
Subject: The Loudness War
Posted by [excelav](#) on Thu, 26 Jul 2007 06:54:11 GMT
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Your thoughts?

http://www.youtube.com/watch?v=3Gmex_4hreQ

Subject: Re: The Loudness War
Posted by [rick](#) on Thu, 26 Jul 2007 08:38:29 GMT
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i was told "having thoughts" wasn't a good thing so i've stopped having them...i think...yup, not a one here.

On 26 Jul 2007 16:54:11 +1000, "James McCloskey"
<excelsm@hotmail.com> wrote:

>
>Your thoughts?
>
>http://www.youtube.com/watch?v=3Gmex_4hreQ

Subject: Re: The Loudness War
Posted by [John \[1\]](#) on Thu, 26 Jul 2007 11:28:29 GMT
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It's obvious stuff. You either want dynamics or not. I send everyone back to Thriller school to listen to what dynamics are.

You start to freeze as horror looks you right between the eyes,
You're paralyzed
Chorus
cause this is thriller, thriller night
And no ones gonna save you from the beast about strike
You know its thriller, thriller night
You're fighting for your life inside a killer, thriller tonight

Subject: Re: The Loudness War
Posted by [DJ](#) on Thu, 26 Jul 2007 13:21:26 GMT
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"James McCloskey" <excelsm@hotmail.com> wrote in message
news:46a84513\$1@linux...

>
> Your thoughts?
>
> http://www.youtube.com/watch?v=3Gmex_4hreQ

.....there's a volume knob?

Subject: Re: The Loudness War
Posted by [LaMont](#) on Thu, 26 Jul 2007 17:56:35 GMT
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Interesting.. To be honet, I'm forgetting what dynamics sounds like these day..

"James McCloskey" <excelsm@hotmail.com> wrote:

>
>Your thoughts?
>
>http://www.youtube.com/watch?v=3Gmex_4hreQ

Subject: Re: The Loudness War
Posted by [rick](#) on Thu, 26 Jul 2007 18:52:00 GMT
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sad...

On 27 Jul 2007 03:56:35 +1000, "LaMont" <jjdpro@ameritech.net> wrote:

>
>Interesting.. To be honet, I'm forgetting what dynamics sounds like these day..
>
>"James McCloskey" <excelsm@hotmail.com> wrote:
>>
>>Your thoughts?
>>
>>http://www.youtube.com/watch?v=3Gmex_4hreQ

Subject: Re: The Loudness War
Posted by [excelav](#) on Thu, 26 Jul 2007 19:40:33 GMT
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Just something to think about when mixing and mastering.

"James McCloskey" <excelsm@hotmail.com> wrote:

>
>Your thoughts?
>
>http://www.youtube.com/watch?v=3Gmex_4hreQ

Subject: Re: The Loudness War
Posted by [Chris Latham](#) on Sat, 28 Jul 2007 05:34:26 GMT
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DYNAMICS... we're playing as loud as we can!!!

"LaMont" <jjdpro@ameritech.net> wrote in message news:46a8e053\$1@linux...

>
> Interesting.. To be honet, I'm forgetting what dynamics sounds like these
> day..
>
> "James McCloskey" <excelsm@hotmail.com> wrote:
>>
>>Your thoughts?
>>
>>http://www.youtube.com/watch?v=3Gmex_4hreQ
>

Subject: Re: The Loudness War
Posted by [Tom Bruhl](#) on Sat, 28 Jul 2007 05:58:32 GMT
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This is a multi-part message in MIME format.

-----=_NextPart_000_01AB_01C7D0BA.CD1294F0

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

When mixing I like the concept of make everything louder than everything =
else . . .

"Chris Latham" <latham_c@bellsouth.net> wrote in message =
news:46aac8fc\$1@linux...

DYNAMICS... we're playing as loud as we can!!!

"LaMont" <jjdpro@ameritech.net> wrote in message =
news:46a8e053\$1@linux...

>

> Interesting.. To be honest, I'm forgetting what dynamics sounds like =
these=20
> day..
>
> "James McCloskey" <excelsm@hotmail.com> wrote:
>>
>>Your thoughts?
>>
>>http://www.youtube.com/watch?v=3D3Gmex_4hreQ
>=20

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=_NextPart_000_01AB_01C7D0BA.CD1294F0

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>When mixing I like the concept of make =
everything=20

louder than everything else . . .</DIV>

<BLOCKQUOTE=20

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

<DIV>"Chris Latham" <<A=20

href=3D"mailto:latham_c@bellsouth.net">latham_c@bellsouth.net> =

wrote in=20

message <A=20

=

href=3D"news:46aac8fc\$1@linux">news:46aac8fc\$1@linux...</DIV>DYNAMICS=

....=20

we're playing as loud as we can!!!

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wrote in=20

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=

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>
&g=

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>>Your=20
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thoughts?
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>>http://www.youtube.com/watch?v=3D3Gmex_4=
hreQ
>=20

</BLOCKQUOTE>

<DIV>

I choose Polesoft Lockspam to fight spam, =
and=20

you?
<A=20

href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html </DIV></BODY ></HTML>

-----=_NextPart_000_01AB_01C7D0BA.CD1294F0--

Subject: Re: The Loudness War
Posted by [Chris Latham](#) on Sat, 28 Jul 2007 15:19:22 GMT
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It is funny... the number of times you hear, "can you turn up the (blank)",
as opposed to the few times you hear somebody ask "can up turn down the
(blank)?"

"Tom Bruhl" <arpeggio@comcast.net> wrote in message news:46aad15\$1@linux...
When mixing I like the concept of make everything louder than everything
else . . .

Subject: Re: The Loudness War
Posted by [Tom Bruhl](#) on Mon, 30 Jul 2007 02:35:39 GMT
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This is a multi-part message in MIME format.

-----=_NextPart_000_0025_01C7D230.CA6F3F60
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Hey Chris,
I don't mix with others in the room anymore. I couldn't stand the =
learning curve

that invariably took a complete 10 or more tracks for the band to learn =
the method.

I spend time understanding the bands concept of their production, I give =
my input, we agree=20
and then I mix. Once a mix is very very close to complete I email them =
a copy to get their=20
input again. Usually we're good, if not, it's one more time or have one =
or two members visit for
final tweaks. This is much less stressful for me and more fun/creative =
in general. I am usually
easy on the hourly rate just for the freedom it provides me. Everyone =
wins this way and
no silly comments in the control room at the most inopportune times.
T.

"Chris Latham" <latham_c@bellsouth.net> wrote in message =
news:46ab5213\$1@linux...

It is funny... the number of times you hear, "can you turn up the =
(blank)",=20

as opposed to the few times you hear somebody ask "can up turn down =
the=20
(blank)?"

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:46aad15\$1@linux...

When mixing I like the concept of make everything louder than =
everything=20
else . . . =20

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=_NextPart_000_0025_01C7D230.CA6F3F60

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>Hey Chris,</DIV>
<DIV>I don't mix with others in the room =
anymore. sp;=20
I couldn't stand the learning curve</DIV>
<DIV>that invariably took a complete 10 or =
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for the band to learn the method.</DIV>
<DIV> sp;</DIV>
<DIV>I spend time understanding the bands =
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their production, I give my input, we agree sp;</DIV>
<DIV>and then I mix. sp; <FONT =
face=3DArial=20
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<DIV>T.</DIV>
<DIV> sp;</DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Chris Latham" <<A=20
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.. .=20

</BLOCKQUOTE>
<DIV>

I choose Polesoft Lockspam to fight spam, =
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..html </DIV></BODY ></HTML>

-----=_NextPart_000_0025_01C7D230.CA6F3F60--
