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

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Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable
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Me too!

"Chas. Duncan" <duncan5199ATsbcglobalIDOTnet@> wrote in message =
news:1kci83lvdaapfmh9s3h9qs54q22kagstm8@4ax.com...

Prosoniq Time Factory??? Didn't know that -- thanks...

(SX3 sitting around here on a separate computer -- think I'll go jack
around with somebody's tempo...)

--chas

On 2 Jul 2007 23:55:34 +1000, "TCB" <nobody@ishere.com> wrote:

>
>If you have SX you have the Prosoniq Time Factory algorithms built =
in. I think
>they sound as good as anything and better than most.
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>
>"Tom Bruhl" <arpeggio@comcast.net> wrote:
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<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Me too!</FONT></DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
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href=3D"news:1kci83lvdaapfmh9s3h9qs54q22kagstm8@4ax.com">news:1kci83lvdaa=
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-----=_NextPart_000_00EA_01C7BCBD.7DE10C10--

Subject: Re: OT Best sounding time editor for audio?
Posted by [Dedric Terry](#) on Mon, 02 Jul 2007 20:24:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

MPEX (Prosoniq's algo) is in Nuendo/SX 2, 3 and 4.
It's fine for short changes but I doubt you'll get more than +/-5% out of
it.

For pitch shift and time stretch together, believe it or not, Cakewalk's
Dimension did a far superior job to MPEX, Audition, or Sequoia. I slowed a
track down to half speed and lowered the pitch by 1-2 octaves (for effect) -
totally smooth, at least for this use.

Can't say this method will work effectively or with as much control for
slightly slowing down/speeding up a track to a set tempo though. An
interesting find at least.

Dedric

"TCB" <nobody@ishere.com> wrote in message news:46893919\$1@linux...
>
> I think it's in all versions of SX, you can check by seeing what algos can
> be chosen in the advanced tab. I'm positive it's in three but that's the
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> =
>>you have=20
>> SX you have the Prosoniq Time Factory algorithms built in. I =
>>think<BR>they=20
>> sound as good as anything and better than most.<BR><BR>TCB<BR><BR>"Tom
> =
>>Bruhl"=20
>> <<A href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> =
>>
>> wrote:<BR>><BR>><BR>>I need to slow down the tempo of two =
>>songs but=20

```


>> at the multitrack
>level. I've heard Waves Sound Shifter =
>>is very=20
>> good compared
>to Melodyne. Almost no=20
>> =
>>artifacts.=3D20
><http://www.waves.com/Content.aspx?id=3D3D284>
>&g=
>>t;Are=20
>> there any others I should look at before dumping large cash on=20
>> one?
>
>Sound Shifter comes as a full working demo. =
>>I wonder=20
>> if Paris
>will like it? I want to use it stand alone if =
>>possible=20
>> too.
>Cubase 2 is also a way to go for me.
>
>As =
>>always=20
>> thanks for your help,
>Tom
>
>
>I choose =
>>Polesoft=20
>> Lockspam to fight spam, and=20
>> you?
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>> need to slow down the tempo of two =3D
>>songs but =
>>at=3D20
>the=20
>> multitrack</DIV>
><DIV><FONT =
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>> size=3D3D2>level. I've heard Waves =3D
>>Sound Shifter=20
>> is=3D20
>>very good=20
>> compared</DIV>
><DIV><FONT =
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>> size=3D3D2>to Melodyne. Almost no=3D20
>>artifacts.=20
>> </DIV>
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><DIV><FONT=20
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>> =3D
>><FONT=3D20
>>face=3D3DArial =
>>size=3D3D2>look at=20
>> before dumping <FONT face=3D3DArial=20

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>> =3D<BR>>size=3D3D2>large=3D20<BR>>cash on=20
>> one?</FONT></DIV><BR>><DIV><FONT =
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>> size=3D3D2>Sound Shifter comes as a full working =
>>=3D<BR>>demo. =20
>> l=3D20<BR>>wonder if=20
>> Paris</FONT></DIV><BR>><DIV><FONT =
>>face=3D3DArial=20
>> size=3D3D2>will like it? I want to use it =3D<BR>>stand =
>>alone=20
>> if=3D20<BR>>possible =
>>too.</FONT></DIV><BR>><DIV><FONT=20
>> face=3D3DArial size=3D3D2>Cubase 2 is also a way to go for=20
>> =3D<BR>>me.</FONT></DIV><BR>><DIV><FONT =
>>face=3D3DArial=20
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>> size=3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=20
>> size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
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>> =
>>=3D<BR>>and=3D20<BR>>you?<BR><A=3D20<BR>>href=3D3D "<A=20
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>>
>>
>
```

Subject: Re: OT Best sounding time editor for audio?

Posted by [Bill L](#) on Tue, 03 Jul 2007 02:18:01 GMT

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

I would not worry about SX4. It works like a champ for me. There is always going to be a small percentage of people for whom good software does not work. Are you generally one of those?

If you go to the forums you will hear a lot about how bad SX4 is. Some

of those people are having real problems. That's why they are on the forum. The others like to complain and that's why they are there. The rest of us are making music.

OTOH this forum is a special place where we complain about not having Paris to complain about any more.

Tom Bruhl wrote:

> Hey Thad,
> Cubase SX 2.0 ?
>
> I do have 4.0 but am afraid to install because of
> the possible problems.
> Tom
>
>
>
> "TCB" <nobody@ishere.com <mailto:nobody@ishere.com>> wrote in
> message news:468903d6\$1@linux...
>
> If you have SX you have the Prosoniq Time Factory algorithms built
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> TCB
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> >
> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

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> > the multitrack</FONT></DIV>
> <<DIV><FONT face=3DArial size=3D2>level. I've heard Waves =
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> <<DIV><FONT face=3DArial size=3D2>to Melodyne. Almost no=20
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> > Content.aspx?id=3D284</A></FONT></DIV>
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> > spam, =
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> >

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