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Subject: Loosing m mind

Posted by [cujo](#) on Sun, 15 Oct 2006 22:40:43 GMT

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Ok, It is finally start to get to me.

My mixes in Paris have always sounded murky and bass heavy and lack punch, outside my room, And they sound slamming inside the room.

First I got an external clock, then a UAD 1 card, then treated my room in a mega way, then new Dynaudio BM15s then another UAD with the 1073.. Is it the Paris bounce?

Is it the dithering in CEP? what are you guys doing..I mean really it sounds like a totally different mix to me...ARRRRGGHHH

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Subject: Re: Loosing m mind

Posted by [Tom Bruhl](#) on Sun, 15 Oct 2006 22:57:47 GMT

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This is a multi-part message in MIME format.

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charset="iso-8859-1"

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Cujo,

Are pro CDs brighter than they used to be in your newly modified room? If so I'd say it's treatment, speakers and their = placement.

Try recording and mixing a pro CD 2 track (no eq) that you know with = Paris.

Play that back on other systems. Does the same thing happen?

If so then there's something wrong with your digital config perhaps.

Good luck on this one.

Tom

"Cujo" <[chris@nospamapplemanstudio.com](mailto:chris@nospamapplemanstudio.com)> wrote in message = news:4532b8eb\$1@linux...

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<http://www.polesoft.com/refer.html>  
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<DIV><FONT face=3DArial size=3D2>Cujo,</FONT></DIV>
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Subject: Re: Loosing m mind  
Posted by [Tom Bruhl](#) on Sun, 15 Oct 2006 23:15:00 GMT  
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This is a multi-part message in MIME format.

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Cujo,  
Do pro CDs sound bright to you since your modifications in the room?  
T.  
"cujo" <[chris@nospamapplemanstudio.com](mailto:chris@nospamapplemanstudio.com)> wrote in message =  
news:4532bdc8\$1@linux...

So you are saying pull up a stereo mix of say "Who;s Next" and bouonc =  
it  
in Paris then burn a CD of it..good idea..

As far as treatment I have follwed a ton of advice from the John =  
Sayers site  
as far as nulls proper speaker height and width, I have minimized comb =  
filtering  
from my gear, I have tons of 705 a cloud also hangs on the ceiling up, =  
I  
mean I don;t expect to make Who's Next again on my gear...and I have =  
always  
had translation issues even in big studios with other people =  
engineering..but  
it really seems so different, I often dread checking mixes...I will =  
give  
your ide a shot..maybe we copy bounce thie files to say 16 tracks, =  
(Carefully)  
so 8 l and 8 r....and test if it is a track count thing too.

"Tom Bruhl" <[arpeggio@comcast.net](mailto:arpeggio@comcast.net)> wrote:

>  
>

>Cujo,  
>Are pro CDs brighter than they used to be in your newly  
>modified room? If so I'd say it's treatment, speakers and their =3D  
>placement.  
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wrote in message <A=3D20<BR>&gt;&nbsp; =3D<BR>&gt;href=3D3D"<A=20  
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Subject: Re: Loosing m mind  
Posted by [Don Nafe](#) on Sun, 15 Oct 2006 23:57:09 GMT  
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My first thought was "it's the room"

May I ask the room dimensions, the approximate location of your speakers and acoustic treatment?

DOn

"Cujo" <[chris@nospamapplemanstudio.com](mailto:chris@nospamapplemanstudio.com)> wrote in message  
news:4532b8eb\$1@linux...

>  
>  
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---

Subject: Re: Loosing m mind  
Posted by [Neil](#) on Mon, 16 Oct 2006 00:30:04 GMT  
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Cuj, try this...

Do a mix of one of your tunes with NO EQ or EFX whatsoever;  
just raw tracks, balanced out more or less evenly so that you  
can hear everything. Pan a little bit if you wanna, but nothing  
too severe L&R unless it's a stereo track - no EQ, no 'verbs,  
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doesn't sound anything like the mix in your room, then it's  
your room or something's funky goin' on between your rig & the

monitors... if it DOES sound like in your room, then it's the way you're mixing stuff - choices you're making when EQ'ing adding EFX, etc.

Try it... that way you have a true starting point.

Neil

"cujo" <chris@nospamapplemanstudio.com> wrote:

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Subject: Re: Loosing m mind  
Posted by [Don Nafe](#) on Mon, 16 Oct 2006 00:40:27 GMT  
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---

another really dumb thought...is your monitoring system wired properly ? +  
to + / - to -

"Neil" <OIUOIU@OIU.com> wrote in message news:4532d28c\$1@linux...  
>  
> Cuj, try this...  
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>>>
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```

Subject: Re: Loosing m mind

Posted by [cujo](#) on Mon, 16 Oct 2006 00:52:54 GMT

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---

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---

Subject: Re: Loosing m mind  
Posted by [Tom Bruhl](#) on Mon, 16 Oct 2006 02:24:41 GMT  
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This is a multi-part message in MIME format.

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charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

You dither huh? . . .

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news:4532d7e6\$1@linux...

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>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
  
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>

---

Subject: Re: Loosing m mind

Posted by [duncan](#) on Mon, 16 Oct 2006 03:24:37 GMT

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---

What he said: size of room, position of speakers?

If you look at the Real Traps site, they used to have a very cool little widget for calculating room modes - you input your dimensions and get back a chart indicating where all the major train wrecks are going to be... Then you make some tones at those frequencies, play them back as you walk around the mix position, and prepare to be amazed...

Like I said -- probably the room...

-- an endless quest -- good luck -- chas.

On Sun, 15 Oct 2006 19:57:09 -0400, "Don Nafe" <dnafe@magma.ca> wrote:

>My first thought was "it's the room"

>

>May I ask the room dimensions, the approximate location of your speakers and  
>acoustic treatment?

>

>DOn

>

>

>"Cujo" <chris@nospamapplemanstudio.com> wrote in message

>news:4532b8eb\$1@linux...

>>

>>

>> Ok, It is finally start to get to me.

>> My mixes in Paris have always sounded murky and bass heavy and lack punch,

>> outside my room, And they sound slamming inside the room.

>> First I got an external clock, then a UAD 1 card, then treated my room in

>> a mega way, then new Dynaudio BM15s then another UAD with the 1073.. Is it

>> the Paris bounce?

>> Is it the dithering in CEP? what are you guys doing..I mean really it

>> sounds

>> like a totally different mix to me...ARRRRRGHHH

>

---

Subject: Re: Loosing m mind

Posted by [Tom Bruhl](#) on Mon, 16 Oct 2006 04:14:48 GMT

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This is a multi-part message in MIME format.

-----=\_NextPart\_000\_0014\_01C6F0B8.1733FE90

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Content-Transfer-Encoding: quoted-printable

Cujo,

This is probably a different topic but . . .

I was kidding - kinda. I almost never dither with the harder =

music/pop/rock

high level stuff. I do give mastering houses 24bit mixes and expect =

them

to do it right. Have you made a comparison CD with a 24bit 2 mix file that's been truncated in Paris vs. dithered in CEP? You might be surprised if your work is highly compressed and virtually radio ready. Jazz, acoustic and classical is different for sure.  
Tom

"Cujo" <chris@nospamapplemanstudio.com> wrote in message = news:4532f6a0\$1@linux...

yes for my reference CD's. am I missing something?

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

>  
>  
>You dither huh? . . .  
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Subject: Re: Loosing m mind  
Posted by [cujo](#) on Mon, 16 Oct 2006 15:19:32 GMT  
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---

Yeah I always give the ME 24bit files, but you are saying your truncated evaluation CD;s sound closer than the CEP?

I'll try that today.

I am ready to find a designer for my room..Anyone specialize in this sort of thing for the small home studio?

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

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>Cujo,  
>This is probably a different topic but . . .  
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>I was kidding - kinda. I almost never dither with the harder =  
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><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>

><BLOCKQUOTE=20

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> =

>href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=

>.com</A>>=20

> wrote in message <A=20

> =

>href=3D"news:4532f6a0\$1@linux">news:4532f6a0\$1@linux</A>...</DIV><BR><BR>=

>yes for=20

> my reference CD's. am I missing something?<BR><BR><BR>"Tom Bruhl" =

><<A=20

> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=20

>"Cujo"=20

> <<A=20

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> =

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> really hard to describe, it has to be the room, but somewhere=20

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> "airy" but the CD burns sound almost hazy, like the presence area=20

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> So, the EQ thing bass and treble would be =3D<BR>>understandable,,=20

>my=20

>I'll try=20

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>through any=20

> =

>compressor?<BR>><BR>><BR>><BR>><BR>><BR>><BR>><BR>><BR>>&g=

> "Don Nafe" <<A =

>href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>>=20

>location=20

>>acoustic=20

> =

>href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=

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>finally start=20

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>>>=20  
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> >> First I got an external clock, then a UAD 1 card, then =  
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> dithering in CEP? what are you guys doing..I mean=20  
  
> >> like a totally different mix to =  
  
>Lockspam to=20  
> fight spam, and =  
  
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> dither huh? . .=20  
> =  
>.</FONT></DIV><BR>><BLOCKQUOTE=3D20<BR>>style=3D3D"P=  
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>'>mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio</A=  
  
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> that, but in my control room, the mises sound clear, =

> dimentional and<BR>"airy" but the CD burns sound almost hazy, =

>like=20

>been<BR>compressed and=20

>and somehow=20

> not as<BR>full range. So, the EQ thing bass=20

> but<BR>this mushieness freaks me =

> really wonder if it my conversion to 16<BR>bit, or somehting =

>else,=20

> tomorrow.<BR><BR>my stuff still gets some nice=20

>

> it<BR>to sound!<BR><BR><BR>hey=20

>mic pres?=20

> =

>1968ME<BR>compressor?<BR><BR><BR><BR><BR>=

>><BR><BR><BR>"Don=20

> =

>href=3D'mailto:dnafe@magma.ca">dnafe@magma.ca</A'>mailto:dnafe@magma.ca"&=

>gt;dnafe@magma.ca</A</A>>>=20

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> =  
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> =  
>href=3D'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
>'>mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio</A=

> =  
><BR>>news:4532b8eb\$1@linux...<BR>>><BR>>>= <BR>>>=20

> me.<BR>>> My mixes in Paris have always=20

> punch,<BR>>> outside my room, And =

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>my=20  
> room<BR>in<BR>>> a mega way, =3D<BR>>then=20

> <BR>is<BR>it<BR>>> =3D<BR>>the =

> bounce?<BR>>> Is it the dithering in CEP? what are you = <BR>>>=20

>it<BR>>>=20  
> sounds<BR>>> like a totally =3D<BR>>different=20

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><BR>><BR>></BLOCKQUOTE><BR>><DIV><FON=  
>T=20  
> size=3D3D2><BR>><BR>>I choose Polesoft Lockspam to fight = <BR>>>=20

> =  
>=3D<BR>>>and=3D20<BR>>>you?<BR>><A=3D20<BR>>>href=3D3D" <A=20  
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>KQUOTE></BODY></HTML>  
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Subject: Re: Loosing m mind

Posted by [animix](#) on Mon, 16 Oct 2006 15:40:42 GMT

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

---

I flew Emmitt Siniard out here to help me set my room up when I moved into this place. He's in Vegas these days and is a Parisite/musician/engineer and studio designer.

If you want to contact him PM me at [animix@animas.net](mailto:animix@animas.net)

It was well worth it, BTW.

Deej

"Cujo" <[chris@nospamapplemanstudio.com](mailto:chris@nospamapplemanstudio.com)> wrote in message  
news:4533a304\$1@linux...

>

>

> Yeah I always give the ME 24bit files, but you are saying your truncated  
> evaluation CD;s sound closer than the CEP?

>

> I'll try that today.

>

> I am ready to find a designer for my room..Anyone specialize in this sort  
> of thing for the small home studio?

>

>

>

>

> "Tom Bruhl" <[arpeggio@comcast.net](mailto:arpeggio@comcast.net)> wrote:

> >

> >

> >Cujo,

> >This is probably a different topic but . . .

> >

> >I was kidding - kinda. I almost never dither with the harder =

> >music/pop/rock

> >high level stuff. I do give mastering houses 24bit mixes and expect =

> >them

> >to do it right. Have you made a comparison CD with a 24bit 2 mix file

> >that's been truncated in Paris vs. dithered in CEP? You might be =

> >surprised

> >if your work is highly compressed and virtually radio ready. Jazz, =

> >acoustic

> >and classical is different for sure.

> >Tom

> >

> > "Cujo" <[chris@nospamapplemanstudio.com](mailto:chris@nospamapplemanstudio.com)> wrote in message =

> >news:4532f6a0\$1@linux...  
> >  
> >  
> > yes for my reference CD's. am I missing something?  
> >  
> >  
> > "Tom Bruhl" <arpeggio@comcast.net> wrote:  
> > >  
> > >  
> > >You dither huh? . . .  
> > > "Cujo" <chris@nospamapplemanstudio.com> wrote in message =3D  
> > >news:4532d7e6\$1@linux...  
> > >  
> > >  
> > >  
> > > It's really hard to describe, it has to be the room, but somewhere  
> =  
> >in  
> > =3D  
> > >the  
> > > balance of bass and treble it seems that it is pretty dang close in  
> =  
> >my  
> > =3D  
> > >room  
> > > to the reference CD's but I get to the car and I have to turn the =  
> > >bass  
> > =3D  
> > >down  
> > > 1 and trebl up 2 clciks to get it where it felt in the house. but =  
> > >it =3D  
> > >isn't  
> > > only that, but in my control room, the mises sound clear, 3 =3D  
> > >dimensional and  
> > > "airy" but the CD burns sound almost hazy, like the presence area =  
> > >has  
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> =  
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> > > full range. So, the EQ thing bass and treble would be =3D  
> > >understandable,, but  
> > > this mushieness freaks me out, I really wonder if it my conversion  
> =  
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> > =3D  
> > >16  
> > > bit, or somehting else, I'll try the Wavelab dither tomorrow.  
> > >  
> > > my stuff still gets some nice nods critically, but it is not how I  
> =  
> >=3D  
> > >want it  
> > > to sound!  
> > >  
> > >  
> > > hey is anyone running mixes through any mic pres? Anyone here have  
> =  
> >a =3D  
> > >1968ME  
> > > compressor?  
> > >  
> > >  
> > >  
> > >  
> > >  
> > >  
> > >  
> > >  
> > > "Don Nafe" <dnafe@magma.ca> wrote:  
> > > >My first thought was "it's the room"  
> > > >  
> > > >May I ask the room dimensions, the approximate location of your =  
> >=3D  
> > >speakers  
> > > and=3D20  
> > > >acoustic treatment?  
> > > >  
> > > >DOn  
> > > >  
> > > >  
> > > >"Cujo" <chris@nospamapplemanstudio.com> wrote in message=3D20  
> > > >news:4532b8eb\$1@linux...  
> > > >>  
> > > >>  
> > > >> Ok, It is finally start to get to me.  
> > > >> My mixes in Paris have always sounded murky and bass heavy and =  
> >lack  
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> > >punch,  
> > > >> outside my room, And they sound slamming inside the room.  
> > > >> First I got an externeal clock, then a UAD 1 card, then treated  
> =  
> >my

```

> > =3D
> > >room
> > > in
> > > >> a mega way, then new Dynaudio BM15s then another UAD with the =
> >=3D
> > >1073.. ls
> > > it
> > > >> the Paris bounce?
> > > >> Is it the dithering in CEP? what are you guys doing..I mean =
> >really
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> > >it
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> > > >> like a totally different mix to me...ARRRRGGHHH=3D20
> > > >
> > > >
> > > >
> > > >
> > >I choose Polesoft Lockspam to fight spam, and you?
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> > =
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> >dio=3D
> > >.com</A>>=3D20
> > > wrote in message <A=3D20
> > > =3D
> > =
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>>href=3D3D"news:4532d7e6$1@linux">news:4532d7e6$1@linux</A>...</DIV><BR><=

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> =  
> >=3D  
> > >  
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> =  
> >=3D  
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> > =  
>  
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> >dio=3D  
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> > >Ok, It is=3D20  
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> > >they=3D20  
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> > > then a UAD 1 card, then treated my room<BR>in<BR>>> a mega way, =3D  
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> > >the Paris=3D20  
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> > >doing..I=3D20  
> > > mean really it<BR><BR>>> sounds<BR>>> like a totally =3D  
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> > =  
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> > solid; MARGIN-RIGHT: 0px"><BR>> <DIV>"Cujo"=20  
> > <<A=3D20<BR>> =3D<BR>>href=3D3D"<A=20  
> > =  
>  
>href=3D'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
> >'>mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio</A=  
> >>=3D<BR>>.com</A>>=3D20<BR>> =20  
> > wrote in message <A=3D20<BR>> =3D<BR>>href=3D3D"<A=20  
> > =  
>  
>href=3D'news:4532d7e6\$1@linux">news:4532d7e6\$1@linux</A>...</DIV><BR><BR'=  
> >>news:4532d7e6\$1@linux">news:4532d7e6\$1@linux</A>...</DIV>=  
> ><BR><BR/<A>>=3D<BR>><BR>It's=3D20<BR>> =20  
> > really hard to describe, it has to be the room, but somewhere=20  
> > in=3D20<BR>> the<BR>balance of bass and treble it seems =  
> >that it=20  
> > is pretty dang =3D<BR>>close in my=3D20<BR>> =  
> >room<BR>to the=20  
> > reference CD's but I get to the car and I have to =  
> >turn<BR>=3D<BR>>the=20  
> > bass=3D20<BR>> down<BR>1 and trebl up 2 clicks to get =  
> >it where it=20  
> > felt in the house.<BR>=3D<BR>>but it=3D20<BR>> =  
> >isn't<BR>only=20  
> > that, but in my control room, the mises sound clear, =  
> >3=3D20<BR>> =20  
> > dimentional and<BR>"airy" but the CD burns sound almost hazy, =  
> >like=20  
> > the<BR>=3D<BR>><BR>> presence area has =  
> >been<BR>compressed and=20  
> > almost glassy in bad way, =3D<BR>>Dirty=3D20<BR>> Glassy, =  
> >and somehow=20  
> > not as<BR>full range. So, the EQ thing bass=20  
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> > but<BR>this mushieness freaks me =  
> >out,<BR>=3D<BR>>I=3D20<BR>> =20  
> > really wonder if it my conversion to 16<BR>bit, or somehting =  
> >else,=20  
> > =3D<BR>>I'll try=3D20<BR>> the Wavelab dither=20  
> > tomorrow.<BR><BR>my stuff still gets some nice=20  
> > nods<BR>=3D<BR>><BR>> critically, but it is not how I want =  
> >  
> > it<BR>to sound!<BR><BR><BR>hey=20

> > is<BR>=3D<BR>>anyone=3D20<BR>> running mixes through any =  
> >mic pres?=20  
> > Anyone here have a=3D20<BR>> =20  
> > =  
> >1968ME<BR>compressor?<BR><BR><BR><BR><BR>=  
> ><BR><BR><BR>"Don=20  
> > Nafe" <<A =3D<BR>><BR>> href=3D3D"<A=20  
> > =  
>  
>href=3D'mailto:dnafe@magma.ca">dnafe@magma.ca</A'>mailto:dnafe@magma.ca"&=  
> >gt;dnafe@magma.ca</A</A>>>=20  
> > wrote:<BR>>My =3D<BR>>first=3D20<BR>> thought was =  
> >"it's the=20  
> > room"<BR>><BR>>May I ask the room =  
> >=3D<BR>>dimensions,=20  
> > the=3D20<BR>> approximate location of your =  
> >speakers<BR>and=20  
> > <BR>>acoustic=3D20<BR>> =20  
> > =  
> >treatment?<BR>><BR>>DOn<BR>><BR>><= <BR>>>"Cujo"=20  
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> > wrote in message=3D20<BR>> =20  
> > =  
> ><BR>>news:4532b8eb\$1@linux...<BR>>><BR>>>=  
> >;<BR>>>=20  
> > =3D<BR>>Ok, It is=3D20<BR>> finally start to get to=20  
> > me.<BR>>> My mixes in Paris have always=20  
> > =3D<BR>>sounded=3D20<BR>> murky and bass heavy and lack=20  
> > punch,<BR>>> outside my room, And =  
> >=3D<BR>>they=3D20<BR>> =20  
> > sound slamming inside the room.<BR>>> First I got an =  
> >externeal=20  
> > =3D<BR>>clock,=3D20<BR>> then a UAD 1 card, then treated =  
> >my=20  
> > room<BR>in<BR>>> a mega way, =3D<BR>>then=20  
> > new=3D20<BR>> Dynaudio BM15s then another UAD with the 1073.. =  
> >  
> > Is<BR>it<BR>>> =3D<BR>>the =  
> >Paris=3D20<BR>> =20  
> > bounce?<BR>>> Is it the dithering in CEP? what are you =  
> >guys=20  
> > =3D<BR>>doing..I=3D20<BR>> mean really =

> >it<BR><BR>>>=20  
> > sounds<BR>>> like a totally =3D<BR>>different=20  
> > mix=3D20<BR>> to me...ARRRRGGHHH=20  
> > =  
> ><BR>><BR>></BLOCKQUOTE><BR>><DIV><FON=  
> >T=20  
> > size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =  
> >spam,=20  
> > =  
> >=3D<BR>>>and=3D20<BR>>>you?<BR><A=3D20<BR>>>href=3D3D" <A=20  
> > =  
>  
>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
> >'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=  
> >>=3D<BR>>>.html</A>=20  
> > =  
> ></FONT></DIV></BODY></HTML><BR>><BR>></BLOC=  
> >KQUOTE></BODY></HTML>  
> >  
> >

---

Subject: Re: Loosing m mind  
Posted by [Don Nafe](#) on Mon, 16 Oct 2006 15:45:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I can help you sort out your room and what have you....send me an email and I'll see what I can do for you

DOn

"Cujo" <chris@nospamapplemanstudio.com> wrote in message  
news:4533a304\$1@linux...

>  
>  
> Yeah I always give the ME 24bit files, but you are saying your truncated  
> evaluation CD;s sound closer than the CEP?  
>  
> I'll try that today.  
>  
> I am ready to find a designer for my room..Anyone specialize in this sort  
> of thing for the small home studio?  
>  
>  
>  
>  
> "Tom Bruhl" <arpeggio@comcast.net> wrote:

>>  
>>  
>>Cujo,  
>>This is probably a different topic but . . .  
>>  
>>I was kidding - kinda. I almost never dither with the harder =  
>>music/pop/rock  
>>high level stuff. I do give mastering houses 24bit mixes and expect =  
>>them  
>>to do it right. Have you made a comparison CD with a 24bit 2 mix file  
>>that's been truncated in Paris vs. dithered in CEP? You might be =  
>>surprised  
>>if your work is highly compressed and virtually radio ready. Jazz, =  
>>acoustic  
>>and classical is different for sure.  
>>Tom  
>>  
>> "Cujo" <chris@nospamapplemanstudio.com> wrote in message =  
>>news:4532f6a0\$1@linux...  
>>  
>>  
>> yes for my reference CD's. am I missing something?  
>>  
>>  
>> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
>> >  
>> >  
>> >You dither huh? . . .  
>> > "Cujo" <chris@nospamapplemanstudio.com> wrote in message =3D  
>> >news:4532d7e6\$1@linux...  
>> >  
>> >  
>> >  
>> > It's really hard to describe, it has to be the room, but somewhere  
> =  
>>in  
>> =3D  
>> >the  
>> > balance of bass and treble it seems that it is pretty dang close in  
> =  
>>my  
>> =3D  
>> >room  
>> > to the reference CD's but I get to the car and I have to turn the =  
>>bass  
>> =3D  
>> >down  
>> > 1 and trebl up 2 clicks to get it where it felt in the house. but =

>>it =3D  
>> >isn't  
>> > only that, but in my control room, the mises sound clear, 3 =3D  
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>> =3D  
>> >been  
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> =  
>>not  
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>> >as  
>> > full range. So, the EQ thing bass and treble would be =3D  
>> >understandable,, but  
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> =  
>>to  
>> =3D  
>> >16  
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>> >  
>> > my stuff still gets some nice nods critically, but it is not how I  
> =  
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>> >want it  
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>> >  
>> >  
>> > hey is anyone running mixes through any mic pres? Anyone here have  
> =  
>>a =3D  
>> >1968ME  
>> > compressor?  
>> >  
>> >  
>> >  
>> >  
>> >  
>> >  
>> >  
>> >  
>> >  
>> >  
>> > "Don Nafe" <dnafe@magma.ca> wrote:  
>> > >My first thought was "it's the room"  
>> > >  
>> > >May I ask the room dimensions, the approximate location of your =  
>>=3D  
>> >speakers  
>> > and=3D20



>> > >acoustic treatment?  
>> > >  
>> > >DOn  
>> > >  
>> > >  
>> > >"Cujo" <chris@nospamapplemanstudio.com> wrote in message=3D20  
>> > >news:4532b8eb\$1 @linux...  
>> > >>  
>> > >>  
>> > >> Ok, It is finally start to get to me.  
>> > >> My mixes in Paris have always sounded murky and bass heavy and =  
>>lack  
>> =3D  
>> >punch,  
>> > >> outside my room, And they sound slamming inside the room.  
>> > >> First I got an external clock, then a UAD 1 card, then treated  
> =  
>>my  
>> =3D  
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>> > in  
>> > >> a mega way, then new Dynaudio BM15s then another UAD with the =  
>>=3D  
>> >1073.. Is  
>> > it  
>> > >> the Paris bounce?  
>> > >> Is it the dithering in CEP? what are you guys doing..I mean =  
>>really  
>> =3D  
>> >it  
>> >  
>> > >> sounds  
>> > >> like a totally different mix to me...ARRRRGGHHH=3D20  
>> > >  
>> > >  
>> >  
>> >  
>> >I choose Polesoft Lockspam to fight spam, and you?  
>> >http://www.polesoft.com/refer.html =20  
>> >  
>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">  
>> ><HTML><HEAD>  
>> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D  
>> >charset=3D3Diso-8859-1">  
>> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>  
>> ><STYLE></STYLE>  
>> ></HEAD>  
>> ><BODY bgColor=3D3D#ffffff>

```

>> <DIV><FONT face=3D3DArial size=3D3D2>You dither huh? . . =
>>.</FONT></DIV>
>> <BLOCKQUOTE=3D20
>> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>=3D
>> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> > <DIV>"Cujo" <<A=3D20
>> > =3D
>> =
>>>href=3D3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstu=
>>dio=3D
>> >.com</A>>=3D20
>> > wrote in message <A=3D20
>> > =3D
>> =
>>>href=3D3D"news:4532d7e6$1 @linux">news:4532d7e6$1 @linux</A>...</DIV><BR><=
>>BR>=3D
>> <BR>It's=3D20
>> > really hard to describe, it has to be the room, but somewhere =
>>in=3D20
>> > the<BR>balance of bass and treble it seems that it is pretty dang =
>>=3D
>> >close in my=3D20
>> > room<BR>to the reference CD's but I get to the car and I have to =
>>turn
>> =3D
>> >the bass=3D20
>> > down<BR>1 and trebl up 2 clciks to get it where it felt in the =
>>house.
>> =3D
>> >but it=3D20
>> > isn't<BR>only that, but in my control room, the mises sound clear,
> =
>>3=3D20
>> > dimalional and<BR>"airy" but the CD burns sound almost hazy, like
> =
>>the
>> =3D
>> >
>> > presence area has been<BR>compressed and almost glassy in bad way,
> =
>>=3D
>> >Dirty=3D20
>> > Glassy, and somehow not as<BR>full range. So, the EQ thing bass =3D
>> >and=3D20
>> > treble would be understandable,, but<BR>this mushieness freaks me =
>>>out,
>> =3D

```



```

>> >different mix=3D20
>> > to me...ARRRRGGHHH <BR>><BR>></BLOCKQUOTE>
>> ><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
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>> >you?<BR><A=3D20
>> =
>>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
>>fer=3D
>> .html</A> </FONT></DIV></BODY></HTML>
>> >
>> >
>> >
>>>!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
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>>charset=3Diso-8859-1">
>><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
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>></HEAD>
>><BODY bgColor=3D#ffffff>
>><DIV><FONT face=3DArial size=3D2>Cujo,</FONT></DIV>
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>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><DIV><FONT face=3DArial size=3D2>I was kidding - kinda. I almost =
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>><DIV><FONT face=3DArial size=3D2>if your work is highly compressed and =
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>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><BLOCKQUOTE=20
>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =

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>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
>> <DIV>"Cujo" <<A=20  
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>> Transitional//EN"><BR>><HTML><HEAD><BR>><META=20

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>> bgcolor=3D3D#ffffff><BR>><DIV><FONT face=3D3DArial =
>> size=3D3D2>You=20
>> dither huh? . .=20
>> =
>> .</FONT></DIV><BR>><BLOCKQUOTE=3D20<BR>> style=3D3D"P=
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>> Anyone here have a=3D20<BR>> =20  
>> =  
>>1968ME<BR>compressor?<BR><BR><BR><BR><BR>=  
>>><BR><BR><BR>"Don=20  
>> Nafe" <<A =3D<BR>><BR>> href=3D3D"<A=20  
>> =  
>>href=3D'mailto:dnafe@magma.ca">dnafe@magma.ca</A'>mailto:dnafe@magma.ca"&=  
>>gt;dnafe@magma.ca</A/<A>>=20  
>> wrote:<BR>>My =3D<BR>>first=3D20<BR>> thought was =  
>>"it's the=20  
>> room"<BR>><BR>>May I ask the room =  
>>=3D<BR>>dimensions,=20  
>> the=3D20<BR>> approximate location of your =  
>>speakers<BR>and=20  
>> <BR>>acoustic=3D20<BR>> =20  
>> =  
>>treatment?<BR>><BR>>DOn<BR>><BR>><=  
>>BR>>"Cujo"=20  
>> <<A=3D20<BR>> =3D<BR>>href=3D3D"<A=20  
>> =  
>>href=3D'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=  
>>'>mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio</A=  
>>>=3D<BR>>.com</A>>=3D20<BR>> =20  
>> wrote in message=3D20<BR>> =20  
>> =  
>><BR>>news:4532b8eb\$1@linux...<BR>>><BR>>>=  
>>;<BR>>>=20  
>> =3D<BR>>Ok, It is=3D20<BR>> finally start to get to=20  
>> me.<BR>>> My mixes in Paris have always=20  
>> =3D<BR>>sounded=3D20<BR>> murky and bass heavy and lack=20  
>> punch,<BR>>> outside my room, And =  
>>=3D<BR>>they=3D20<BR>> =20  
>> sound slamming inside the room.<BR>>> First I got an =  
>>externeal=20  
>> =3D<BR>>clock,=3D20<BR>> then a UAD 1 card, then treated =  
>>my=20  
>> room<BR>in<BR>>> a mega way, =3D<BR>>then=20  
>> new=3D20<BR>> Dynaudio BM15s then another UAD with the 1073.. =



```
>>
>> Is<BR>it<BR>>> =3D<BR>>>the =
>>Paris=3D20<BR>> =20
>> bounce?<BR>>> Is it the dithering in CEP? what are you =
>>guys=20
>> =3D<BR>>>doing..I=3D20<BR>>> mean really =
>>it<BR><BR>>>=20
>> sounds<BR>>> like a totally =3D<BR>>>different=20
>> mix=3D20<BR>>> to me...ARRRRGGHHH=20
>> =
>><BR>><BR>></BLOCKQUOTE><BR>><DIV><FON=
>>T=20
>> size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
>>spam,=20
>> =
>>=3D<BR>>>and=3D20<BR>>>you?<BR><A=3D20<BR>>>href=3D3D "<A=20
>> =
>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>>=3D<BR>>>.html</A>=20
>> =
>></FONT></DIV></BODY></HTML><BR>><BR>></BLOC=
>>KQUOTE></BODY></HTML>
>>
>>
```

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